

Pharmacy Queue NG

Capstone 39 · HealthTech · Talodabi Academy

1 · Project overview

Chemist wait estimates near user.

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	Near Me · Report · Saved · 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

Chemist queues peak evenings and weekends. US uses drive-through; Nigerian parents wait with sick children.

Primary user

"Nneka, a 33-year-old parent in Enugu who needs malaria drugs tonight."

Geographic scope: National-level

3 · Goals

User goal: Compare nearby pharmacy wait estimates and opening hours.

Business goal: Pharmacy chains pay for queue visibility and click-to-reserve.

Success: User finds open pharmacy with wait badge.

4 · Market context

QUESTION Talodabi Academy	ANSWER
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Who pays	Pharmacy chains pay for queue visibility.
Why not WhatsApp	Families visit three chemists to find shortest line.
Design focus	Nearby wait estimate and open-now filter.

Competitors to check:

- **Visit multiple chemists** (default)
- **Phone call busy**
- **HealthPlus etc.** (own apps, not queue compare)

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. Map nearby pharmacies with wait estimate
2. Report wait time after visit
3. Filter open now and has pharmacist

Out of scope

- Online pharmacy checkout
- Prescription fulfilment
- Hospital pharmacy ERP

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 Pharmacy Queue NG.
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	Near Me (tab)	Pharmacy list sorted by wait. Open now filter. Show bottom nav with Near Me active.
6	App shell	Report (tab)	Pick pharmacy and wait level. Submit report. Show bottom nav with Report active.
7	App shell	Saved (tab)	Favourite pharmacies with last reported wait. Show bottom nav with Saved active.
8	App shell	Profile (tab)	Name, area, and notification preferences. Show bottom nav with Profile active.
9	Core flow	Pharmacy detail	Wait estimate, hours, directions. Show bottom nav on post-sign-in screens.
10	Core flow	Wait · Reported	Short/Medium/Long submitted. Show bottom nav on post-sign-in screens.
11	Core flow	Saved · Pharmacy	Favourite pharmacy added. 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 → Near Me tab → Pharmacy detail → Report tab → Saved tab

Core flow screens: Pharmacy detail · Wait · Reported · Saved · Pharmacy

Flow 3 · Navigation

Link every nav tab so examiners can tap each bottom nav item. Tabs: Near Me · Report · Saved · 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):

Pharmacy closed. Show: Closed now. Opens at [time]. Try another.

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

