

Herbal Hospital Guide

Capstone 42 · MedTech · Talodabi Academy

1 · Project overview

Triage education when to leave home remedies. Not diagnosis.

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	Check · Learn · Clinics · 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

Dual health behaviour is common. US triage apps assume hospital-first; Nigerians often try herbs first.

Primary user

"Grace, a 45-year-old market woman in Abeokuta who treats fever with herbs before considering a clinic."

Geographic scope: National-level

3 · Goals

User goal: Answer short questions and get plain-language when to seek hospital care.

Business goal: Clinics and pharma brands sponsor trusted education content.

Success: User completes check and sees clinic urgency level.

4 · Market context

QUESTION	ANSWER
Who pays	Clinics and pharma brands sponsor education content.
Why not WhatsApp	Family elders advise herbs first; delay clinic until worse.
Design focus	When to stop home care and go to clinic. Not diagnosis.

Competitors to check:

- **Herbal sellers** (default first step)
- **Google symptoms** (scary)
- **Malaria Check brief** (different job: symptom checker)

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. Symptom and remedy checklist
2. Risk level with when to go now guidance
3. Nearest clinic list by LGA

Out of scope

- Prescriptions
- Herbal sales marketplace
- Replacing doctors

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 Herbal Hospital Guide.
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	Check (tab)	Start check button and not-a-doctor disclaimer. Show bottom nav with Check active.
6	App shell	Learn (tab)	Short articles: when herbs are ok vs when to go to clinic. Show bottom nav with Learn active.
7	App shell	Clinics (tab)	PHC and hospital list by LGA with phone numbers. Show bottom nav with Clinics active.
8	App shell	Profile (tab)	Name, LGA, and saved clinic favourites. Show bottom nav with Profile active.
9	Core flow	Check · Questions	Symptoms and home remedies selected. Show bottom nav on post-sign-in screens.
10	Core flow	Check · Result	Home ok, pharmacist, or clinic now guidance. Show bottom nav on post-sign-in screens.
11	Core flow	Clinic · Selected	PHC/hospital picked from list with phone. 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 → Check tab → Questions → Result → Clinics tab

Core flow screens: Check · Questions · Check · Result · Clinic · Selected

Flow 3 • Navigation

Link every nav tab so examiners can tap each bottom nav item. Tabs: Check · Learn · Clinics · 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):

User selects chest pain. Show urgent: Go to hospital now. Do not wait.

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

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