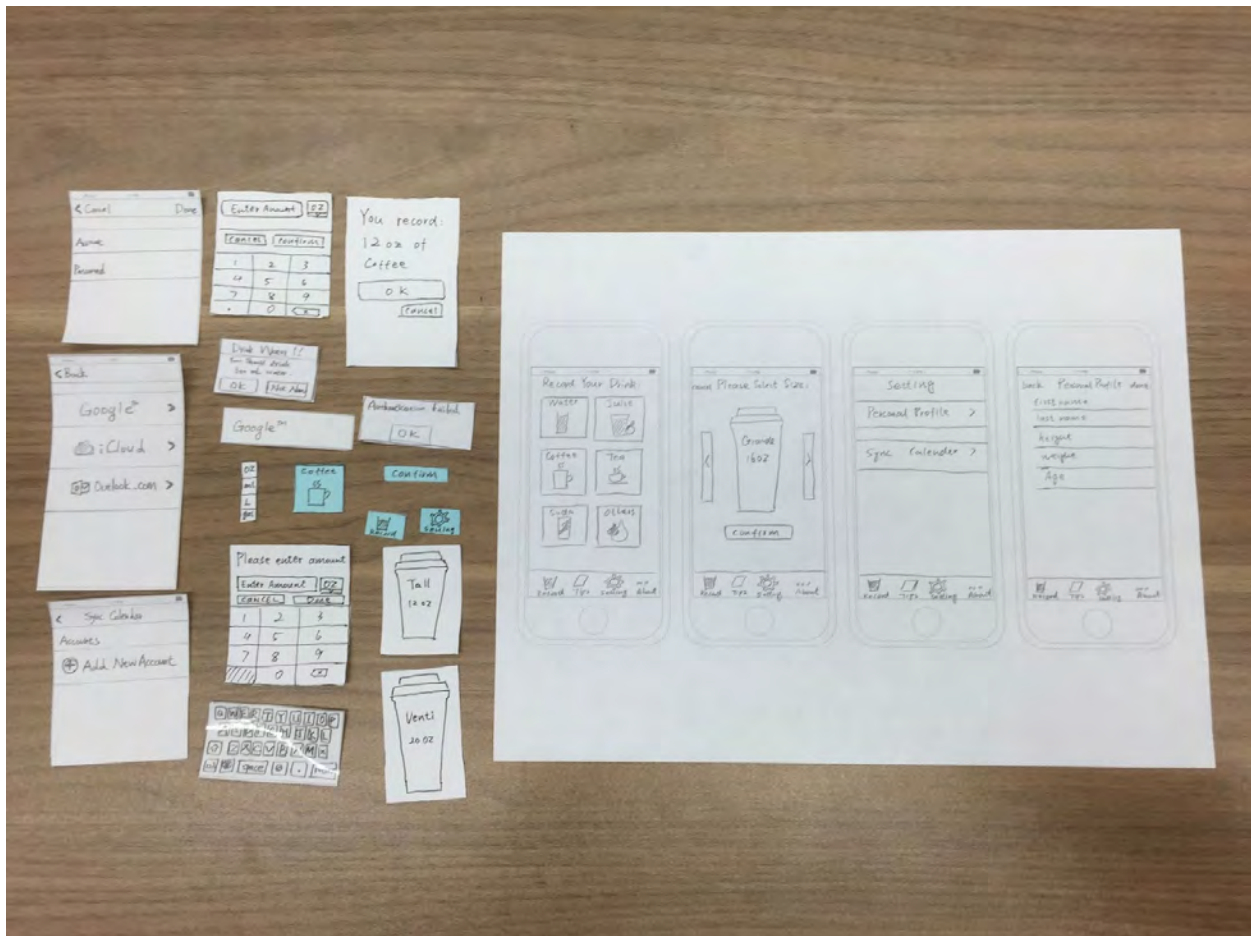
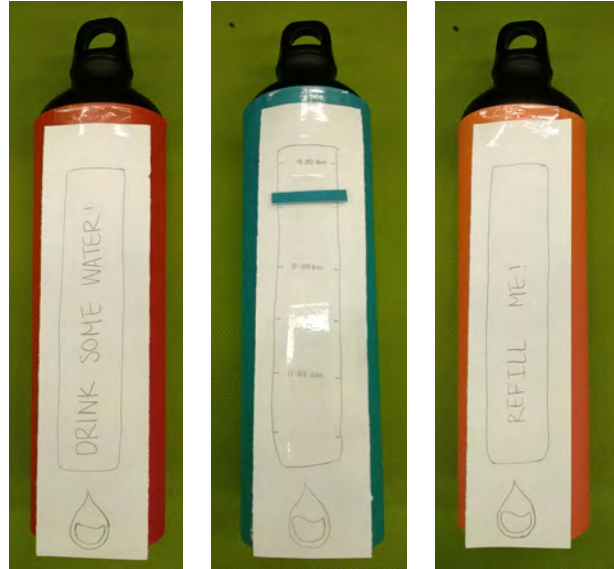


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3a: Paper Prototype

### Paper Prototype Overview

Our paper prototype features two parts. One part is the prototype of the smartphone app, the other one is the prototype for smart water bottle. The mobile app prototype will walk users through the details of completing each task, and the interactions involved. While the bottle prototype will also have its interactions with users.



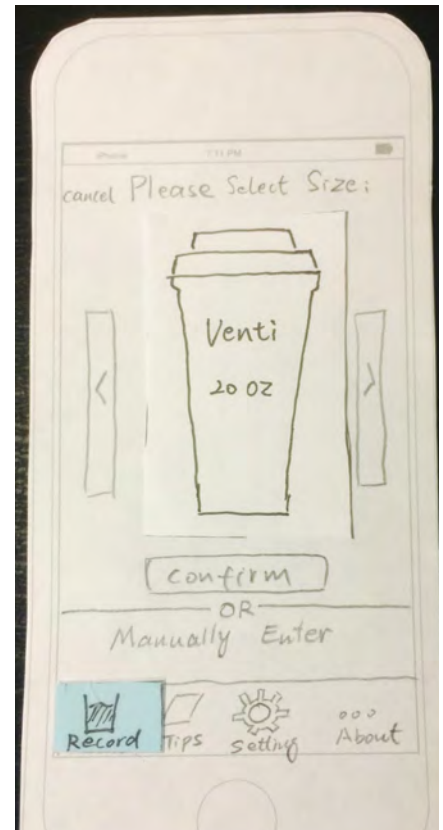
## Task 1: Water Intake Record



screen 1.1



screen 1.2



screen 1.3

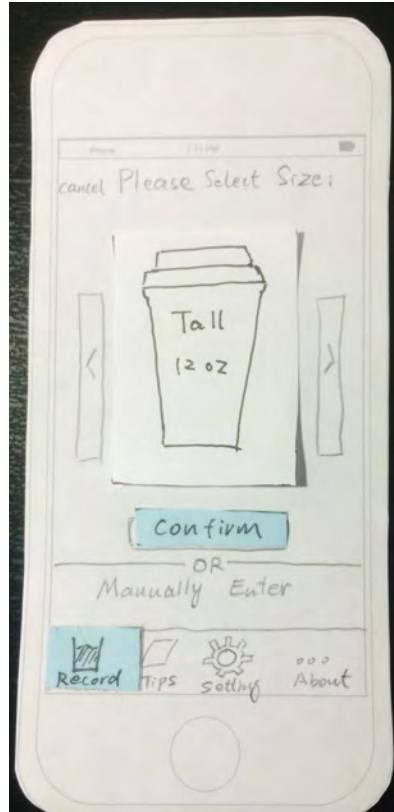
Screen 1.1: The home page of the app, at the menu bar on the bottom, the current page will be highlighted ( now the record page is being showed). After clicking on one of the beverage choices (coffee, for example), user will be taken to screen 2.

Screen 1.2: In this page, user can select the size of the beverage they just chose. The default size for coffee is 16 ounce.

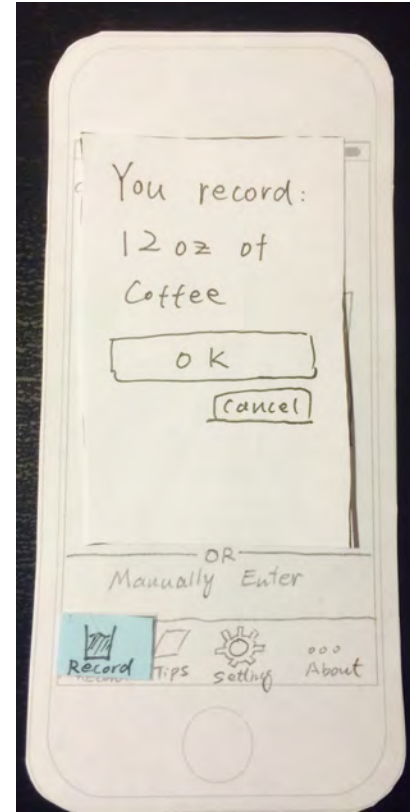
Screen 1.3: User clicks on the caret on the right, the cup size will increase to 20 ounce (venti size).



screen 1.4



screen 1.5



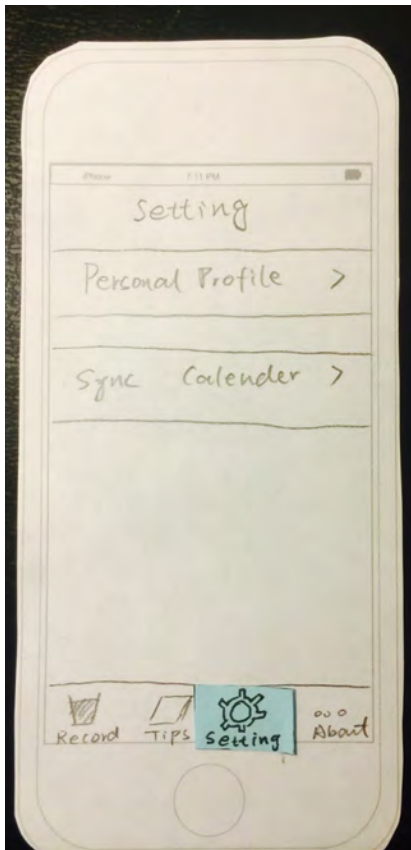
screen 1.6

Screen 1.4: User clicks the caret on the left, the size will decrease to 12 ounce (tall size).

Screen 1.5: After user decides the exact size, they can click “confirm” to record this drink, the confirm button will be highlighted in blue color.

Screen 1.6: After user logs a drink, a notification will pop up indicating user that he or she has just logged a certain drink. User can click “OK” and will be brought to home page then. If they click “cancel”, they will be brought to the size select (screen 1.2) page again.

## Task 2: Sync Up with Calender



Screen 2.1



Screen 2.2



Screen 2.3

Screen 2.1: When user clicks the “setting” page, the “setting” icon will be highlighted in blue color and the user will see the setting page. User then clicks “Sync Calendar” and application will show next screen. (Screen 2.2)

Screen 2.2: In order to synchronize a new calendar, user clicks “Add New Account” and application will show next screen. (Screen 2.3)

Screen 2.3: Application shows three supported calendar services and user clicks one of them. In this case, user clicks “Google” calendar and application will show next screen. (Screen 2.4)



Screen 2.4



Screen 2.5

Screen 2.4: User inputs authentication information about his or her calendar service and clicks "Done". After successful verification, application will go back to "Sync Calendar" screen.

Screen 2.5: Application shows a new added calendar service.