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Checkpoint 2:  
UX Map

# UGAHacks Mobile App

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# **USER STORIES**

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# Sarah Alexander

Meet Sarah Alexander.

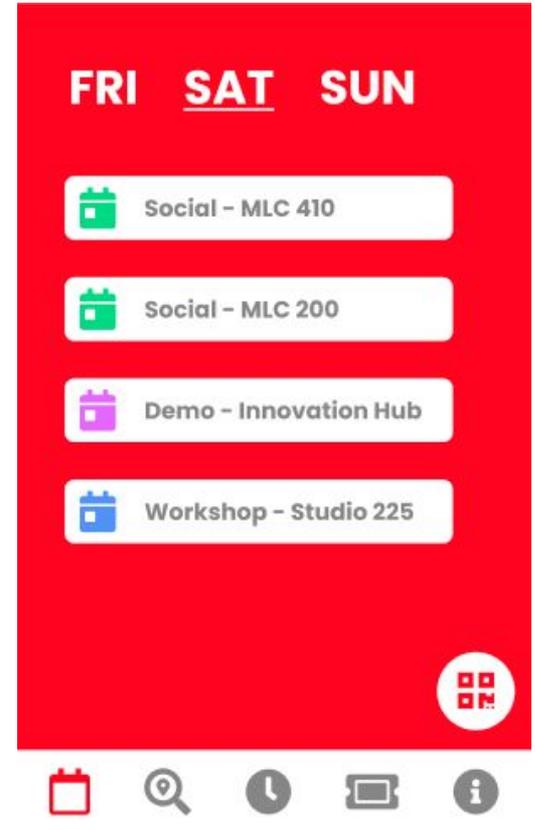
She is a first time attendee at UGAHacks. She's never programmed out of the classroom or been to an event like this before, and downloaded the app to learn where everything is.



# Calendar

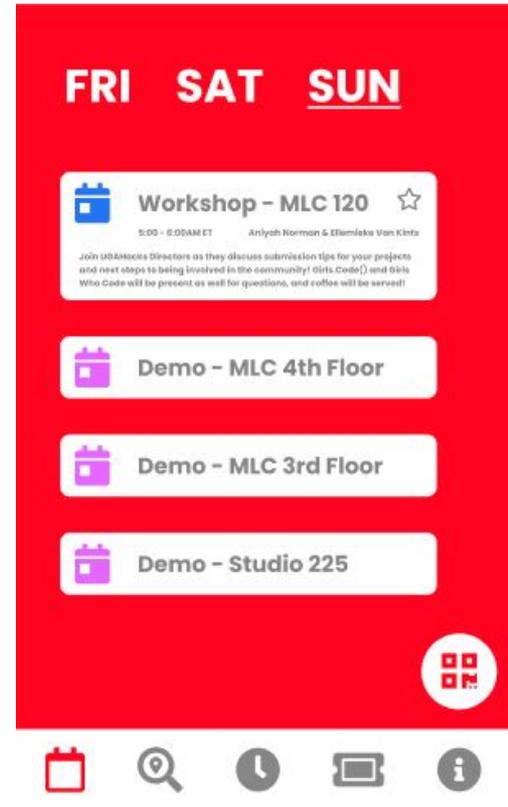
Before the event, she wants to look up corresponding events and scheduling for the upcoming Hackathon.

By opening the app, she can find the calendar icon on the bottom left hand corner. Upcoming events for clubs and other Hackathon related events will be displayed in chronological order displaying the type of event it is and when and where it will take place.



# Calendar

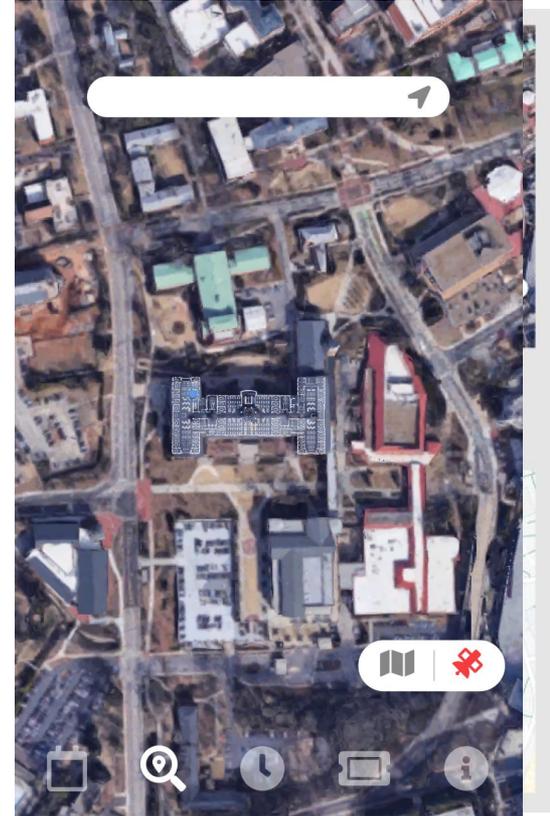
*Sarah can find out more information by clicking each event taking them to a more detailed information page. If she wants to come back to these events at a later day, she can favorite them to save them for later.*



# Navigation

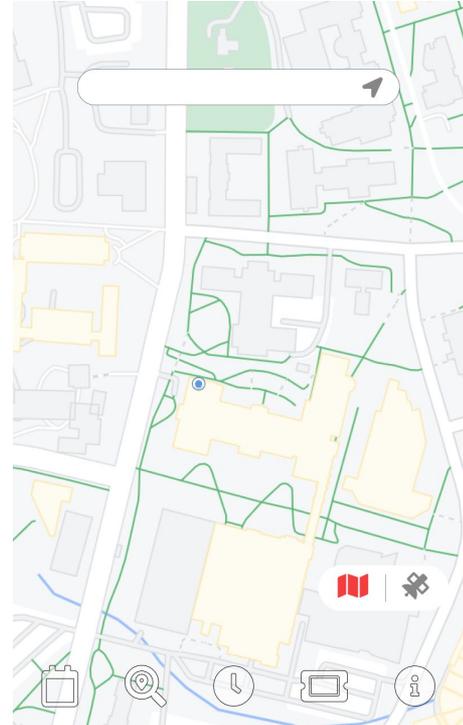
The day of the event, Sarah is unsure where to go.

By opening the UGAHacks app, she will have a magnifying glass icon on the bottom of the screen. This will lead her to a general map of the University of Georgia campus, along with a search option.



# Navigation

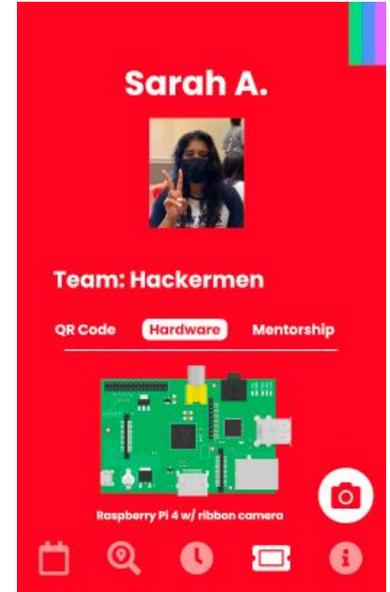
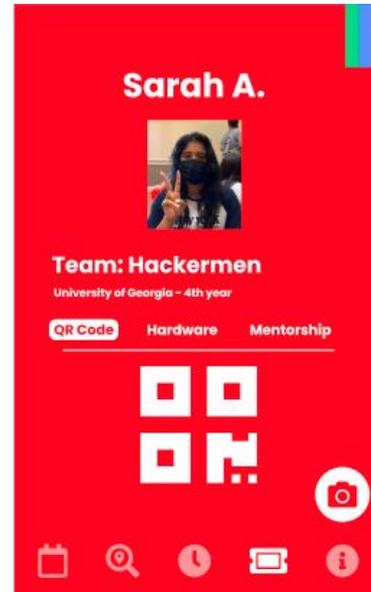
- By selecting the map icon, Sarah can access an overhead view of her location and key points of interest
- A toggle is available if an isometric map view would be easier for her to follow, and an approximate outline of the event venue is included



# Digital Lanyard

It's the day of the event and time to register.

*Their digital lanyard is a paperless way to sign in to the event. The third icon of the bottom of the screen displays a ticket image. By using their login made through registration, their personal information will be displayed, as well as the user's QR code, hardware checked out, and mentorship.*



# Countdown

*After registering Sarah wonders how much time is left before her first event.*

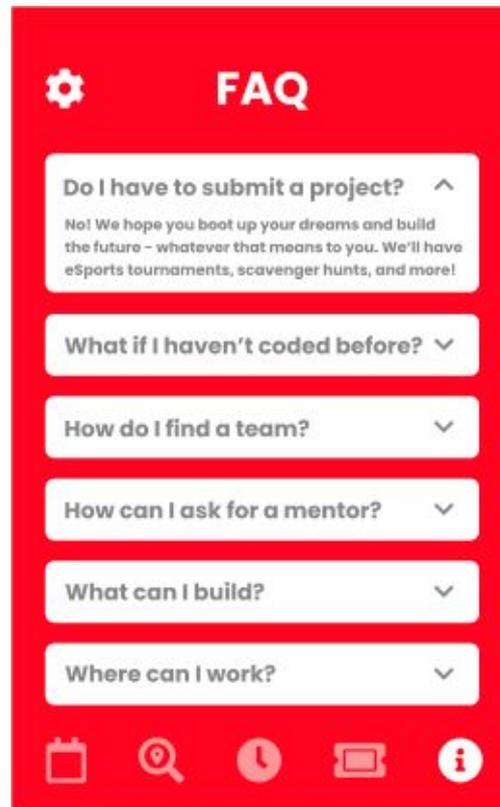
*there will be a clock icon at the bottom of the screen. Users can click on the icon to see a countdown with the upcoming event name below it.*

*If she wants to see footage of the other event, she can access live streams also through the clock application.*



# FAQ

Sarah still has some questions about the event but doesn't know where to go to find answers. She opens her app accessing the FAQ feature located under the information icon. It will then pull up curated FAQs of attendees, organizers, and mentors.



# Claire Venenga

Meet Claire Venenga.

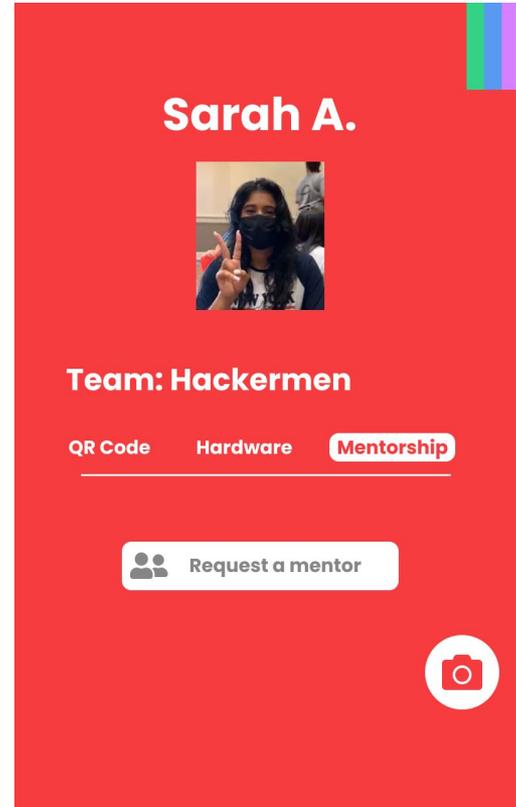
She is a veteran corporate recruiter. She's never been to UGAHacks, but knows she wants to help students learn about her company and technology.



# Digital Lanyard

It's past midnight and Sarah's team needs Claire's help. They're able to use the app to send a notification for her to stop by their group's study room.

*Mentors can be notified by an attendee through an online form, linked within their Digital Lanyard.*

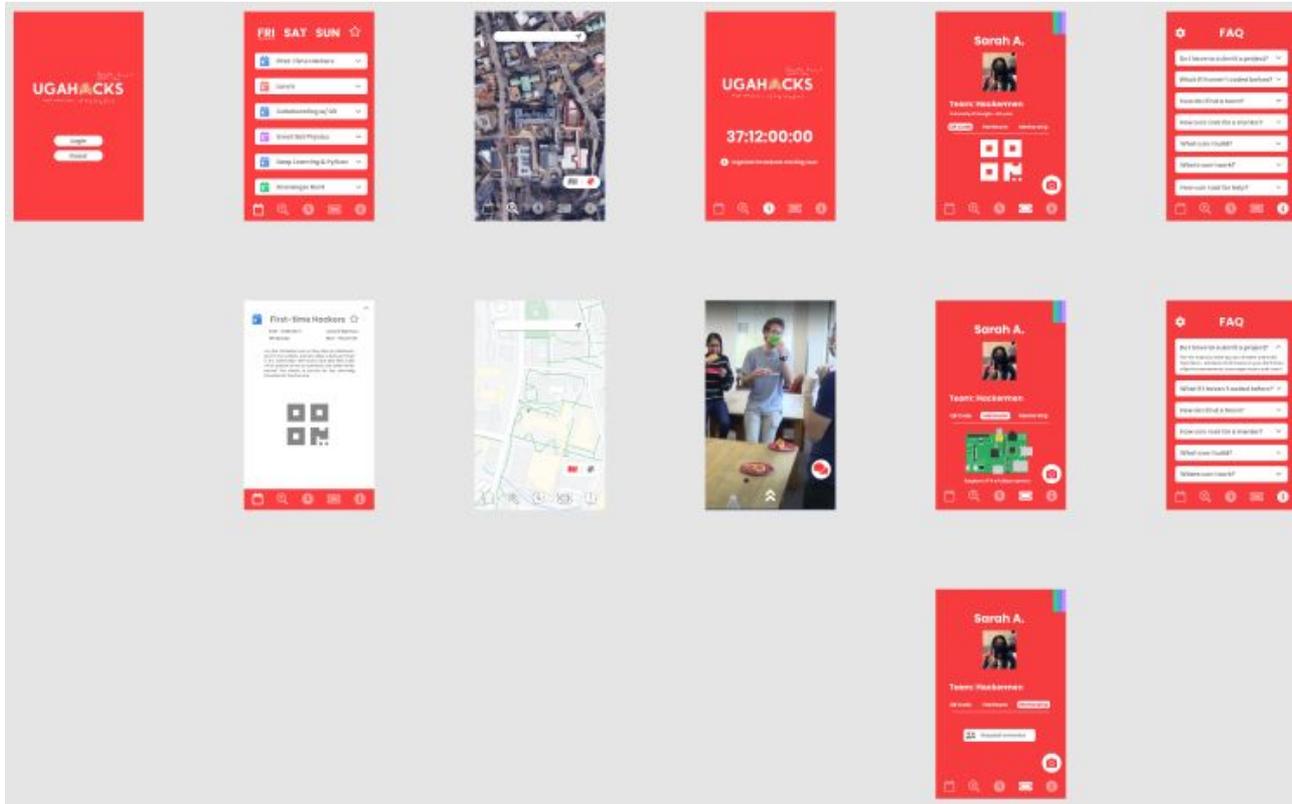


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# UX Map

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# Wireframe



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# Thanks!

