

Ogun Building Quote

Capstone 49 · E-commerce · Talodabi Academy

1 · Project overview

Material quote requests to Ogun suppliers.

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	Quote · Compare · Suppliers · 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

Abeokuta and Sango building booms rely on phone quotes from multiple sellers. US uses Home Depot apps; builders call five suppliers.

Primary user

"Engineer Ade, a 42-year-old contractor in Abeokuta building a duplex."

Geographic scope: State-level (Ogun)

3 · Goals

User goal: Request and compare material quotes from Ogun suppliers on phone.

Business goal: Suppliers pay lead fees; hardware brands sponsor categories.

Success: Contractor sends quote request and compares replies.

4 · Market context

QUESTION Talodabi Academy	ANSWER
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Who pays	Suppliers pay lead fees; hardware brands sponsor categories.
Why not WhatsApp	Contractors call five sellers for cement price.
Design focus	Material basket quote request to Ogun suppliers on phone.

Competitors to check:

- **Phone quote calls** (default)
- **Visit Sango material market** (time cost)
- **Informal middlemen**

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. Select materials: cement, blocks, rods, sand
2. Send quote request to nearby suppliers
3. Compare responses and pick supplier to call

Out of scope

- Deliver materials
- Full project management
- Nationwide suppliers v1

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 Ogun Building Quote.
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	Quote (tab)	Material categories and quantity inputs for one request. Show bottom nav with Quote active.
6	App shell	Compare (tab)	Table of supplier responses sorted by total price. Show bottom nav with Compare active.
7	App shell	Suppliers (tab)	Saved Ogun suppliers with category tags. Show bottom nav with Suppliers active.
8	App shell	Profile (tab)	Contractor name, project location, and phone. Show bottom nav with Profile active.
9	Core flow	Quote request · Sent	Material quantities sent to suppliers. Show bottom nav on post-sign-in screens.
10	Core flow	Quotes · Compare table	Responses sorted by total price. Show bottom nav on post-sign-in screens.
11	Core flow	Supplier · Call ready	Pick supplier and call button. 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 → Quote tab → Request sent → Compare tab → Suppliers tab

Core flow screens: Quote request · Sent · Quotes · Compare table · Supplier · Call ready

Flow 3 · Navigation

Link every nav tab so examiners can tap each bottom nav item. Tabs: Quote · Compare · Suppliers · 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):

No supplier replied in 48 hours. Show: Send reminder or expand search radius.

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

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