

Safe Route Share

Capstone 33 · Safety · Talodabi Academy

1 · Project overview

Trip share with trusted contact. Not police dispatch.

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	Trip · Contacts · History · 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

Personal safety during travel matters nationwide. US has Find My; Nigerian families use phone calls that stop if something goes wrong.

Primary user

"Precious, a 25-year-old banker in Port Harcourt who travels home late."

Geographic scope: National-level

3 · Goals

User goal: Share live trip with a trusted contact until she marks arrived.

Business goal: Freemium family plans; corporate safety packages for shift workers.

Success: User starts trip and marks arrived safely.

4 · Market context

QUESTION Talodabi Academy	ANSWER
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Who pays	Family subscription; corporate plans for shift workers.
Why not WhatsApp	Family calls every 30 minutes during travel. Stops if phone dies.
Design focus	Start trip, trusted contact sees progress, one-tap arrived. Not emergency services.

Competitors to check:

- **Phone calls** (default)
- **WhatsApp live location** (manual share)
- **Find My** (Apple ecosystem only)

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. Start trip and pick trusted contact
2. Contact sees route progress on map
3. One tap I arrived or need help

Out of scope

- Emergency response guarantee
- Ride hailing
- Background checks

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 Safe Route Share.
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	Trip (tab)	Start Trip button, active trip map, or recent trip summary. Show bottom nav with Trip active.
6	App shell	Contacts (tab)	Trusted contacts list. Add contact button. Show bottom nav with Contacts active.
7	App shell	History (tab)	Past trips with date, destination, and arrived status. Show bottom nav with History active.
8	App shell	Profile (tab)	Name, phone, default contact, and safety disclaimer. Show bottom nav with Profile active.
9	Core flow	Trip · Live share	Map with moving pin and Need help button. Show bottom nav on post-sign-in screens.
10	Core flow	Trip · Arrived	Arrived safely message sent to contact. Show bottom nav on post-sign-in screens.
11	Core flow	Contact · Added	Trusted contact saved on Contacts tab. 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 → Trip tab → Start trip → Live share → Arrived → Contacts tab

Core flow screens: Trip · Live share · Trip · Arrived · Contact · Added

Flow 3 · Navigation

Link every nav tab so examiners can tap each bottom nav item. Tabs: Trip · Contacts · History · 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):

GPS signal lost mid-trip. Show: Location paused. Last seen at [time]. Trip still active.

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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