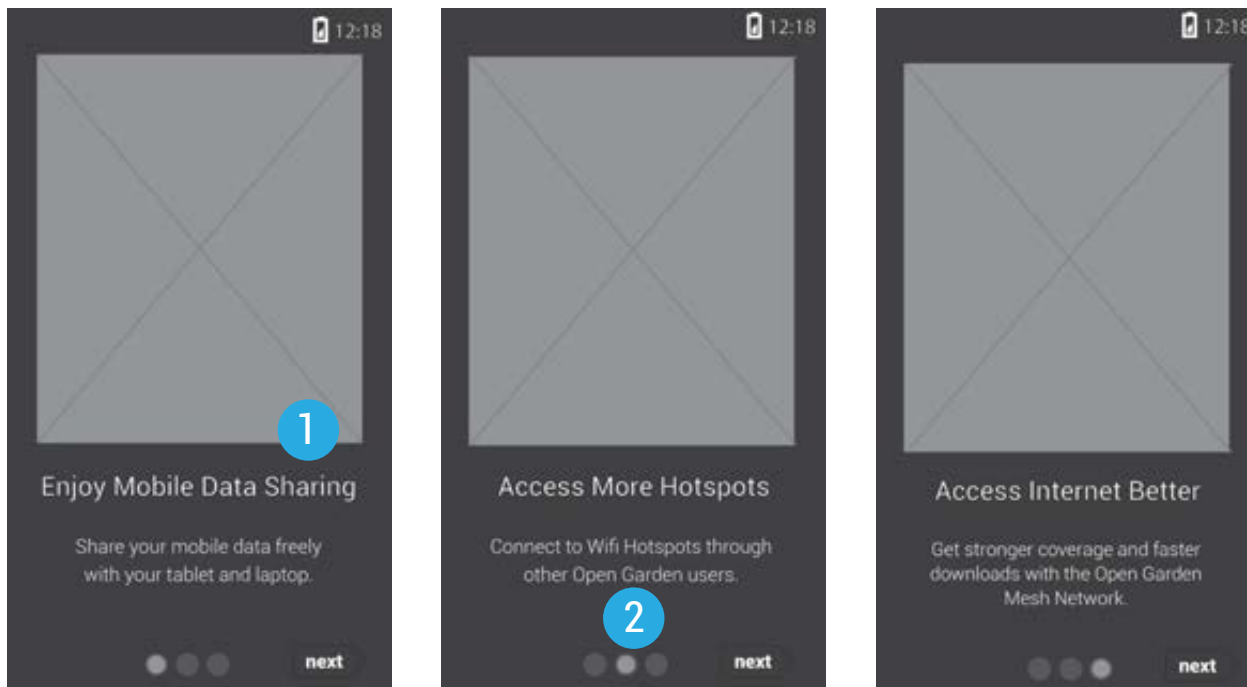# Low Fidelity Wireframes: Open Gardens
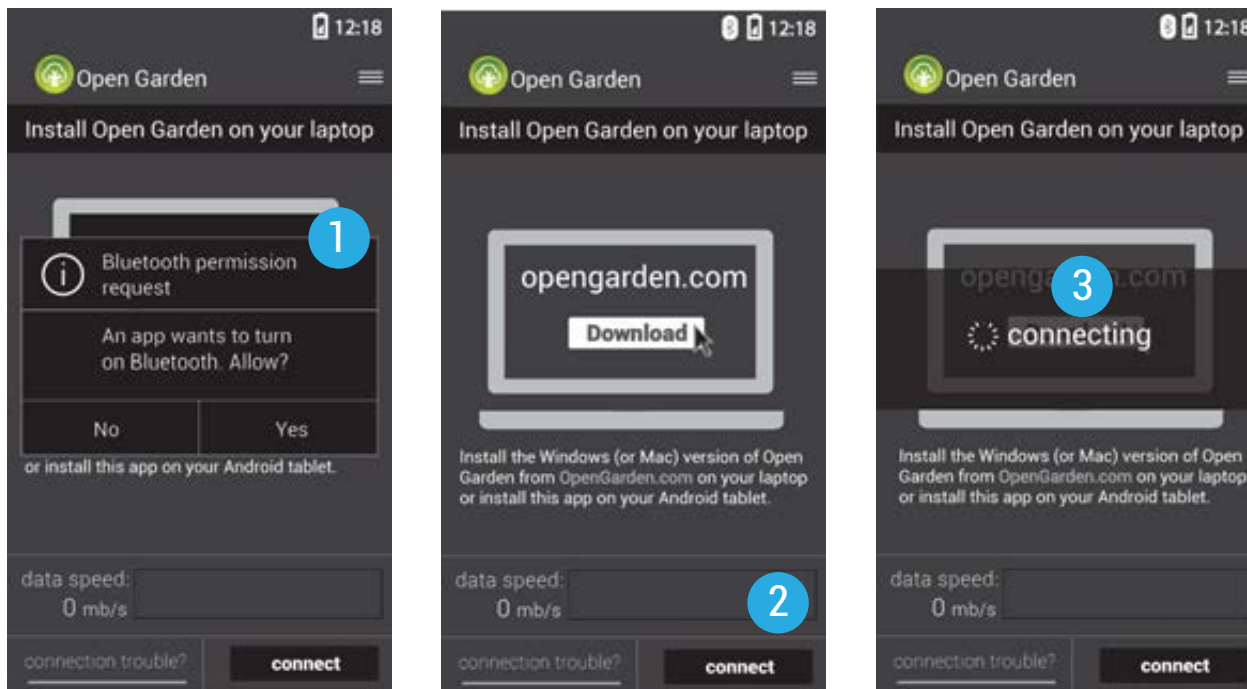## Feature 1 : Intro/Messaging

1 Messaging system allow quick information to the user on how the product works.

2 Use of slide show format will be used for ease of access and flow of information.

Screen 1:
📱 12:18

Enjoy Mobile Data Sharing

Share your mobile data freely with your tablet and laptop.

next

Screen 2:
📱 12:18

Access More Hotspots

Connect to Wifi Hotspots through other Open Garden users.

next

Screen 3:
📱 12:18

Access Internet Better

Get stronger coverage and faster downloads with the Open Garden Mesh Network.
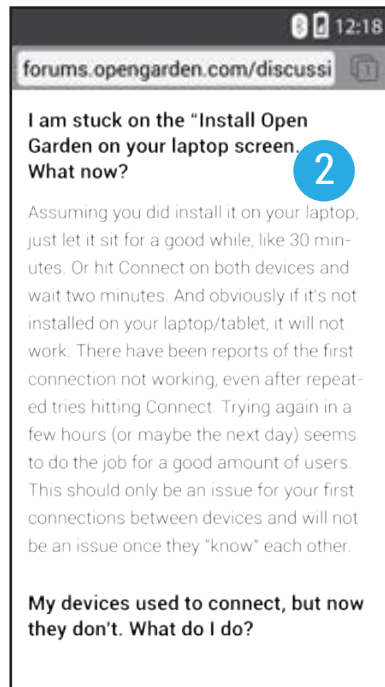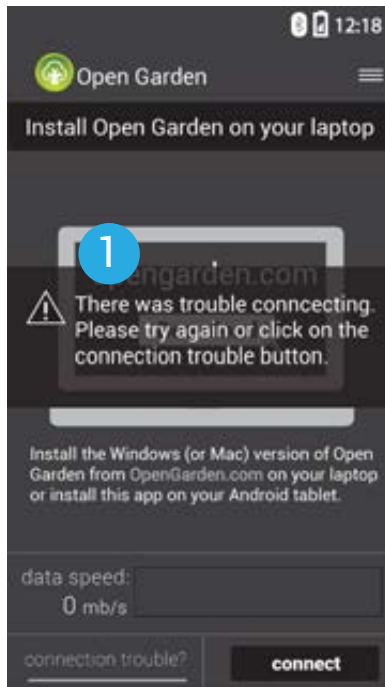
next

Low Fidelity Wireframes: Open Gardens
Feature 2 : Connection Access

1 User is requested to access bluetooth (primary connector) for tethering access.

2 Main menu is visible with instructions on downloading instruction for pairing device with other device. Two primary buttons work to connect the user and help trouble shoot.

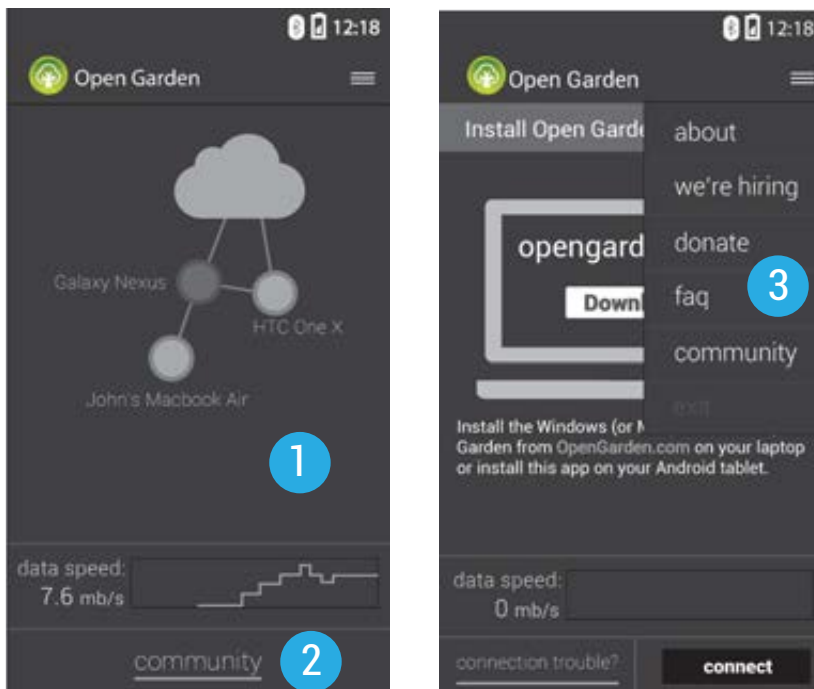3 To aid user friendliness connection notification will assist user.

1 Additional notification will alert and message the user to make trouble shoot more easy to understand and use.

2 Trouble connecting will direct the user to a FAQ site on opengarden's website to direct user to correct solutions for tethering their device.

3 Navigating trouble shoot and connection should be easy and least issue when connection doesn't work for user

Low Fidelity Wireframes: Open Gardens
Feature 2 : Connection Access & Trouble Shoot

1 Once connection occurs, a visual connection shows how and who they're connected to. Data information is clear and precise.

2 Connecting to the community will then be a focus as primary button for network tethering and future social project.

3 Sub-menu button will be available to address all following information and exiting program.