

Apprenticeship Log

Capstone 36 · EdTech · Talodabi Academy

1 · Project overview

Trainee skill portfolio for informal trades.

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	Log · Skills · Report · Profile
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

Apprenticeship traditions lack digital records. US uses LinkedIn; Nigerian trainees track progress orally.

Primary user

"Ikenna, a 19-year-old mechanic apprentice in Nnewi who wants proof of skills learned."

Geographic scope: National-level

3 · Goals

User goal: Log daily tasks and skills mastered with master approval flag.

Business goal: Trade associations and employers buy verified trainee profiles.

Success: Trainee logs task and sees skill progress.

4 · Market context

QUESTION Talodabi Academy	ANSWER
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Who pays	Trade associations and employers buy verified trainee profiles.
Why not WhatsApp	Master says learn by watching. No portable skill record.
Design focus	Daily task log plus skill tags plus export for job proof.

Competitors to check:

- **Oral master approval** (default)
- **LinkedIn** (not apprenticeship context)
- **Trade school certs** (formal only)

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. Daily task log with skill tags
2. Master can confirm week summary
3. Export trainee progress report

Out of scope

- Job guarantees
- Payroll
- Formal degree content

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 Apprenticeship Log.
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	Log (tab)	Today's tasks list and Add Task button. Show bottom nav with Log active.
6	App shell	Skills (tab)	Skill grid with progress bars per trade skill. Show bottom nav with Skills active.
7	App shell	Report (tab)	Monthly summary card for master sign-off status. Show bottom nav with Report active.
8	App shell	Profile (tab)	Trainee name, workshop, master name, and trade. Show bottom nav with Profile active.
9	Core flow	Task · Logged	Task, hours, skill tag saved. Show bottom nav on post-sign-in screens.
10	Core flow	Skill · Progress	One skill bar increased after task. Show bottom nav on post-sign-in screens.
11	Core flow	Report · Ready for master	Monthly summary awaiting sign-off. 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 → Log tab → Task logged → Skills tab → Report tab

Core flow screens: Task · Logged · Skill · Progress · Report · Ready for master

Flow 3 · Navigation

Link every nav tab so examiners can tap each bottom nav item. Tabs: Log · Skills · Report · Profile

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):

Trainee logs task with no skill tag. Show: Pick one skill this task practiced.

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

11 · Submit & defense

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

