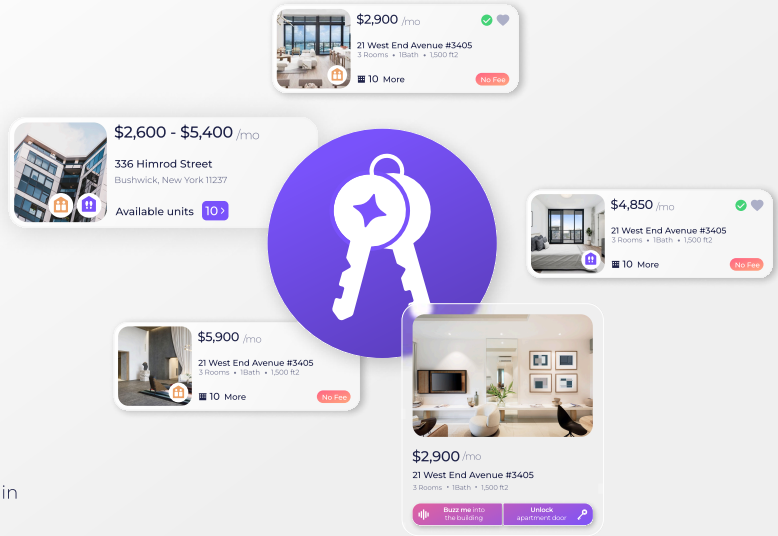
Digital Keychain

New feature | Case study & Process

Research

- **Understanding the need & functional analysis**
- Competitors & moodboard



Context

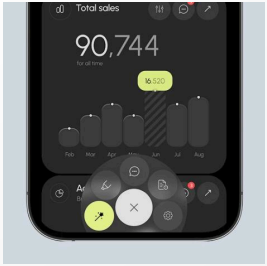
When the product grew and there were more apartments, buildings and amenities to access, came the need to group all access ways into one place in order to provide an easy access and to prevent clumsy procedures.
New complexities were introduced. For example: a building has it's entrance, following the available apartments for rent in the building. In addition, many buildings have amenities such as a pool, gym, lounge area etc. A user interested in renting an apartment in said building would also like to visit the gym, see the roof and so on. The goal of the keychain was to provide one place that will contain all access keys with ease.

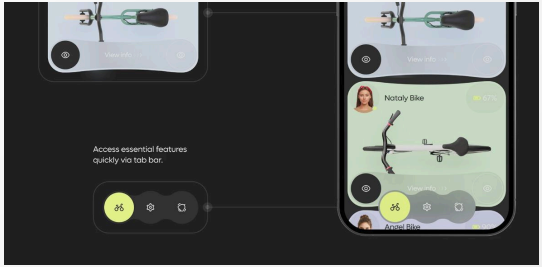
Research

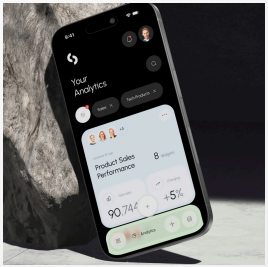
- Understanding the need & functional analysis
- **Competitors & moodboard**

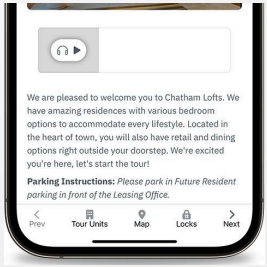
What I was looking for when doing the research was a way to access all the keys from anywhere on the app without having to navigate for that one place that holds the relevant key. I had in mind a hovering button that is located on a different layer, so that it could be shown regardless of the user's current location in the app.

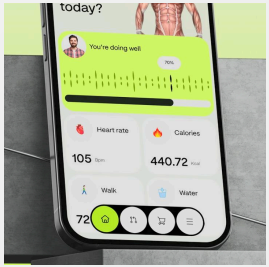
In the following images such access ways can be seen, some in form of a '+' icon, some implemented it in the always present navigation bar, and some needed a short gesture like a swipe to be revealed.

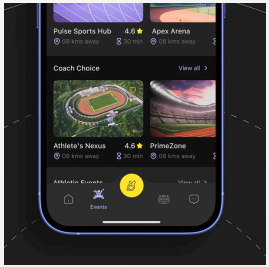


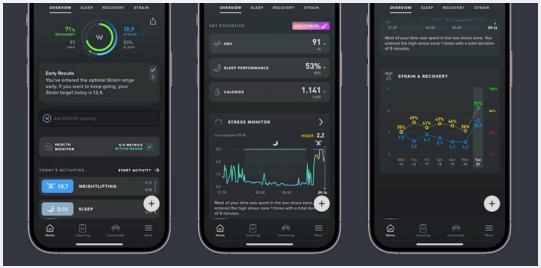


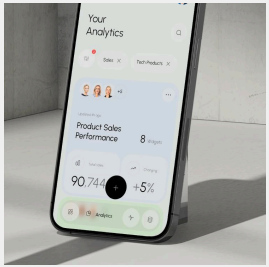








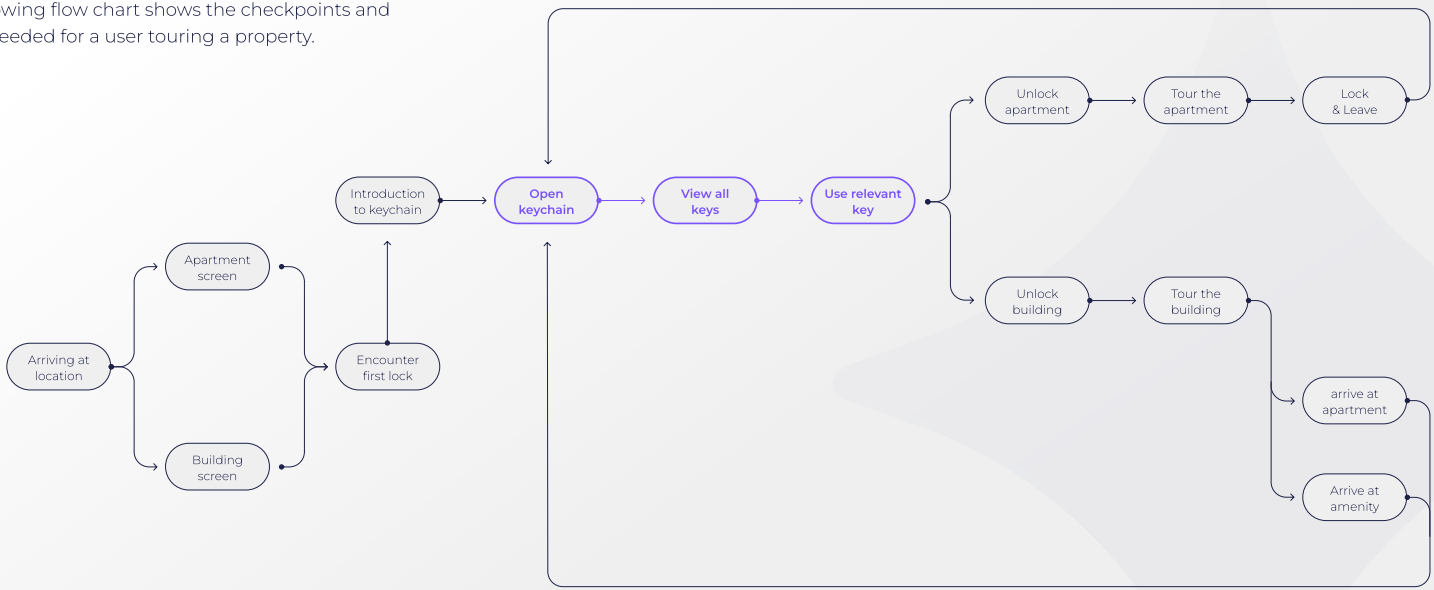




Prototyping

- **User flow**
- Wireframes
- Sketches

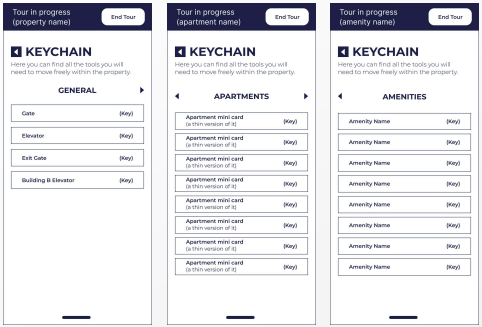
The following flow chart shows the checkpoints and action needed for a user touring a property.

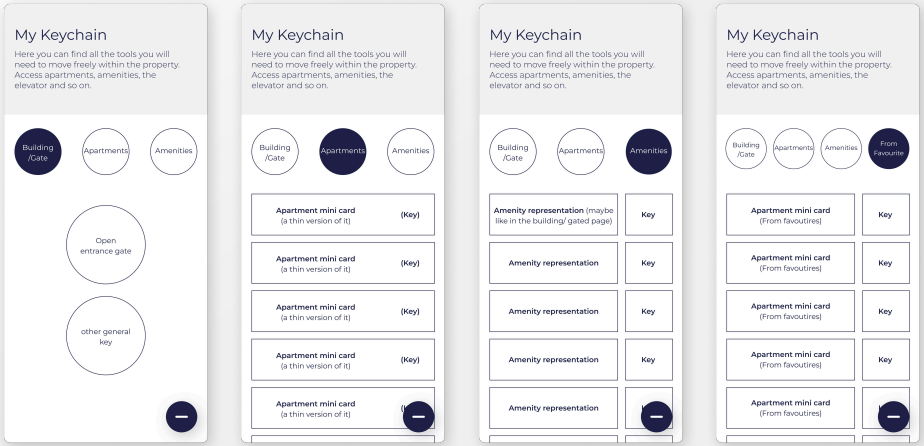


Prototyping

- User flow
- **Wireframes I**
- Sketches

Starting with the basics and representing
everything that is needed for the new feature.

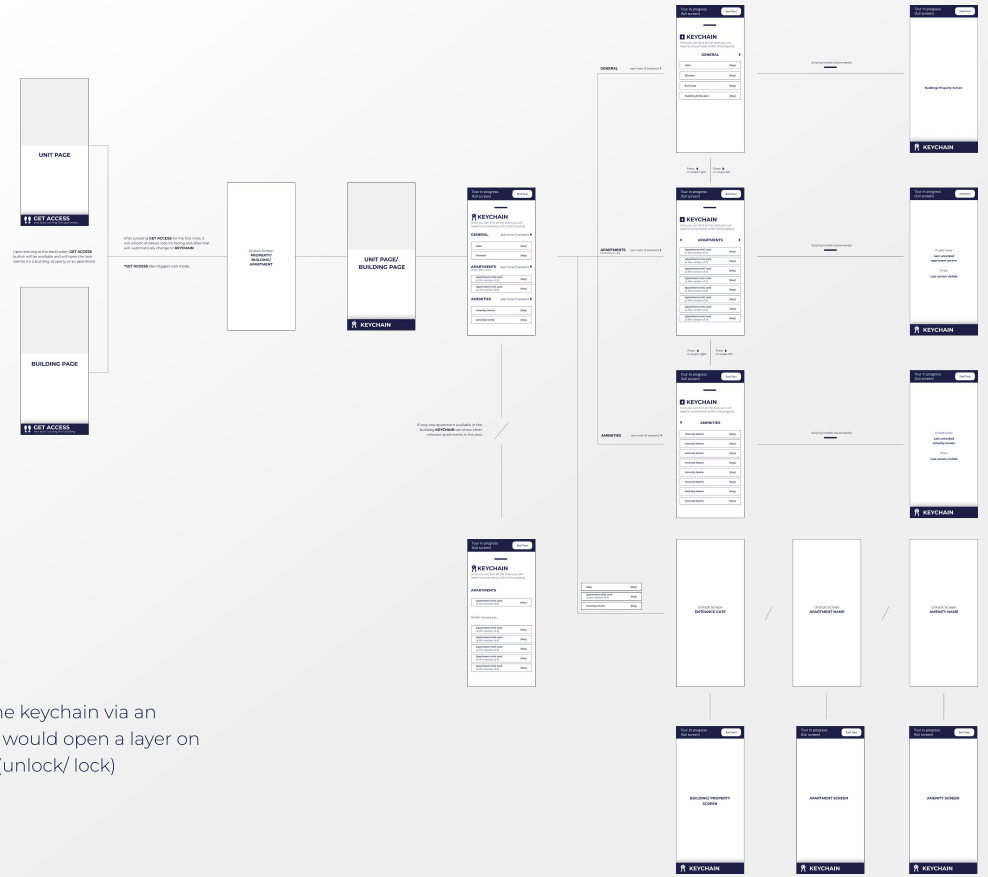




Considering an addition dynamic category (recommended / favorites...)

Prototyping

- User flow
- **Wireframes II**
- Sketches

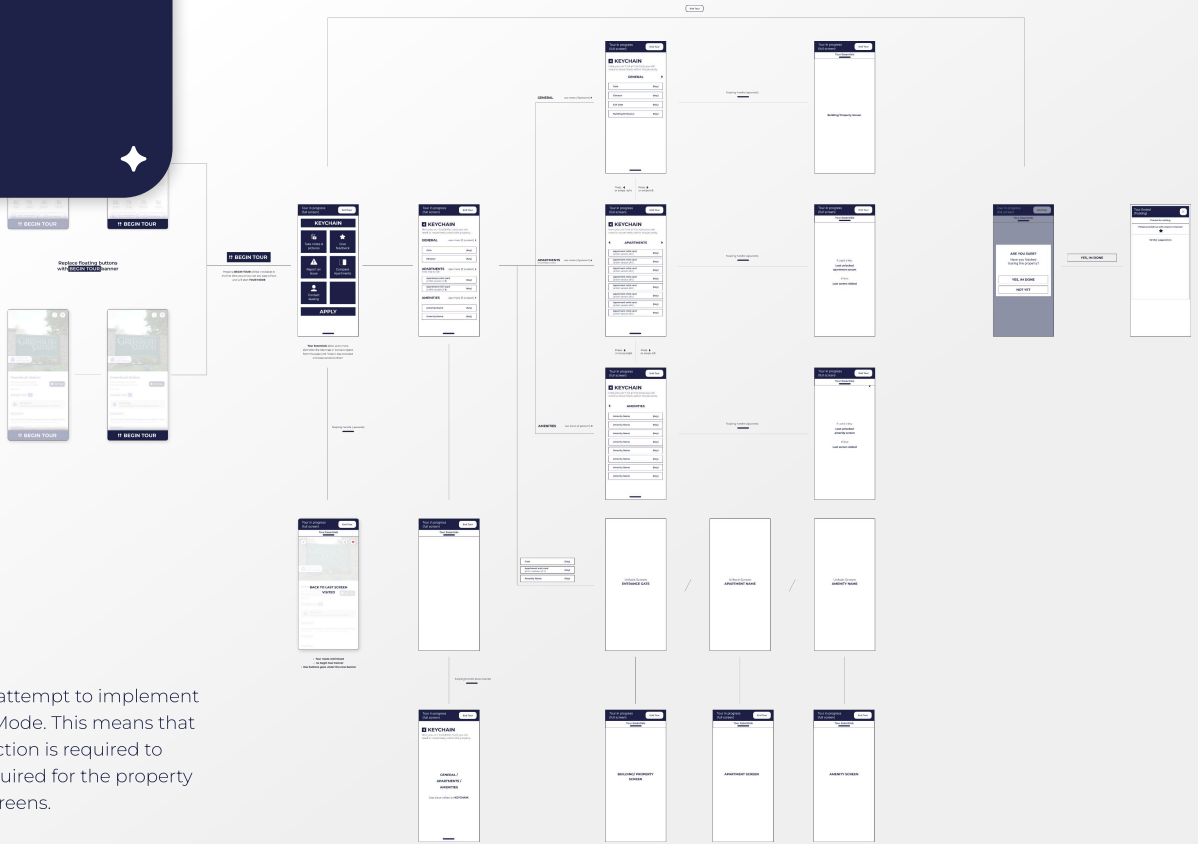


Version 1

Initial version wireframe demonstrated accessing and using the keychain via an access point available from any screen (button/ curtain etc.). It would open a layer on top of the app and correspond independently to user actions (unlock/ lock)

Prototyping

- User flow
- **Wireframes III**
- Sketches



Version 2

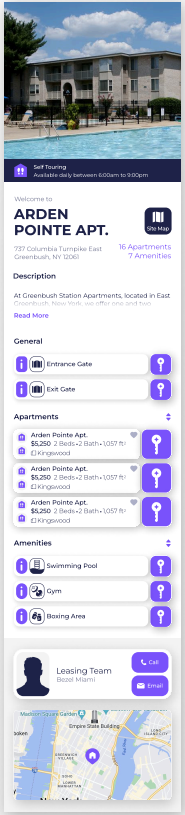
For the second version there was an attempt to implement the feature in an existing one - Tour Mode. This means that when the user arrive at location an action is required to begin Tour Mode and all the keys required for the property will be available via the Tour Mode screens.

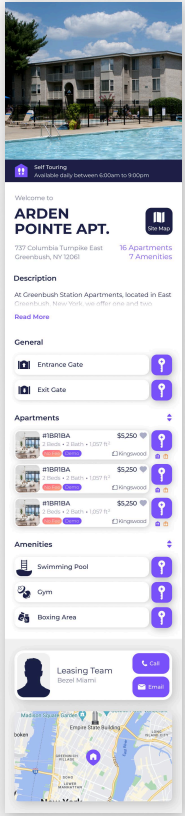
Prototyping

- User flow
- Wireframes
- **Sketches**

After considering both options we arrived to the conclusion that both solutions are too complicated and overwhelming. Something simpler was desired. So there came a new idea - to disassemble the keychain and implement its separate components into existing app pages.

While this seemed better in perspective of reducing the amount of screens needed, said app screens now became too cluttered with action buttons and new information.

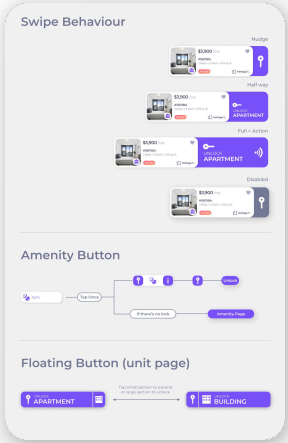


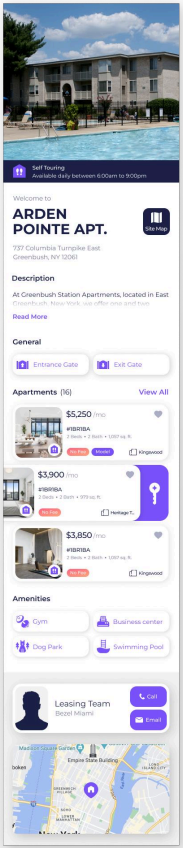


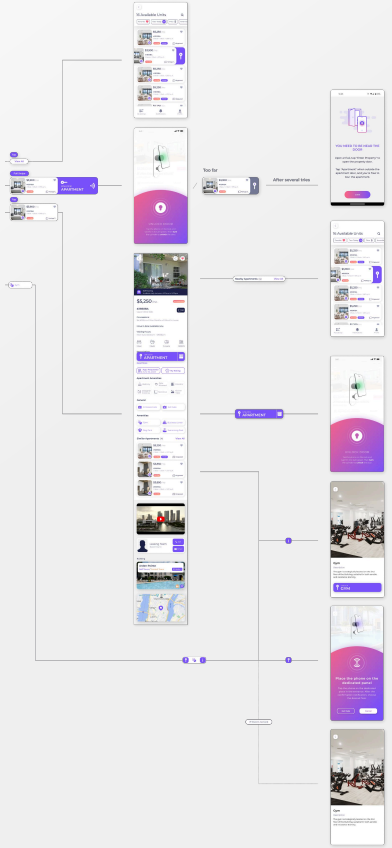
Design

- Final design and behavior

Finally, the problem was solved by hiding all additional action buttons ‘underneath’ existing elements and revealing them by sliding gestures and tapping breakpoints.







Thank You