

@yourdisposal

Guys Who Hate Bad Design



Login

A mobile app login screen with a dark background. At the top, the status bar shows 'GWHD', signal strength, Wi-Fi, '9:41 AM', and '100%' battery. Below the status bar is a logo of a trash can with an '@' symbol and a circular arrow. The form consists of two text boxes: 'Username' (callout 1) and 'Password' (callout 2). Below the text boxes are two buttons: 'Log in' (callout 3) and 'Skip' (callout 4). Below the buttons is a link: 'Don't have an account?' (callout 5).

1 Username text box

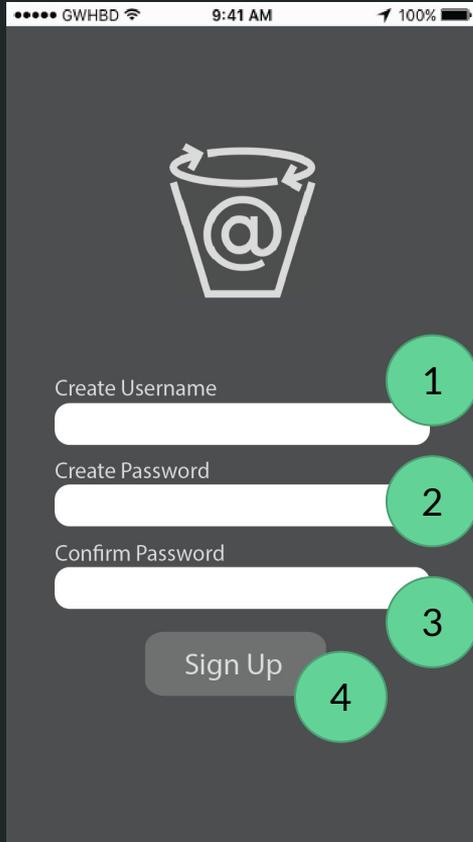
2 Password text box

3 “Login” button submits the form and redirects to Home page

4 “Skip” button allows user to forego the login and will be redirected to Enter Zipcode page

5 “Don’t Have An Account?” links to Sign Up page

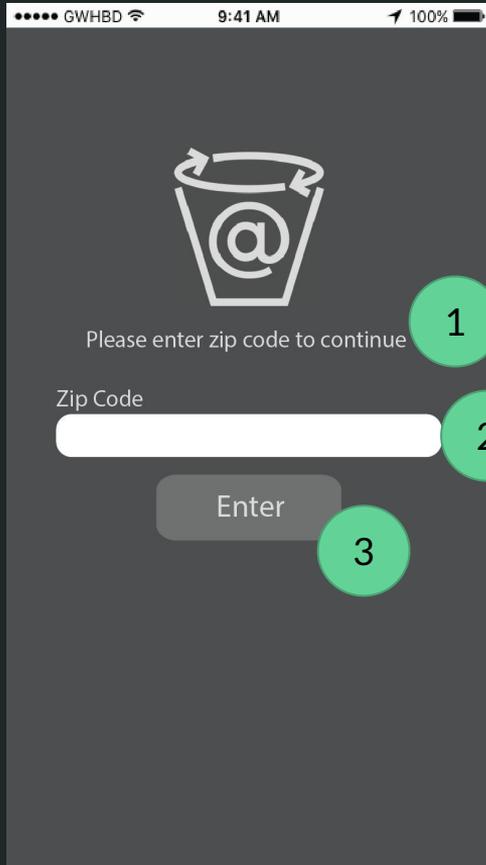
Sign Up



The image shows a mobile application interface for signing up. At the top, there is a status bar with signal strength, carrier name 'GWHBD', time '9:41 AM', and battery level '100%'. Below the status bar is a dark grey header area containing a white icon of a trash bin with an '@' symbol inside. The main content area is a light grey form with three text input fields and a button. The first field is labeled 'Create Username' and is marked with a green circle containing the number '1'. The second field is labeled 'Create Password' and is marked with a green circle containing the number '2'. The third field is labeled 'Confirm Password' and is marked with a green circle containing the number '3'. Below the fields is a button labeled 'Sign Up' which is marked with a green circle containing the number '4'.

- 1 Text input allows user to create a username
- 2 Text input allows user to create a password
- 3 Text input ensures the user can repeat their new password
- 4 “Sign Up” button submits the form and redirects to Home page

Enter Zip



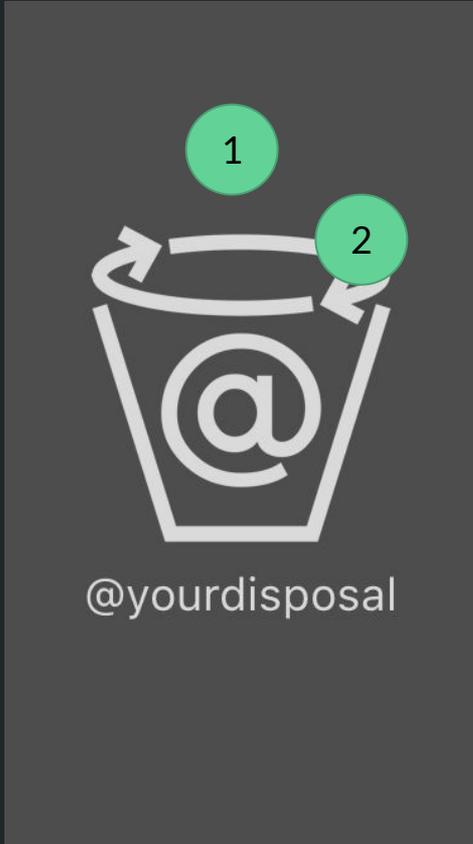
The screenshot shows a mobile app interface with a status bar at the top displaying 'GWHBD', '9:41 AM', and '100%' battery. The main content area features a logo of a trash can with an '@' symbol and a circular arrow. Below the logo is the text 'Please enter zip code to continue' with a callout '1'. Underneath is a text input field labeled 'Zip Code' with a callout '2'. At the bottom is an 'Enter' button with a callout '3'.

1 User is prompted to enter their zip code

2 Text input allows user to enter zip code

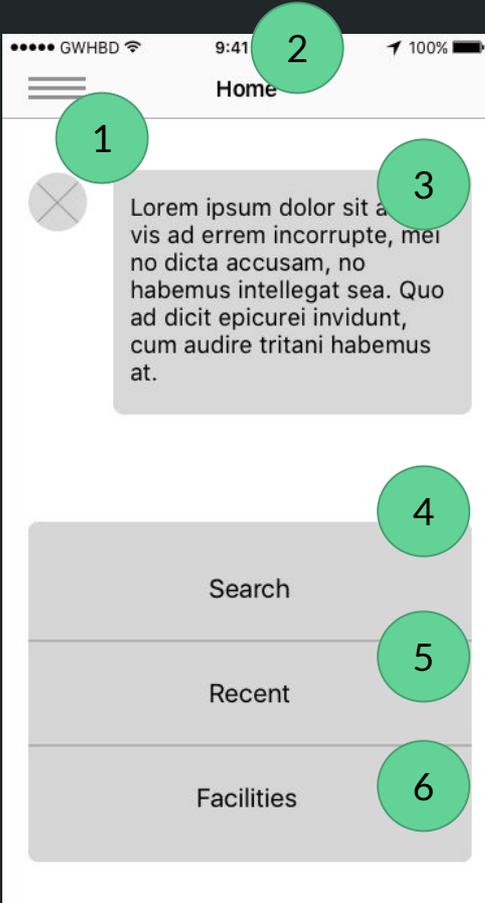
3 "Enter" button submits the form and redirects to Home screen

Loading Screen



- 1 Loading Screen when user first enters application
- 2 Arrowed rim spins in an elliptical fashion while loading

Home



1 Tapping the hamburger button shall open the hideaway menu

2 Page title at middle of head bar

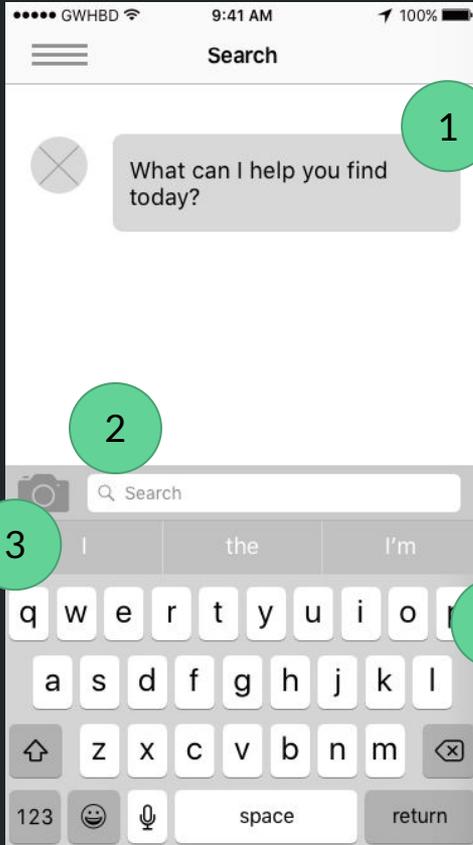
3 Alfred reports user's waste management statistics, or prompts the user to login

4 Tapping "Search" button leads to the search landing page

5 Tapping "Recent" leads to the recent searches landing page

6 Tapping "Facilities" leads to the facilities landing page

Search landing (Text or Image Input)



1 Alfred prompts user to select a search method

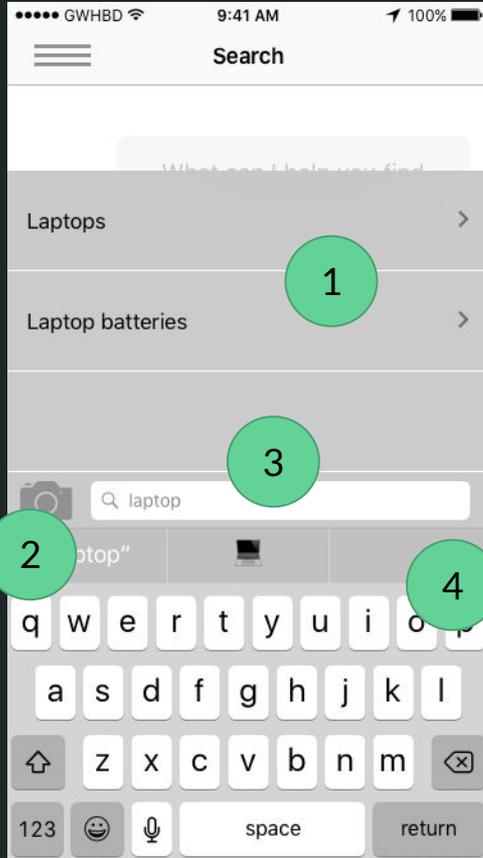
2 Non-clickable magnifying glass icon prompts suggestive text input

3 Image icon leads to image search

4 Keyboard appears upon search bar tap and pushes the search bar upwards

Note: Swipe functionality disabled when keyboard is open

Text Search: Mid-Type Results



1

Results pop up as user types item into search text box

2

User can switch to image search

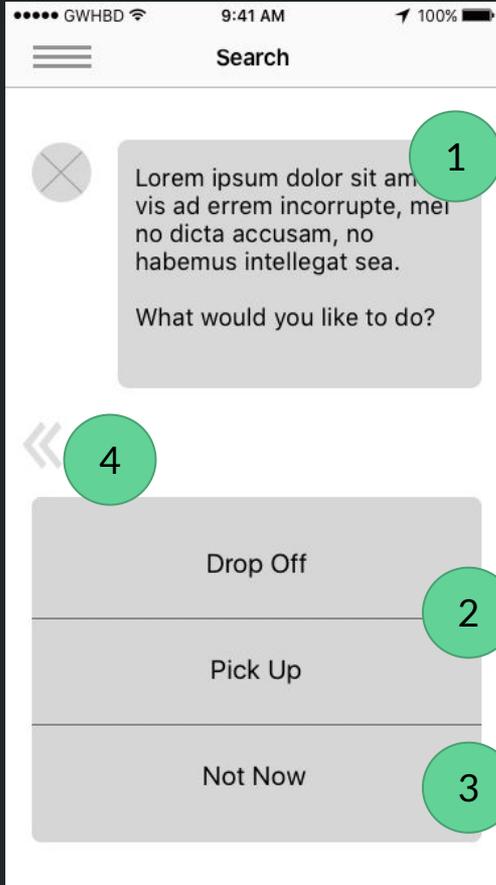
3

Text search box

4

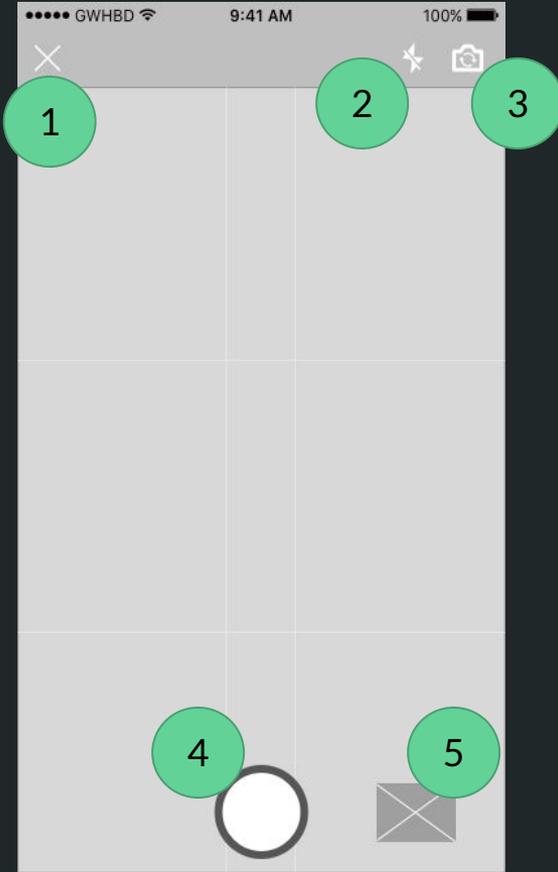
Keyboard pops up when user selects search box

Search result (Facility)



- 1 Alfred informs user that their item can not be put in receptacle and must be taken to a facility. Prompts user to select facility disposal method
- 2 Both “Drop-off” and “Pick-up” lead to map pinned with facilities matching the predetermined criteria
- 3 “Not Now” brings user back to home
- 4 Flashing swipe button indicates that user can swipe to return to the previous screen

Image Search: Camera (pre-shutter)



1

Exit out of camera

2

Turn flash on or off

3

Switch camera option

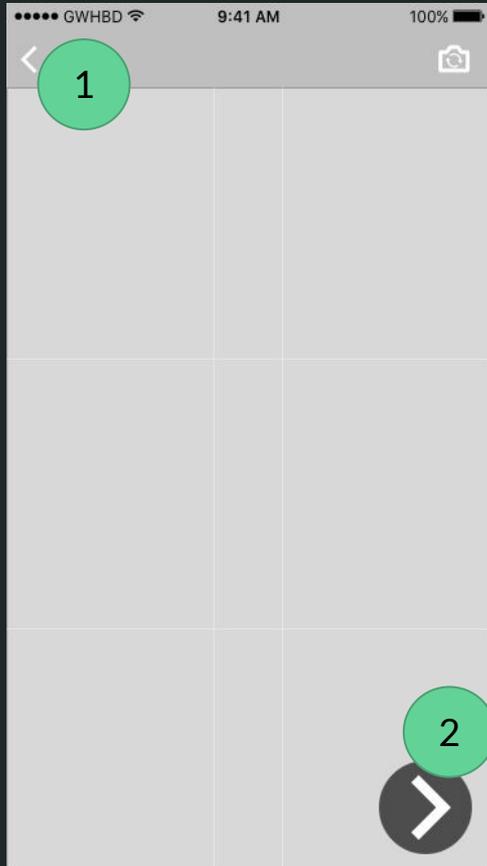
4

Take a picture

5

Access gallery for image upload

Image Search: Camera (post shutter)

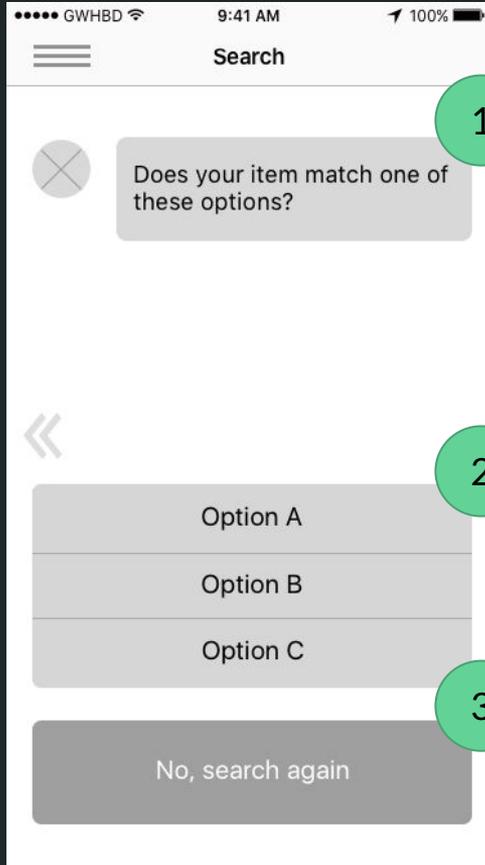


1 Back button to retake photo

2 Confirmation to use image and continue on with image search

Note: Only appears if user chooses to take a picture.
This page is skipped if user chooses to upload a photo

Image Search: Item Confirmation Page



1

Alfred prompts user to confirm whether the app correctly identified their item

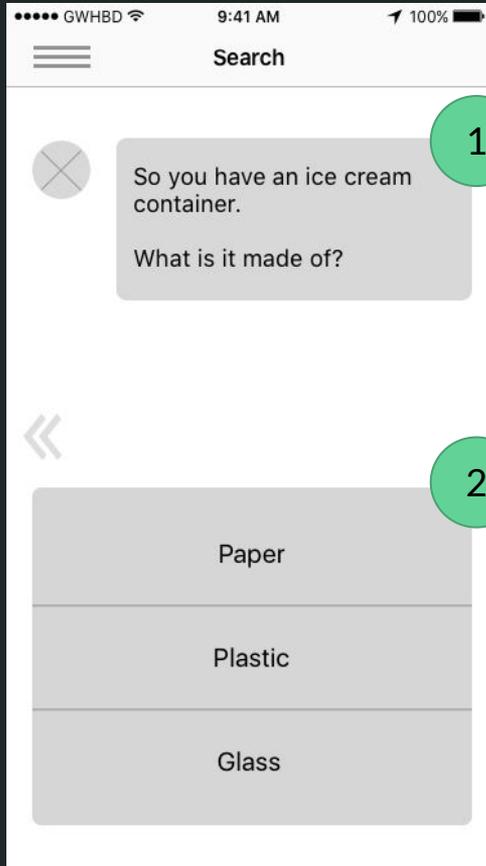
2

User selects item here

3

If not correct, user selects search again

Image Search: Item Composition



1

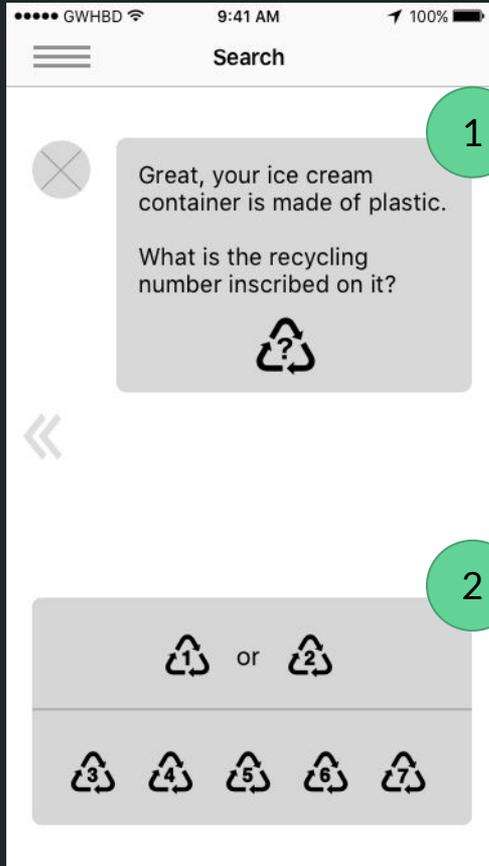
After user confirms item from image, Alfred asks about the item composition

2

User selects item composition here

Note: This screen may or may not appear depending on the item. There will also be more material choices depending on the item as well

Image Search: Resin Codes



1

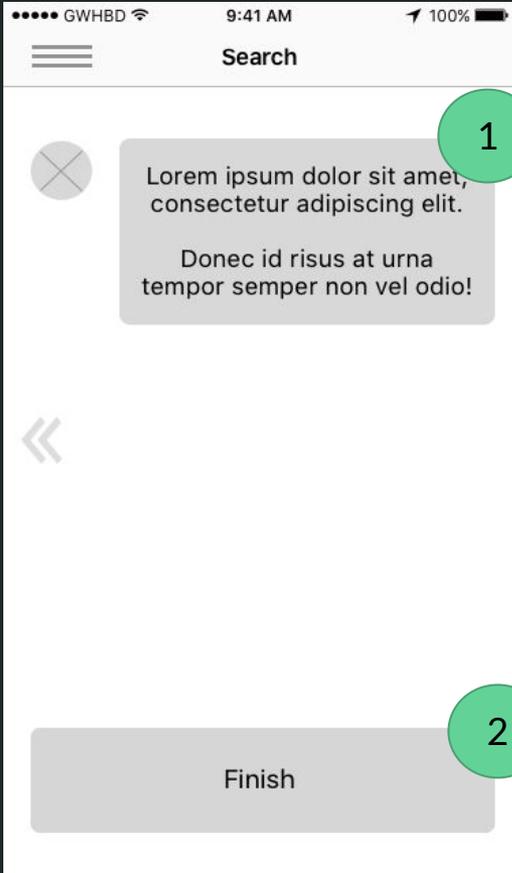
If user selected plastic, Alfred would ask a question regarding resin identification codes would appear

2

User would look at number inscribed on item and select it here

Note: Example of an extra question that could pop up depending on the material the item is made out of

Search Result



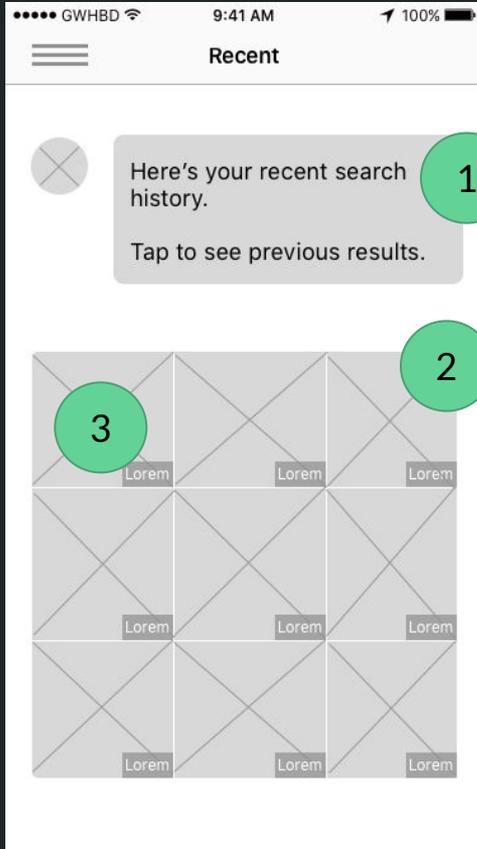
1

Alfred instructs user what receptacle to toss item in

2

User clicks here to complete the search

Recent

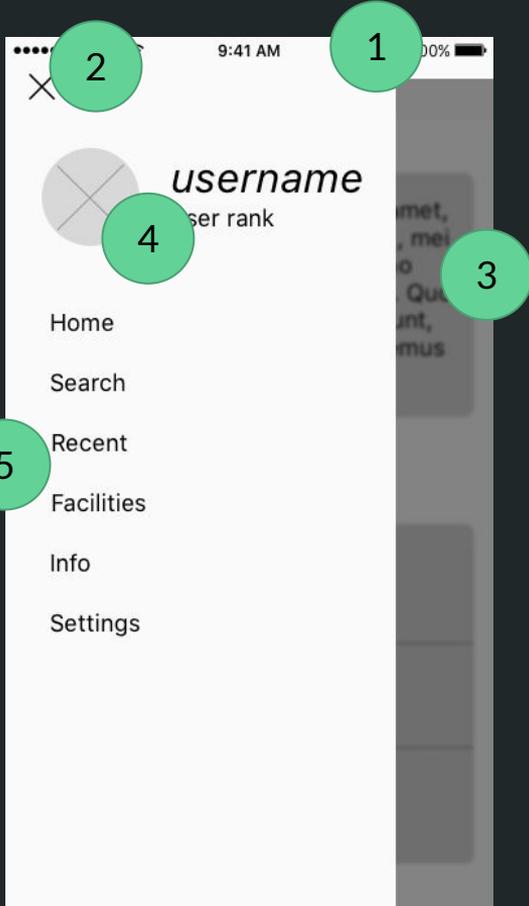


1 Alfred tells user that this page is the user's most recent search history

2 The user's last 9 searches are shown in a 3 by 3 grid. Each square hosts the name of the item in the bottom right corner, and items that were image searched will be accompanied by the image that was originally used in the search

3 Selecting a square will lead to the result page that followed the search for that item. (i.e If an item was determined to be recyclable via household receptacle, Alfred will say so; If it must go to a facility, the user will be redirected to a pinned map)

Hideaway Menu



1 Hideaway menu covers majority of page

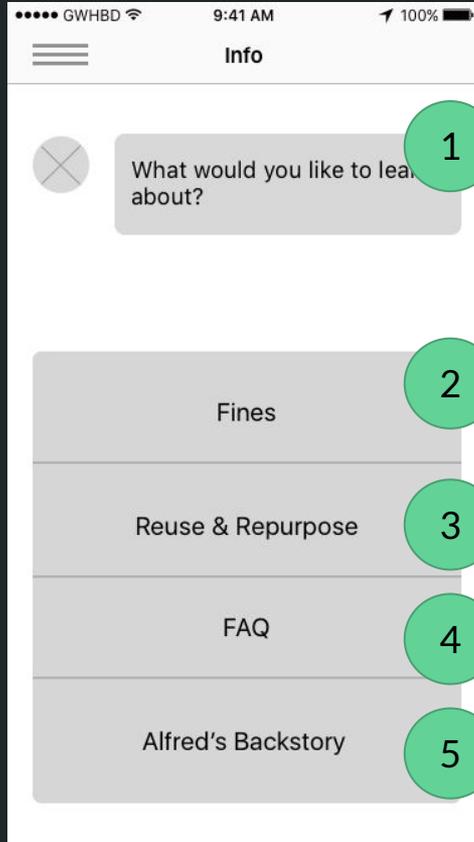
2 Tapping "X" in the top left corner will immediately close the hideaway menu

3 Uncovered page is overlaid with an opaque and blurring filter

4 Username with avatar picture that can be changed

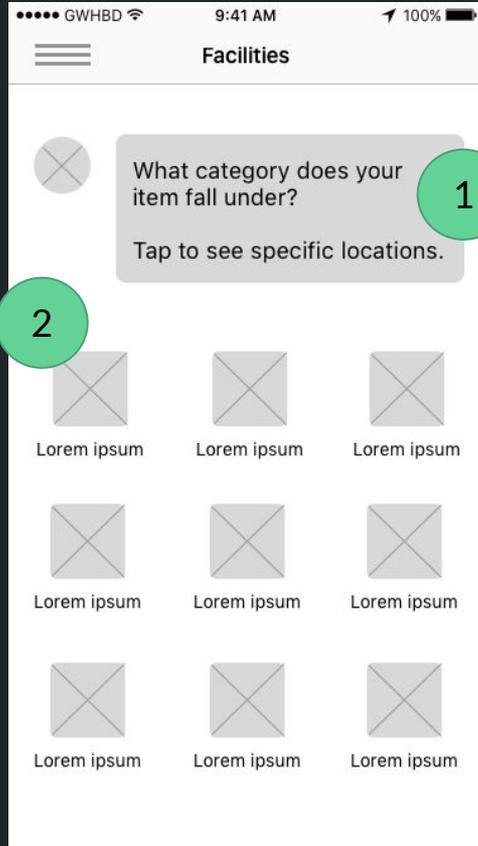
5 Each menu option leads to the landing page associated with it

Info



- 1 Alfred states that this is the information page
- 2 Local Fines information, based off zipcode
- 3 Reuse & Repurpose page link
- 4 Frequently Asked Questions
- 5 This is where Alfred's story up until he became a butler can be accessed

Facilities: Category Page



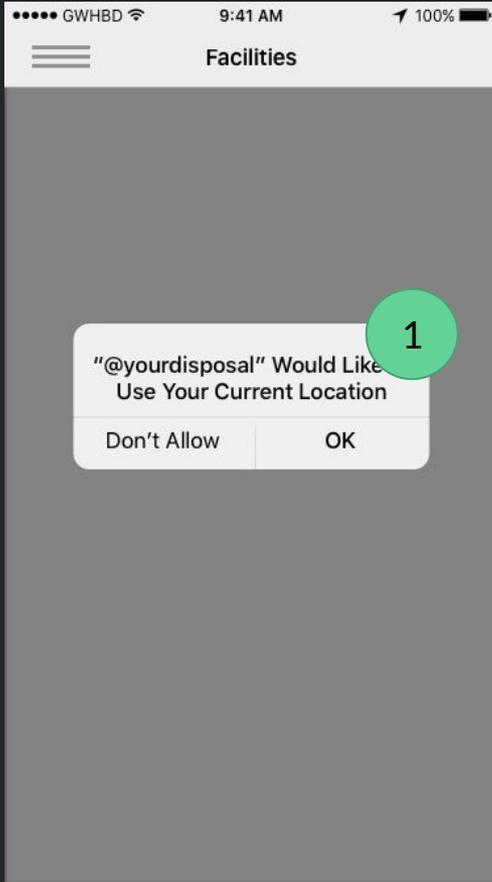
1

Alfred asks what category would user's item fall into

2

List of different types of item categories such as hazardous waste and electronic waste

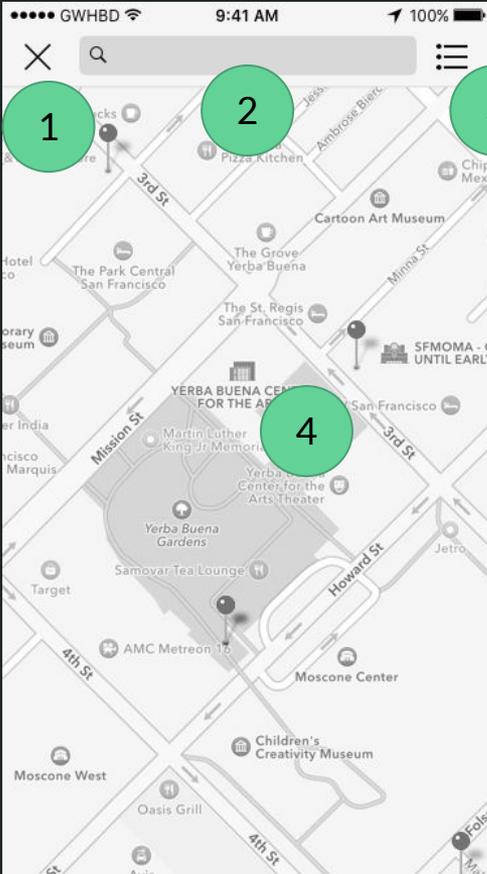
Location Permissions



1

When accessing maps for the first time, phone prompts user to permit @YourDisposal to access onboard location services

Map View



1

“X” button will lead back to the last page user was at, so either facility categories or one of the search options

2

Text box where user can input their address

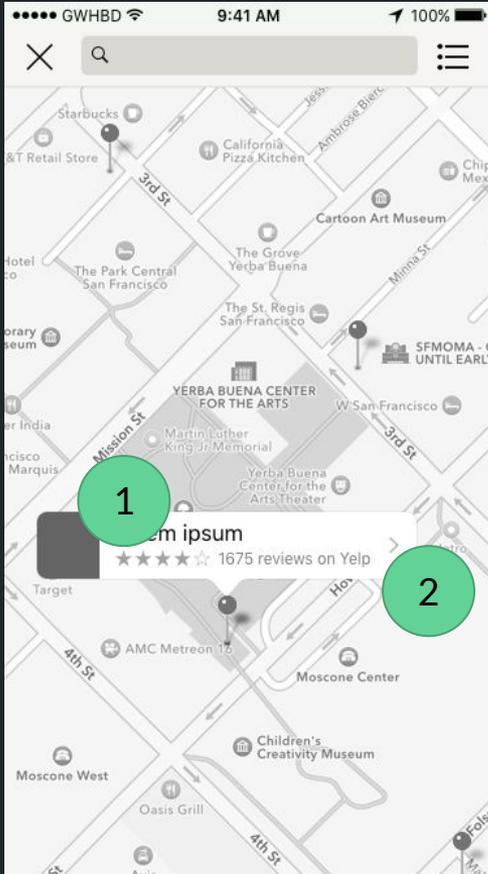
3

Clickable switch to list view icon

4

Map where user sees all local facilities pertaining to their item

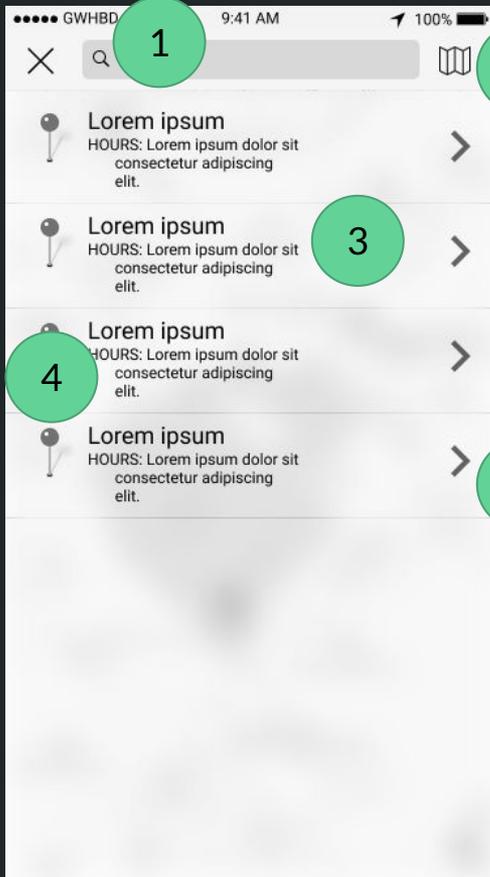
Map View with Bubble



1 When location is selected, a bubble appears which gives the facility name and reviews

2 Arrow indicates more information when user clicks on bubble

List View



1 User's input their addresses here

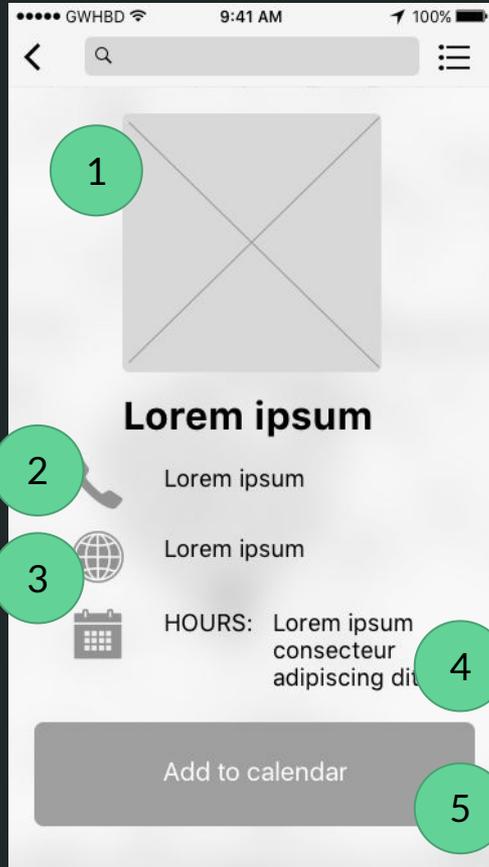
2 Clickable icon that switches to map view

3 Facility Name

4 Facility Hours

5 Arrow indicating there is more information regarding this facility

Facility Information Page



1 Picture of the specific facility

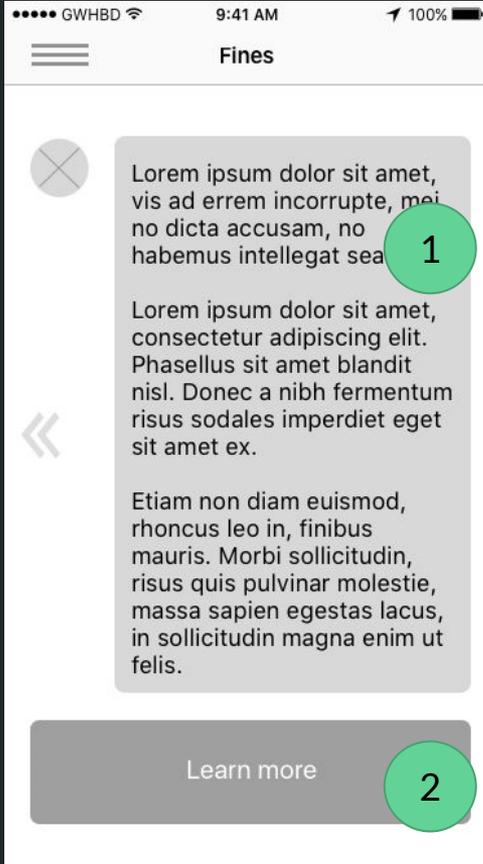
2 Facility Number

3 Facility Website

4 Facility Hours

5 Adding the calendar will be compatible with calendar app on your device

Fines



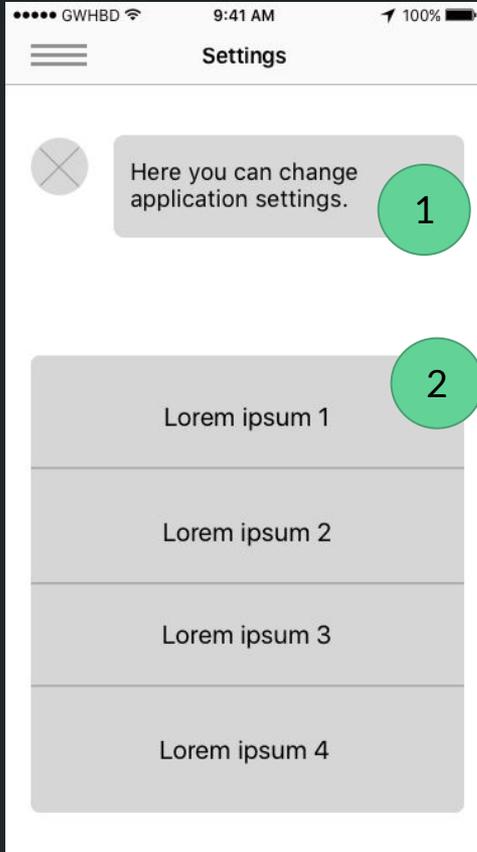
1

Alfred informs user of all fines for improper waste disposal in their area

2

Links to cities public utilities page appears here if user seeks more detailed information

Settings



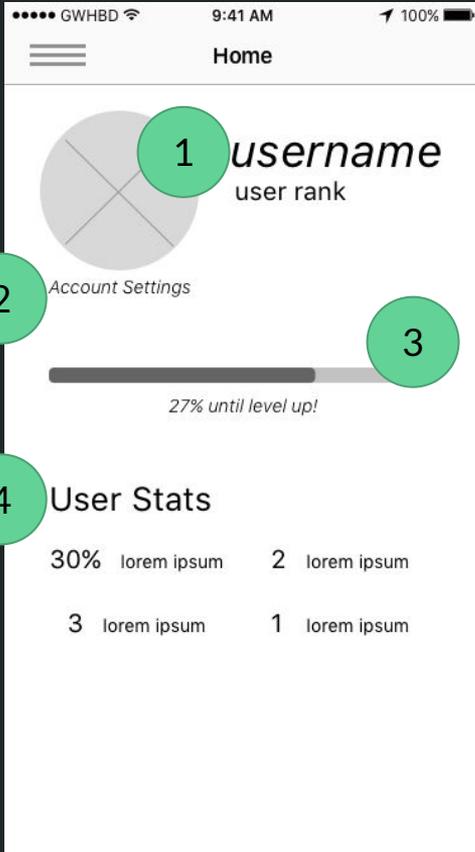
1

Alfred states this is the setting page

2

Different setting options

Profile



1

Avatar with username

2

Account settings will allow you to change your avatar and personalize what goal your progress bar represents

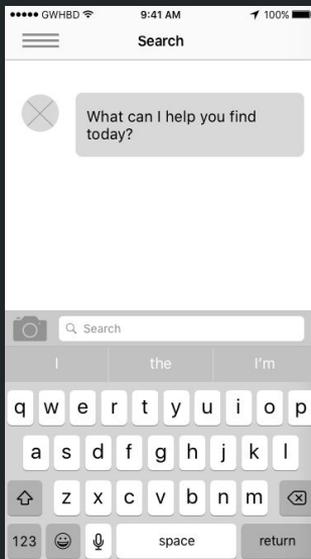
3

Progress bar

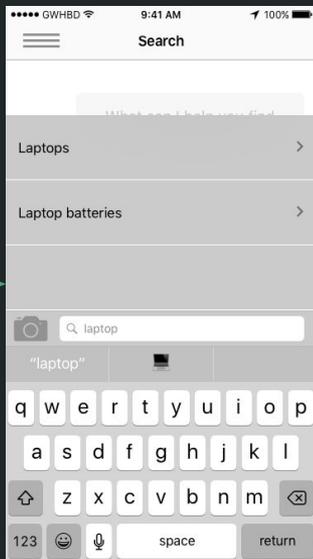
4

Statistics section will show the impact you are having with your disposal management in percentages. Each category will have short explanation on what each category means.

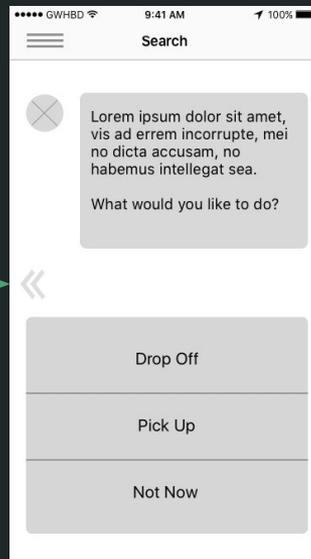
Key Path Scenario: Text Search with Facility Results



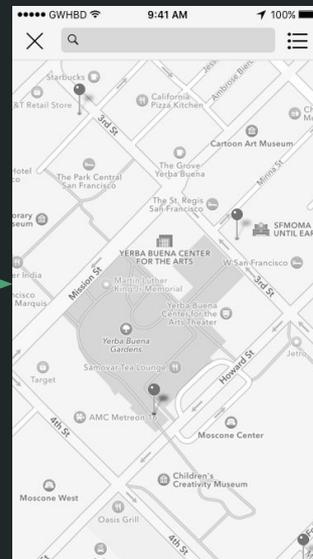
User starts at search landing page



User starts text search by typing in search bar

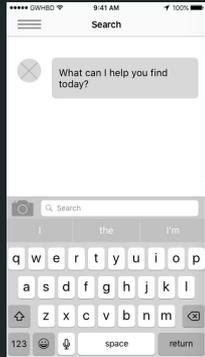


If the app determines the item must be taken to a facility, user gets to choose drop off or pick up

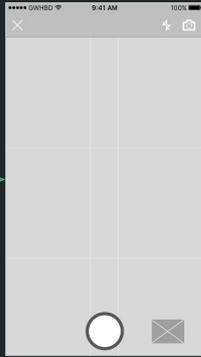


After selecting drop-off or pick up option, user gets taken to map view of facilities

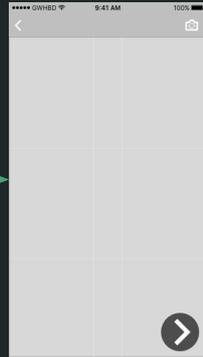
Key Path Scenario: Image Search with Receptacle Results



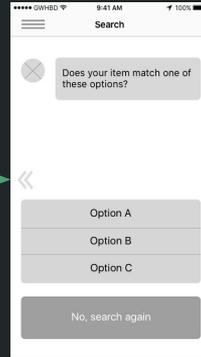
User starts at search landing page



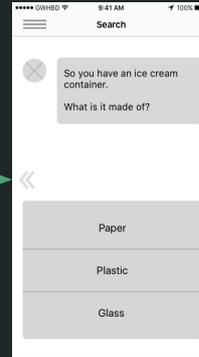
User starts image search by tapping the camera icon



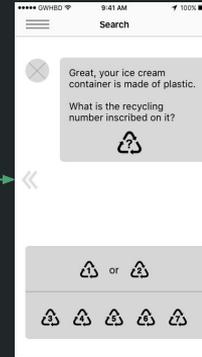
User confirms if image is correct



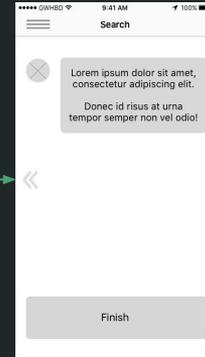
User gets prompted by Alfred to see if image was correctly identified



Next, user is asked by Alfred to identify what the item is made of



Alfred asks user to identify the various recycling and resin codes on item



Alfred provides the appropriate disposal information for the item based on the previous user inputs. User clicks finish when done with the search