

WAEC Prep Buddy

Capstone 03 · EdTech · Talodabi Academy

1 · Project overview

You are designing **practice for one student moment**: short sessions on a cheap phone, ideally offline. Pick **one subject or one wedge** in your case study. Do not try to beat full edtech platforms on breadth.

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 · Practice · Progress · 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

Many SS3 students retake subjects or miss their WAEC targets each year. Most cannot afford lesson centres or up-to-date textbooks. They practise with old past-question books that have no answer explanations, so they repeat the same mistakes without understanding why. If you cite pass rates or exam stats, name **WAEC** (or your school source) for the year you reference.

Primary user

"Chidi, a 17-year-old SS3 student in Onitsha who is struggling with Mathematics, cannot afford a private lesson teacher, and uses a cheap Android phone to study at night."

Geographic scope: National-level

3 · Goals

User goal: Practise WAEC past questions and get clear answer explanations, even without internet.

Business goal: Build a loyal student base before WAEC season and offer premium subject packs.

Success: In a quick test, a student completes **one daily challenge**, sees **why an answer was wrong**, and would return tomorrow.

4 · Market context

QUESTION	ANSWER
Who pays	Parents and students already pay for past questions, lesson centres, and data . A freemium model (free daily 10, paid full subjects) is realistic (assumption).
Why not WhatsApp	PDFs and WhatsApp groups share answers without explanations. Students need structured practice, progress, and why an answer is wrong .
Design focus	Pick one wedge: e.g. one subject (Mathematics), offline pack, or daily 10-question streak . Beat incumbents on explanation quality in simple English , not more subjects.

Competitors to check:

- **uLesson** (WAEC/JAMB video, quizzes, offline; major incumbent)
- **EduPadi, Exam Padi, Pass.ng, Edubaloo, ExamTutor Academy** (past questions + CBT practice)
- **Physical past-question books** and lesson centres
- **YouTube teachers** (free, uneven quality)

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. Past questions organised by subject and year
2. Clear answer explanations written in simple English
3. Daily 10-question challenge with score tracking

Out of scope

- Live tutoring or video courses
- All WAEC subjects in v1
- School admin or exam registration

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 and logo on a bold background.
2	Auth	Onboarding (2 screens)	Screen 1: What the app does. Screen 2: Pick your subjects. Keep each screen to one idea with a 'Next' button.
3	Auth	Sign Up Screen	Name, class (SS1 / SS2 / SS3), phone number, and PIN. No email required.
4	Auth	Sign In Screen	Phone number and PIN. Include 'Forgot PIN' link.
5	App shell	Home (tab)	User name, daily challenge card, subject list, and streak.
6	App shell	Practice (tab)	Subject and year picker to start practice session.
7	App shell	Progress (tab)	Scores by subject and recent performance summary.
8	App shell	Profile (tab)	Name, class (SS1/SS2/SS3), and subjects selected.

9	Core flow	Question	One WAEC question, four options, progress bar. Show bottom nav on post-sign-in screens.
10	Core flow	Answer · Explanation	Correct/wrong highlight with short explanation. Show bottom nav on post-sign-in screens.
11	Core flow	Score summary	Score out of 10 and weak topics. Feature 3 tracking. 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 → Practice tab → Question → Explanation → Score summary → Progress tab

Core flow screens: Question · Answer · Explanation · Score summary

Flow 3 · Navigation

Link every nav tab so examiners can tap each bottom nav item. Tabs: Bottom navigation with 4 items: Home · Practice · Progress · 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 scores 0 out of 10. Do not show a failure message. Instead show: 'Keep going. Every attempt makes you better. Try the same topic again?'

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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