

IOWA ADVENTURE CYCLIST COURSE CREATOR



**LIGHTNING TALK:
PROTOTYPING**

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PROJECT OVERVIEW

THE CREATION OF A MAPPING
APPLICATION FOR CYCLISTS THAT CAN:



Use mapping utility
to create routes that
can be exported to
GPS devices or other
applications



Identify different
types of road
surfaces and
elevations of
intended route



Identify average
traffic flow of
intended route



Identify potential
roadblocks and
safety hazards

PROTOTYPE



Purpose

To design the app's UI and main interaction flow before development. This Figma mockup lets us visualize the user experience and core features.



Design Story

Focuses on key user tasks: planning routes, viewing real-time data, and tracking rides. It shows how users will navigate and interact with essential app functions.

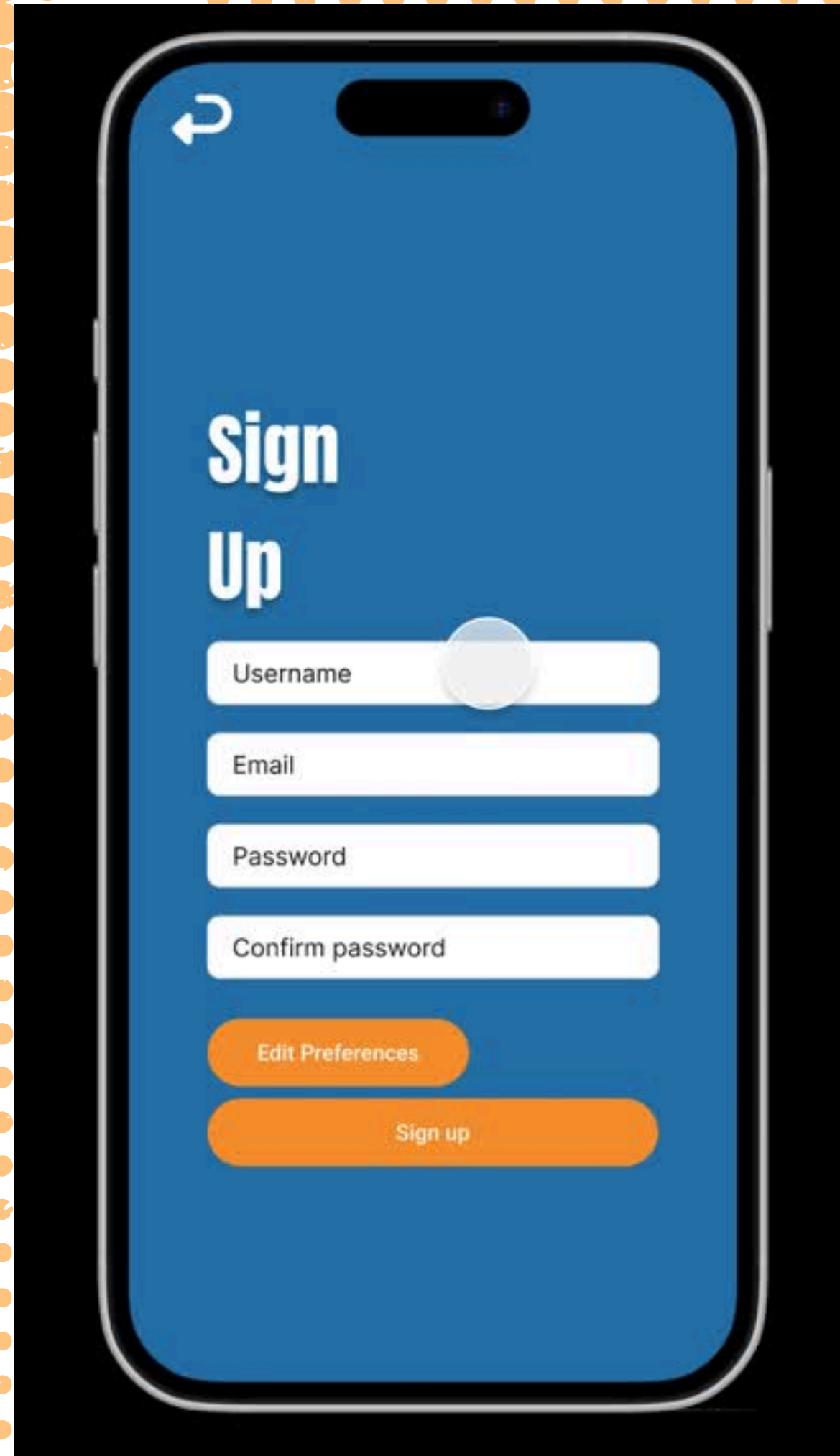


Prototype Goals

Test the usability and accessibility of the interface for users. Validate design choices to ensure a smooth and intuitive user experience.



IN ACTION



IMPLICATIONS



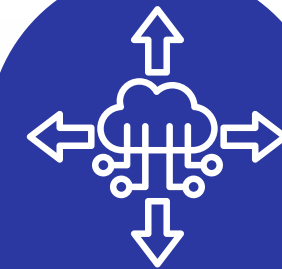
Clear Visual Markers

The mockup revealed that clear visual markers and icons (for road conditions, elevation changes, etc.) are essential for users to quickly interpret route data, especially while riding.



Navigation Flow

Working with the prototype emphasized that users need a smooth navigation experience to move effortlessly between route creation, profiles, and social pages.



Feature Scalability

The mockup highlighted the importance of designing flexible features that can scale with user demands, allowing for future customization and adaptability.

NEXT STEPS



In-App Notifications

Create additional mockups to showcase in-app notifications, including achievement badges and hidden gems, to enhance user engagement.



Mockup into Code

Start implementing the mockup's design into a basic code structure for the app, focusing on key UI elements and navigation flows.



CONCLUSION

In conclusion, our cycling app is all about making route planning safer, easier, and more personalized for cyclists. Our prototype gave us solid insights into building a clear, intuitive interface and showed us where we can improve map details and navigation flow.

As we move forward, we'll expand the design to include notifications, such as achievements, and begin transitioning our Figma mockup into the app's code.





QUESTIONS?

