

Kickstand

Specifications Document



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Overview

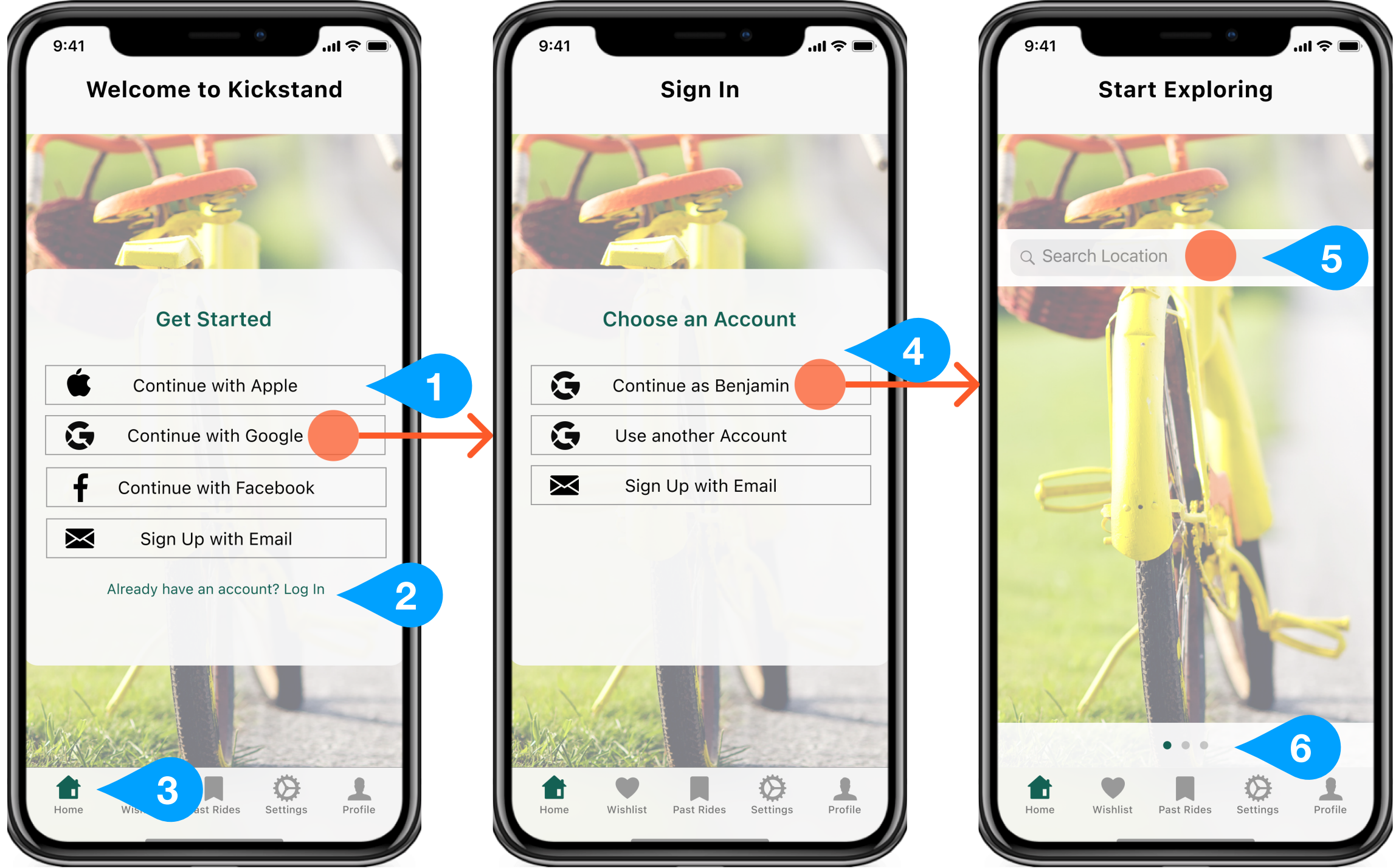
Kickstand is an application focused on the leisure cycling market, providing curated cycling experiences to riders that are based on their activity goals and preferences. Kickstand allows riders to filter routes by goal and preference, add stops to their ride, and give feedback on their rides.

This document contains the specifications for building out the Kickstand application Minimum Viable Product (MVP). It includes task flows for the MVP feature set and functional annotations for each design element and interaction. A style guide is also included covering all User Interface (UI) elements in the design.

For a more detailed overview of research, features and the design evaluation, please refer to the Research Report.

Task Flows and Annotations

Flows and Annotations



WELCOME

Tap on Continue with Google to sign in with Google Account

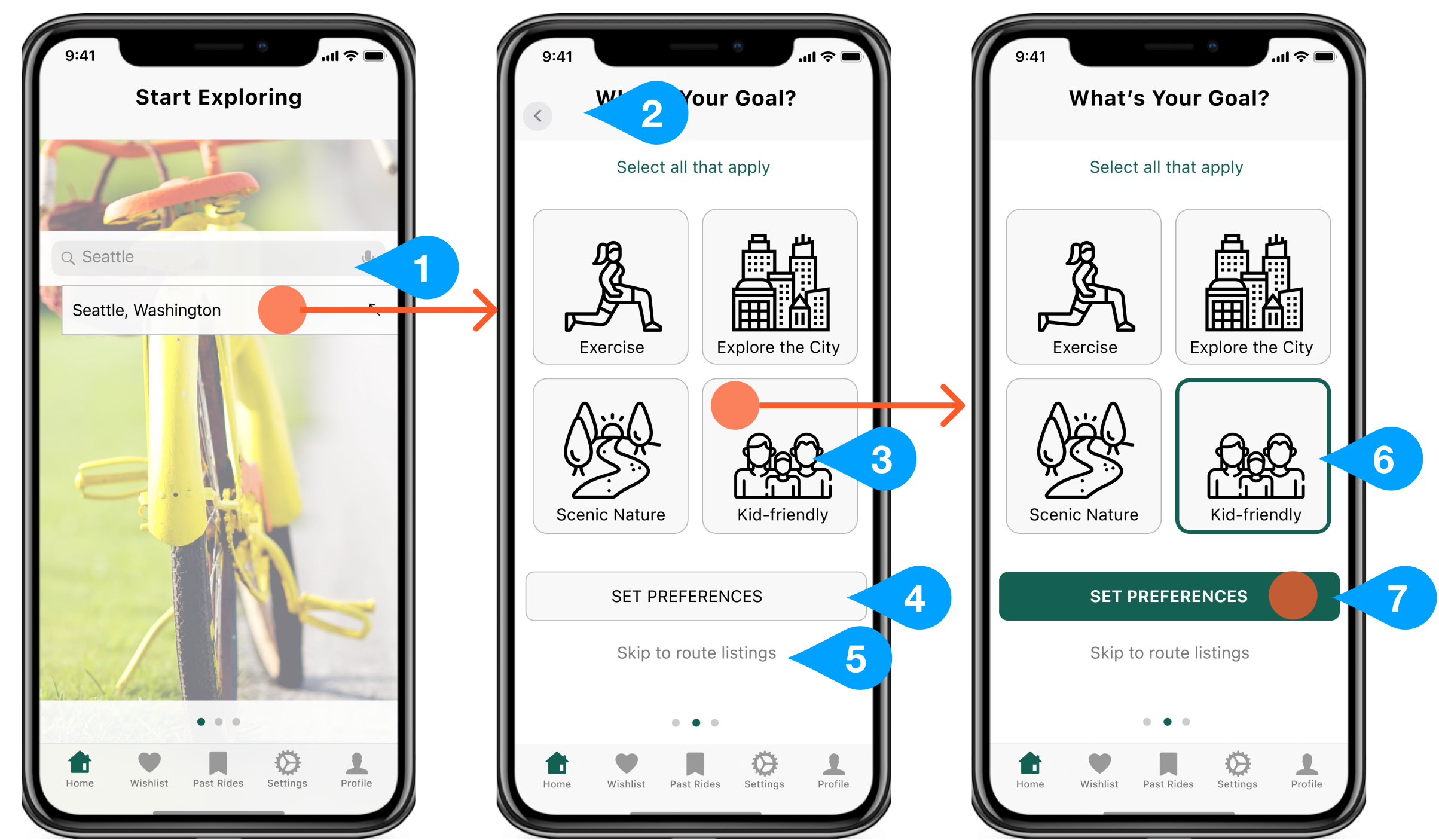
SIGN IN

Tap on Continue as Benjamin to use the existing Google account

START EXPLORING

Tap on the search bar to enter in your location

Flows and Annotations



WELCOME

Tap on the auto populated location to select

WHAT'S YOUR GOAL? Inactive

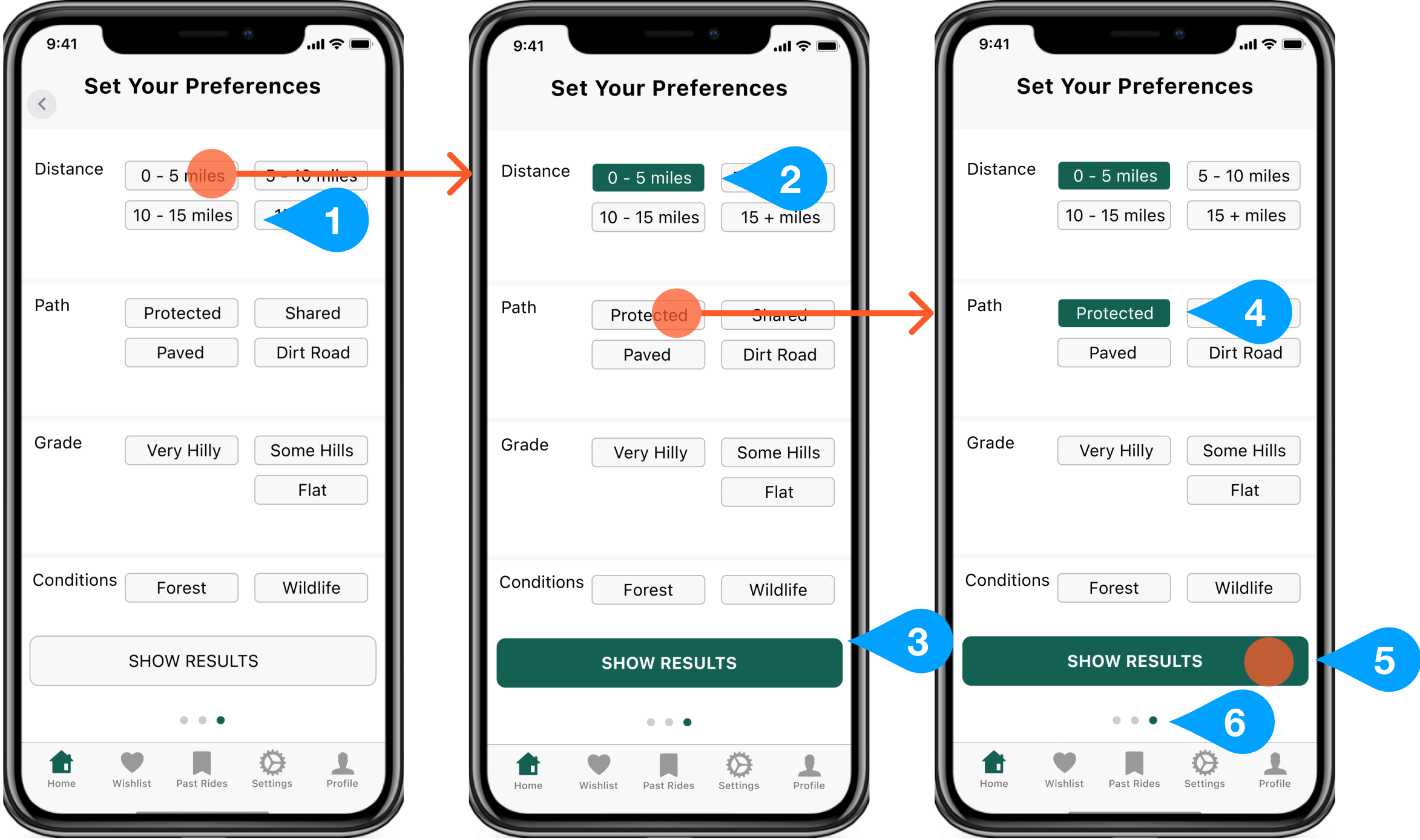
Tap on your goal or goals, such as kid-friendly. This will activate the Set Preferences button.

WHAT'S YOUR GOAL? Active

Tap on Set Preferences to continue.

- 1 When user touches suggested location, screen transitions to What's Your Goal instantly.
- 2 When user touches back icon in header, screen transitions to last screen visited.
- 3 Activity Buttons are inactive until touched by user.
- 4 Set Preferences Button is not available until user selects one or more activity buttons.
- 5 Skip to route listings allows user to skip filter screens by going directly to all routes when touched.
- 6 When user presses activity button, the button is shows 4 pt border in #146154
- 7 When user presses one or more activity button, the Set Preferences button becomes active - fill changes to #146154 and text changes to #FFFFFF.

Flows and Annotations



SET YOUR PREFERENCES
Inactive

Tap on your preferences to filter your results. This will activate the Show Results button.

SET YOUR PREFERENCES
Active

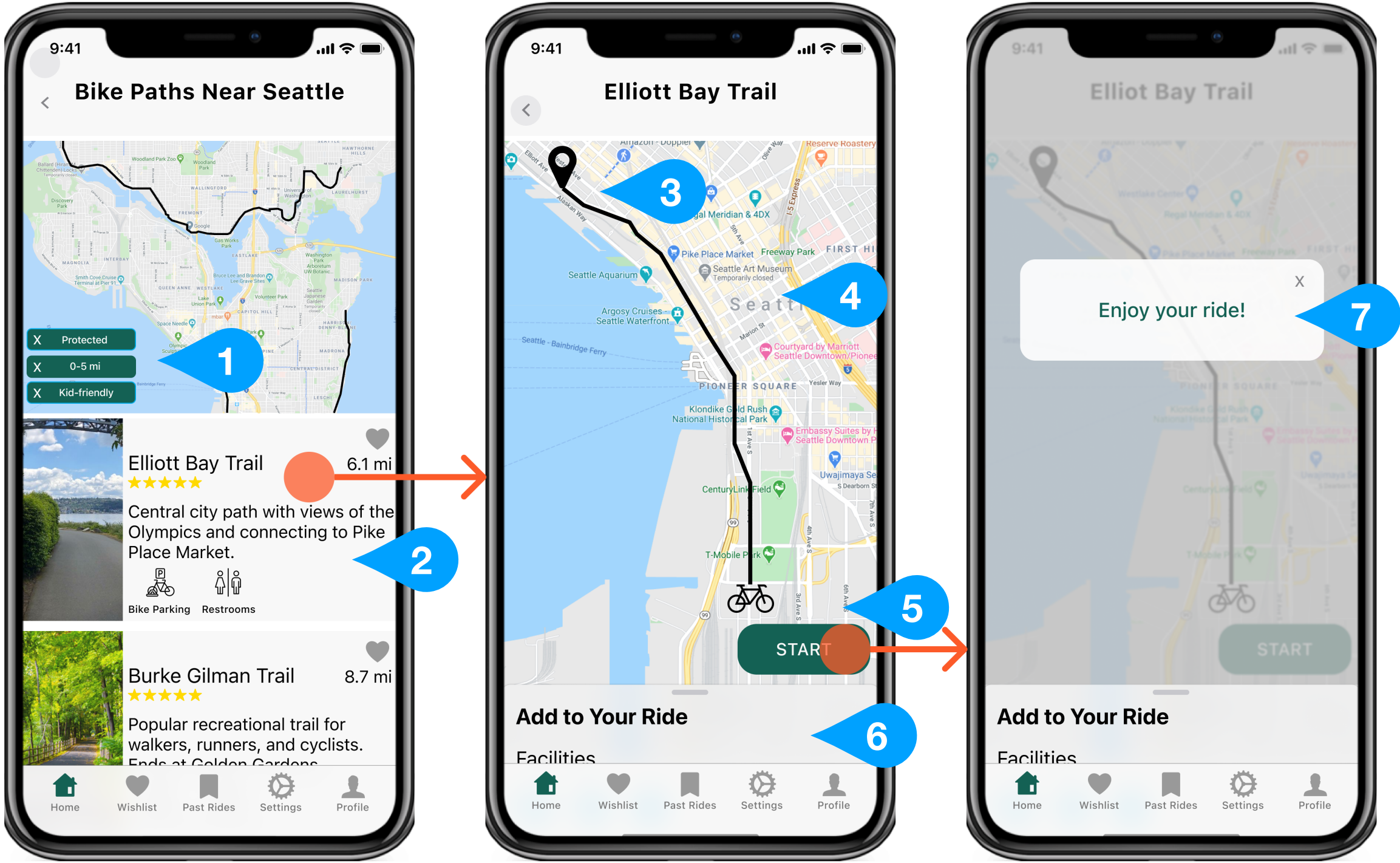
Tap on additional preference if you choose.

SET YOUR PREFERENCES
Active

Tap on Show Results to view the routes based on your choices.

- 1 Filter buttons remain inactive until pressed by user.
- 2 When user presses filter buttons, active state is initiated and filter button fill changes to #146154 and text changes to #FFFFFF.
- 3 When user presses one or more filter buttons, Show Results button is activated - fill changes to #146154 and text changes to #FFFFFF.
- 4 Filter buttons that have been pressed remain active while user presses additional filter buttons.
- 5 When user presses Show Results button, screen transitions to Paths Near Seattle instantly.
- 6 When user presses inactive pagination, user is taken to previous screen.
- 7

Flows and Annotations



BIKE PATH OPTIONS

Scroll through the bike path options and tap on one to select.

SELECTED BIKE PATH

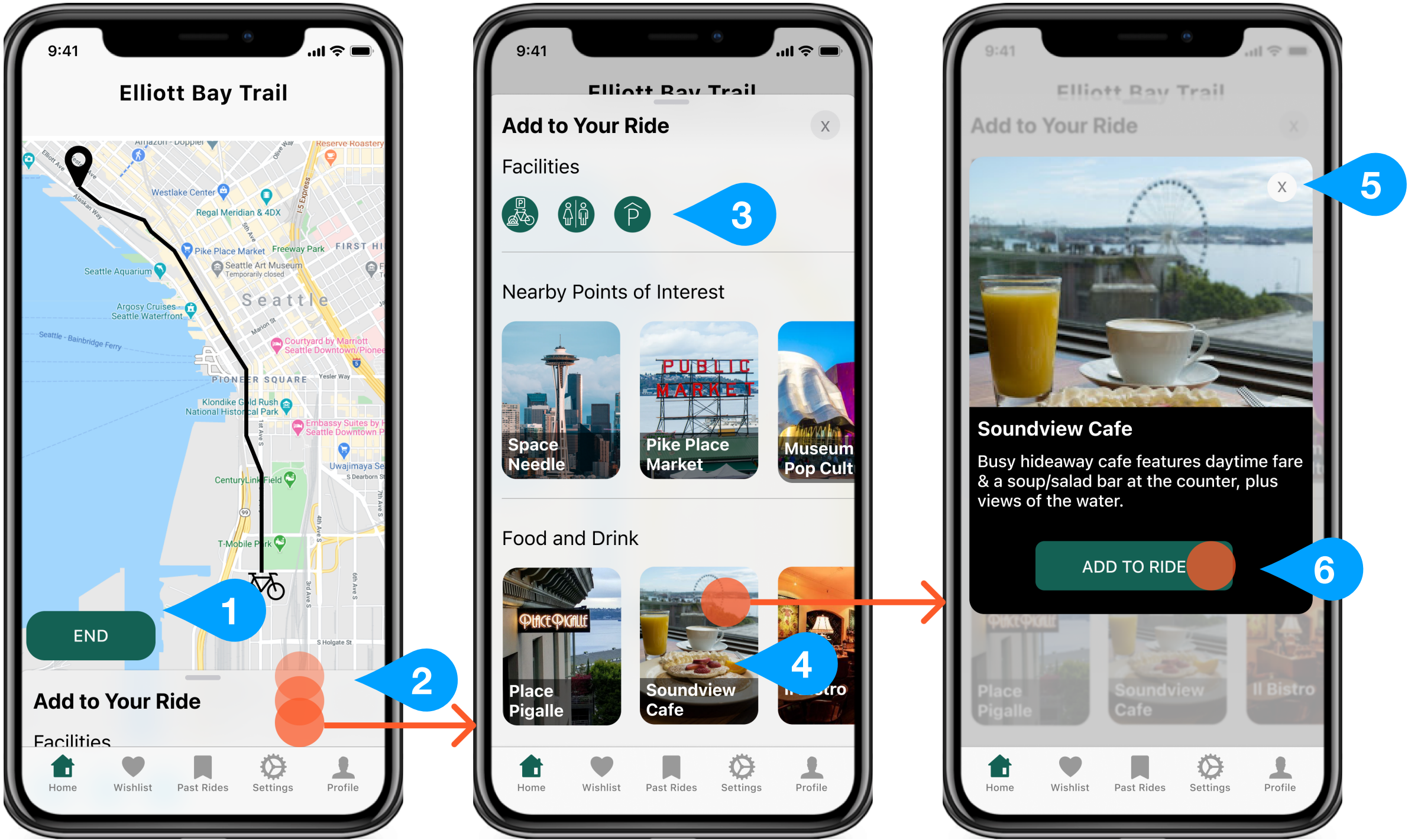
Tap on Start to start your route and GPS track to see your location within the route.

ENJOY!

Pop-up message appears and automatically disappears after a time delay.

- 1 When user selects filters, they are displayed on the map page. User can remove filters by pressing the x on the filter button.
- 2 When user presses the path listing, the screen transitions instantly to the map view/start ride page.
- 3 When user bring up map view, start and end of trail are displayed as well as local points of interest.
- 4 When user drags or pinches map, the map expands or moved to reveal more content or greater detail.
- 5 When user presses start button, overlay pops up for 3000ms before ride navigation begins.
- 6 When user drags Add To Your Ride cart upwards, card appears as overlay from center bottom.
- 7 When user presses x on Enjoy Your Ride overlay, screen closing and transitions to ride navigation.

Flows and Annotations



EN ROUTE

Slide the overlay screen up to view nearby points of interest to add to your ride

ADD TO YOUR RIDE

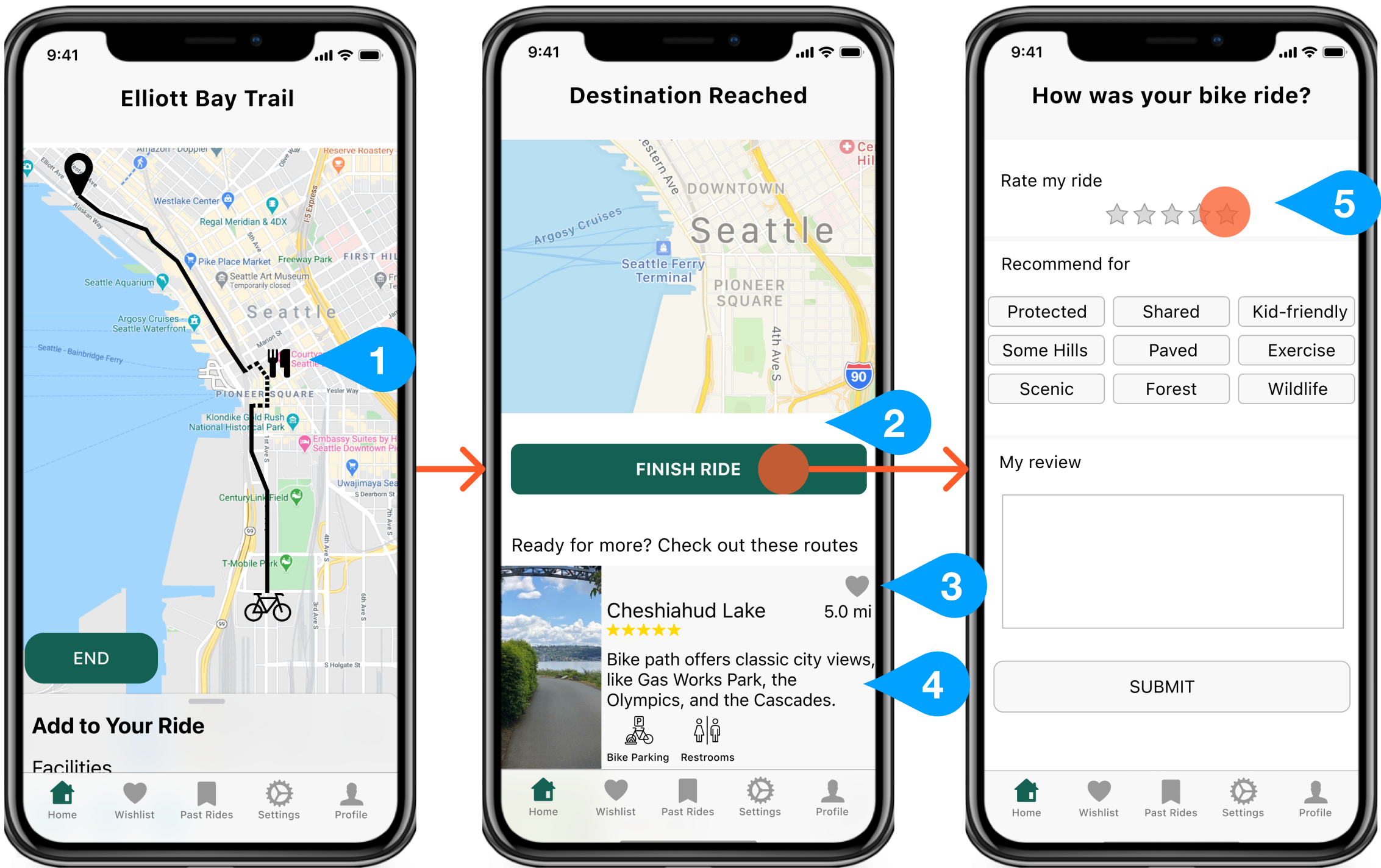
Tap on a point of interest to select.

POINT OF INTEREST

Pop-up message appears with more information on the point of interest. Tap Add to ride to update the route.

- 1 When user presses End button, screen transition back to Bike Routes Near Seattle screen instantly.
- 2 When user drags card up, card moves in as overlay from bottom center.
- 3 When user presses Facilities icons, overlay moves out and nearest facilities are displayed on the map with the option to add to ride.
- 4 When user presses Amenities button, card pops out and Add To Your Ride overlay is greyed out.
- 5 When user presses x button, card overlay disappears and user is brought back to Add To Your Ride card.
- 6 When user presses Add To Ride, pop up card disappears, overlay card moves out, and map view is updated to include the new stop.

Flows and Annotations



EN ROUTE, UPDATED

Map view has updated with the nearby point of interest added. Dotted route line indicates the changed portion of the route.

DESTINATION REACHED

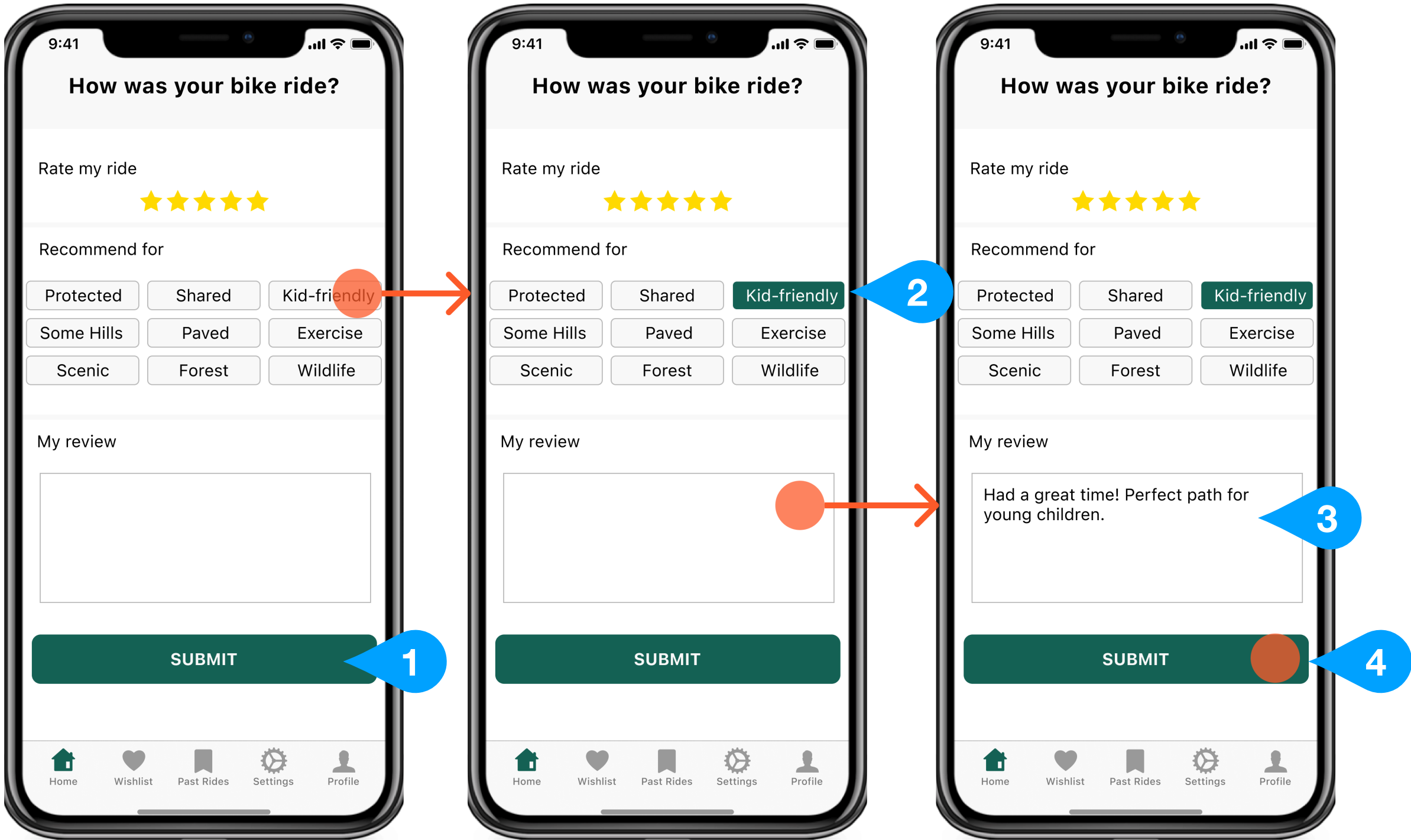
Once a user reaches their destination, they can tap to finish their ride, or scroll down to view options to continue bike riding.

FEEDBACK Inactive

At the end of a ride, user is prompted to submit feedback on their ride. They can tap on the stars to add a star rating.

- 1 When user adds stop to ride, the map view is updated to display the new route and stop.
- 2 When user presses Finish Ride, screen transitions to Rate Your Ride Screen instantly.
- 3 When user presses heart icon, the icon changes to the active state - #146154 - and the ride is saved in Wishlist.
- 4 When user presses the listing button, an additional trail is selected and screen transitions to Map View/Start Ride screen.
- 5 When user presses star icon, that icon and the stars to the left of it become active and change color to #FFD900

Flows and Annotations



**FEEDBACK
Active**

Tap on the tags to recommend the route to others.

**FEEDBACK
Active**

Tap in the form field to leave a written review. Keyboard should pop up to allow users to type in response.

**FEEDBACK
Active**

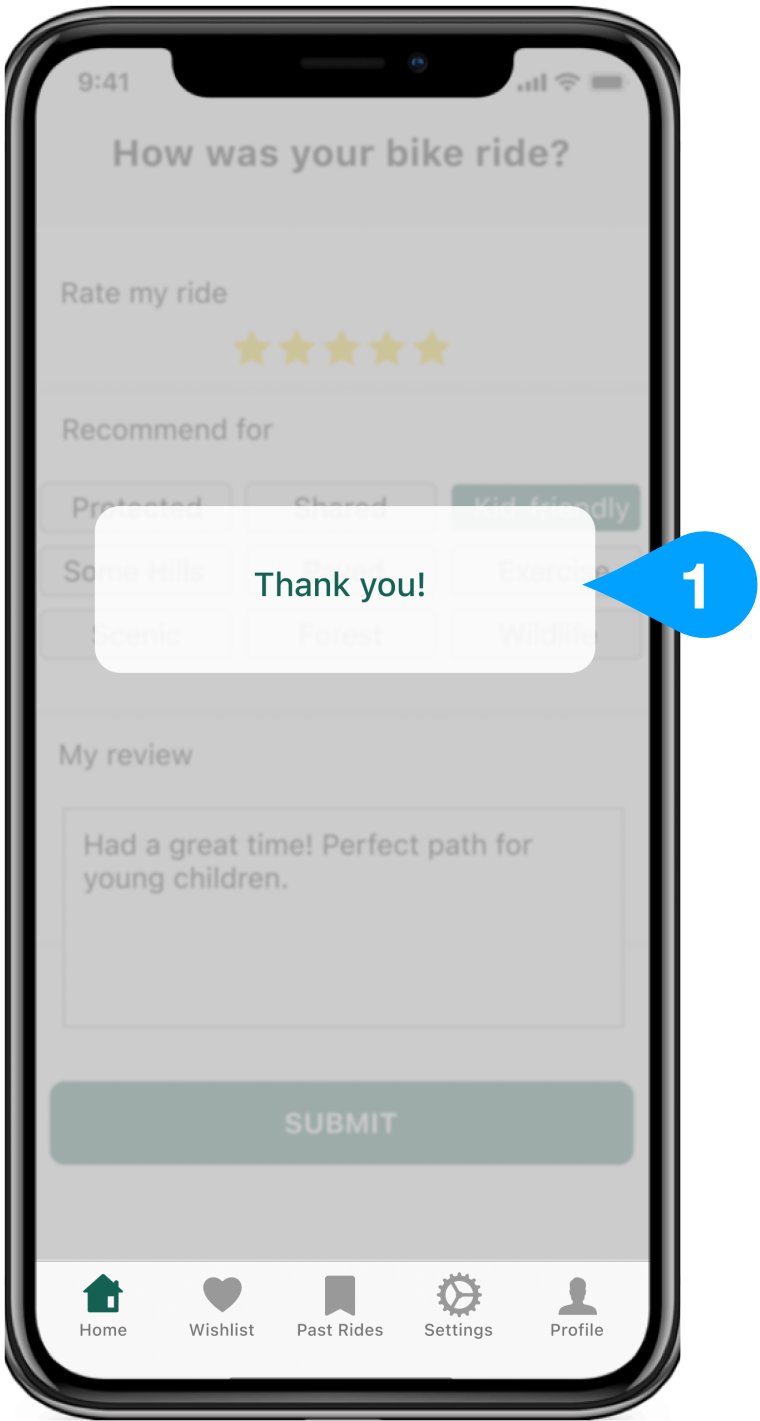
Tap on Submit to enter feedback.

- 1 When user presses star rating Submit button becomes active.
- 2 When user presses Recommend filter button, button becomes active and changes fill to #146154 and text to #FFFFFF.
- 3 When user presses input text field, keyboard moves up from bottom center as overlay.
- 4 When user presses Submit button, Thank you overlay pops up.

Flows and Annotations



Thank you pop up overlay displays for 2000ms before screen transition to What's Your Goal screen.



THANK YOU!

Thank you pop up displays, and then disappears after time delay.

Style Guide

Colors



Adventure Orange
Used for logotype and logomark

Hex #FC5A29

RGB(252,90,41)



Outdoor Teal
Used for logo mark

Hex #21A58D

RGB(33,165,141)



Trail Teal
Used for copy, active state buttons and navigation, and CTA

Hex #146154

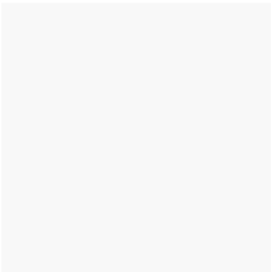
RGB(20,97,84)



Cement Grey
Used for inactive tab bar icons

Hex #999999

RGB(153,153,153)



Cloud Grey
Used for header, footer, inactive buttons

Hex #F8F8F8

RGB(248,248,248)



Shadow Grey
Used for button border and lines

Hex #B8B8B8

RGB(184,184,184)

Typography

Title 1

**Kickstand
Rammetto One / 48 px / #FC5A29**

Title 2

Welcome to Kickstand

SF Pro Text Bold / 22 pt / #000000

Heading 1

Get Started

SF Pro Text / 20 pt/ Semi-bold / #146154

HEADING 2

SHOW RESULTS

SF PRO TEXT-BOLD / 17 PT / #000000, #FFFFFF

Copy

Popular Central Path

SF Pro Text-Medium / 17 pt / #000000, #FFFFFF, #7A7A7A

Sub Text

Profile

SF Pro Text- Medium / 10 pt / #767676

UI Elements



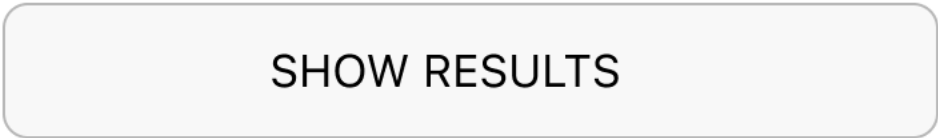
Button #F8F8F8 Stroke #999999 1Pt



Button #F8F8F8 Stroke #B8B8B8 1Pt



Button #F8F8F8



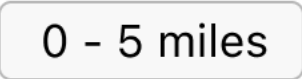
Button #F8F8F8 Stroke #B8B8B8 1Pt



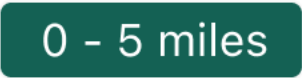
Button #146154 Stroke #F8F8F8 1 Pt



Button #146154 Stroke #F8F8F8 1Pt



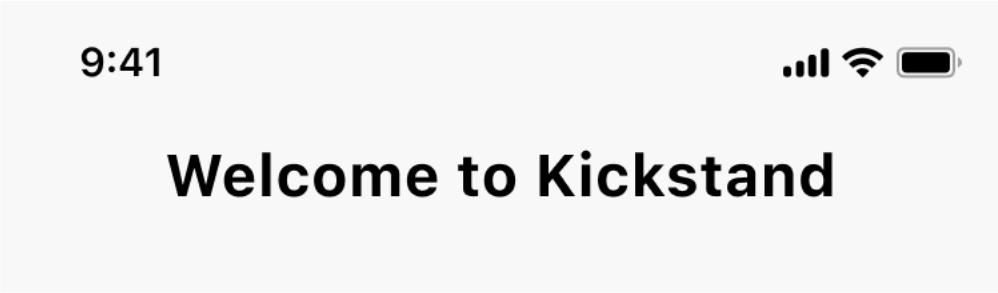
Button #F8F8F8 Stroke #B8B8B8 1Pt



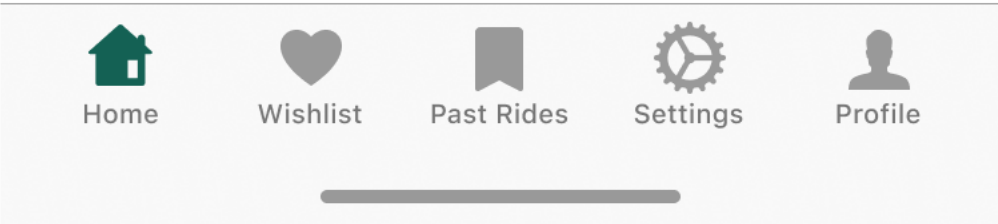
Button #146154 Stroke #F8F8F8 1 Pt



Button #146154 Stroke #F8F8F8 1 Pt



Header #F8F8F8 Icons #000000



Header #F8F8F8 Icons #999999 (inactive), #146154 (active)



Header #F8F8F8 Icons #CCCCCC (inactive), #146154 (active)

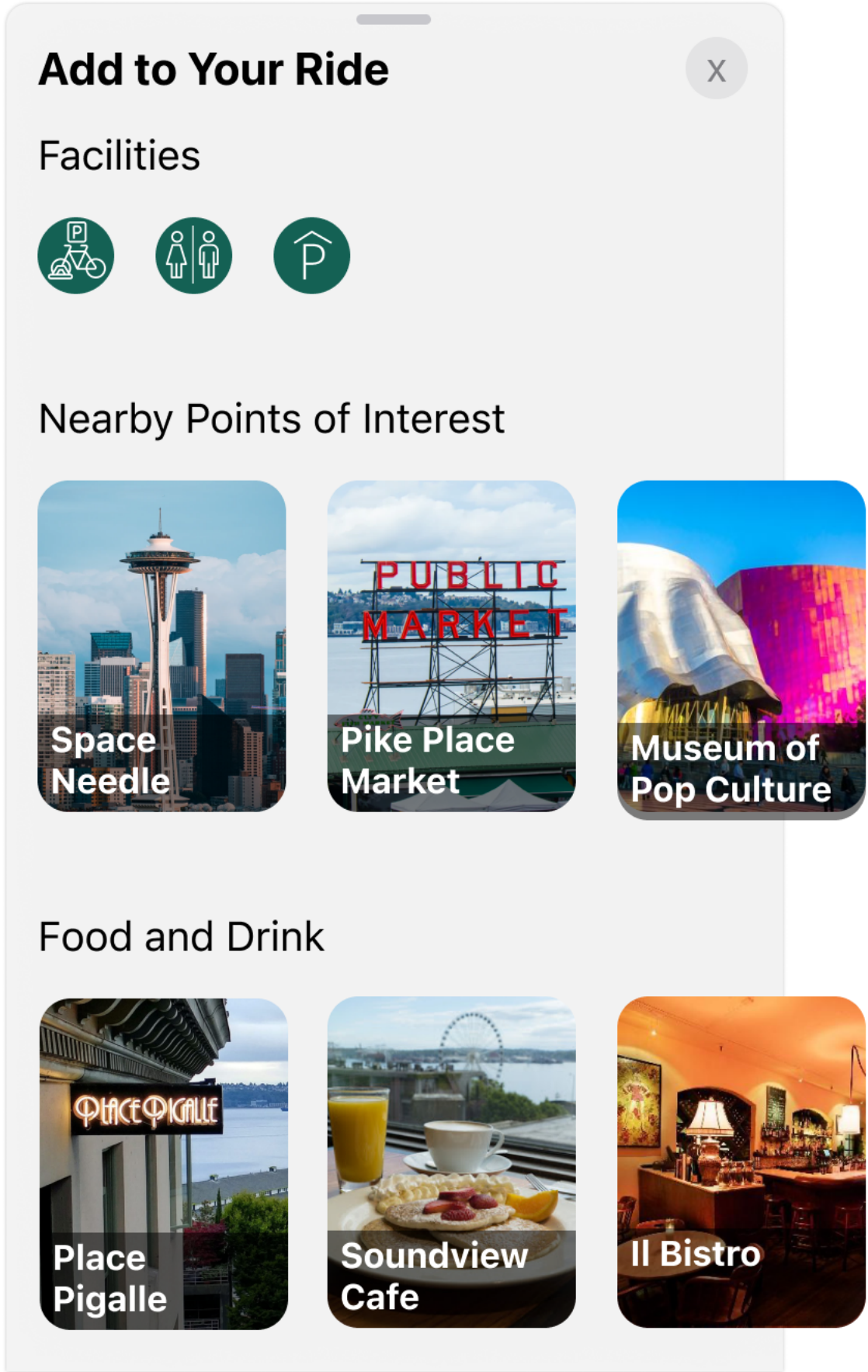


Header #F8F8F8 Icons #CCCCCC (inactive), #146154 (active)

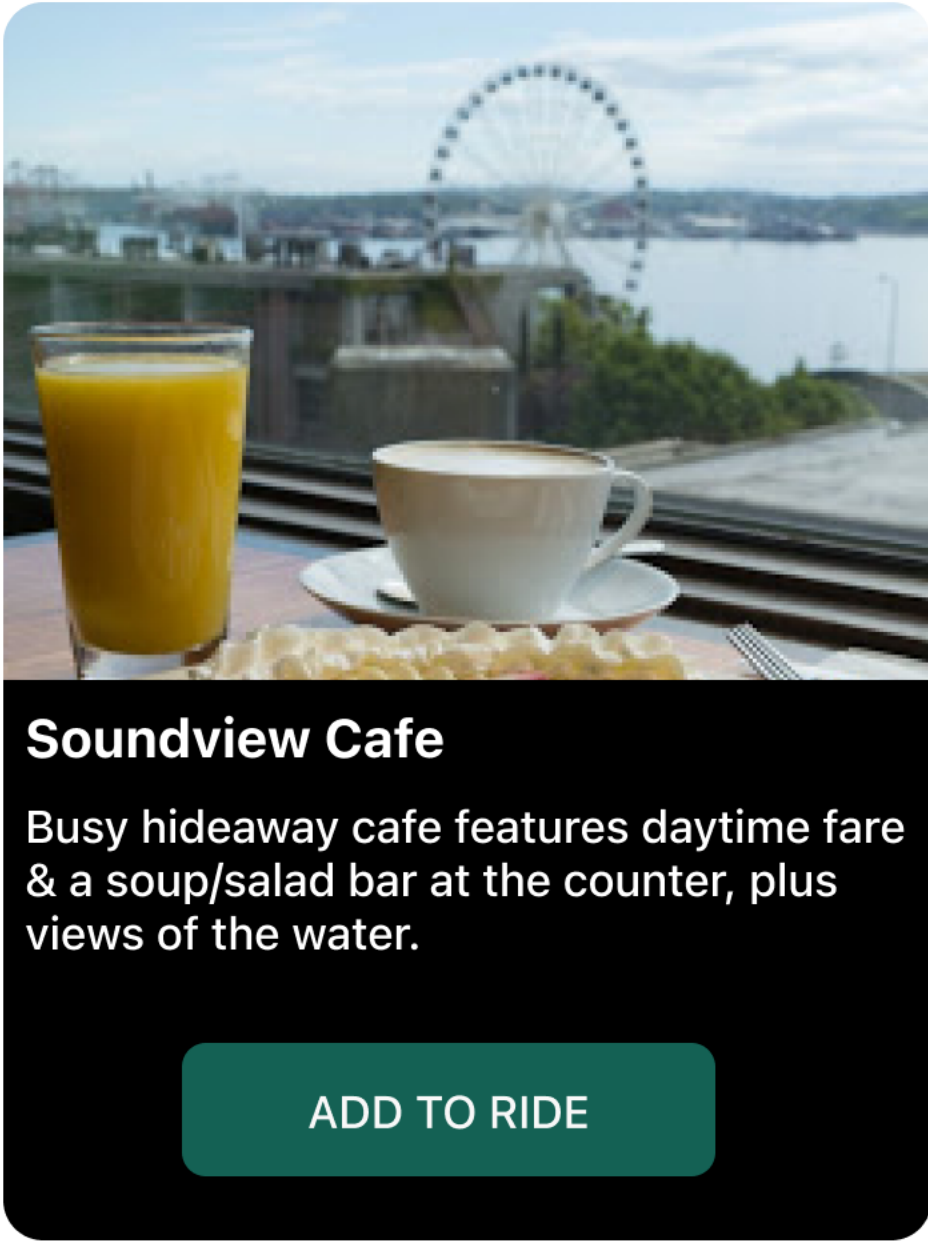


Header #F8F8F8 Icons #CCCCCC (inactive), #146154 (active)

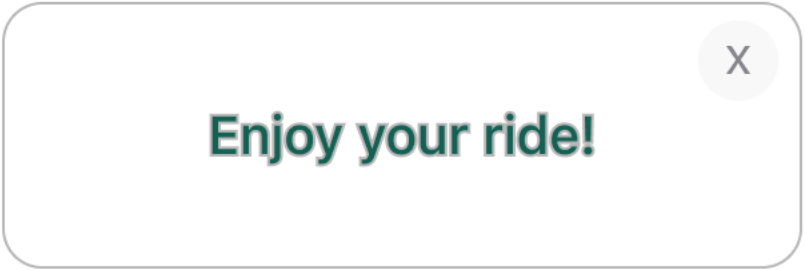
UI Elements



Overlay #D8D8D8 Icons #146154

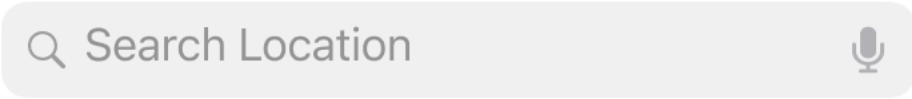


Overlay #000000 Button #146154

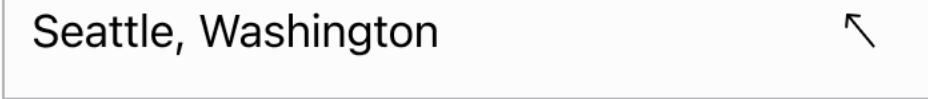
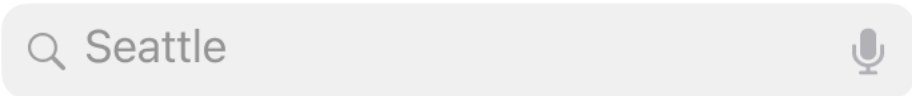


Overlay #FFFFFF Stroke #B8B8B8

UI Elements



Input Search_Empty #F0F0F1



Input Search_Active #F0F0F1



Input_Empty #979797



Input_Active #FFD900



Icon #000000



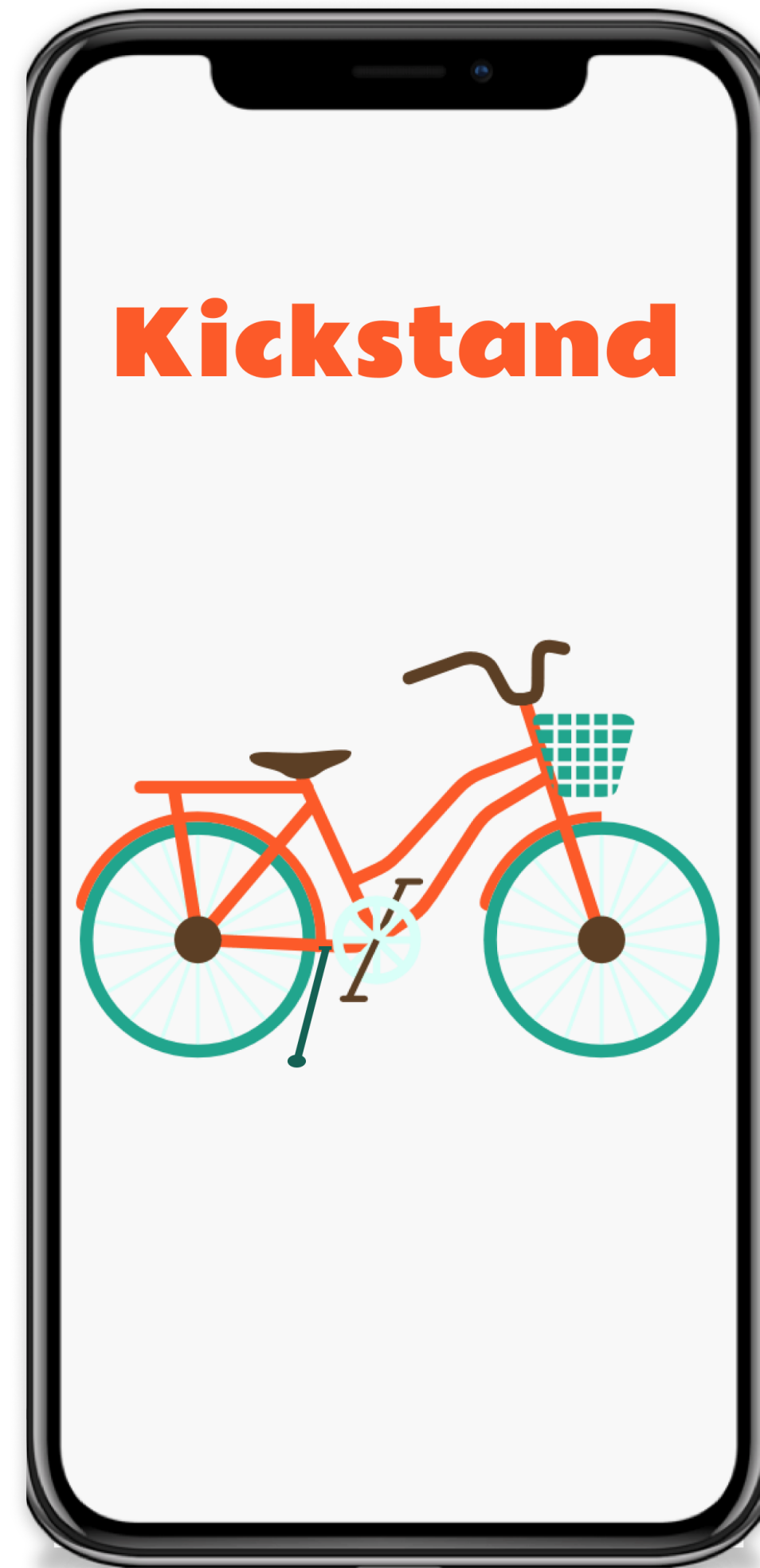
Icon #000000



Icon #767680

Prototype

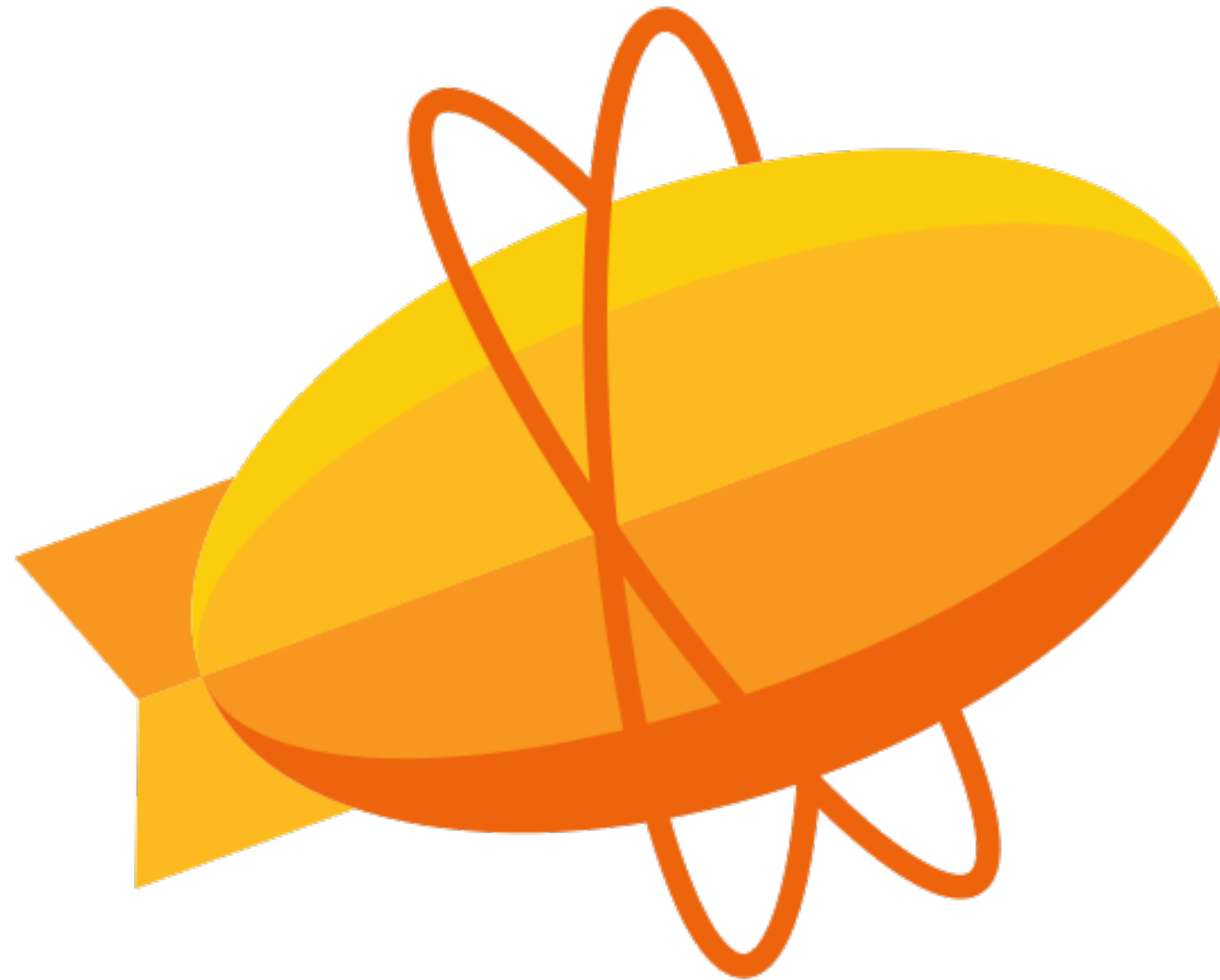
Prototype



<https://www.figma.com/proto/JcDw3EP3SOWuAwVA2gDBIm/P4-Bike-Riding?node-id=205%3A2013&scaling=scale-down>

Zeplin File

Zeplin File



`zpl://project?pid=5f07e216da39325c4cbf9e0d`