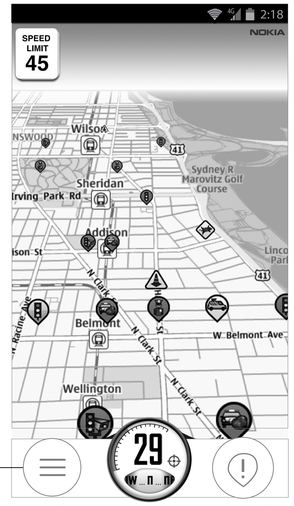
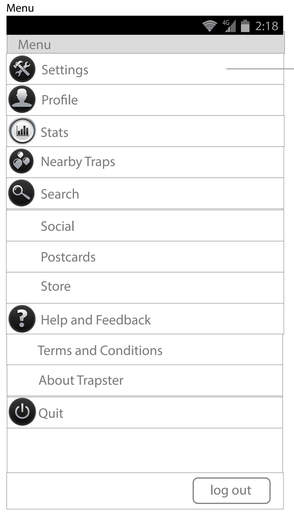
Trapster UI Design
Themes UX/UI
Greg Schumsky, UX/UI
12/13/2012
ver 1.3

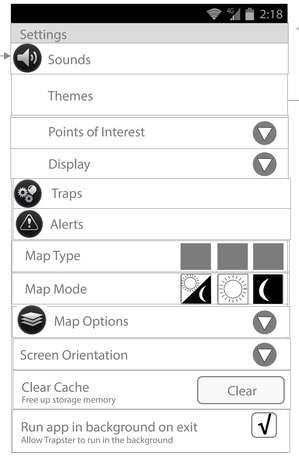
Main Dash



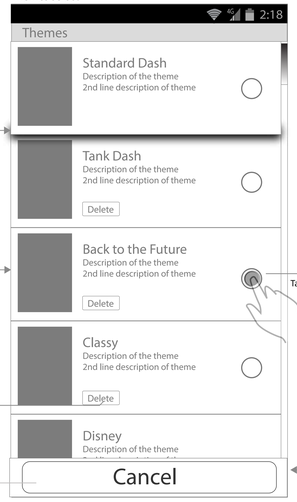
Main interface is redesigned to take advantage of what the main function of the app is - reporting and voting on traps. All other non-essential elements have been removed for clean, simple layout. From the main screen, a user can change settings and access the menu, report traps, and center the GPS when needed.

Menu





Themes select



Tap to select theme

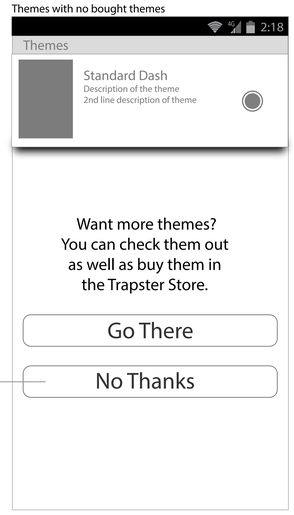
To select a theme, user must first tap on theme they want to preview and possibly use. Standard Dash theme stays locked at the top with other themes scrolling under it.

Themes select

User is presented with larger view but not full screen of what the theme will look like, as well as some explanatory text. They can select "Ok" to commit or "Cancel" to go back.

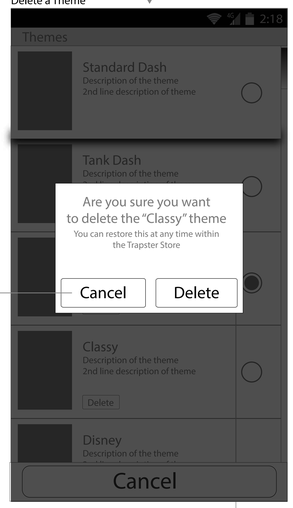
Note that the " Okay" is becoming an Android convention (turns out if the user hits the back button before commiting in general Android settings, the selection is lost). iOS would only have a "Back" button at the top of the screen, and no"Ok" button

Themes with no bought themes



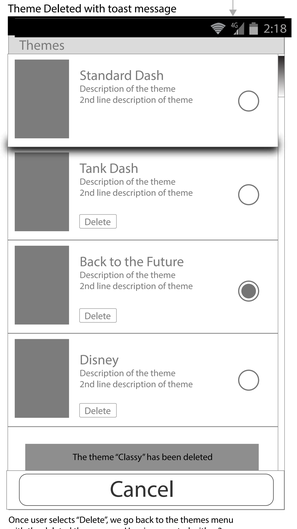
If the user has not downloaded any themes, they are presented with the option to go to the Trapster Store, or go back to the settings screen.

Delete a Theme



Dash with new theme

Theme Deleted with toast message



Once user selects "Delete", we go back to the themes menu with the deleted theme gone. User is presented with a 3 second toast confirmation.