

NYSC Placement Prep

Capstone 34 · EdTech · Talodabi Academy

1 · Project overview

Batch checklist and document wallet.

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	Prep · Docs · Contacts · 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

NYSC posting is a national rite of passage with no single prep app. Every Nigerian graduate faces this once.

Primary user

"Emeka, a 22-year-old fresh graduate awaiting NYSC posting."

Geographic scope: National-level

3 · Goals

User goal: Follow a checklist by phase: call-up, camp, primary assignment.

Business goal: One-time purchase per batch; kit list affiliate partnerships.

Success: User completes phase checklist for their batch.

4 · Market context

QUESTION Talodabi Academy	ANSWER
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Who pays	One-time purchase per batch; kit list affiliate partnerships.
Why not WhatsApp	Graduates ask seniors on WhatsApp for scattered advice.
Design focus	Phase checklists plus document wallet on phone.

Competitors to check:

- **WhatsApp senior advice** (default)
- **NYSC official PDFs** (web)
- **YouTube vlogs** (not structured)

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. Checklist by phase with tick-off items
2. Save expected state and camp dates
3. Emergency contacts and document wallet

Out of scope

- Job placement guarantee
- PPA salary payments
- Full HR platform

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 NYSC Placement Prep.
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	Prep (tab)	Current phase card, progress ring, and checklist groups. Show bottom nav with Prep active.
6	App shell	Docs (tab)	Document wallet thumbnails: call-up letter, ID copies. Show bottom nav with Docs active.
7	App shell	Contacts (tab)	PPA, family emergency, and camp office numbers. Show bottom nav with Contacts active.
8	App shell	Profile (tab)	Batch year, expected state, and name. Show bottom nav with Profile active.
9	Core flow	Phase • Item done	Checklist item ticked with progress update. Show bottom nav on post-sign-in screens.
10	Core flow	Document • Added	Call-up letter photo in wallet. Show bottom nav on post-sign-in screens.
11	Core flow	Contact • Saved	PPA or emergency number stored. 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 → Prep tab → Check item → Docs tab → Contacts tab

Core flow screens: Phase · Item done · Document · Added · Contact · Saved

Flow 3 · Navigation

Link every nav tab so examiners can tap each bottom nav item. Tabs: Prep · Docs · Contacts · 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 has not entered batch year. Show: Select batch year to load the right checklist.

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

