

# Vaccine Reminder Child

Capstone 32 · HealthTech · Talodabi Academy

## 1 · Project overview

Routine immunisation schedule reminders.

|                          |                                           |
|--------------------------|-------------------------------------------|
|                          |                                           |
| <b>Deliverable</b>       | Full mobile MVP in Figma (not code)       |
| <b>Platform</b>          | Mobile app · Android-first · portrait     |
| <b>Screens</b>           | 11 screens + 1 unhappy path (12 frames)   |
| <b>Features</b>          | 3 core features                           |
| <b>Bottom navigation</b> | Children · Schedule · Reminders · Profile |
| <b>Prototype</b>         | 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

Immunisation cards get lost; schedules are easy to miss. UK uses NHS child health records; Nigerian parents rely on paper cards.

### Primary user

"Halima, a 27-year-old mother in Kano whose toddler missed a vaccine."

**Geographic scope:** National-level

## 3 · Goals

**User goal:** See next vaccine due date and get reminders before clinic day.

**Business goal:** NGO and government immunisation program sponsorship.

**Success:** Parent sees next due vaccine and sets reminder.

## 4 · Market context

|                              |        |
|------------------------------|--------|
| QUESTION<br>Talodabi Academy | ANSWER |
|------------------------------|--------|

|                         |                                                            |
|-------------------------|------------------------------------------------------------|
| <b>Who pays</b>         | NGO and immunisation program sponsorship.                  |
| <b>Why not WhatsApp</b> | Paper immunisation cards get lost; dates missed.           |
| <b>Design focus</b>     | Nigeria routine schedule built in with due-date reminders. |

### Competitors to check:

- **Paper card** (default)
- **Clinic wall calendar** (manual)
- **Generic reminder apps** (not RI schedule)

## 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 child profile with date of birth
2. See Nigeria routine immunisation schedule
3. Reminders before each due vaccine

### Out of scope

- Clinic billing
- Vaccine ordering
- Adult travel vaccines only

## 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 Vaccine Reminder Child.                                                |
| 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 | Children (tab)        | Child cards with next vaccine due date. Add child button. Show bottom nav with Children active.        |
| 6  | App shell | Schedule (tab)        | Vaccine list with due dates and done toggles for selected child. Show bottom nav with Schedule active. |
| 7  | App shell | Reminders (tab)       | In-app reminder toggles per child and per vaccine. Show bottom nav with Reminders active.              |
| 8  | App shell | Profile (tab)         | Parent name, phone, and clinic preference. Show bottom nav with Profile active.                        |
| 9  | Core flow | Child profile · Saved | Name, DOB, optional card photo. Show bottom nav on post-sign-in screens.                               |
| 10 | Core flow | Vaccine · Marked done | Vaccine ticked with date given. Show bottom nav on post-sign-in screens.                               |
| 11 | Core flow | Reminder · Scheduled  | Next vaccine reminder confirmed. 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 → Children tab → Child profile → Schedule tab → Reminders tab

Core flow screens: Child profile · Saved · Vaccine · Marked done · Reminder · Scheduled

## Flow 3 · Navigation

Link every nav tab so examiners can tap each bottom nav item. Tabs: Children · Schedule · Reminders · 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 marks vaccine done without date. Show: Add date given for your records.*

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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