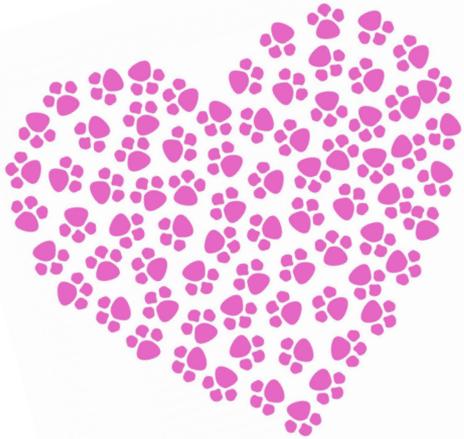


View Specific Pet Info

Storyboard By Taylor
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Storyboard Narrative

This storyboard represents a user's experience/perspective when they view a pet's profile within the "Paws On" animal adoption app. It shows some of the key interactions and overall functions of the app. This storyboard explicitly focuses on viewing a pet's profile information, which is a key aspect in determining if a pet is the right fit for you. This storyboard illustrates two young parents who would like to adopt a dog, they view a pet's profile and go through a series of screens to decide if that pet is a good fit for their family dynamic.

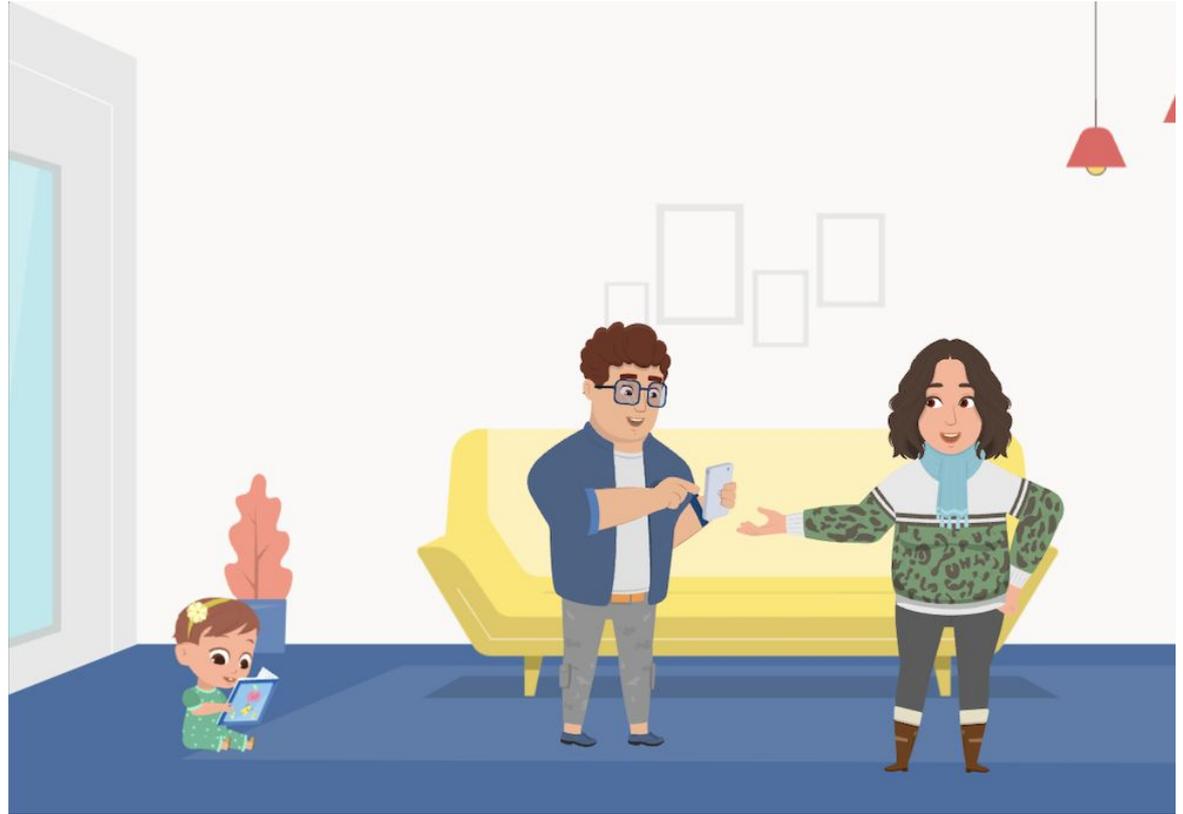
Scene 1

Two parents of a young child discuss expanding their family. They discuss adopting a dog and collaborate their ideas to each other on what kind of dog would fit best into their family and overall lifestyle. The father uses his phone to read a list of everything they want in a pet.



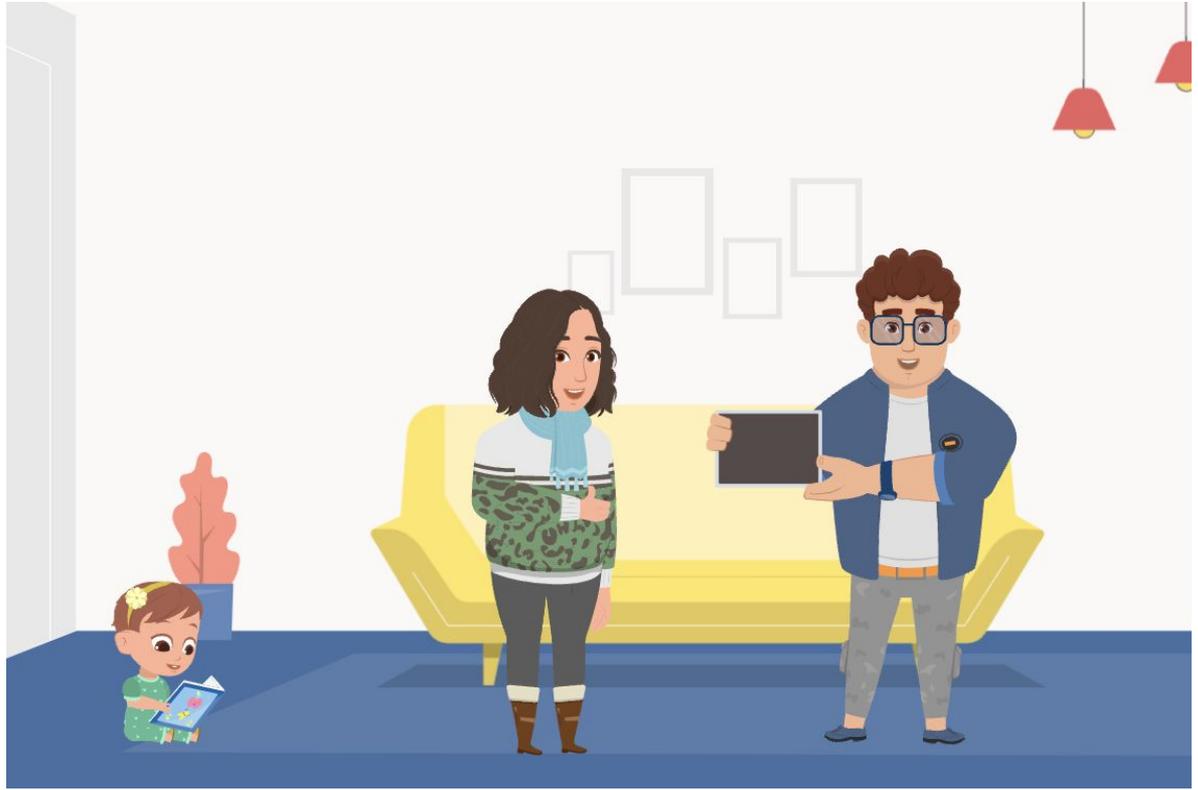
Scene 2

The father/user decides to open the “Paws On” app that he previously installed on his phone. He begins viewing pet profiles and a puppy named Harper pops up on his screen. He is immediately intrigued.



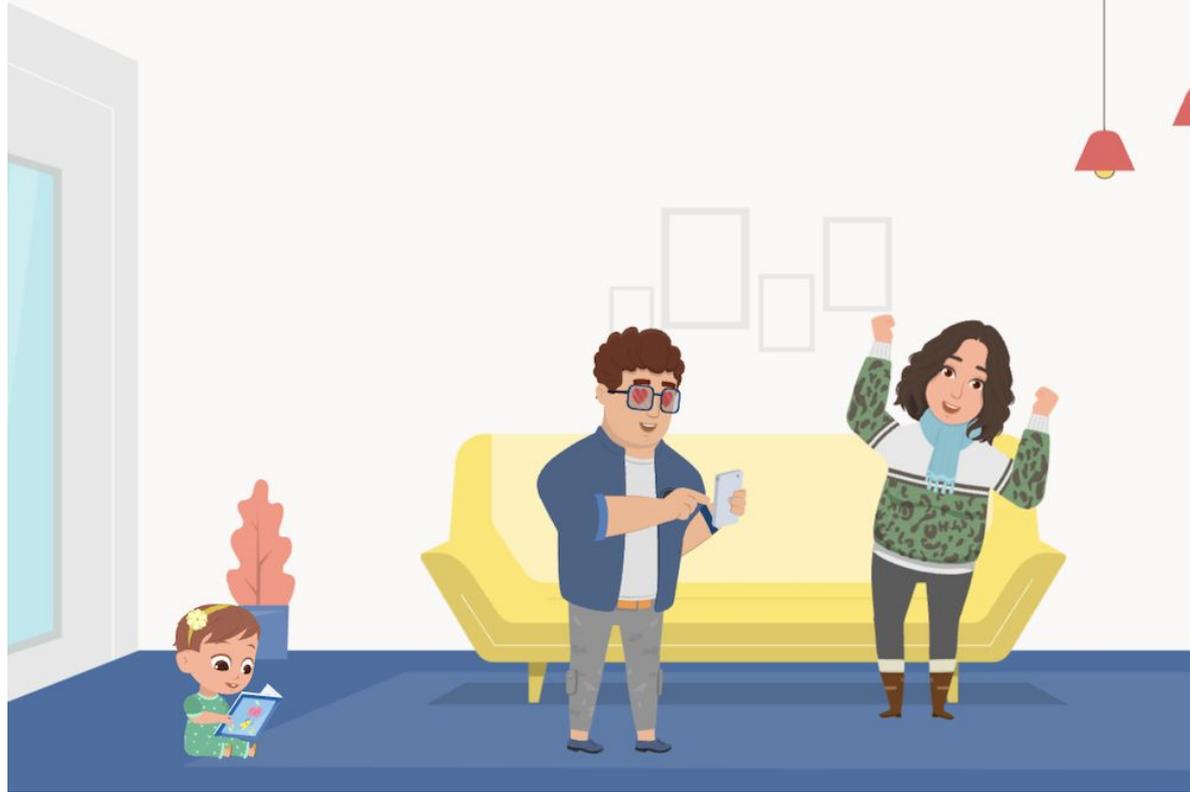
Scene 3

He shows his screen/the puppy to his wife and they view information about the pet. Based off of the dog's profile they decide it would be a great fit for their family.



Scene 4

They both agree that they love the dog and decide to match with the puppy. They are then prompted by the app to take further action.



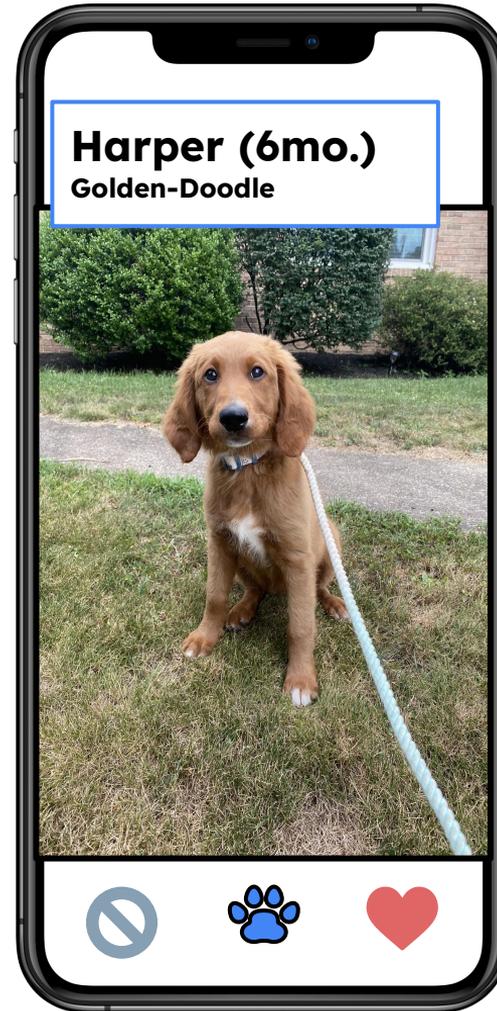
Screen 1

The “Paws On” app displays a pet’s profile to the user. The user can choose to press the heart to match with the pet, the paw to view the pet’s information, or the circle symbol to decline the pet overall. If the user declines the pet, it will switch screens to new pet profile and never show the declined pet again.



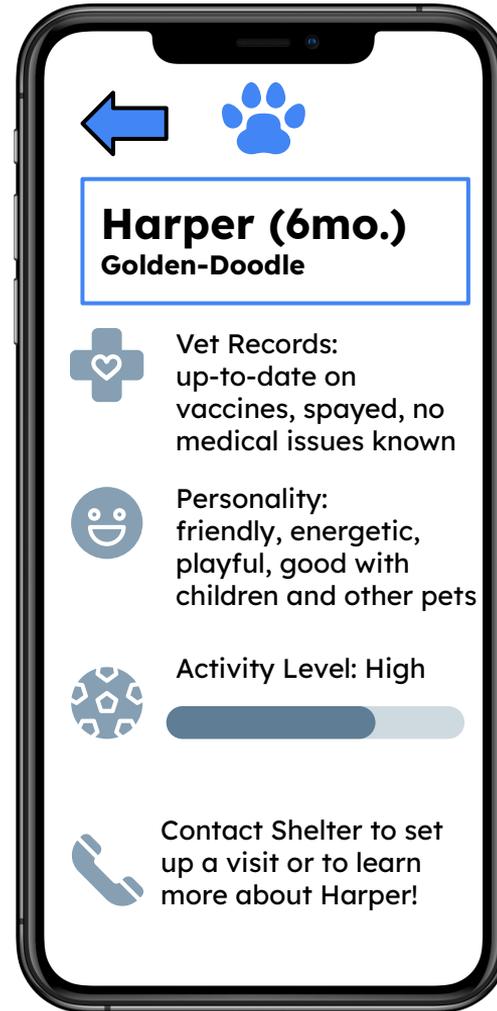
Screen 2

The user selects the paw icon, this means they are choosing to view more information about the pet. The black border around the paw icon represents the user clicking that button.



Screen 3

Once the user selects the paw icon, they are directed to a new screen that displays pet info. The first icon shown is vet records, this shows any medical information that is known about the pet selected. The second icon is related to the pet's personality, it displays the key personality traits of the pet. The third is the activity level of the pet. Finally, the fourth is a phone icon which displays a message to contact the shelter. After the user reads this information, they press the arrow to be directed back to the last screen.



Screen 4

The user selects the heart icon, this means they are choosing to match with this pet. The black border around the heart icon represents the user clicking that button.



Screen 5

Once user selects the heart icon, the user is directed to a new screen. This screen displays a message that the user has matched with that pet. It also includes three new options with corresponding icons that a user can choose from. The user's first chose is to press the house icon to set up a shelter visit with the pet. The second is to add the pet to the user's favorites section, this allows the user to come back to the pet later before making any decisions. The third option is to continue viewing other pet profiles.

