

JAMB Prep Lane

Capstone 26 · EdTech · Talodabi Academy

1 · Project overview

One subject CBT practice. Beat breadth with focus.

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	Practice · Mock · Progress · 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

JAMB is Nigeria's university gate exam. US students use SAT apps; JAMB needs CBT-style practice on low-end Android phones.

Primary user

"Fatima, an 18-year-old in Sokoto retaking JAMB who studies at night on her phone."

Geographic scope: National-level

3 · Goals

User goal: Practise one subject in short CBT-style sessions with instant feedback.

Business goal: Subscription for subject packs; schools buy bulk access before exam season.

Success: User completes timed mock and sees weak topics.

4 · Market context

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

Who pays	Student subscriptions; schools buy batch access before exam season.
Why not WhatsApp	Students use PDF past questions with no CBT timer or feedback.
Design focus	One subject CBT lane with timer and weak-topic summary. Niche down.

Competitors to check:

- **uLesson, EduPadi** (broad exam prep)
- **Paper past questions** (default)
- **Lesson centres** (offline)

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. Pick one subject and practise in timed CBT mode
2. Review answers with short explanations
3. Weekly mock score tracker

Out of scope

- Live tutors
- All subjects day one
- JAMB registration

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 JAMB Prep Lane.
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	Practice (tab)	Subject cards with Continue button and last score. Show bottom nav with Practice active.
6	App shell	Mock (tab)	Start weekly mock card, timer note, and last mock score. Show bottom nav with Mock active.
7	App shell	Progress (tab)	Weekly score chart and weak topics list. Show bottom nav with Progress active.
8	App shell	Profile (tab)	Name, target exam year, subjects selected, streak. Show bottom nav with Profile active.
9	Core flow	Question · CBT	Timed question with four options. Show bottom nav on post-sign-in screens.
10	Core flow	Review · Explanation	Correct answer and short explanation. Show bottom nav on post-sign-in screens.
11	Core flow	Mock · Score	Mock score and weak topics listed. 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 → Practice tab → Question → Review → Mock tab → Mock score

Core flow screens: Question · CBT · Review · Explanation · Mock · Score

Flow 3 · Navigation

Link every nav tab so examiners can tap each bottom nav item. Tabs: Practice · Mock · Progress · 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 submits mock with unanswered questions. Show: You skipped 5 questions. Submit anyway or go back?

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

#	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

