



superbloom

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[Link to Prototype](#)

target audience

superbloom is designed for individuals who have lost a loved one. The app is designed for grieving individuals to dull their pain and take control of their emotions by memorializing and remembering their loved ones.

design tools

We used Figma as our design and wireframing tool for our medium-fidelity prototype. All elements (icons, buttons, graphics, etc.) within the prototype were created within Figma as well. Our prototype was designed using the dimensions of an iPhone 16, but is meant to mimic a mobile application that works across all mobile platforms.

operating instructions

General

- There are a predetermined set of buttons the user can click to navigate through the prototype. These buttons will be highlighted in a blue box if any other spot on the screen is clicked.
- On the home screen, you are able to complete any task depending on which buttons you select.
 - Or, all buttons, except for the setting, are functional.

- Our prototype outline is listed on the right side of the website. We've labeled the outline to match our main task flows: "Onboarding," "Simple - Upload a Memory," "Moderate - Interact with Friends' Gardens," and "Complex - Join a Superbloom."
- At the bottom of the page, there are arrows pointing left and right for you to go to the previous or next screen view.

Onboarding

- Login
 - The login button will take you straight to the user garden (or the home screen). It assumes automatic login.
- Sign Up
 - The sign up button will take you to a page where you input your name, username, and phone number. Then, you'll be asked to enter a verification code sent to the phone number. Finally, you'll be prompted to input the person you're honoring with a garden.

Navigation Bar (Bottom of Screen)

- Settings (1st icon in bar)
 - This button is disabled for the medium-fidelity prototype, as it isn't related to the task flows. In the final product, this would allow you to edit your profile and adjust app settings.
- Home (2nd icon in bar)
 - The home button allows the user to quickly navigate back to their honored inner garden (if the user has multiple, it will go back to the most recently accessed garden)
- Add a flower (big round icon outside of bar)
 - This allows you to upload a memory by planting a flower in your garden. This will take you to the upload memory page.
- Friends (3rd icon in bar)
 - This will take the user to the "Friends" page (outlined below).
- superbloom (4th icon in bar)

- This will take the user to the list of superblooms page.

Home (User Garden)

- The user will first land on their empty private garden for “Mary”
- Towards the top right part of the screen, there’s a button with an arrow at the gate of the garden. Clicking this button will allow the user to switch to their public garden for “Mary.”
 - To toggle back, there will be a similar button, this time towards the button left part of the screen.
- Right above the navigation bar, on the right side of the screen, is a slider that allows you to switch between the garden view (current view) and a collage view of their garden.
- To view memories in the garden view, click on the flower associated with it.
- If the user has multiple gardens for different honored people, they can switch between them by clicking on the monument.
 - Note: this feature hasn’t been implemented yet.
- Users will also be able to click on the navigation buttons described in the previous section.

Upload Memory

- When you click on the “add a flower” button, you will be prompted to select a prompt.
 - Note: typically, you would be able to skip this part or refresh the list of prompts. For the sake of this prototype, you’re only able to select the first prompt.
- After you choose the prompt and confirm, you’ll be prompted to upload any media associated with the prompt and fill out the text box with your response.
- Then you’ll be able to customize your flower. Scroll down to the bottom of the page to click the “plant” button on the bottom right corner to plant the flower.
 - Note: The customization hasn’t been implemented yet.
- The “X” button on the top left corner of the page will exit the upload memory page.

- The “back” button that appears on the bottom left of the page will allow you to navigate to the previous page.

Friends

- When you click on the “friends” button, you’ll be taken to the friends page. This page is prepopulated with a group of friends.
 - Note: each friend’s “view profile” button is not implemented
- At the bottom right corner of the page, there’s an “add friend” button to add a new friend.
 - This will take you to a page where you can search for a new friend by typing in their username (prepopulated, so just click the search bar).
 - Then you’ll add this person as a friend by clicking the “add friend” button.
 - Then you will be able to view their profile (assumes immediate friend request acceptance) by clicking the “view profile” button that replaces the “add friend” button.
- Once you’ve navigated to a friend’s garden (by going through the steps listed above), you can select the garden you’d like to view
 - Note: this garden will only show this user’s “public” garden.
 - Also, one garden per one honored person.

superbloom

- When you click on the “superbloom” button, you’ll be taken to a page where you can search for a specific superbloom.
- Once you’ve searched for the superbloom, you can click the “request to join” button to join the superbloom and have access to import memory function
 - Note: assume immediate acceptance
- A “view superbloom” button will appear where the “request to join” button was. Click to view the superbloom.
- Now, the big “add a flower” button will prompt you to add a memory to the superbloom. It will ask you to either add from a garden or upload a new memory.
 - Note: only the add from a garden button is implemented.

- When you click the “add from a garden” button, you can choose what memory to upload by selecting the circle on the bottom right corner of the memory.

limitations

The current prototype doesn't allow users to customize their garden since the user's garden is already set up for “Mary,” the prompt upload has been pre-populated, and the flower customization page only has one option available (as the other buttons are disabled). Because profile creation would require more backend work, we pre-populated the user's memory upload and garden.

wizard of oz techniques

The user magically has a group of friends in the “Friends” tab to allow the user to experience the sense of community that the “Friends” page would generate. Without our manual friend creation, the user wouldn't be able to browse through others' gardens, thus wouldn't be able to complete our medium task flow.

The superbloom event is already magically created, when in reality a user would have to create the superbloom event and its logistical details and (optional) invite others. The prototype outlines what it would look like to join an existing superbloom that appeared out of thin air.

hard-coded items

For our medium-fidelity prototype, we hard-coded all of the users, their gardens, and other information. Additionally, we hard-coded everything related to the superbloom page (the time/date, the honored person, and memory to import). We did so because the prototype is not able to connect to a backend database to store any user information.

We also hard-coded the user onboarding information and other typed input elements (i.e. the search bar when adding a new friend or prompt response). We did so because the prototype is not able to respond to typed input for the onboarding process.