UX Design Storyboard

Scenario: Our Nyx [musician] app will let users auto-download content for offline use which will affect people who don't have access to wifi and cellphone coverage by allowing users to listen to music, comment on blogs, and watch livestreams for entertainment. We will measure effectiveness by analyzing the data of users who use the service longer than two months.



Anita is going on a long plane ride and would like entertainment on the flight.



Anita goes to the settings, and sets the auto-downloads to their preferances



An<u>ita gets a notification from their</u>
favorite musician, announcing their new
app with auto-download content



Anita can proceed through the airport with ease, focusing on getting to their flight.



Anita downloads the app and creates a login with their details.



Anita can enjoy Nyx's app in the sky without a connection.