Test Project

Module B2 – Design

Mobile Applications Development

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Contents

Introduction **3**
Description of project and tasks **3**
General Demands **4**
Pages Demands **5**
1. Guide Page 5
Elements include *5*
Design requirements *6*
2. Cultural Decoding Page 7
Elements include *7*
Design requirements *7*
3. Time Theater Page 9
Elements include *9*
Design requirements *9*
4. Smart Guide Page 11
Elements include *11*
Design requirements *11*
5. Fun Quiz Page 13
Elements include *13*
Design requirements *13*
Instructions to the Competitor **14**

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Introduction

Many international tourists face challenges due to language barriers and unfamiliar symbols, while traditional guides offer only basic translations. This app bridges this gap with augmented reality scanning, interactive writing exercises, quizzes, and smart navigation, transforming the exhibition into an engaging and educational experience.

All requirement stories, images, and other materials in this Test Project are fictional, for competition use only, and have no real-world counterpart.

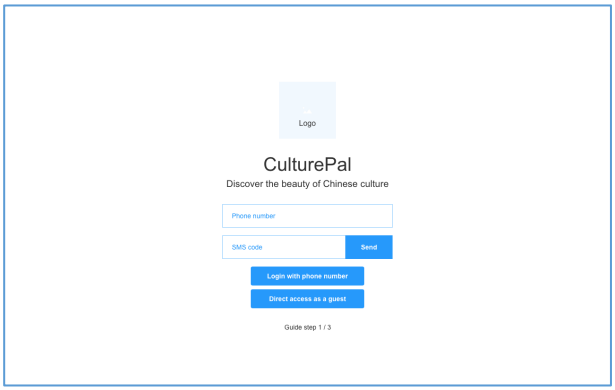
The product manager has provided you with product wireframes. As a developer of the mobile app, you need to redesign the wireframes to provide the development engineer with a fig file.

Description of project and tasks

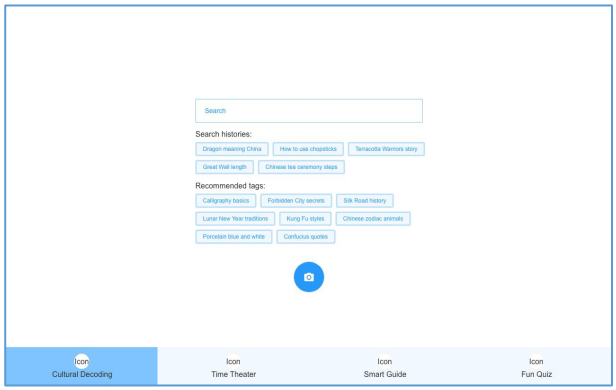
This design task is divided into two parts according to different target device types:

	PART	NAME	COMPETITION TIME	MARKING DEVICES
	MB1	Design (phone)	2.5 hours	Figma (in the preview) 540*960
√	MB2	Design (tablet)	2.5 hours	Figma (in the preview) 1280*800

The following is the original wireframes. Please check the media-files folder for details.

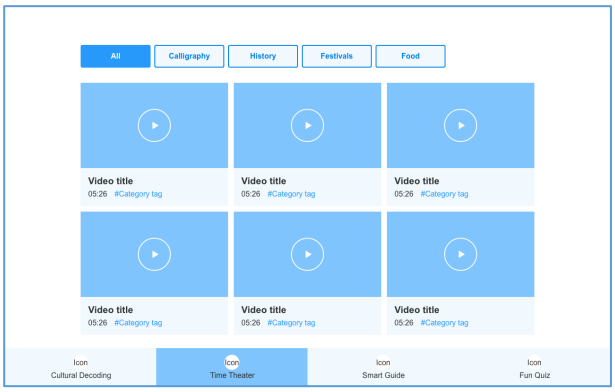


Guide Page

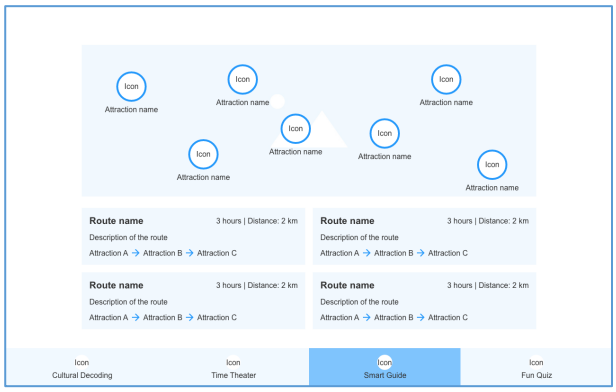


Cultural Decoding Page

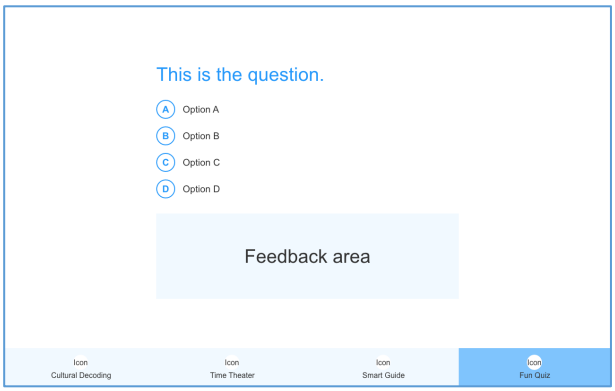
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Time Theater Page



Smart Guide Page



Fun Quiz Page

General Demands

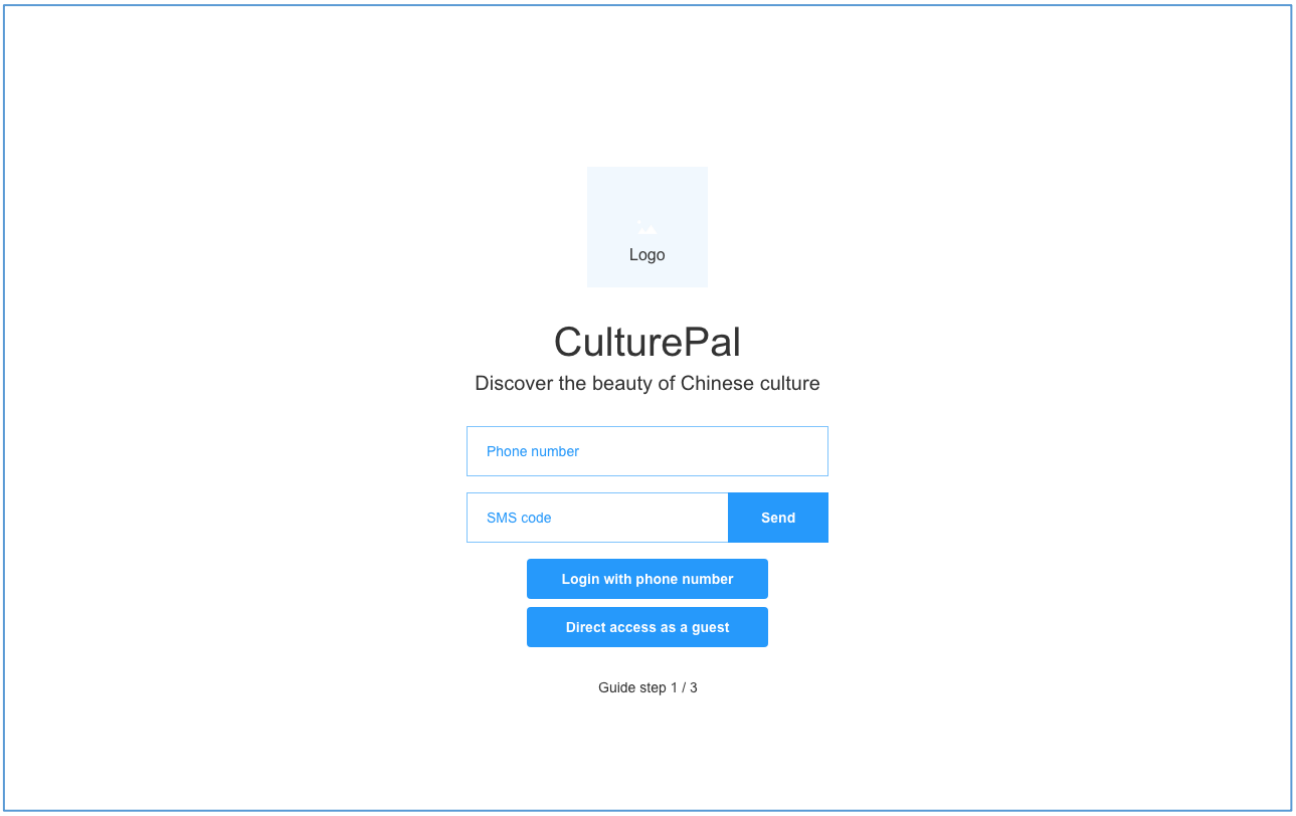
1. You can add additional reasonable elements and interactions to support your design;
2. You don't have to use all data provided in the media-files;
3. You can modify the text provided in the wireframes or media-files;
4. You can modify the icon provided in the wireframes;
5. Design improvements should be applied to all pages;
6. All pages should contain a bottom navigation bar, except for the **Guide Page**:

   (a) Include following links: "Cultural Decoding", "Time Theater", "Smart Guide", "Fun Quiz";
   (b) Each link includes: icon and text;
   (c) Each link can be tapped to jump to the corresponding page;
   (d) The link corresponding to the currently displayed page should be highlighted.

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Pages Demands

1. Guide Page



Elements include

1. Logo
2. Title "CulturePal"
3. Slogan "Discover the beauty of Chinese culture"
4. Guide step 1 / 3:

   (a) Phone number input
   (b) SMS code input with "Send" button
   (c) "Login with phone number" button
   (d) "Direct access as a guest" button

5. Guide step 2 / 3:

   (a) Text "Select your language"
   (b) At least 6 language options, each including the language name in the local language and English
   (c) "Continue" button

6. Guide step 3 / 3:

   (a) Text "Select topics you'd like to explore"
   (b) At least 8 interest tags
   (c) "Start exploring" button

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Design requirements

1. Guide step 1/3:

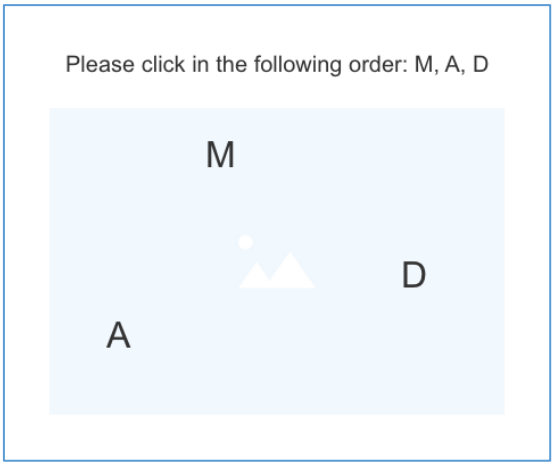
   (a) Tap the "Send" button to show a verification dialog box;
   (b) You need to design the Verification dialog box;
   (c) After the dialog box is closed, the "Send" button will become disabled;
   (d) Tap the "Login with phone number" button to go to the next step;
   (e) Tap the "Direct access as a guest" button to navigate to **Cultural Decoding Page**;

2. Guide step 2 / 3:

   (a) Tap the "Continue" button to go to the next step;
   (b) Allow users to select a language option by tapping it, and only one option can be selected at a time;

3. Guide step 3 / 3:

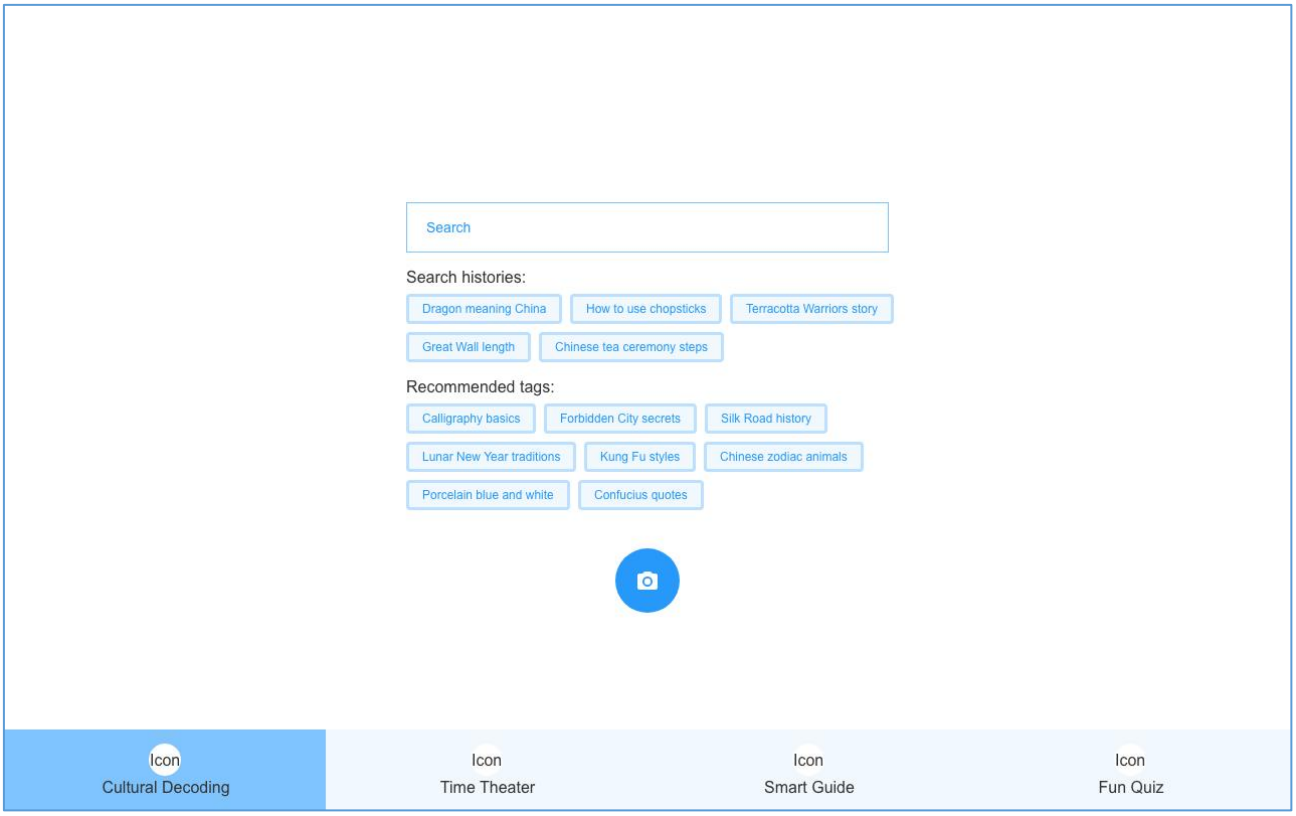
   (a) Tap on any interest tag to switch between selected/unselected states;
   (b) Tap the "Start exploring" button to navigate to **Cultural Decoding Page**.



Verification dialog box

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2. Cultural Decoding Page



Elements include

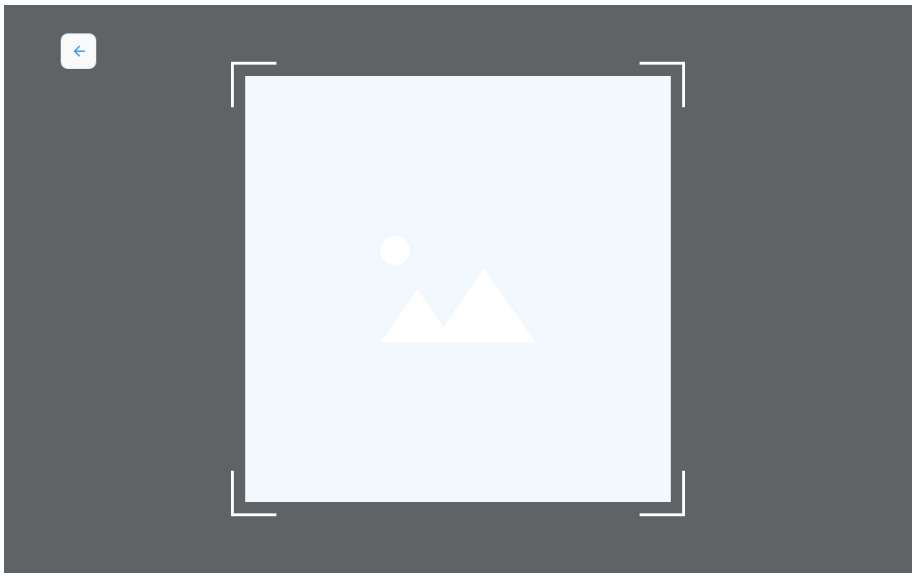
1. Search input box
2. List of search histories
3. List of recommended tags
4. Camera icon button
5. Scanning view (triggered by camera icon button):
   (a) Back icon button
   (b) Camera viewfinder (image)
   (c) Highlighted recognition area
6. Scan result card (triggered from the scanning view):
   (a) Image
   (b) Name
   (c) Introduction
   (d) "Learn more" button
   (e) "Close" button

Design requirements

1. Tap the camera icon button to open the scanning view;
2. In the scanning view:
   (a) Tap the back icon button to close the scanning view;
   (b) You need to design a recognition animation for the highlighted recognition area;
   (c) After 5 seconds, the scan result card appears with a 3D flip animation (refer to *3D_flip_sample.png*);

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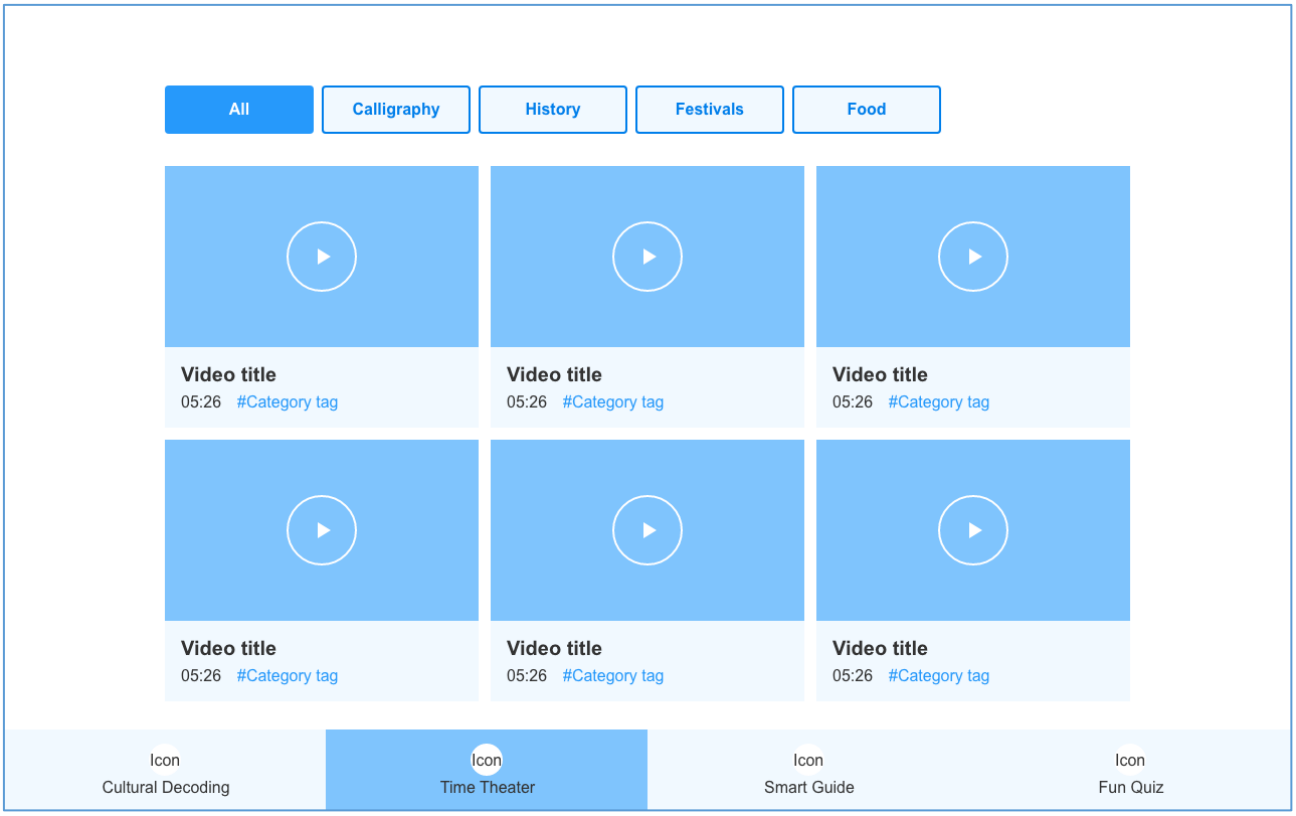
3. Tap the "Close" button to close the scan result card and the scanning view.



Scanning view

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3. Time Theater Page



Elements include

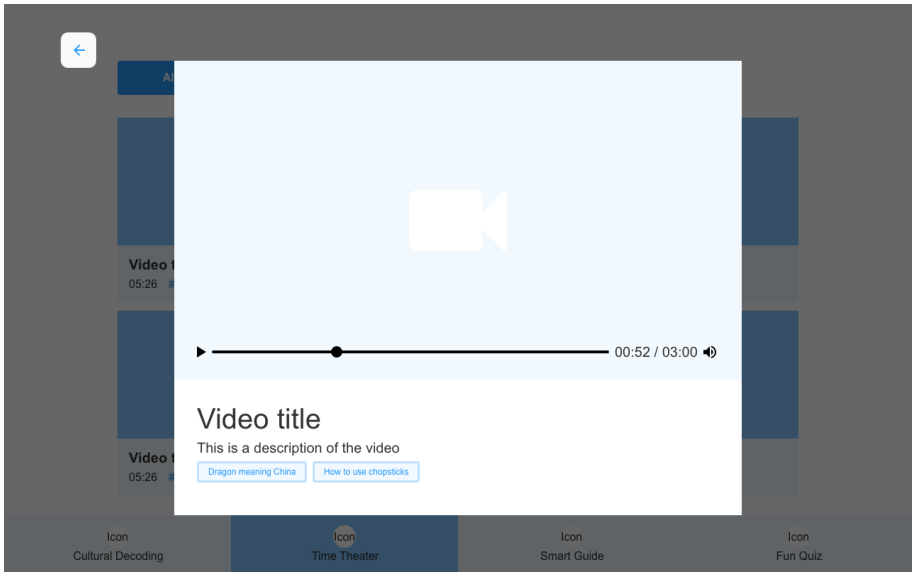
1. Category tags
2. Video list, each video item includes:
   (a) Cover image and play icon
   (b) Title, total duration and category
3. Video player view (triggered by tapping a video item):
   (a) Back icon button
   (b) Video cover image
   (c) Video player controls:
      (i) Play/pause icon button
      (ii) Progress bar
      (iii) Current time and total duration
      (iv) Volume icon button
   (d) Title, description and category

Design requirements

1. The category of each video must be derived from the category tags;
2. When a category tag is tapped, the video list shall be filtered accordingly;
3. When a video item is tapped, switch to the video player view;
4. In the video player view:
   (a) Tap the back icon button to exit video player view;

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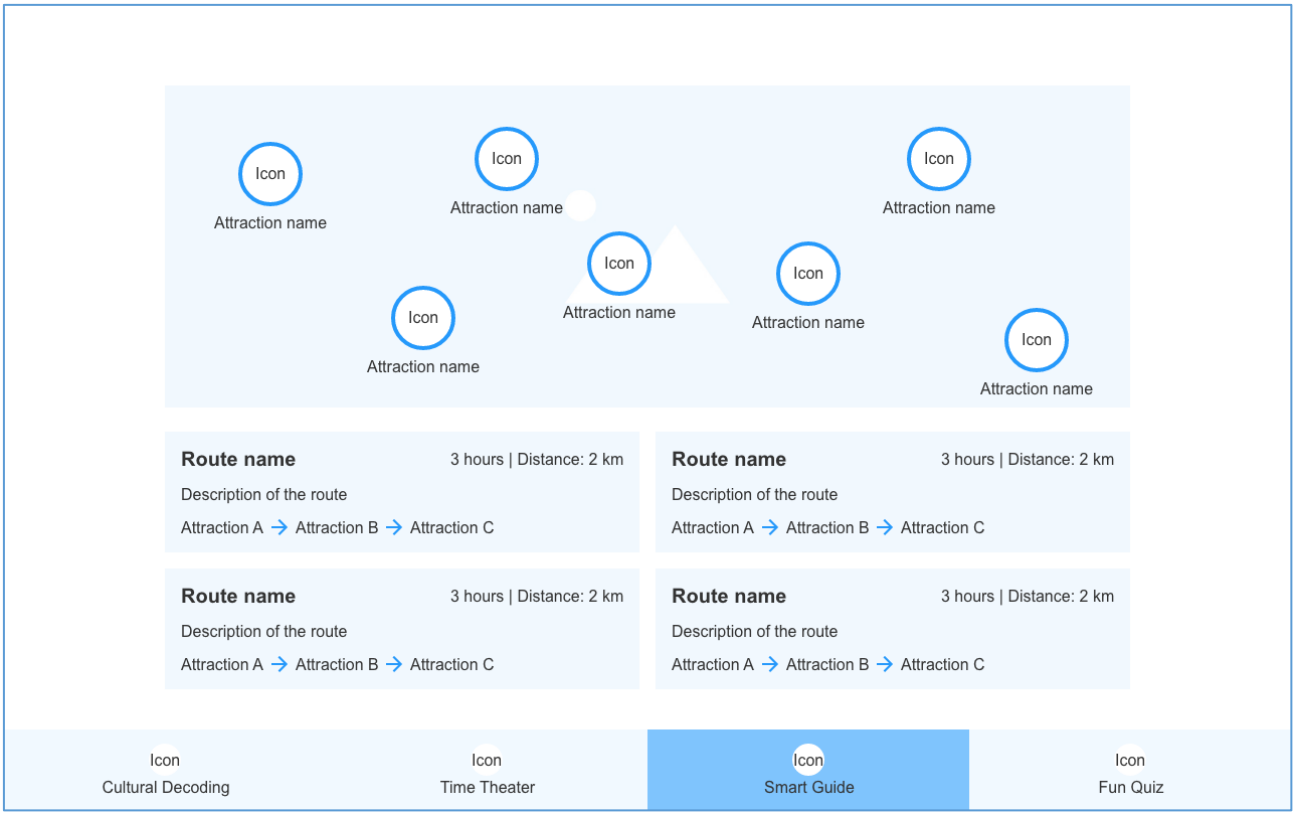
(b) Player controls appear when the video is tapped, auto-hide after 3 seconds of no interaction;
(c) The play/pause icon button should toggle its state when tapped;
(d) The volume icon button can cycle through mute, volume down, volume up states when tapped.



Video player view

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4. Smart Guide Page



Elements include

1. Map
2. Attractions, each attraction includes: icon and name
3. List of recommended routes, each route includes:
   (a) Title and description
   (b) Duration and distance
   (c) Involved attractions
4. Navigation view (triggered by tapping a route item):
   (a) List of navigation steps, each step includes:
      (i) Direction arrow
      (ii) Street name or landmark name
      (iii) Remaining distance
   (b) "Next step" button
   (c) "End navigation" button

Design requirements

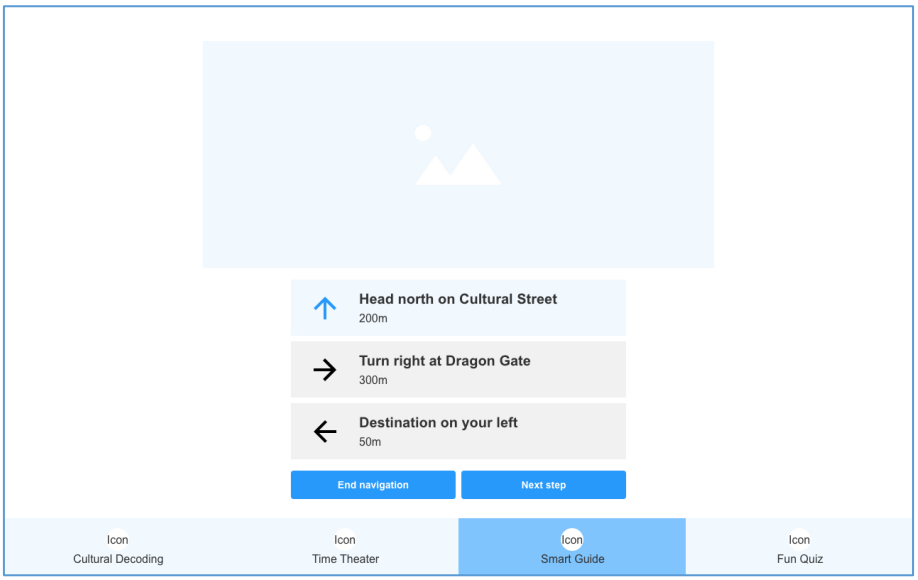
1. Attractions are overlaid on the map;
2. The list of recommended routes must contain at least 4 different items;
3. Tap on any recommended route:
   (a) The selected route will be highlighted;
   (b) Display the path connecting to the involved attractions in the route on the map in sequence;

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(c) The path is presented with an animation drawing effect;
(d) Tap the highlighted route to switch to navigation view;

4. In the navigation view:

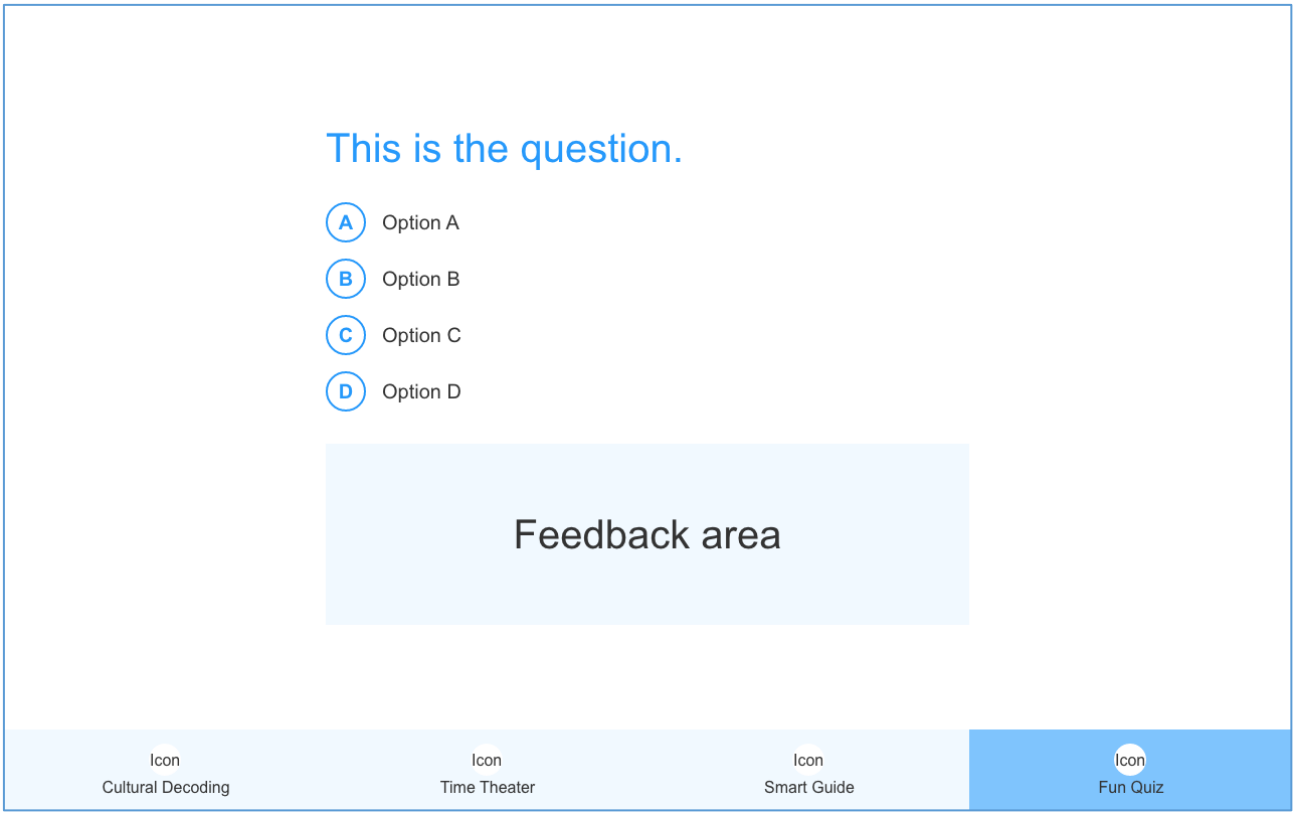
(a) The current step is highlighted;
(b) Tap the "Next step" button to go to the next step;
(c) The "Next step" button should be disabled on the final step;
(d) Tap the "End navigation" button to exit navigation view.



Navigation view

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5. Fun Quiz Page



Elements include

1. Question
2. Four answer options
3. Feedback area
4. Progress indicator

Design requirements

1. Each question is presented one at a time;
2. When the user selects an answer, highlight the chosen option and immediately show feedback;
3. After feedback is shown, disable all answer options until "Next question" button is tapped;
4. Tap the "Next question" button to load a new question, reset option states, and updates the progress indicator;
5. At the end of the quiz, show a summary page with score and a "Restart quiz" button.

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Instructions to the Competitor

1. You need to save the file as XX_MB2.fig in the XX_MB2 folder;
2. The whole XX_MB2 folder should be pushed to provided remote Git repository in time;
3. Note: "XX" refers to your workstation code.

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