# High Fidelity Mockup: Google Pixel 2 XL

**1**

App loads to main map page

Splash screen
- Shown momentarily before app loads

**2**

User taps "Level 1" dropdown and selects "Level 2"

Main Map- Level 1
- Zoomable map that allows users to tap on rooms to view more information about what is in each gallery
- If user is in the museum, their location is shown on the map, and their location marker appears on the dropdown list beside the floor they are on.
- A scrollable list of the galleries on the current floor slides up from bottom of the screen
- If user taps the FAB (what's nearby) the map zooms onto the user and enters explore mode. See 23 for example of what happens when this FAB is pressed.

**3**

Taps room "201" in map view or in list

Main Map- Level 2
- Information changes according to floor selected
- If user is in museum but on a different floor, their location marker is still present with a small arrow pointing towards the floor they are on. This navigation marker has a lowered opacity to show it is on a different floor.

**4**

User taps on "Barosaurus" in list

Explore: Room 201
- When rooms are selected, map enters Explore mode, where map is zoomed in and becomes interactable.
- Information about the selected room is shown
- A list of exhibits slides up from the bottom of the screen.
- User can save exhibits and room itself to their "saved" list.

**5**

User taps on "Save" button

Barosaurus Info Page
- Displays relevant information about exhibit
- User can save, navigate to, and add the exhibit to their current route (if they are already on one)
- In this case, user is not on a route so the "Add Stop" button is inactive.
- "Navigate" when the user is not on a route creates a temporary "custom" route with Barosaurus as the only stop
- "Add Stop" when the user is on a route adds the stop to the most efficient spot on the route.

**6**

User taps back arrow ←

Barosaurus Info Page 2
- When an exhibit is saved, the icon becomes highlighted

**7**

User taps "Stegosaurus" in list

Explore: 201
- Selected room is highlighted in purple to indicate it is selected on the map
- The rest of the map is grayed out

**8**

User taps Back arrow, then Hamburger icon

The plated dinosaur, Stegosaurus, walked on all four legs, kinda like an elephant. It used its powerful spiked tail for defence. Although the bony plates on its back look like armour, they were not attached to the backbone and would not have provided any real defence from predators.

**9**

User taps "Museum Routes"

Menu
- Menu items are sorted into three categories
- "Explore" refers to navigational actions
- "Discover" refers to information about the museum
- Selected menu items are highlighted

**10**

User taps "Personalized Tour"

Museum Routes
- Shows a list of curated routes through the museum
- Top route is always the personalized tour based on saved items

**11**

User taps "Add Stop"

Personalized Tour
- Stops on the tour are expandable to view directions between stops
- Current location is always listed first
- Approximation given for route time and stop summary
- Route stops are already sorted by efficiency (ie: the fastest route to all the stops)
- Navigate FAB is highlighted as it would be most common action

**12**

User taps Food icon

Add a Stop
- Tapping add a stop opens a popup
- Has search box so user can search the museum for certain exhibits
- Most popular searches appear first
- Icons for popular exhibits, places to get food, washrooms, and a "more" tab (included to contain more options such as facilities, elevators/stairways, exits, tickets, etc.)

**13**

User selects "Lunch Room"

Add a Stop 2
- Selected items are highlighted green
- Icons are highlighted in darker shade of green to match how they appear in directions list and on the map.

**14**

User taps "Edit..."

Stop Added- Personalized Tour
- Adding a stop automatically puts the new stop in the most efficient order in the route (afterthe stop closest to the addition)
- In this case, the lunch room is closest to the user's current location, so it the next stop in the route

**15**

User taps "Lunch Room" list item

Editing-Personalized Tour
- Contextual app bar is different colour to differentiate between contexts
- Editing a route allows you to reorder or remove stops
- As stops are automatically ordered by efficiency, if stop order is edited user can tap "reorder stops by efficiency" to make sure the route is most efficient
- As user wants to have food after they've seen the dinosaurs, they want to move it after the Barosaurus stop.

**16**

User drags "Lunch Room" down until it comes after Stop 2: Barosaurus and releases

Editing- Personalized Tour 2
- Selected items are highlighted.
- If item is being dragged, it is highlighted for the duration of the drag.
- As an item has been selected, Trash bin icon becomes interactable

**17**

User taps checkmark icon to confirm changes ✓

Editing- Personalized Tour 3
- As list has been reordered, "reorder stops by efficiency" button becomes interactable
- Because changes have been made, Undo becomes interactable, and (X) button turns into checkmark icon to show changes can be confirmed.

**18**

User presses expand icon to view directions between each stop

Editing- Personalized Tour 3
- As list has been reordered, "reorder stops by efficiency" button becomes interactable
- Because changes have been made, Undo becomes interactable, and (X) button turns into checkmark icon to show changes can be confirmed.

**19**

User taps navigate floating action button (FAB)

Watch navigate function becomes available

Personalized Tour- Expanded
- Each stop can be expanded so directions can be seen
- Stops are individually expandable due to potential length of directions list

**20**

User taps expand arrow ⌄

Navigating
- Directions appear at top of screen so they don't obstruct the map view
- Directions sheet can be expanded to view multiple directions
- Map view can be zoomed in/out by pinching
- User can pan the map outside the bounds of the current room and explore other rooms while navigating.
- Tapping "What's Nearby" FAB snaps the map back to the navigation arrow

**21**

User taps see less arrow ⌃

Navigating- Directions Expanded
- View Route shows the current route (see 18 &19)
- What's nearby activates the "what's nearby" function.
- Add stop opens "Add a Stop" popup (see 12)
- Images available for each direction
- List of directions is scrollable

**22**

User taps "What's Nearby" FAB

Navigating 2
- Points of interest are popular exhibits not on current route
- Represented by (?) icons on map
- (?) icons themselves can be tapped to view information about the exhibit they represent

**23**

User taps (?) icon or "Mastodont" POI in bottom sheet

Navigating- What's Nearby?
- What's nearby brings up contextual information about the current room/gallery as well as a list of nearby points of interest (POI).
- Tapping on the room in the map view shows information about the current room as well.
- POIs have icons with associated picture so they can be easily identified in real life

**24**

User taps (X) to cancel navigation ✕

Navigating- Mastodont Selected
- POIs and selected exhibits appear as scrollable summary of the exhibit on the bottom sheet
- Selected POIs icon on map is highlighted when it is selected
- View more... link leads user to information page about the POI

**25**

User taps search icon in top bar ○

Quit Navigating
- When the user stops navigating, stops and dotted route line disappear
- Navigation arrow representing the user is still visible on the map.

**26**

Searching
- Searching triggers a contextual app bar (hence the colour change)
- Icons and suggested searches drop down from top of screen
- Background is grayed out so user can't interact with background objects while search is active
- Icons from "Discover" section of menu are available to view associated links
- Popular searches appear in drop-down