

Inflation Basket

Capstone 25 · FinTech · Talodabi Academy

1 · Project overview

Personal staple price log. Not national CPI dashboard.

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	Basket · Log · Trends · 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

Food inflation hits household planning hard. US/UK use CPI dashboards; Nigerian families track prices mentally at different markets.

Primary user

"Amina, a 38-year-old teacher in Kaduna who buys the same staples weekly."

Geographic scope: National-level

3 · Goals

User goal: Log prices of her regular items and see week-over-week change.

Business goal: Data insights for FMCG brands; premium household budgeting features.

Success: User logs price and sees item trend.

4 · Market context

QUESTION Talodabi Academy	ANSWER
------------------------------	--------

Who pays	FMCG brands buy basket trend data; premium household insights.
Why not WhatsApp	Households track prices mentally or in notebooks. No personal inflation view.
Design focus	Personal basket log with simple week-over-week change per staple.

Competitors to check:

- **NBS CPI reports** (national, not personal basket)
- **Notebook at market** (default)
- **General budget apps** (not market item trends)

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 items to a personal market basket
2. Log price each shop visit with market name
3. See trend chart per item over 4 weeks

- Investment advice
- Automatic supermarket sync
- Every item in Nigeria

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 Inflation Basket.
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	Basket (tab)	Items with last price and up/down change arrow. Show bottom nav with Basket active.
6	App shell	Log (tab)	Quick form: pick item, amount, market name. Save button. Show bottom nav with Log active.
7	App shell	Trends (tab)	Simple line chart for one selected item over 4 weeks. Show bottom nav with Trends active.
8	App shell	Profile (tab)	Name, home market, and basket item count. Show bottom nav with Profile active.
9	Core flow	Log price · Saved	Item, amount, market saved quickly. Show bottom nav on post-sign-in screens.
10	Core flow	Item trend	4-week line chart for one item. Show bottom nav on post-sign-in screens.
11	Core flow	Basket · Week compare	This week vs last week total. 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 → Basket tab → Log tab → Trends tab → Basket summary

Core flow screens: Log price · Saved · Item trend · Basket · Week compare

Flow 3 · Navigation

Link every nav tab so examiners can tap each bottom nav item. Tabs: Basket · Log · Trends · 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 logs zero naira. Show: Enter a valid amount in naira.

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

