Preliminary interface design

- Tried to add as many icons as possible that resembles real-world metaphors
- Avoided textual instructions to reduce the learning curve
- Grouped similar options like settings page and the main page
- Used familiar icons like a image of a star to represent favorites as this would be more consistent with other application
- Arranged the result i.e. the route in such a way that it has minimum user interaction to go through all information
- Avoided all the colors we originally thought of, and decided on going with black and white interface
- Came up with intermediate page, that is loaded only if the user has to wait more than 1 second
- Came up with clever feedback scheme to let the user know that he has completed the task successfully
- Added a extra shortcut page to increase the efficiency for more frequently used routes i.e. favorites page
- Tested the interface with real volunteers to come up with a final draft for the paper prototyping
- Tried to improve the design with keeping the story provide in mind.
- Removed some extra features to simplify the interface