BugBytes Mobile App Design Diagrams

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Android Bug Bytes App Mock-Up
Screen: Startup

This is the loading screen of our application. This screen should only display occasionally. The first run of the application will download a local copy of the current Bug Bytes database from the internet. The application will periodically check for updates, and when one is found, it will be downloaded on the next start. This allows Bug Bytes users to have a working copy of our application when they are not in an area of cellular service. Although the screen should be active for about three seconds or less, the progress bar will give users a sense of speed.

Screen: Determining Location

When Bug Bytes starts, after any updates that may occur (invoking the screen above), the application requests location data from the phone’s operating system. An indicator is placed on the map showing the user that their location has been determined. The text “Determining your location” will be replaced with “Select a different location by tapping the map”, at which point a user can tap on a state or region. If a rough location cannot be determined (in the case of no cell signal), no marker will be placed, and the text will instead change to “Select a location by tapping the map.” An OK button will appear on the bottom as soon as a location is automatically or manually selected. Tapping a location on the map or pressing the ‘OK’ button will move the user to the main screen.
Screen: Main Bug Selection

This is the main screen of the application. A list of the poisonous (or otherwise dangerous) bugs that are common in the user’s location will be displayed in a horizontal scroll pane. Users can swipe left and right on the image of the current bug to view more bugs. The name of the bug is displayed below the bug. This is an easy way for a user to learn about the dangerous bugs that are prevalent in a certain area. Tapping on the photo or name of the bug will bring the user to the bug’s info screen – this hint will be displayed in a popup on the first use of the application. The colored indicators below will be symbols representing the bug’s potential for harm, its prevalence, and aggressiveness.

Any use case beyond this first informative browsing case is entered by selecting one of the two buttons on the bottom of the screen. ‘Search Bugs’ will bring the user to an interface to find bugs based on details about the bugs as well as their bites, while ‘Browse DB’ will allow users to scroll through the full list of bugs and view information about each of them. The navigation bar, now permanently displayed, contains a button that returns the user to the previous in the screen in the application as well as the name of the current screen.

Screen: Bug Detail

Details of the selected bug will appear here. This screen is accessed from any action that selects a single bug. For instance, this screen is displayed when a user taps on one of the pictures of a bug from the main screen above. All relevant information about a bug is given in the description, intermingled with descriptive photos of the bug in question. The given information will include its habits, dangerousness, treatment in case of bite, locales in which it is known to live, and any other relevant details. The navigation button at the top left will return the user to the previous screen.
Screen: Searching Bugs

This screen, navigated to from the main screen, is used to dynamically identify bugs from certain characteristics. Users will be able to use the accordion to select different options under different categories. The accordion will be scrollable. This style allows users to fill in any information they happen to know without requiring any unknown information. Once the application can confidently guess which bug has been identified, the two most likely guesses will be displayed below the accordion in the squares. Tapping on one of these will load the relevant Bug Detail screen. The Main navigation button will return users to the main screen.

Screen: Bug Database

This screen, navigated to from the main screen, is an alphabetical display of all the bugs in the database. Users can also sort by location. Aside from being scrollable, the list will be searchable if a user happens to know what bug they’re looking for. The search button on the top right will bring up a search box. In this screen, and on any screen in the application, the Android phone’s built-in search button will also invoke the same behavior. Tapping on any bug in the list will bring the user to the Bug Details screen described above.
References

Android Menu Design Guidelines -