

Abeokuta Estate Dues

Capstone 45 · PropTech · Talodabi Academy

1 · Project overview

Estate dues collection and gate pass QR.

Deliverable	Full mobile MVP in Figma (not code)
Platform	Mobile app · Android-first · portrait
Screens	11 screens + 1 unhappy path (12 frames)
Features	3 core features
Bottom navigation	Homes · Collect · Pass · Report
Prototype	4 linked flows

Build order: Auth (screens 1–4) → nav tabs (5–8) → core flow (9–11) → unhappy path → link prototypes.

2 · Problem & primary user

Estate security fees in Abeokuta are often cash at the gate. UK uses direct debit; Ogun estates use manual ledgers.

Primary user

"Mr. Johnson, an estate treasurer in Kemta Adigbe Abeokuta collecting monthly security dues from 40 houses."

Geographic scope: State-level (Ogun (Abeokuta))

3 · Goals

User goal: Issue digital dues receipts and gate pass QR for paid households.

Business goal: Estates pay per-household SaaS; security companies partner.

Success: Treasurer marks paid and resident shows pass.

4 · Market context

QUESTION	ANSWER
Who pays	Estates pay per-household SaaS; security partners co-sell.
Why not WhatsApp	Cash at gate with disputed handwritten lists.
Design focus	Digital receipt plus monthly QR gate pass.

Competitors to check:

- **Cash gate collection** (default)
- **WhatsApp Excel** (treasurer)
- **Bank transfer without receipt**

5 • Validate before you design

Interview 3–5 people who match your primary user. Update this brief if interviews contradict it. Do not start hi-fi until you complete the confirmation below.

FIELD	YOUR ANSWER
Validated user (name, age, city)	
Problem in one sentence	
One interview quote	
Success metric for your test	
Primary colour and tone	
One competitor you checked	

Interview prompts

- "Walk me through the last time this happened."
- "What did you use instead? WhatsApp, paper, or nothing?"
- "What would make you trust this on a cheap Android phone?"
- "What would stop you from using this every week?"

6 • Features & scope

v1 • three features

1. Add household and monthly due amount
2. Mark payment and issue digital receipt
3. Resident shows gate pass QR on phone

Out of scope

- Full security CCTV
- 100-estate portfolio
- Court eviction tools

7 · Screens

Design every row in wireframe, high-fidelity UI, and prototype (where the flow applies).

#	LAYER	SCREEN	WHAT TO SHOW
1	Auth	Splash Screen	App logo, name, and tagline for Abeokuta Estate Dues.
2	Auth	Onboarding (1 screen)	Explain the app in one sentence. One Get Started button.
3	Auth	Sign Up Screen	Name, phone number, state, and PIN. No email required.
4	Auth	Sign In Screen	Phone number and PIN. Forgot PIN link.
5	App shell	Homes (tab)	Household list with paid/unpaid badges this month. Show bottom nav with Homes active.
6	App shell	Collect (tab)	Select house, amount, payment method, and issue receipt. Show bottom nav with Collect active.
7	App shell	Pass (tab)	QR gate pass preview valid for current month. Show bottom nav with Pass active.
8	App shell	Report (tab)	Collection summary export for estate AGM. Show bottom nav with Report active.
9	Core flow	Collect · Receipt issued	Payment recorded for one household. Show bottom nav on post-sign-in screens.
10	Core flow	Pass · QR active	Valid gate pass for paid month. Show bottom nav on post-sign-in screens.
11	Core flow	Report · AGM export	Collection summary for estate meeting. Show bottom nav on post-sign-in screens.

Layers: Auth = 1–4 · App shell = 5–8 · Core flow = 9–11

8 · Prototype flows

Link these in Figma. Examiners should click through without your voice-over.

Flow 1 · App entry

Splash → Onboarding → Sign Up or Sign In → first main tab

Flow 2 • Core task (all three features)

Sign In → Homes tab → Collect → Pass tab → Report tab

Core flow screens: Collect · Receipt issued · Pass · QR active · Report · AGM export

Flow 3 • Navigation

Link every nav tab so examiners can tap each bottom nav item. Tabs: Homes · Collect · Pass · Report

Flow 4 • Unhappy path

Trigger the unhappy path edge case and link to that screen.

9 • Unhappy path

Design this as its own screen state (frame 12):

Household already paid this month. Show: Receipt issued on [date]. View receipt.

Link in **Flow 4**.

10 • Design system

RULE	DETAIL
Colour	You choose. Keep it simple and readable.
Type	You choose. Keep body text easy to read on a phone.
Tone	Design for your user, not for a tech audience.

Reuse on every screen:

- Primary button (active and disabled states)
- Input field (empty, filled, and error states)
- Card or list item used across the app
- Navigation bar with correct labels and icons
- Empty state: what the screen looks like with no data

Deliverables

#	DELIVERABLE	WHAT GOOD LOOKS LIKE
1	Wireframes	Every screen in this brief, plus the unhappy path. Layout and labels clear.
2	High-fidelity UI	Same frames polished. You choose colour and type. Bottom nav on every post-sign-in screen.
3	Prototype	Four linked flows (entry, core task, navigation, unhappy path). Examiners can use the app without your voice-over.
4	AI prototype	Figma Make: at least 2 screens. Share link.
5	Case study (1 page)	Problem · User · Who pays · Competitors · Solution · One design decision
6	Presentation (6–8 slides)	Name · Problem · User · Solution · Key screens · Flow demo · One decision

Before you present

- ☐ Every screen designed in wireframe and hi-fi
- ☐ Unhappy path screen designed and linked in the prototype
- ☐ Four prototype flows linked end to end
- ☐ At least one empty state on a list tab
- ☐ Shared components reused: button, input, card or row, bottom nav
- ☐ Case study names who pays and one competitor you checked
- ☐ You can explain one design decision in critique (why, not what)
- ☐ Completed 5 user interviews or 1 usability test
- ☐ Checked at least one competitor listed under Market context

© Talodabi Academy · For enrolled students · Not for redistribution

