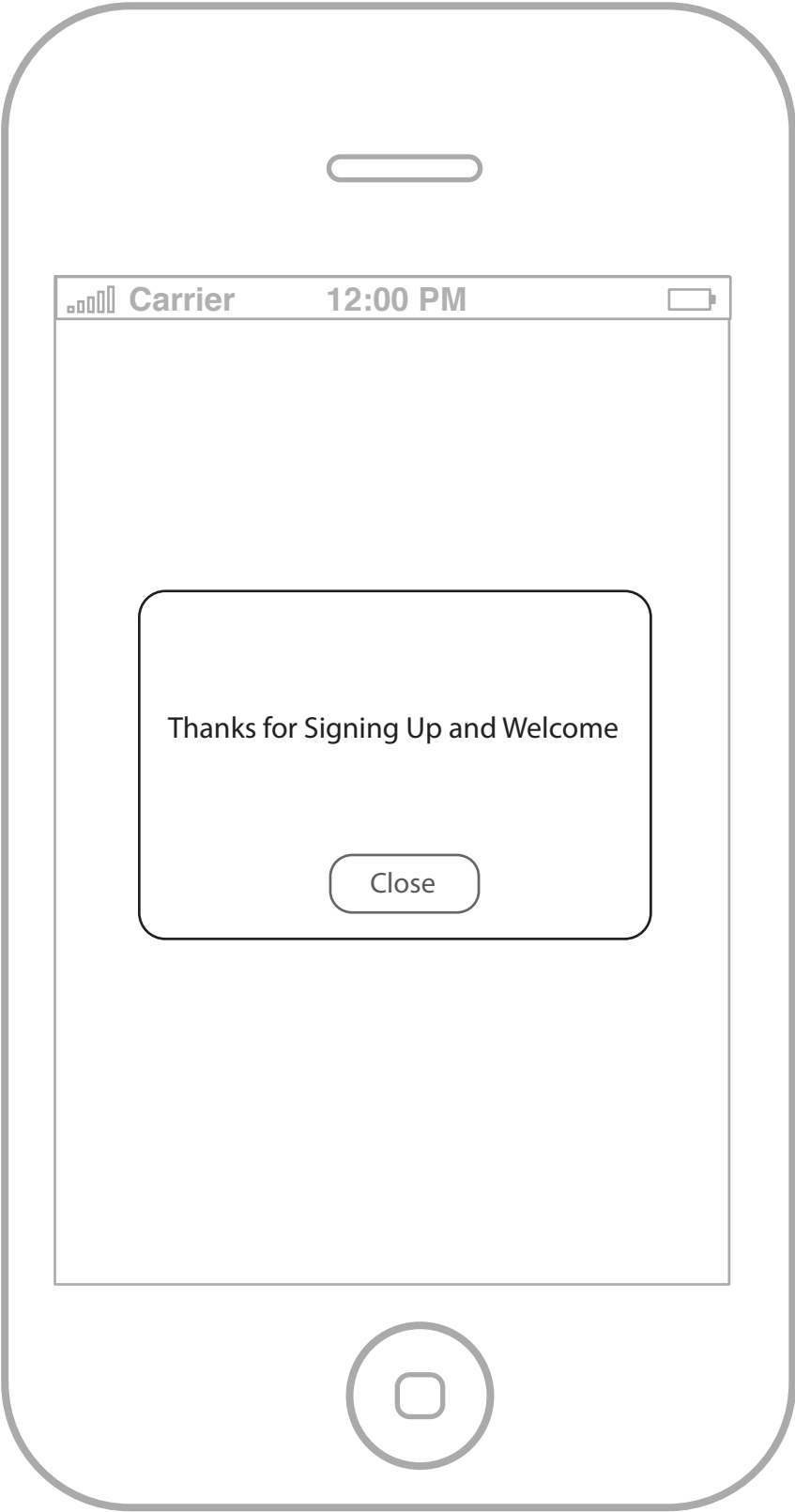
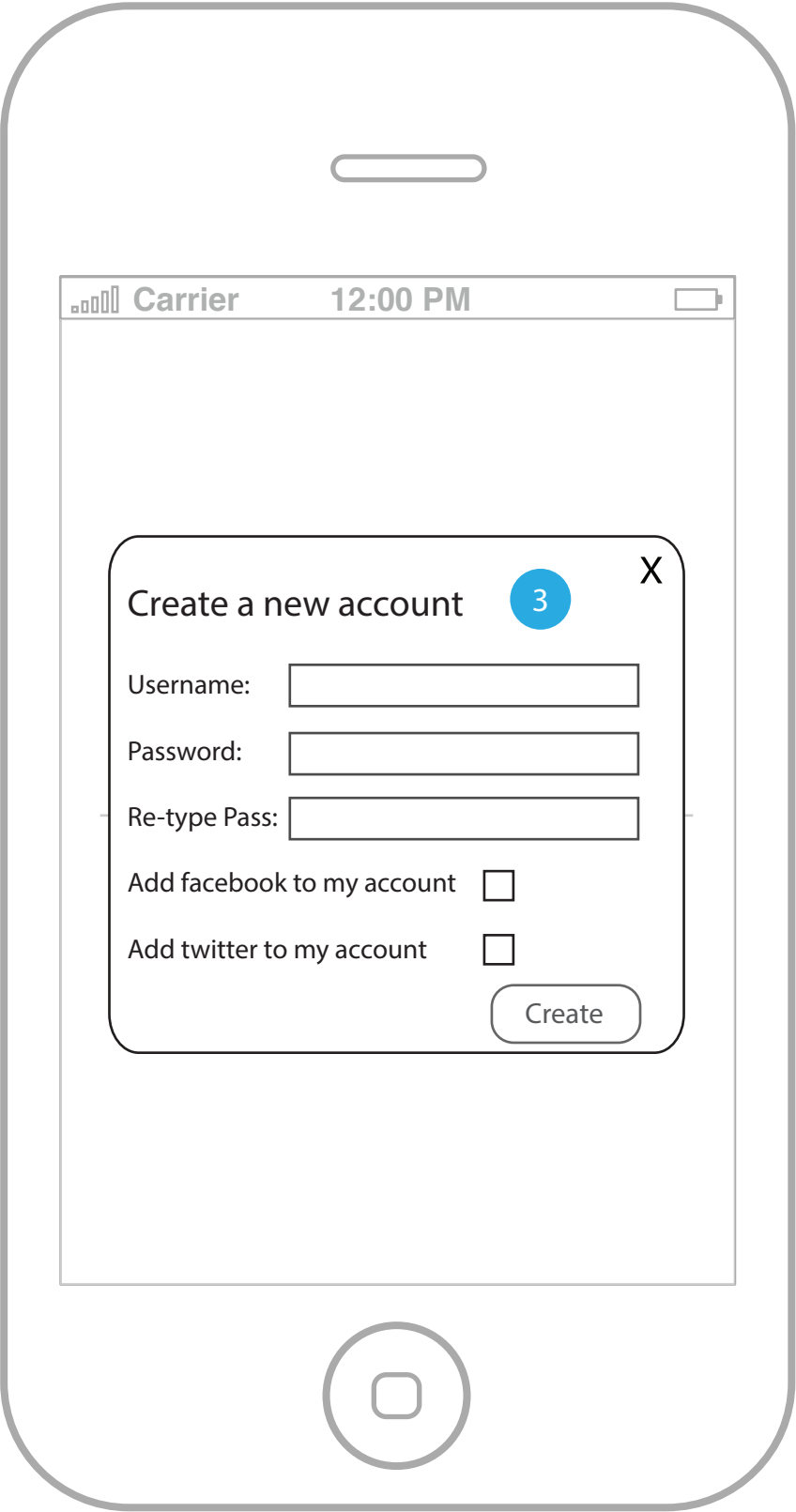


# Low Fidelity Wireframes: Trail 360 App

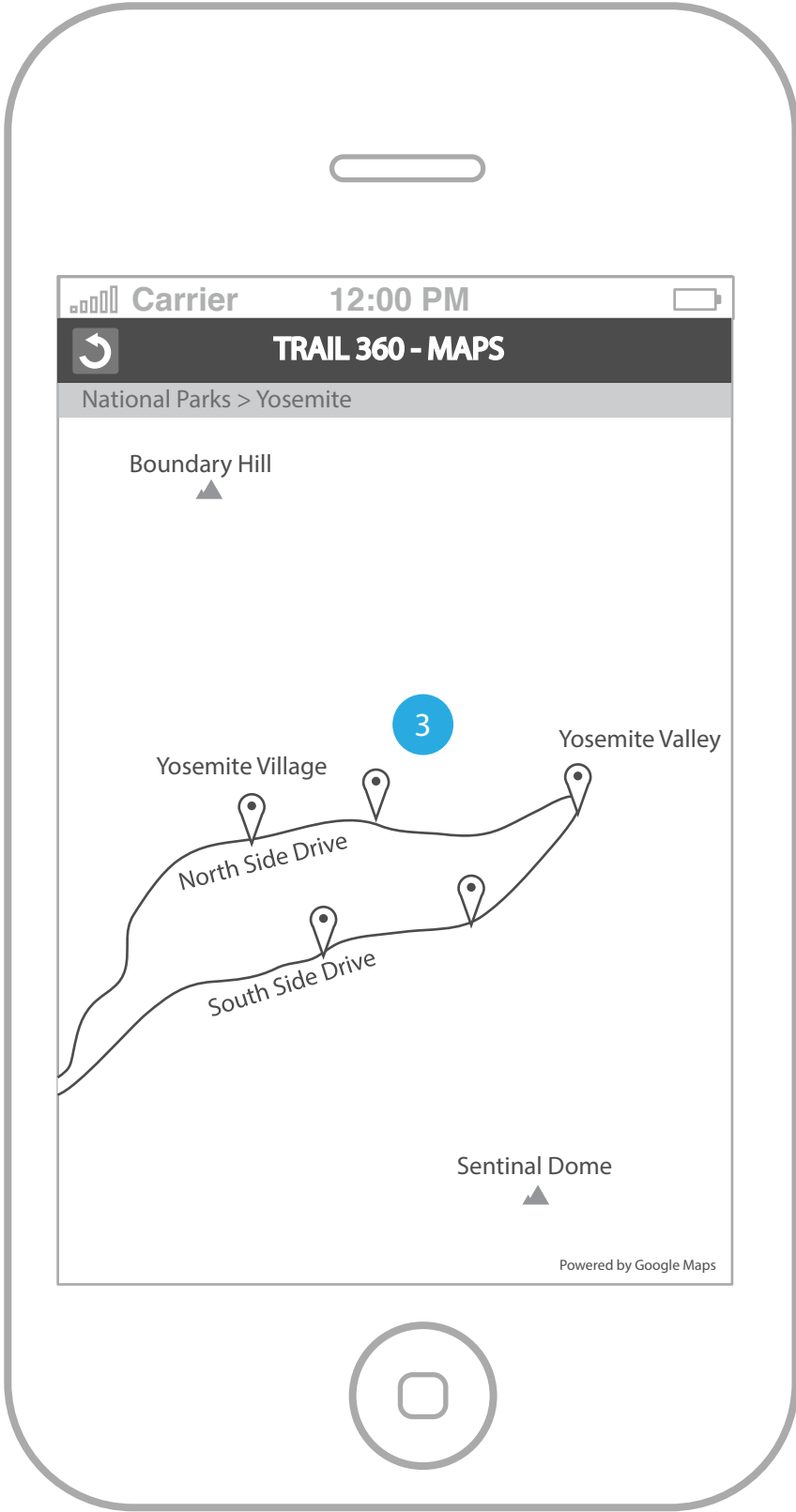
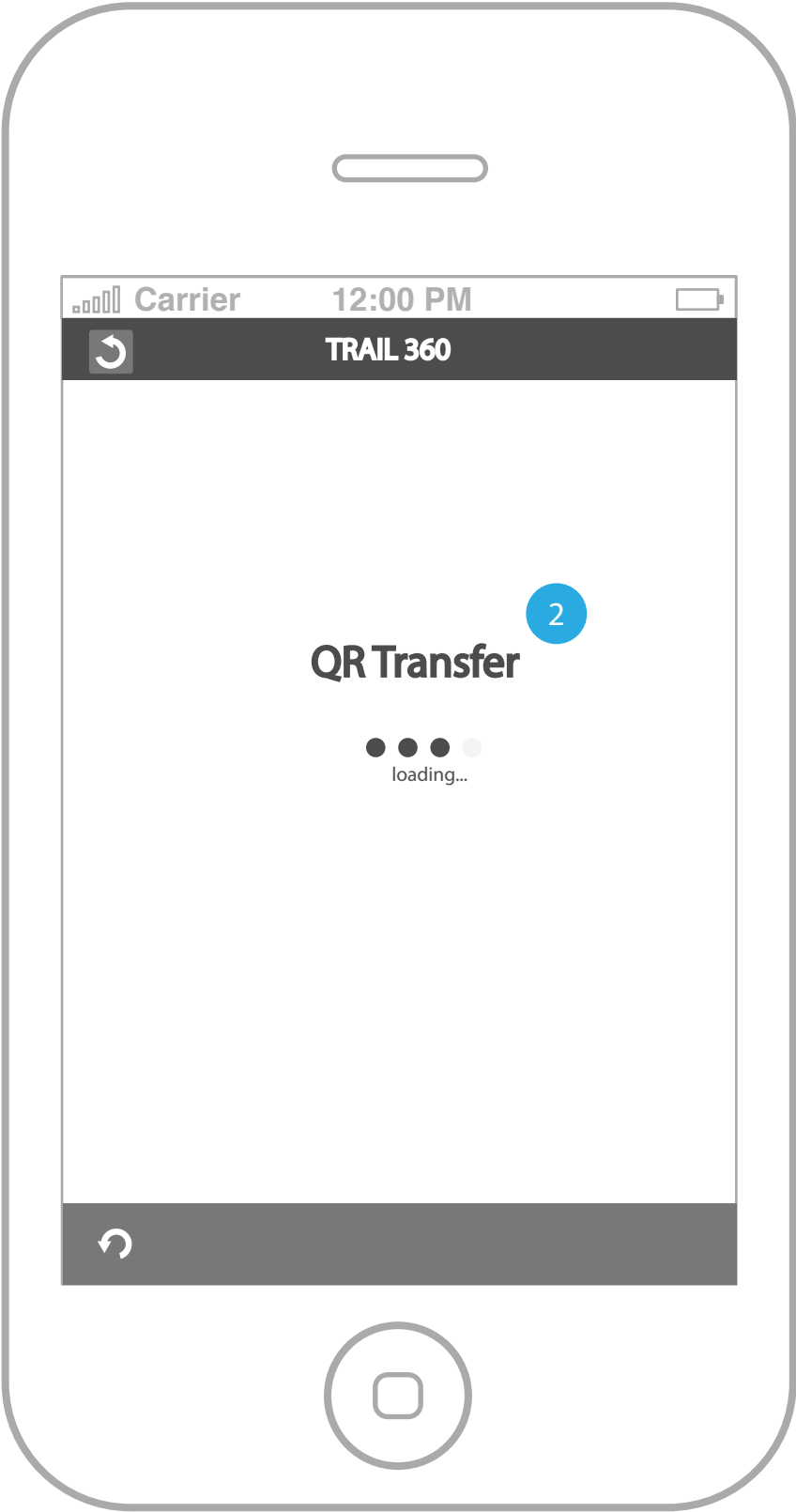
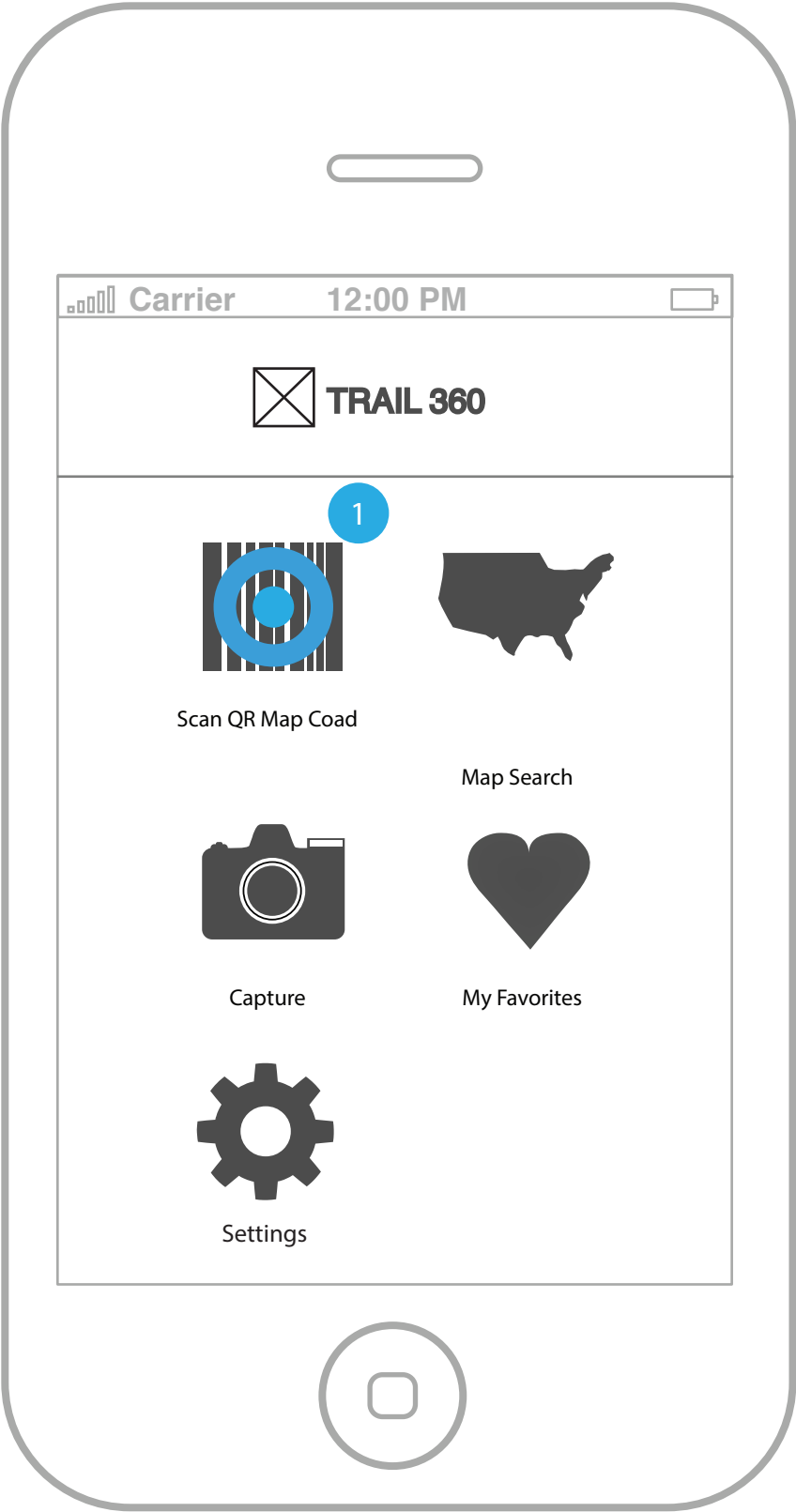
## Feature 1: Home Page



- 1 User can log in via account or sign in through facebook.
- 2 For new users, registration can be accessed by clicking below.
- 3 New accounts are created for the user so that they can save and be part of the TRAIL experience.

# Low Fidelity Wireframes: Trail 360 App

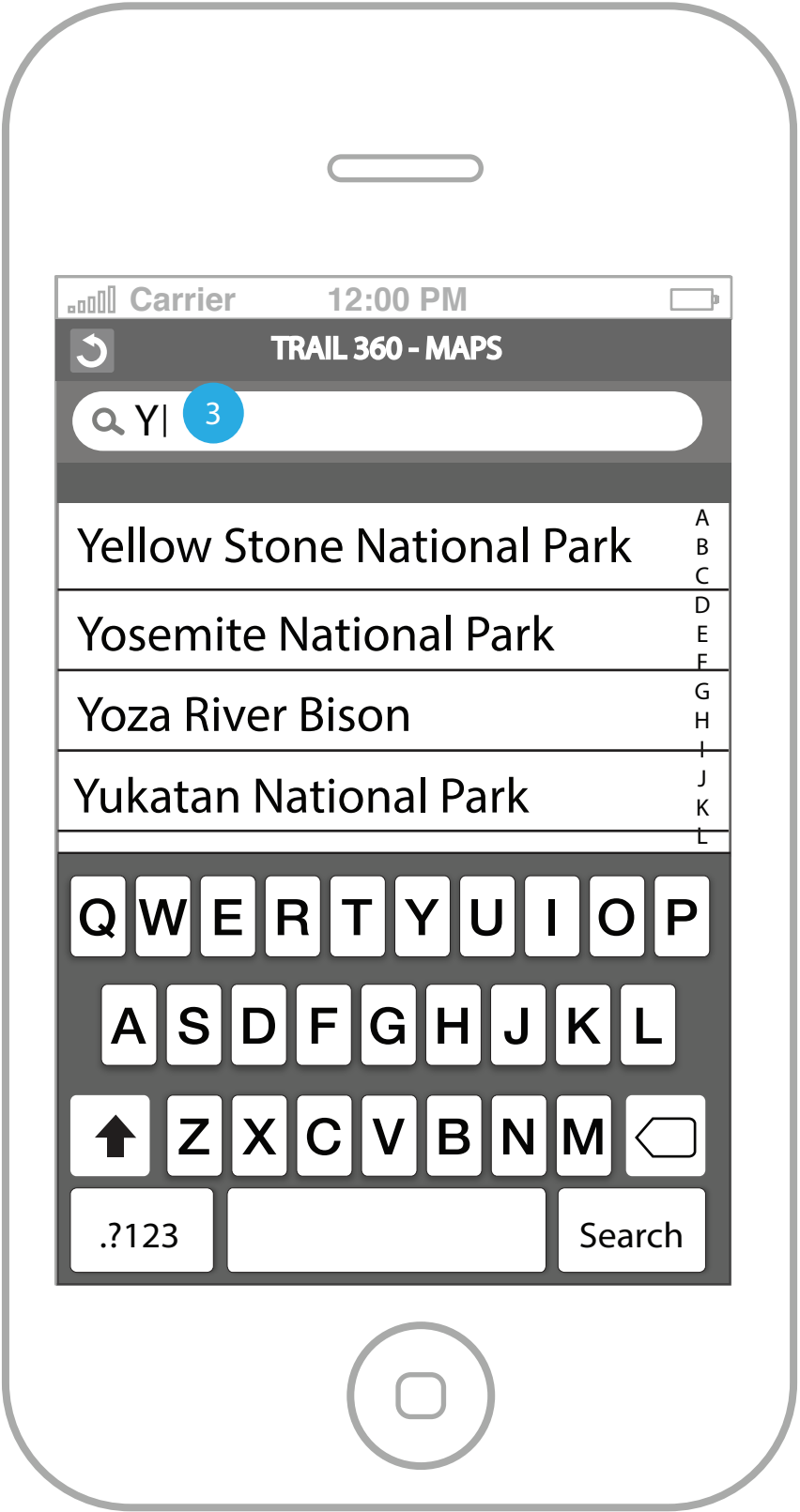
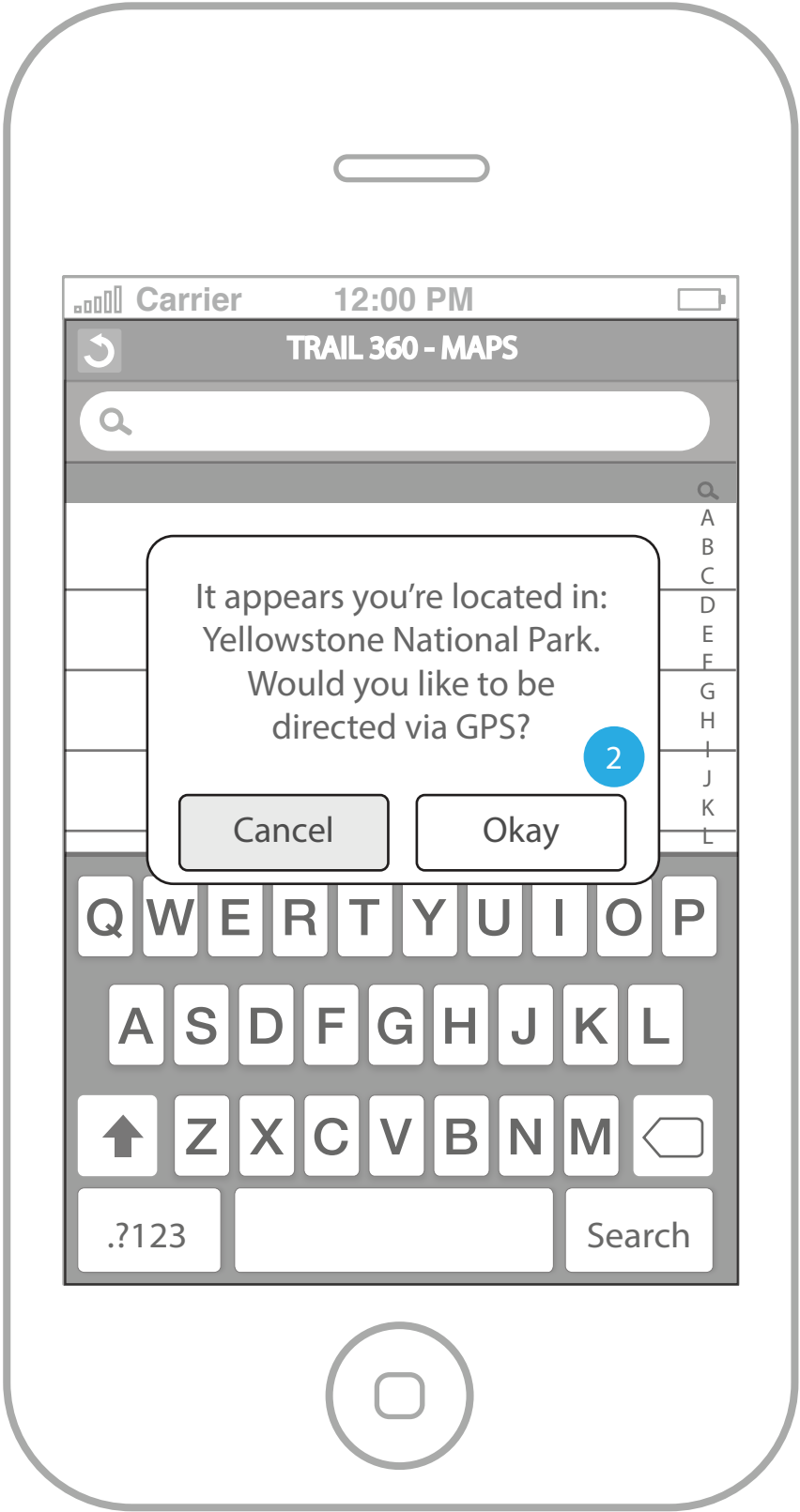
## Feature 2: Barcode Map Search



- 1 QR can be easily intergrated to the TRAIL on welcome hiking trail signs so that a user can access a trail/map quickly without having to search for the location.
- 2 Loading menu confirms the data being pulled to the application.
- 3 Once the map is loaded, the application will automatically be in the maps/trail section.

# Low Fidelity Wireframes: Trail 360 App

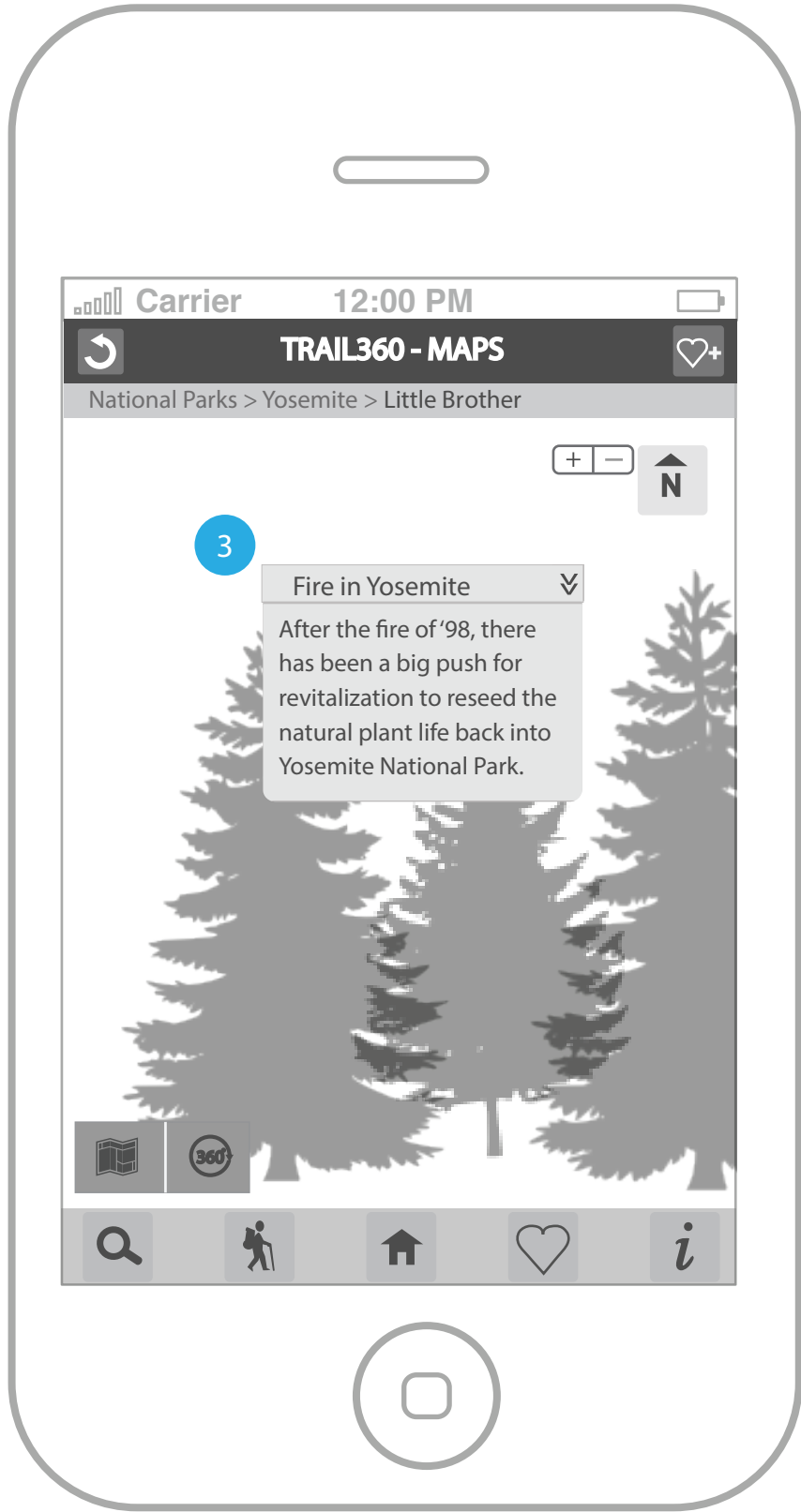
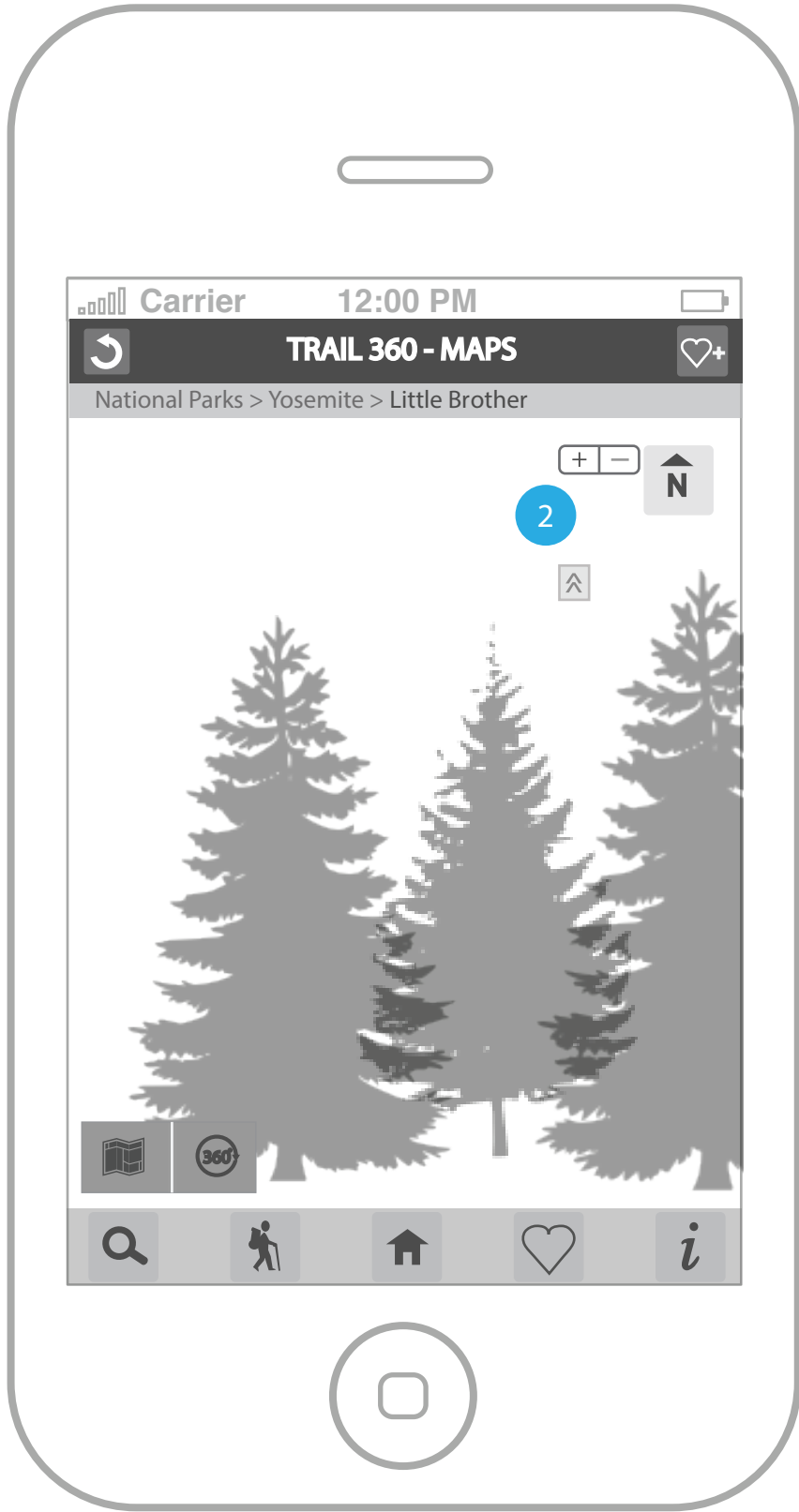
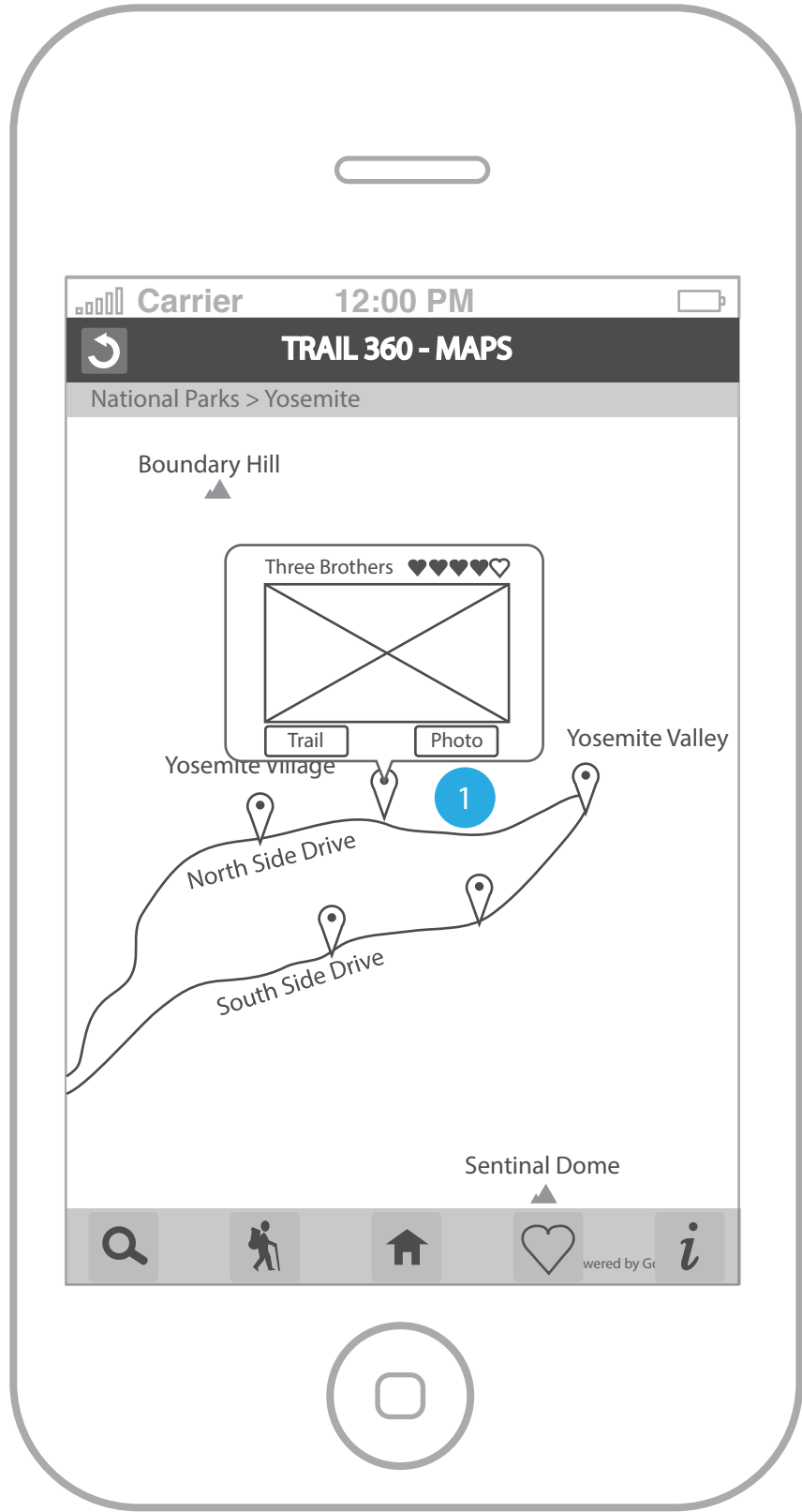
## Feature 3.1: Map Search



- 1 Map Search is the quick tool to search all parks for trails.
- 2 Automatically when 'Map Search' is selected a pop up will appear from area location searched by GPS.
- 3 If different location is desired or GPS is unavailable, then the user can search with the default keyboard on the search tool bar. Contextual search will assist with less typing and ease of use for finding location.

# Low Fidelity Wireframes: Trail 360 App

## Feature 3.2: Map/Photo View, Switch & Assist



1 Once a user is on the destination and maps they would be able view the map area and trails available for them via marker points. By selecting on the marker they are able to view the trail or a 360 degree view of the area.

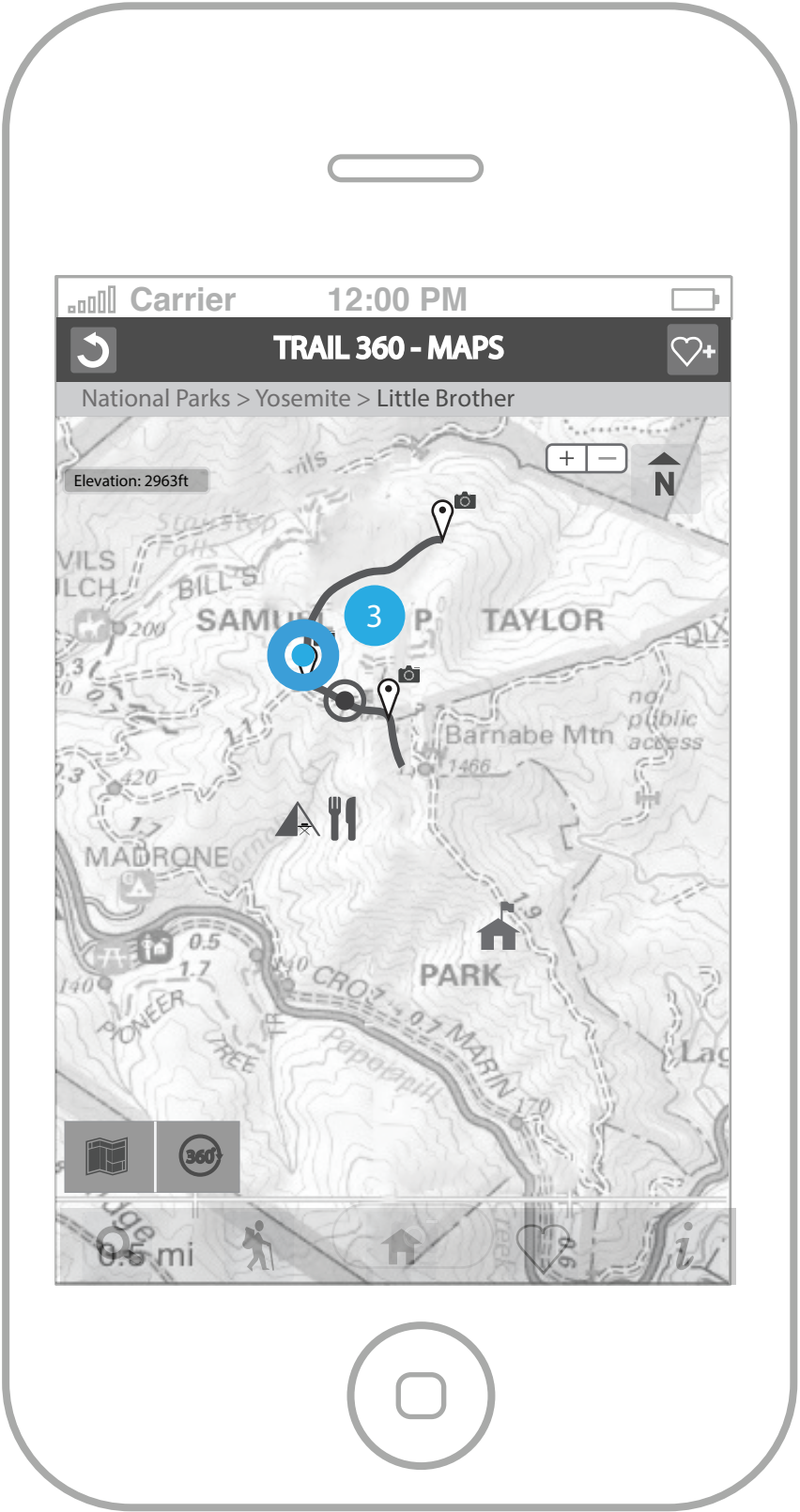
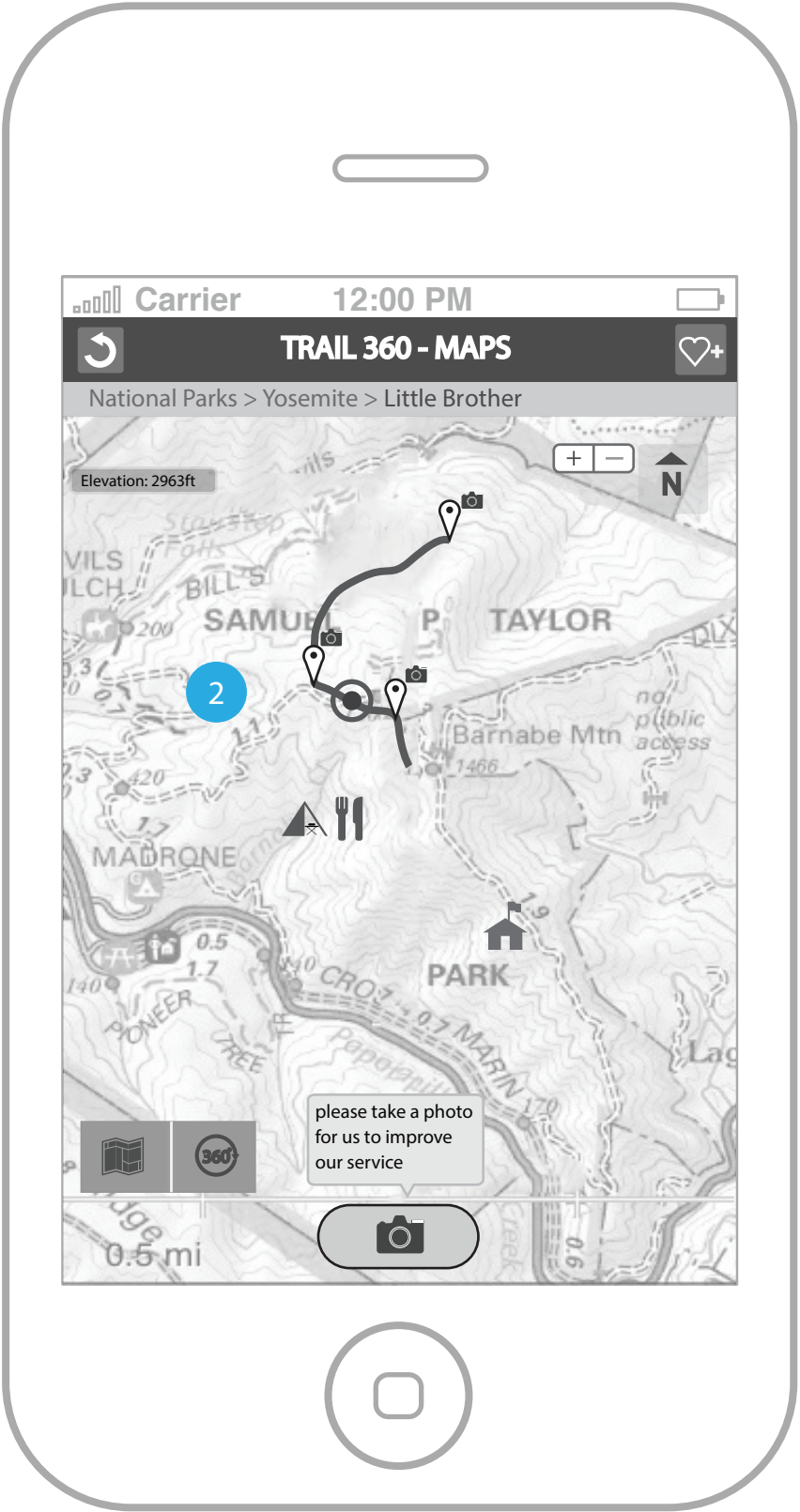
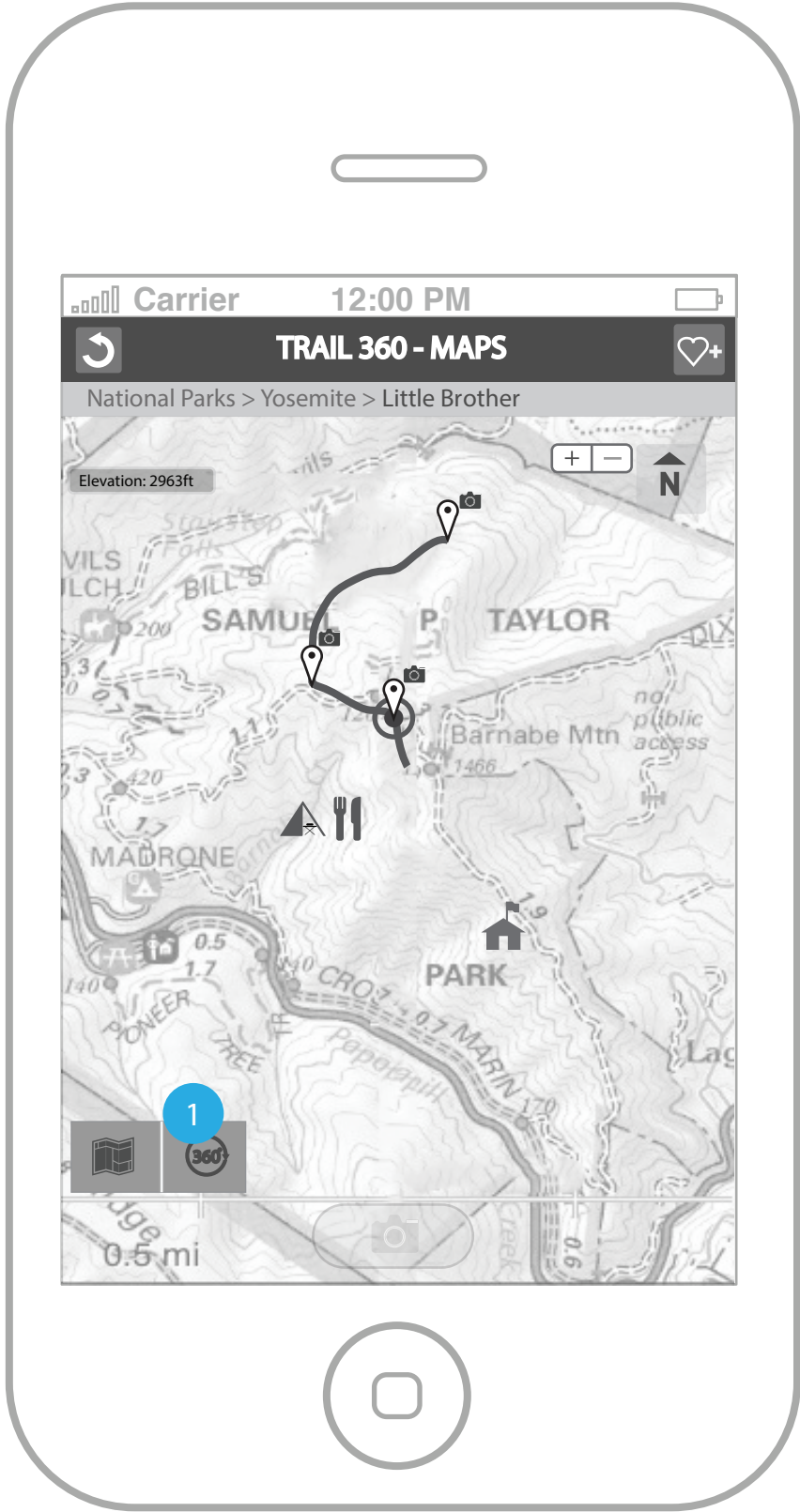
2 Inside the 360 degree image view, there will be several tools to help the user navigate through from compass direction, zoom and augment reality points for comments.

3 Augmented reality information will in small blurbs for educating the public with relatavive information.

Sub navigation menu can be pulled by dragging from left to right.

# Low Fidelity Wireframes: Trail 360 App

## Feature 3.2: Map/Photo View, Switch & Assist

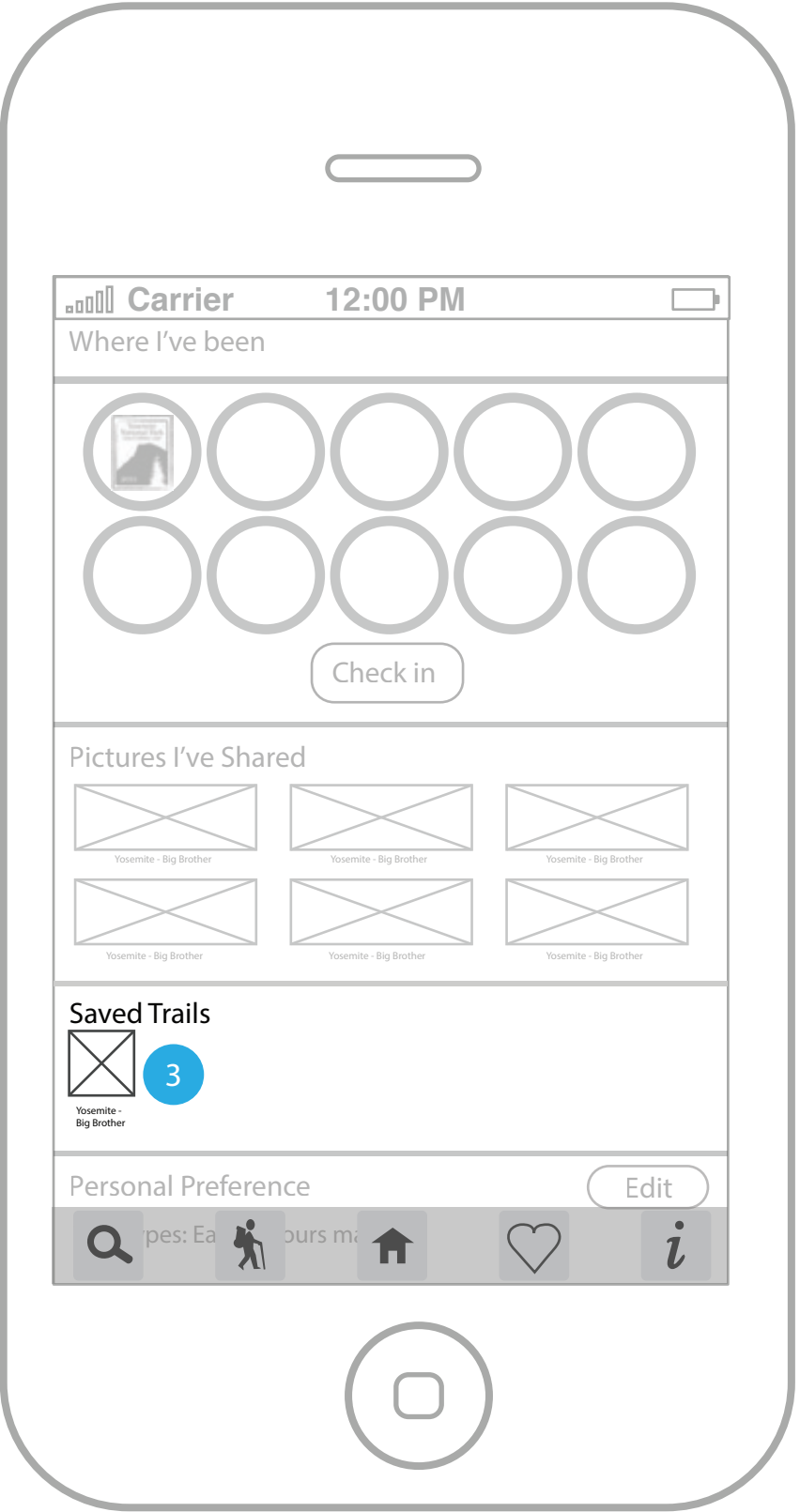
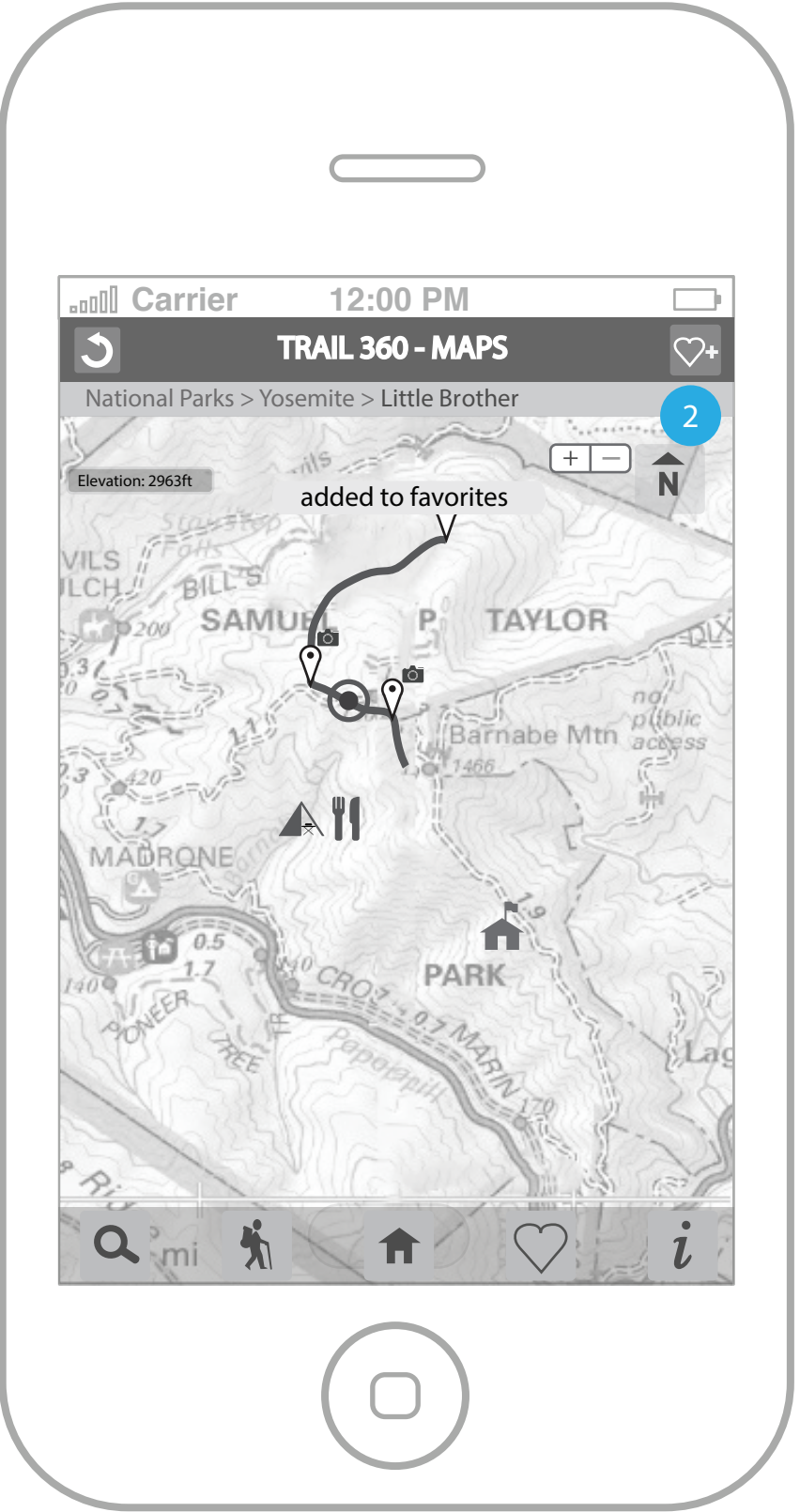
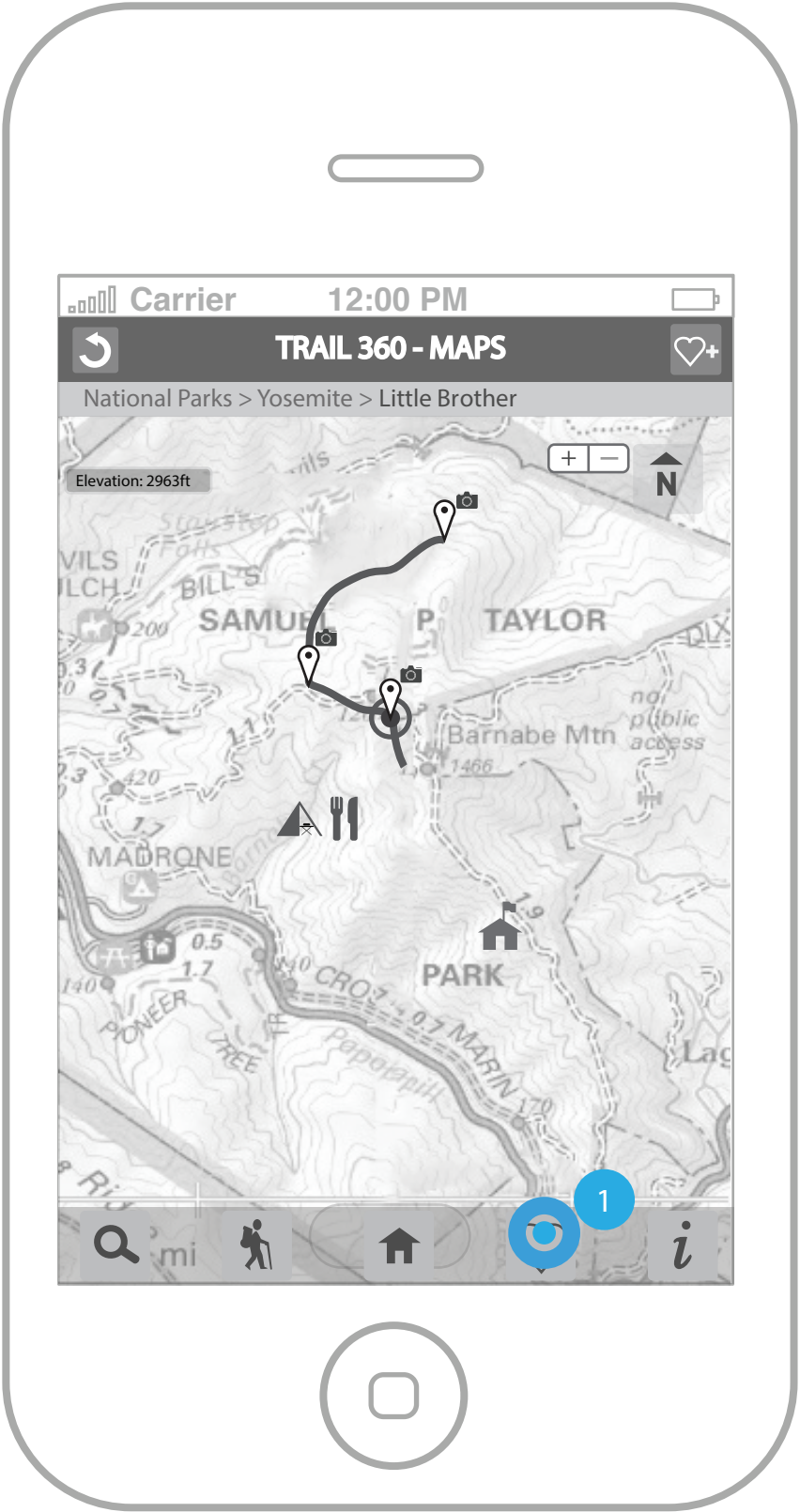


- 1 Image view can quickly be switched to trail view without having to go back to search list. The navigation will be visible when screen is tapped and retracted when not in use.
- 2 While the user is on the trail and where locations do not have 360 image views available, the 360 icon will not appear. Instead there will be a camera icon available at the bottom where users can volunteer to add on to the platform.
- 3 This doesn't stop the user not being able to access any of the images. They can still view them by clicking in the location field to view the images.



# Low Fidelity Wireframes: Trail 360 App

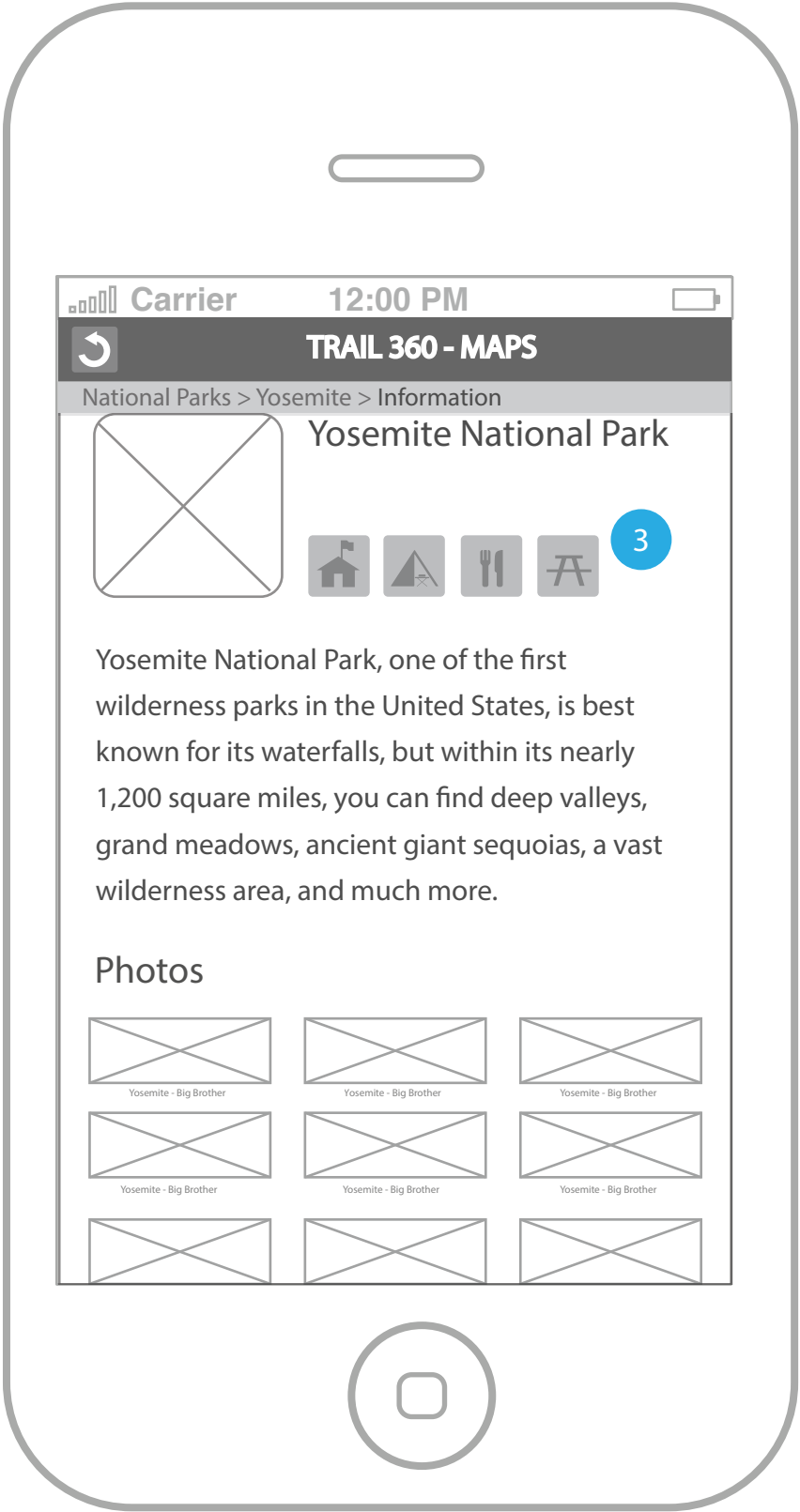
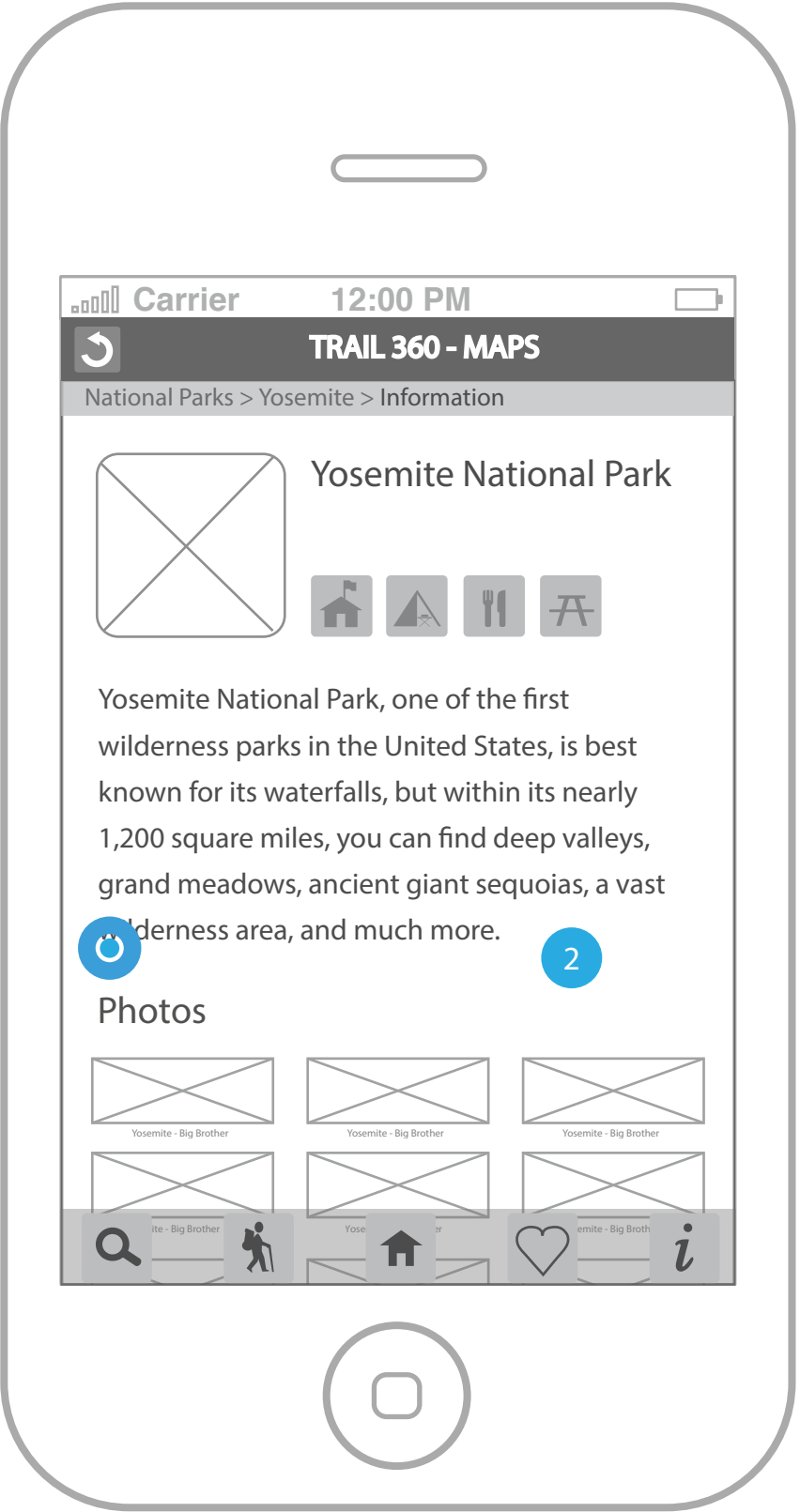
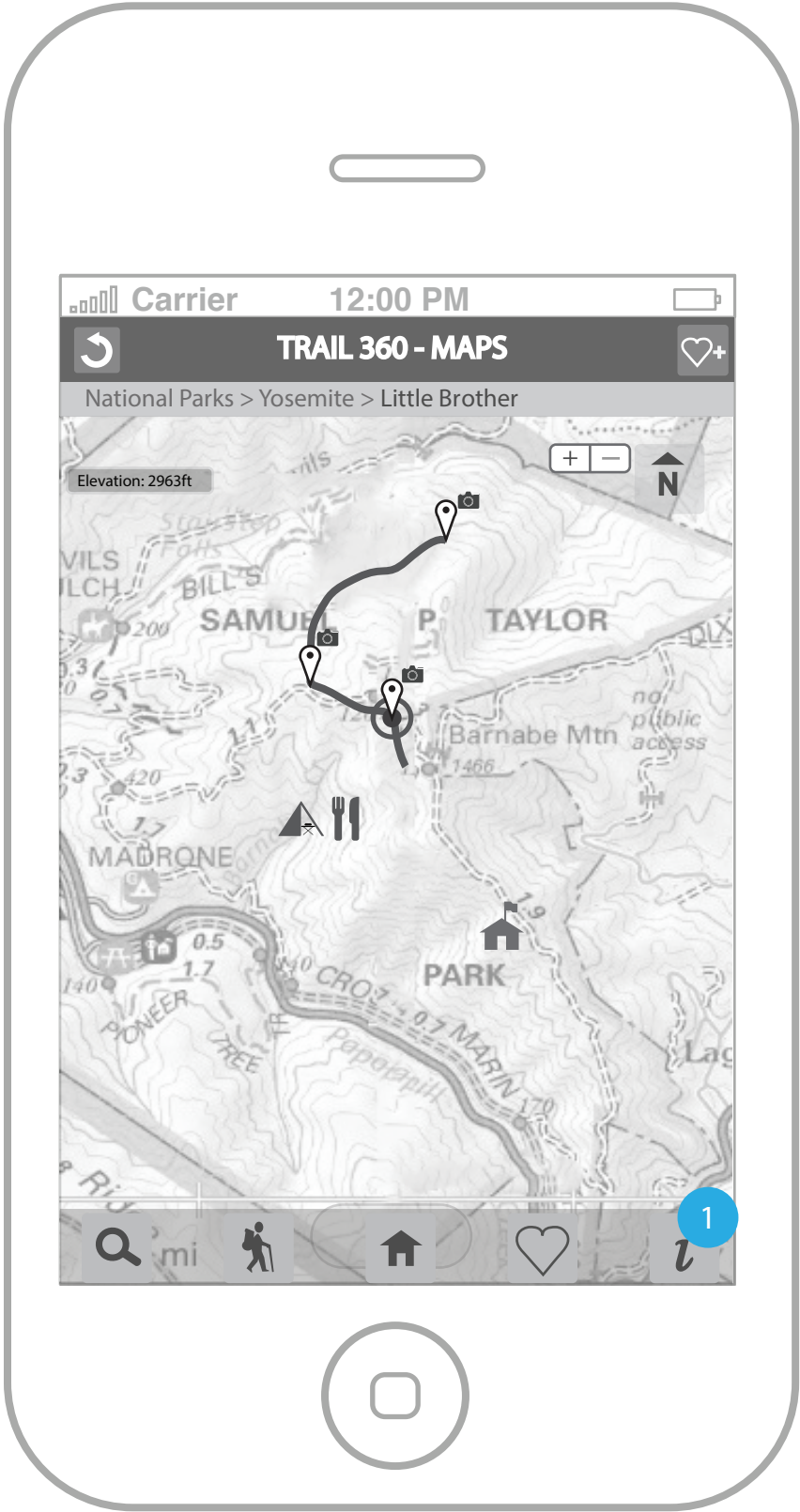
## Feature 3.3: Map/Save for Later



- 1 The heart icon allows the user to save a trail they like and view it later.
- 2 By clicking on the 'heart' icon, it saves the maps in the 'My Fav' location.
- 3 This map shows up on the 'Saved Trails' sublisting inside 'My Fav's'.

# Low Fidelity Wireframes: Trail 360 App

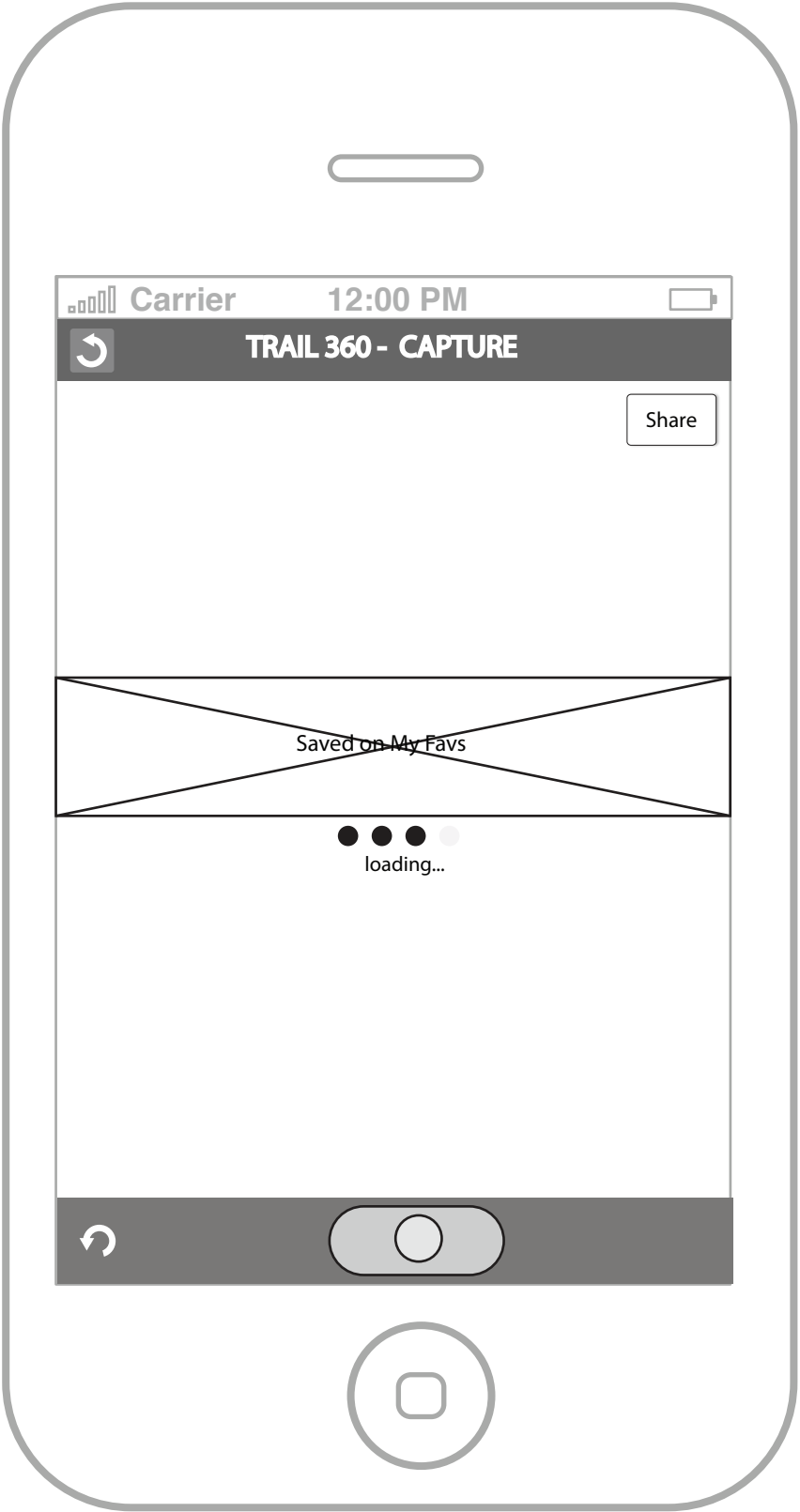
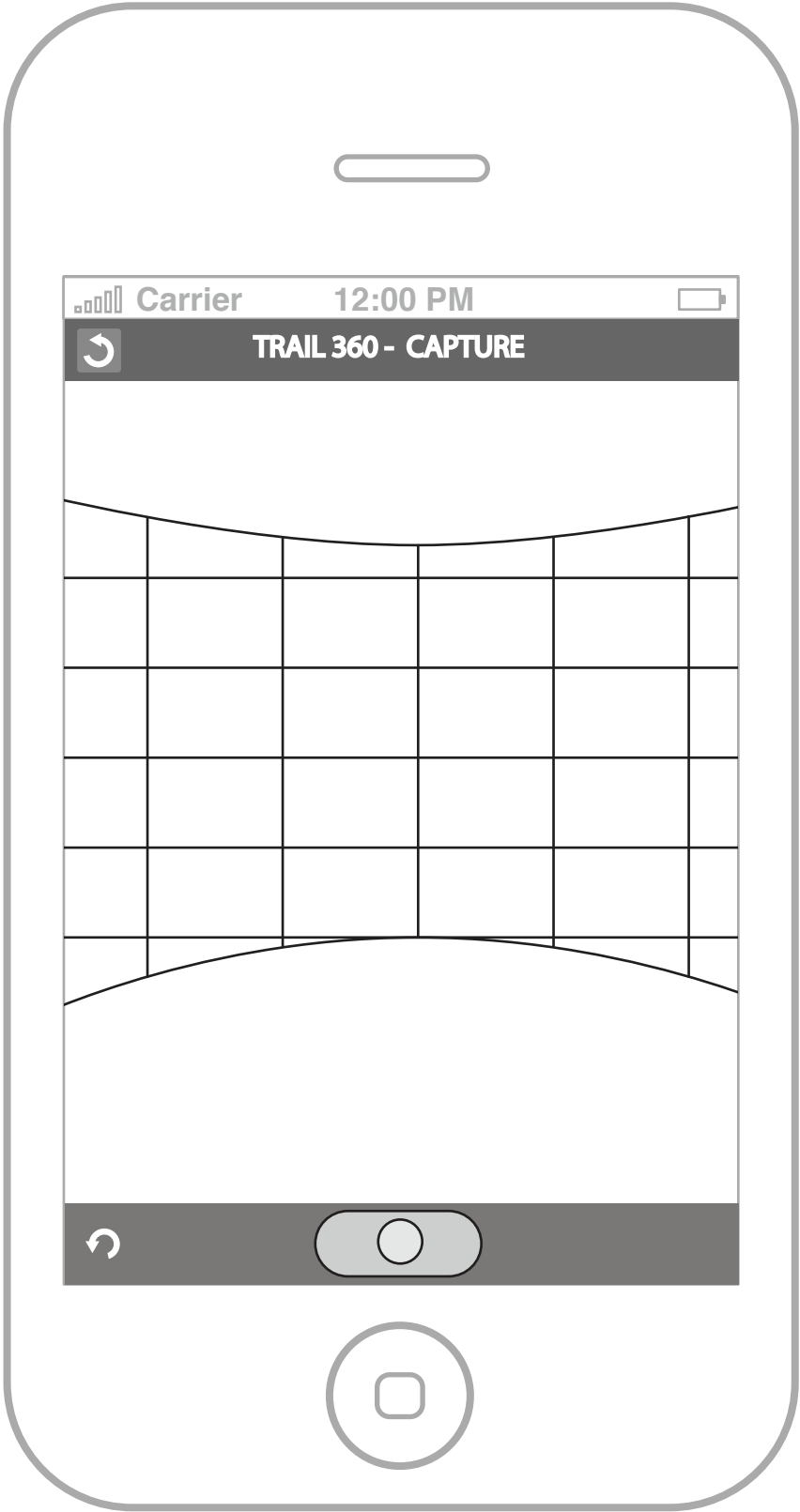
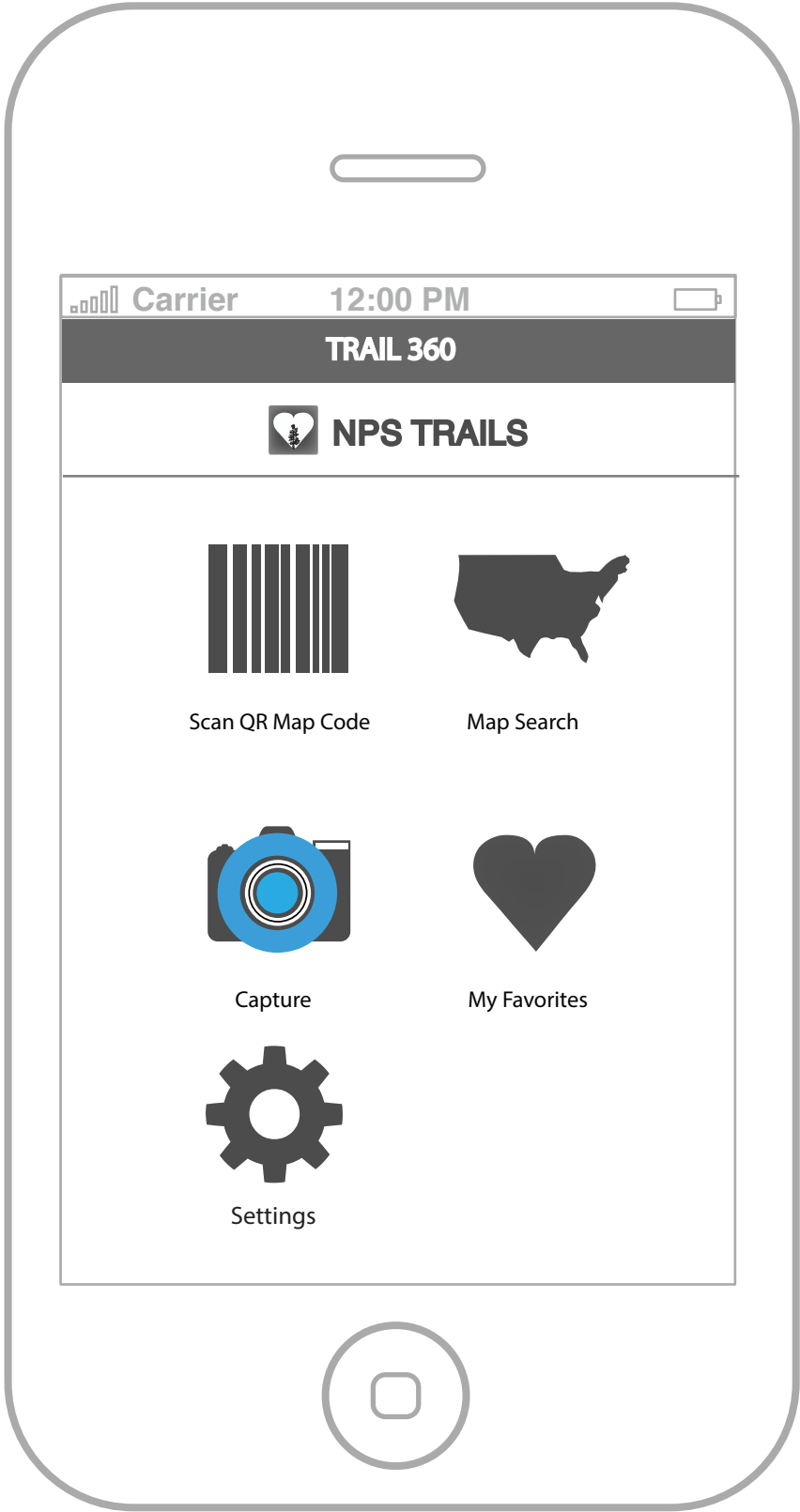
## Feature 3.4: Map Information



- 1 Information can be pulled inside the subnavigation menu. This will pull a brief overview of the park and relative information.
- 2 The relative info can range from icons as keys on map to entire photos. It's the quickest way to pull all visual data of the trail map.
- 3 The icons can be used to highlight locations with park services so that features can be easily found.

# Low Fidelity Wireframes: Trail 360 App

## Feature 4.1: Capture

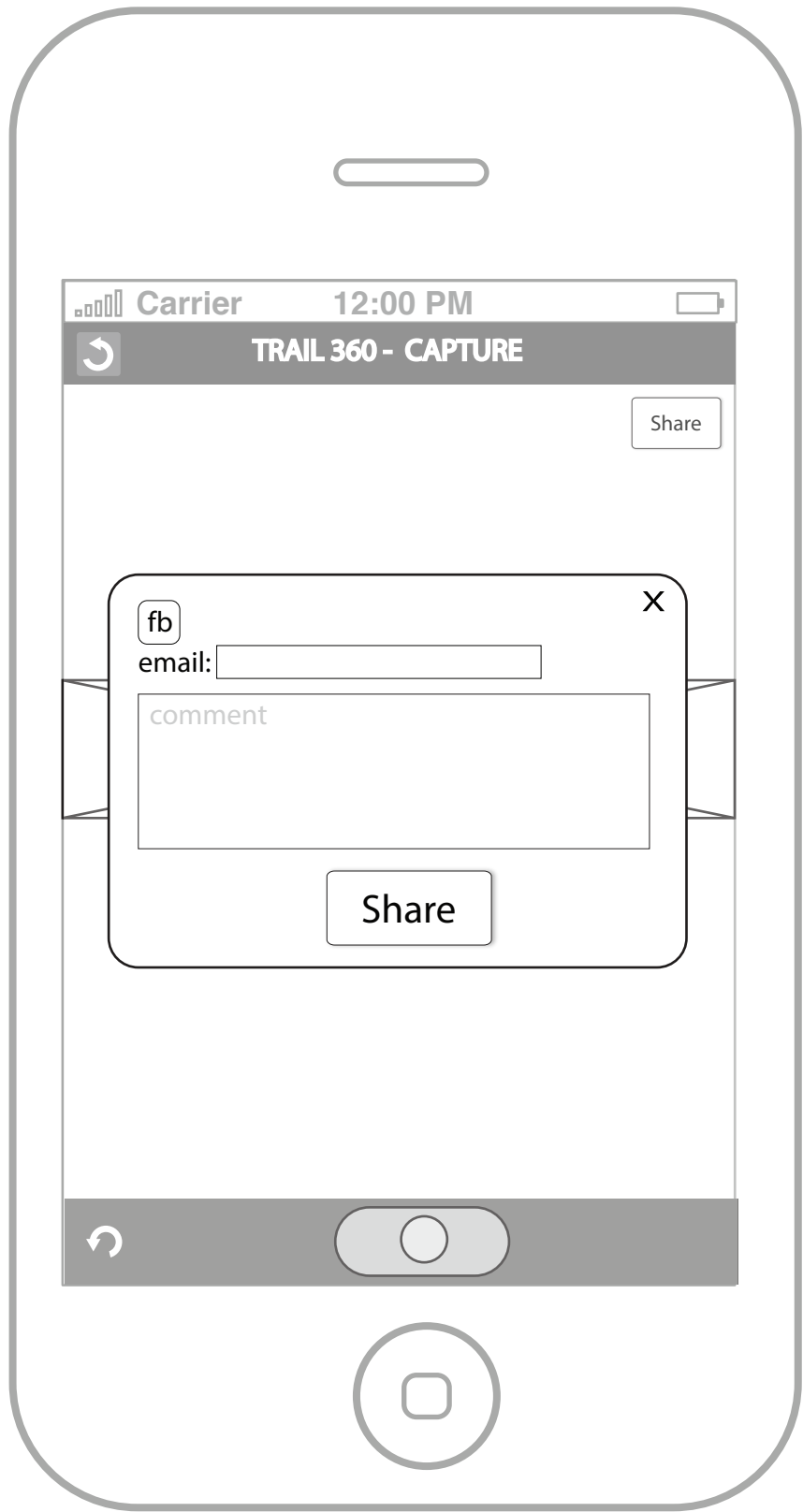
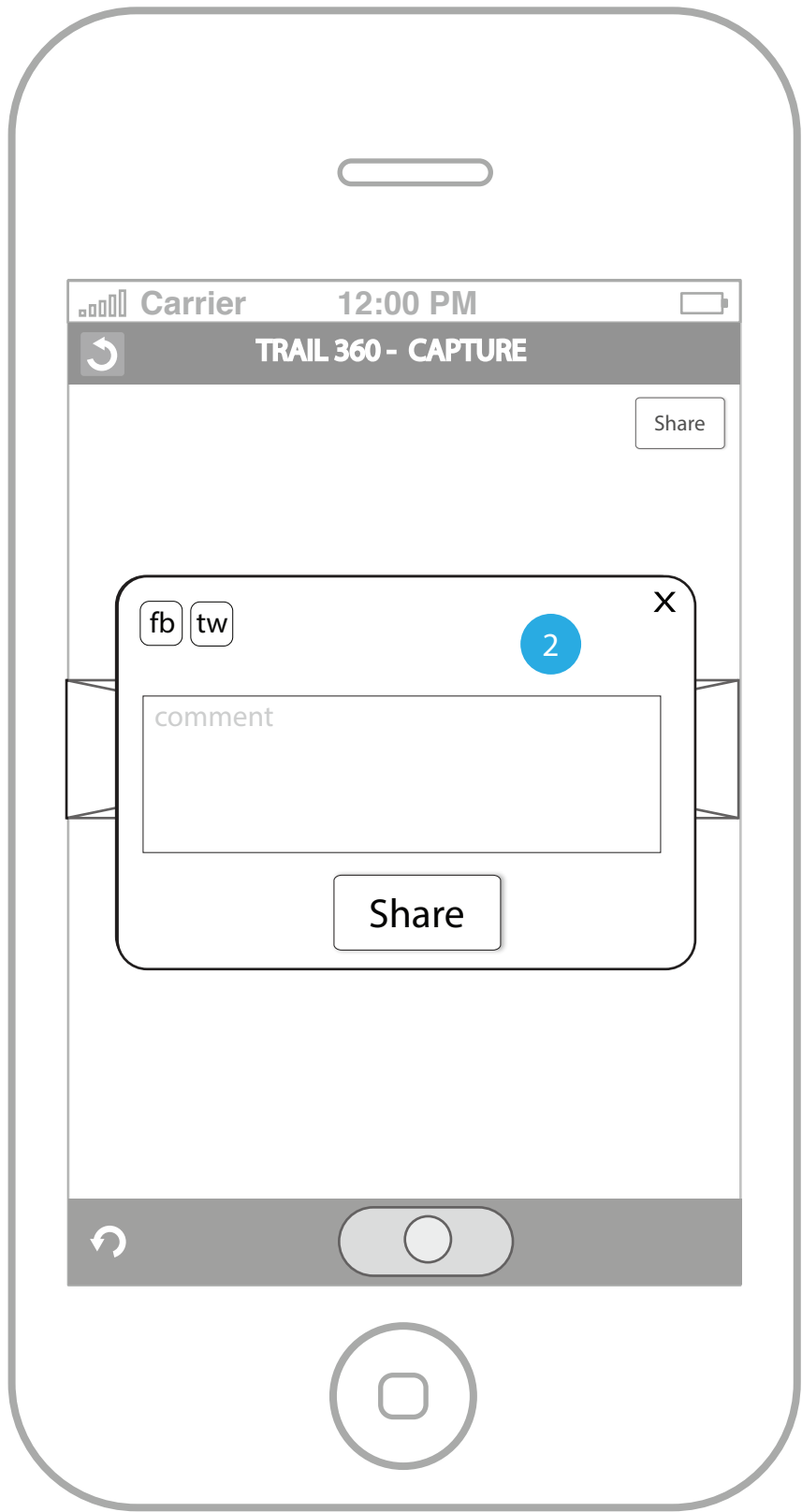
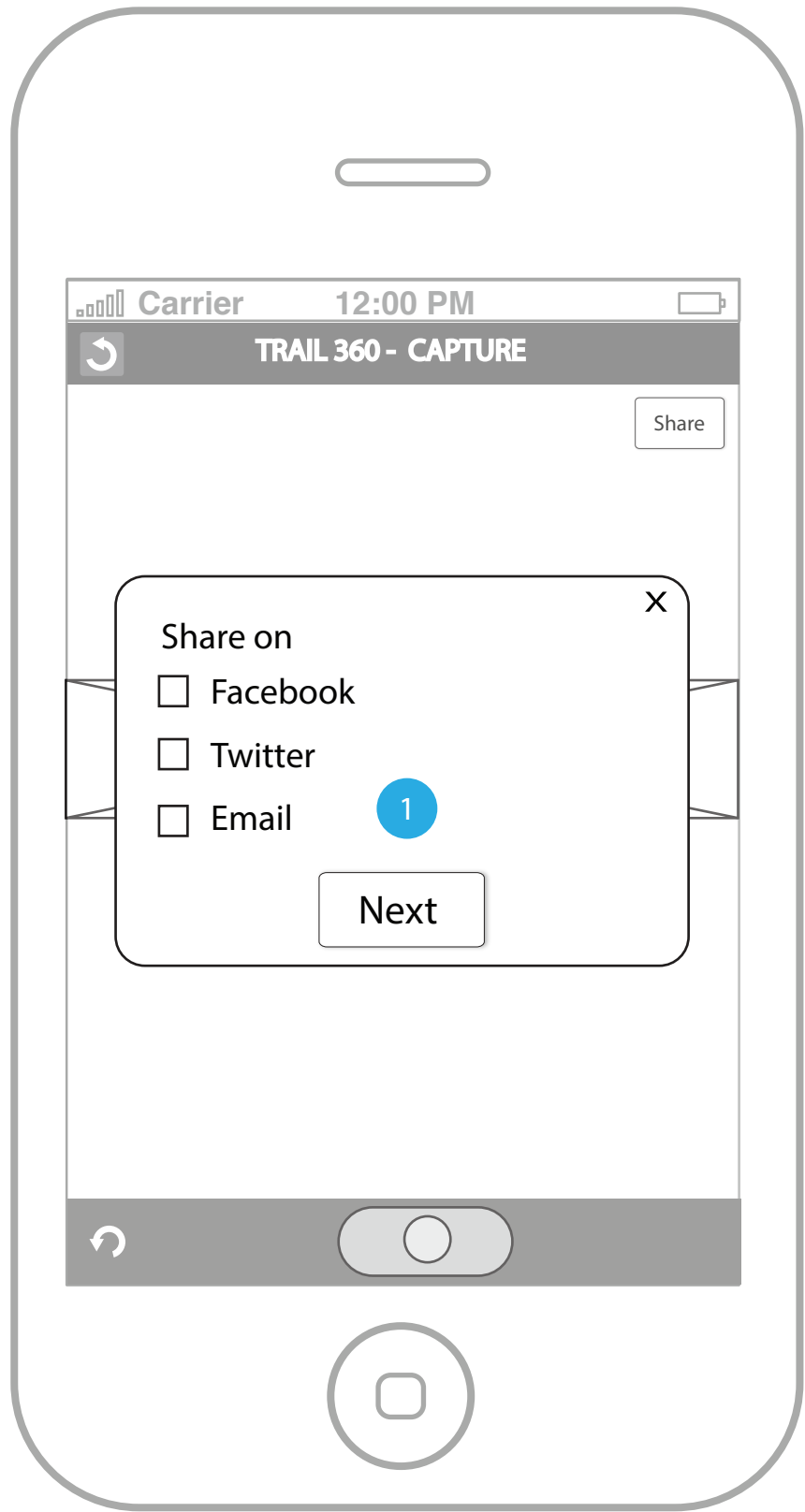


- 1 The capture tool gives the user a chance to take a photo for themselves. The service will not always ask for volunteers for photos and this tool is for a personal purpose.
- 2 Once the capture tool loads up, the camera can begin taking images to stitch the photo together.
- 3 After it's done taking the image, it will save automatically to the server unless the service is unreachable. If that happens, the program will attempt to save at a later time.



# Low Fidelity Wireframes: Trail 360 App

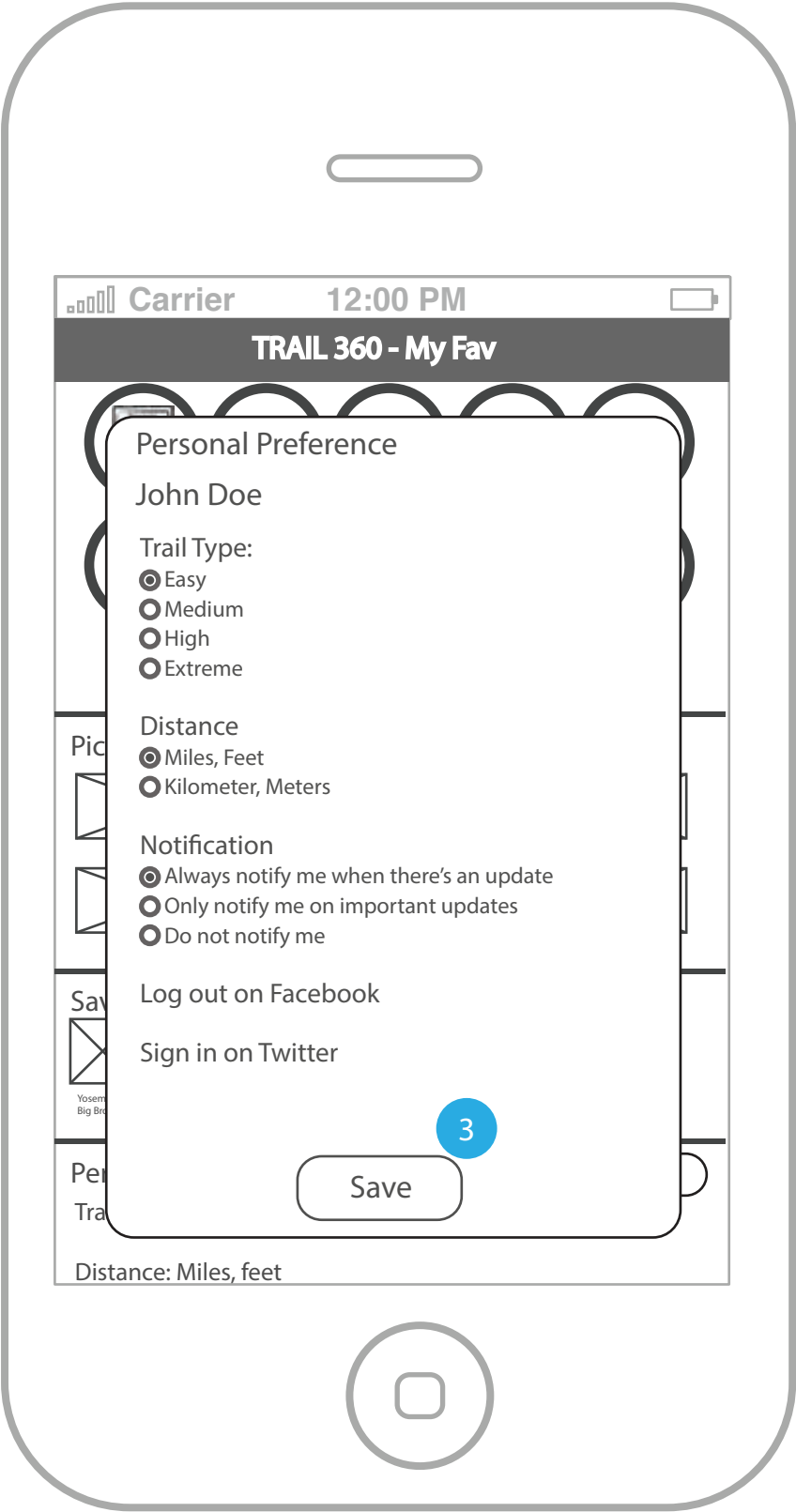
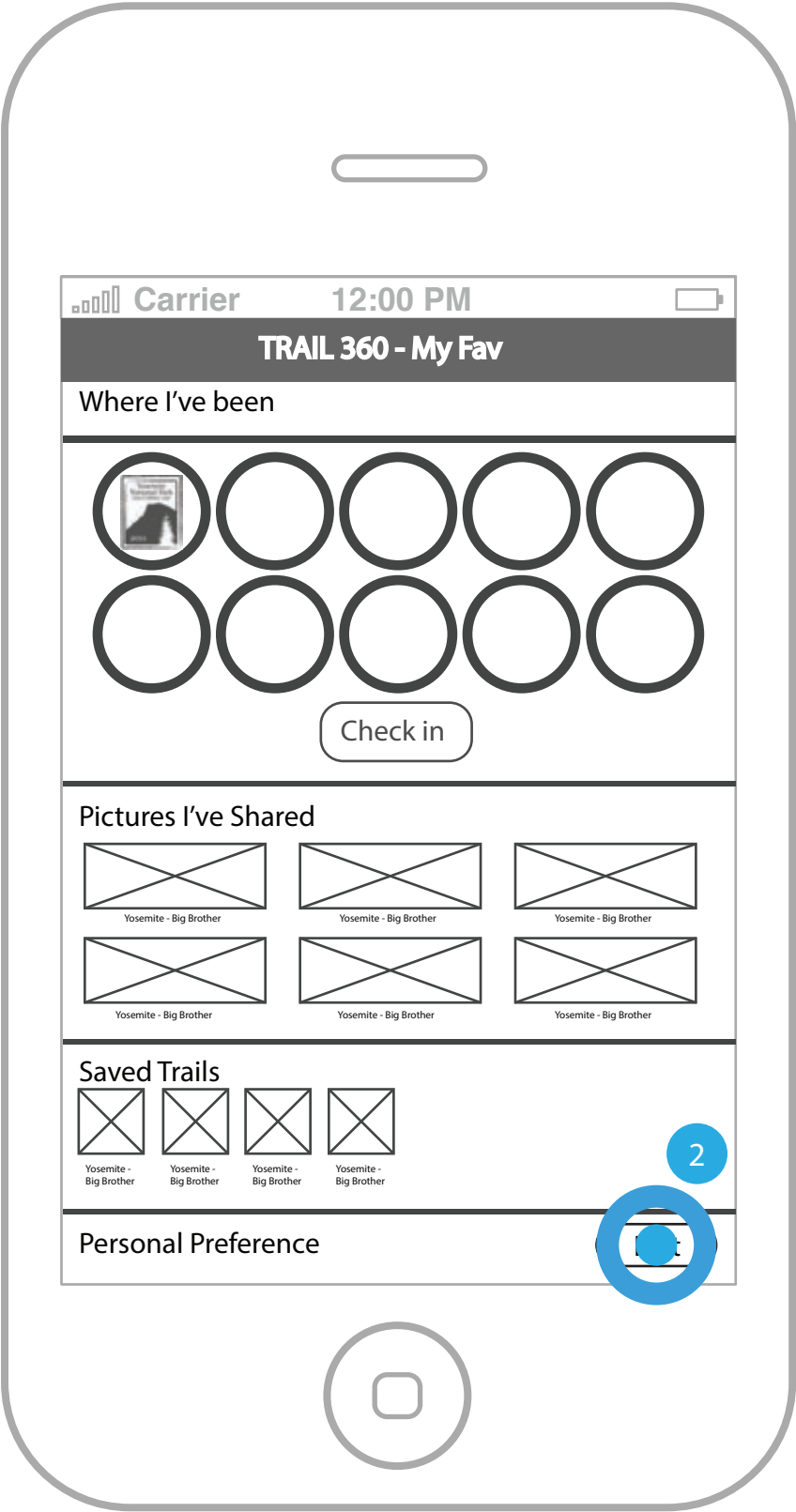
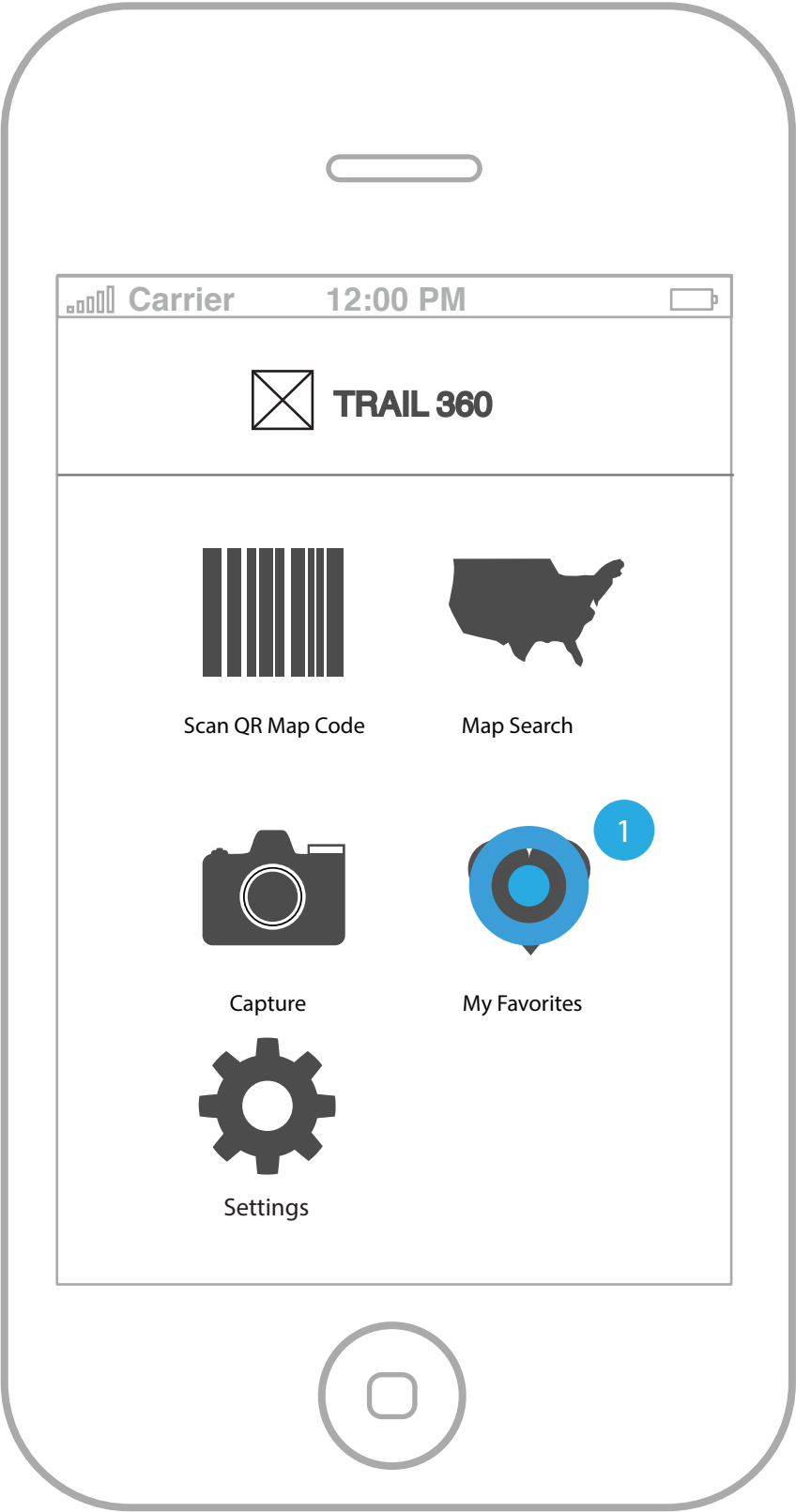
## Feature 4.2: Capture & Share



- 1 Once the image is saved, then the user can choose to share their image. Selections of several social network site will be available along with email attachment send.
- 2 After selection the viewer can write a message with their send.

# Low Fidelity Wireframes: Trail 360 App

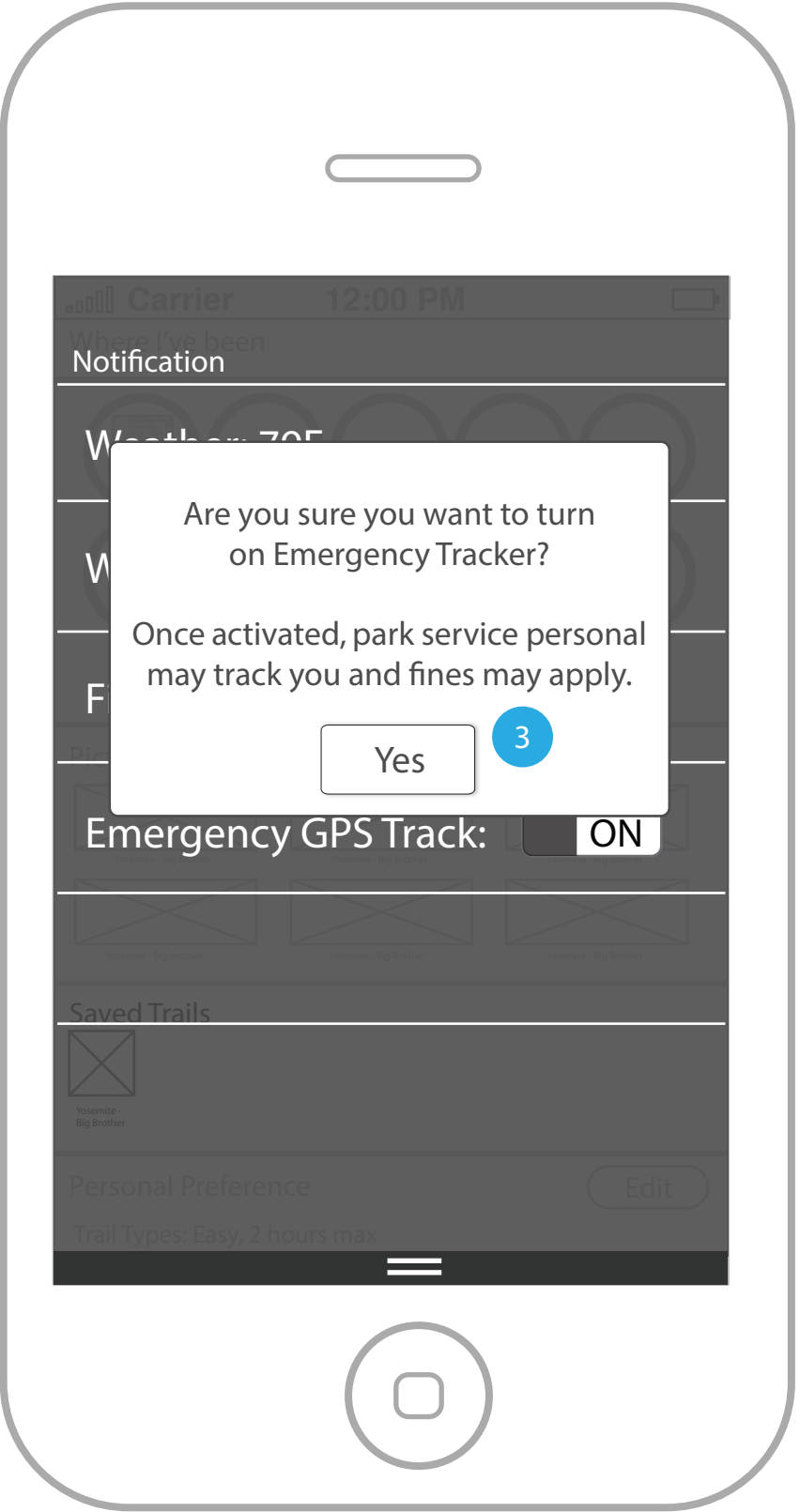
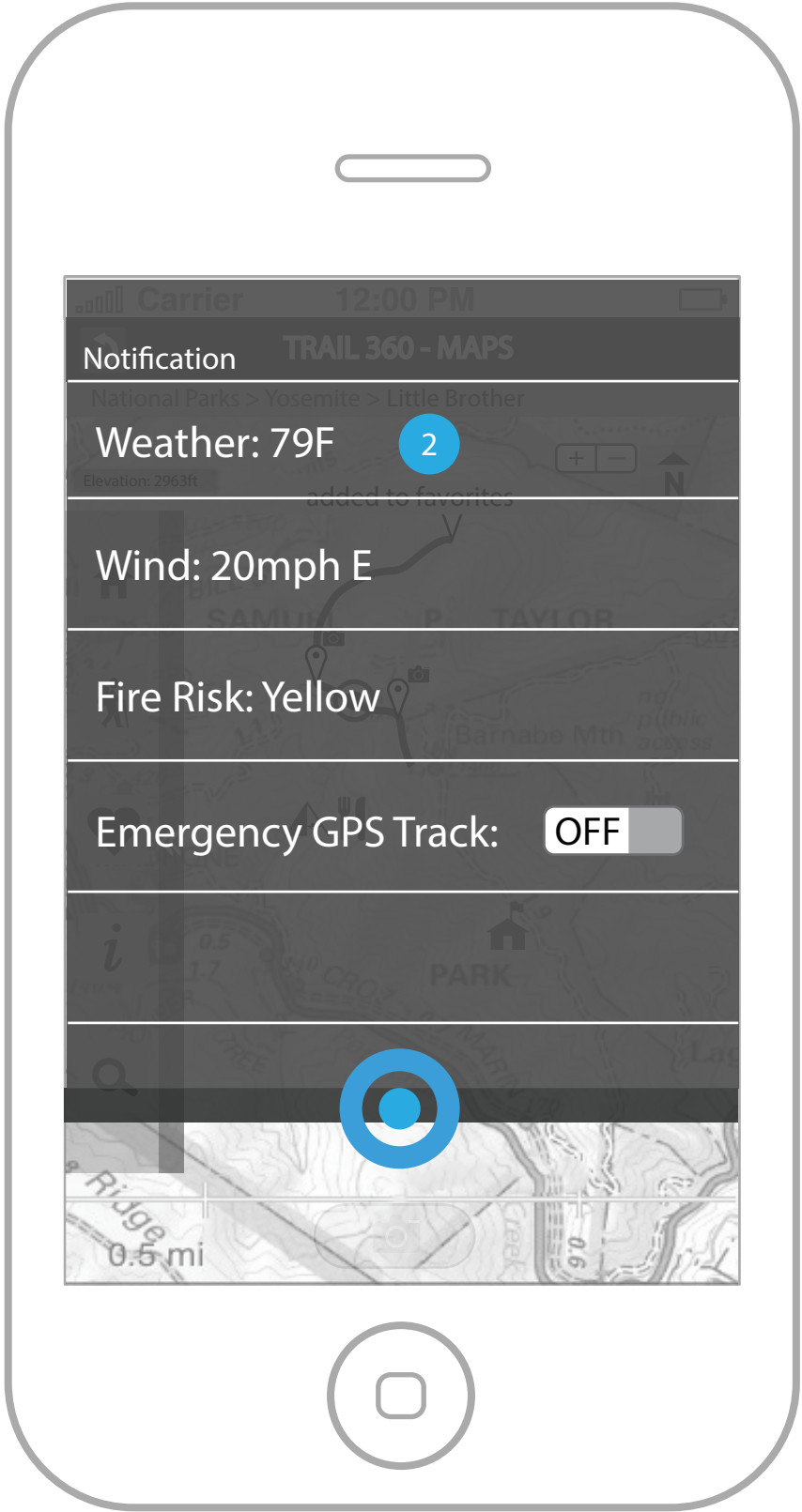
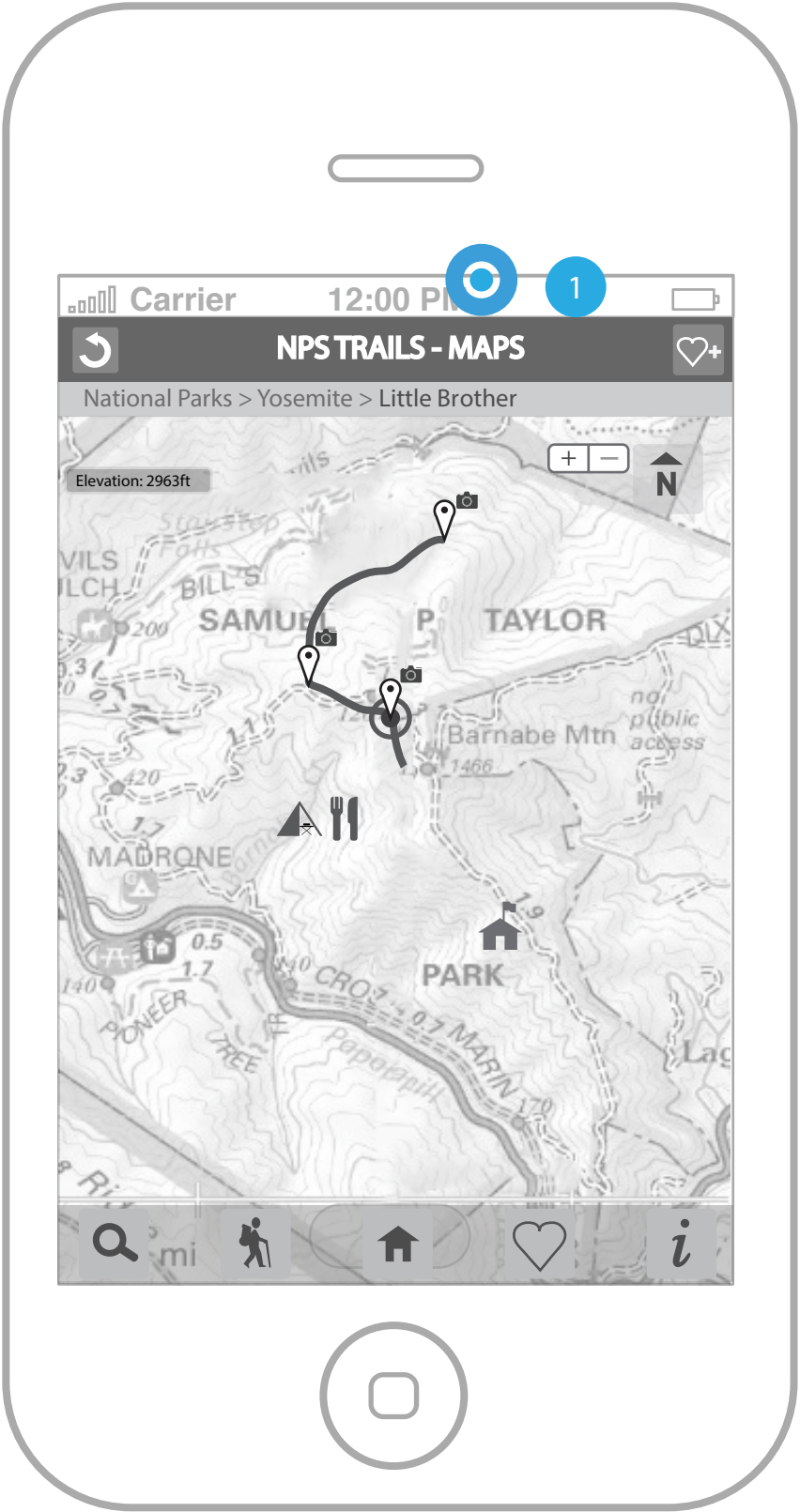
## Feature 5.1: My Fav



- 1 My Favorites allows the user to recall events, photos, and trails that they've saved in the past.
- 2 From check ins to shares, it's all available inside. Preferences can be edited to the user's desire.
- 3 From levels of difficulty to options of how notifications are viewed, they can be selected and saved.

# Low Fidelity Wireframes: Trail 360 App

## Feature 6: Notification System



- 1 Notifications can be pulled down at any point by the user to get updates on what's going on inside the park.
- 2 From weather, fire risk and any additional updates by the range service, the update will be immediately available.
- 3 There's even an emergency GPS tracking beacon that can be activated by the user. Once it's activated the Parks Service would be able to triangulate that signal out in the woods.

# Low Fidelity Wireframes: Trail 360 App

## Horizontal View of the Trail Map

