

# Digital Mock-Up

High Fidelity Wireframe

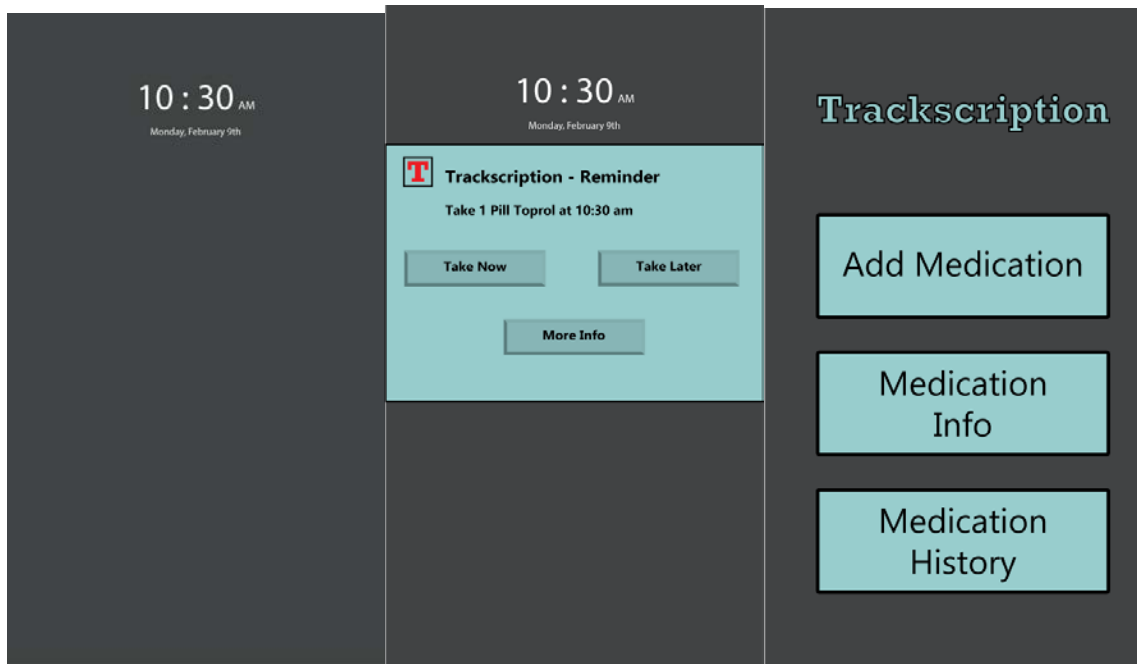
Mock-ups

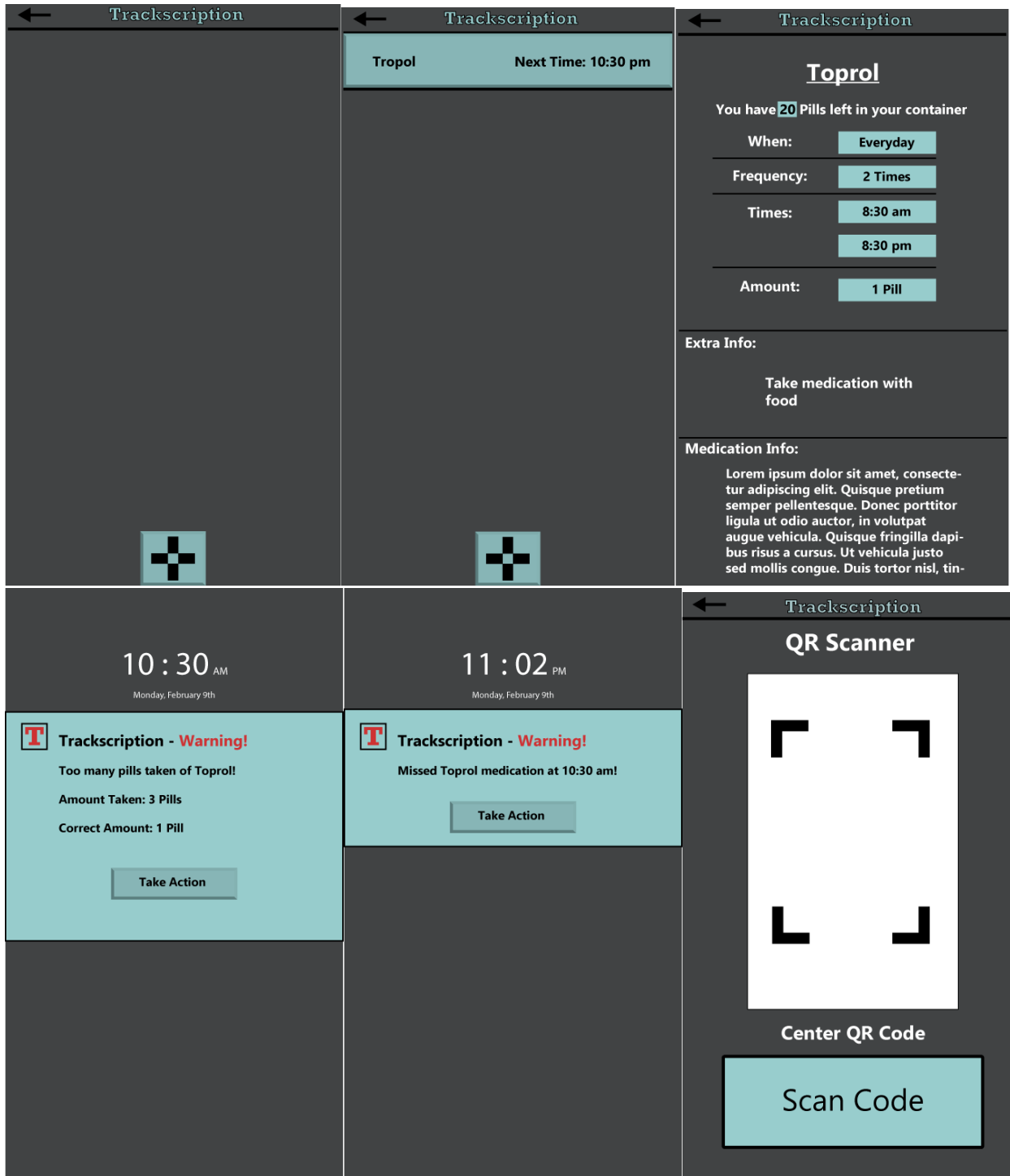
## Overview

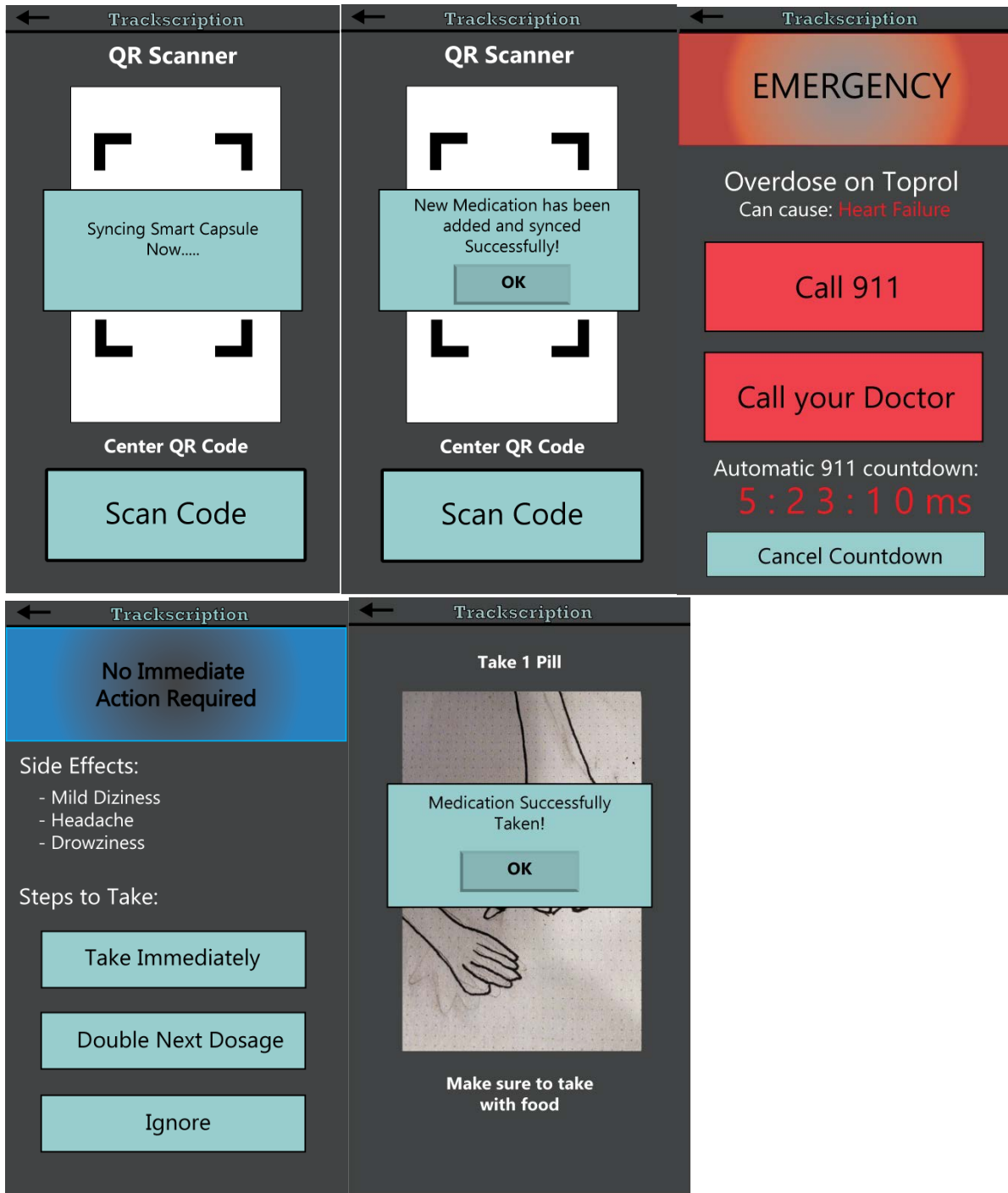
There were little changes done to the paper prototype when bringing it over to the digital mock up. Most of the design decisions done were more on color scheme and changing some terminology used in the paper prototype to give it a more finished look when brought over to the digital realm.

The only big change we did make was to the notification area of the interaction between the user and the phone app. We decided to make the notifications larger on the screen to make our buttons larger so they were easier to read and there was less chance for error when clicking on them. This decision was made because a big part of our user group was going to be elderly users and creating things that are large and easy to see caters more to them but doesn't restrict our smaller younger user base either.

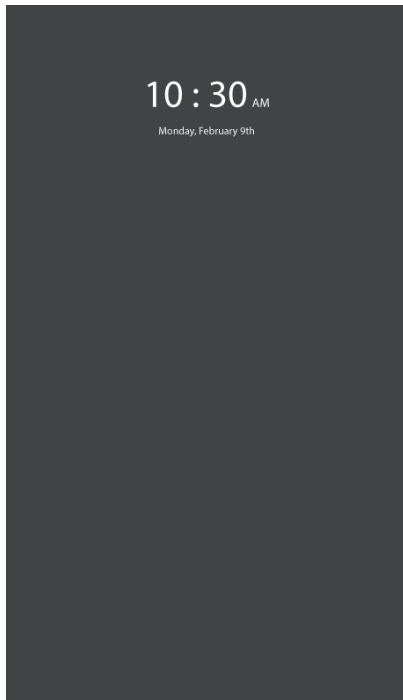
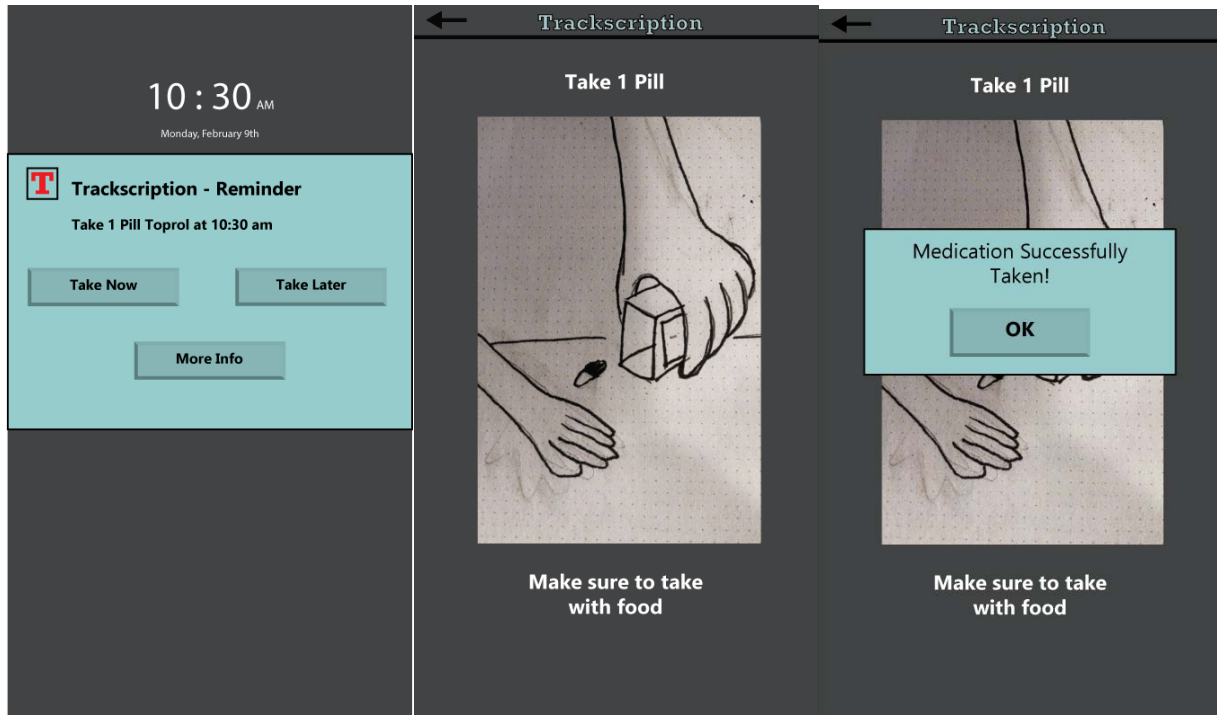
Here is an overview of all the digital screens.







Task 1 "Medication Reminder":

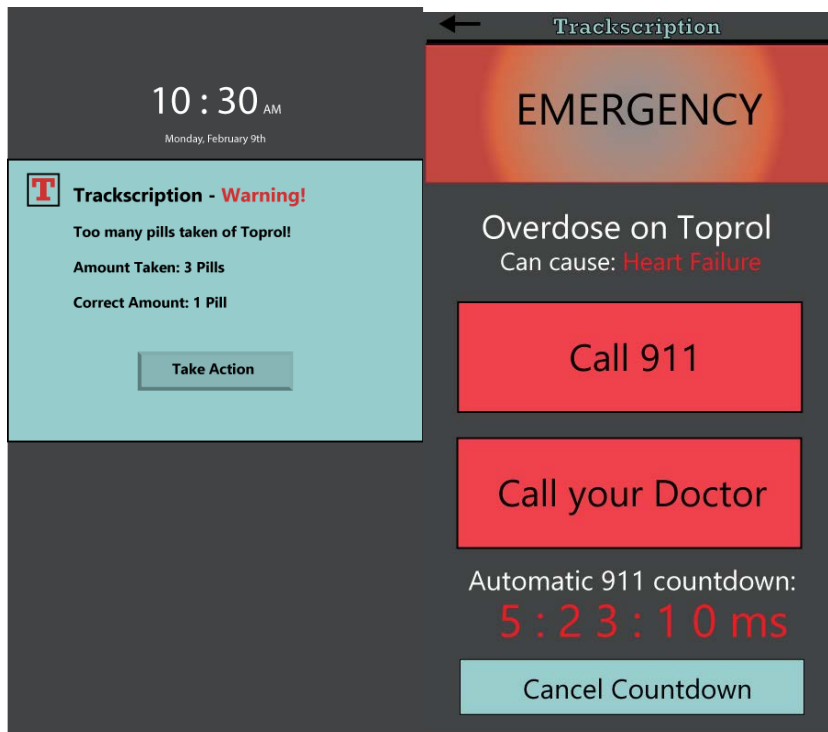


Task 2 "Error Recovery Missed/Overdose"

The image displays a sequence of four mobile app screens for 'Trackscription'.

- Screen 1 (Top Left):** Shows the time 11:02 PM on Monday, February 9th. A warning message states: "Trackscription - Warning! Missed Toprol medication at 10:30 am!". A "Take Action" button is visible.
- Screen 2 (Top Middle):** Features a blue header "No Immediate Action Required". It lists "Side Effects: - Mild Dizziness, - Headache, - Drowsiness" and "Steps to Take:" with three options: "Take Immediately", "Double Next Dosage", and "Ignore".
- Screen 3 (Top Right):** Titled "Take 1 Pill", it shows an illustration of a hand pouring a pill from a container. Below the illustration, it says "Make sure to take with food".
- Screen 4 (Bottom):** Shows the time 10:30 AM on Monday, February 9th. It features the text "Take 1 Pill" and "Medication Successfully Taken!" with an "OK" button. Below this, it says "Make sure to take with food".

Alternatives:



User can than at this point cancel the Emergency cause it was an error or call 911 or their doctor. If the user is unable to respond to the warning Emergency response teams are notified at end of count down. This allows for user control on the situation in case of system error, but also will contact Emergency Response Teams when necessaryl.