

School Fee Planner

Capstone 07 · EdTech · Talodabi Academy

1 · Project overview

You are designing **term fee planning** for parents with more than one child. The win is **how much to save per month**, not paying school online.

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	Bottom navigation with 4 items: Home · Fees · Savings · Reminders
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

Millions of Nigerian parents are caught off guard by school fee deadlines every term. Public schools have hidden levies. Private schools send fee notes with little warning. Parents who earn monthly salaries struggle to save in time and end up borrowing or pulling children out of school.

Primary user

"Mrs. Adeyemi, a 42-year-old civil servant in Abuja with 3 school-age children who is always caught off guard by school fees and regularly borrows money to cover them."

Geographic scope: National-level

3 · Goals

User goal: Track each child's school fees and save toward them monthly so she is never caught short.

Business goal: Build trust as a financial planning tool for parents and eventually offer school-fee loans.

Success: In a quick test, a parent adds **one child**, sees **monthly save amount**, and understands **deadline urgency**.

4 • Market context

QUESTION	ANSWER
Who pays	Mrs. Adeyemi may pay little directly. Schools, cooperatives, or banks marketing “school fee savings” are more realistic payers (assumption).
Why not WhatsApp	Parents use reminders in phone calendar or WhatsApp school groups. Those do not split per child , show monthly save amount , or term countdown in one view.
Design focus	Design multi-child term planner with red urgency and simple “save ₦X per month” math. Clarity for civil servants on salary dates.

Competitors to check:

- **Paper + memory + phone calendar** (default)
- **Edusko / Lifebeta** (school search + tuition finance; not multi-child term saver UI)
- **Schoolable** (fee financing for schools; B2B2C, not parent planner)
- **PiggyVest / bank savings** (general goals, not per-child term deadlines)

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. Add a child and their school with term fee amounts and deadlines
2. Monthly savings plan: app breaks down how much to save per month to meet each deadline
3. Reminder notifications before each fee deadline

Out of scope

- School fee payment or bank debit
- Loans or insurance
- Teacher or school admin portal

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 name, logo, and tagline.
2	Auth	Onboarding (1 screen)	Explain the app in one sentence with an illustration of a parent and child. One 'Get Started' button.
3	Auth	Sign Up Screen	Parent name, phone number, and PIN.
4	Auth	Sign In Screen	Phone number and PIN.
5	App shell	Home (tab)	List of children with their next fee deadline and how much has been saved vs what is needed. Colour-code urgency (red = due soon).
6	App shell	Fees (tab)	Form: child's name, school name, fee amount, and term deadline date. Simple form with a Save button.
7	App shell	Savings (tab)	Show the monthly savings target to meet a deadline. Display a progress bar and the amount still needed. Allow user to log a savings contribution.
8	App shell	Reminders (tab)	List of upcoming fee deadlines with toggle to turn notifications on/off per child.
9	Core flow	Add child · Fee saved	Child, school, amount, deadline saved. Show bottom nav on post-sign-in screens.
10	Core flow	Savings plan	Monthly target and progress bar for one child. Show bottom nav on post-sign-in screens.

11	Core flow	Reminder set	Notification toggled on for upcoming deadline. Show bottom nav on post-sign-in screens.
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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 → Home tab → Add child → Savings plan → Reminders tab

Core flow screens: Add child · Fee saved · Savings plan · Reminder set

Flow 3 · Navigation

Link every nav tab so examiners can tap each bottom nav item. Tabs: Bottom navigation with 4 items: Home · Fees · Savings · Reminders

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):

Parent adds a fee deadline for a date that has already passed. Highlight the field in red and show: 'This date has already passed. Please enter next term's deadline.'

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.
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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

