Aqueous

Cindy Fan, Rick Huang, Maggie Liu, Ethan Zhang November 13, 2014 3e: Digital Mockup

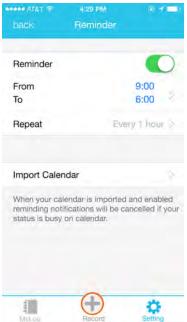
Digital Mockup Overview

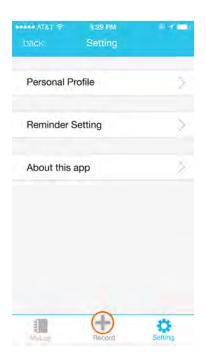
Please click this <u>link</u> to see our interactive prototype. We are still working on the development of the prototype, but this will get you a general idea how the interaction will be like.

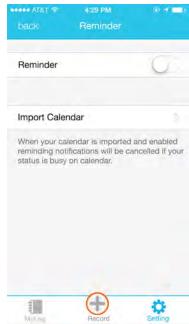


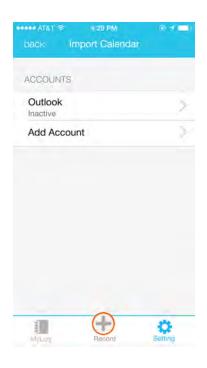




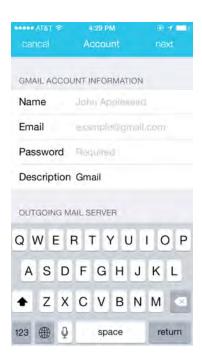


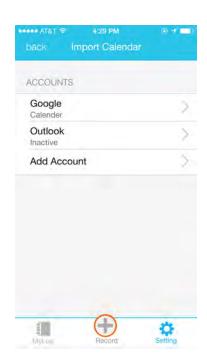












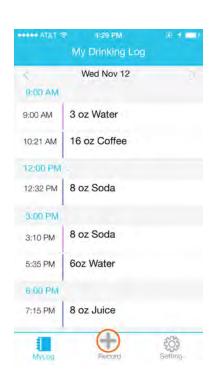


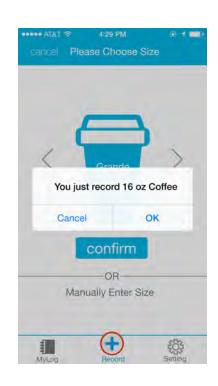


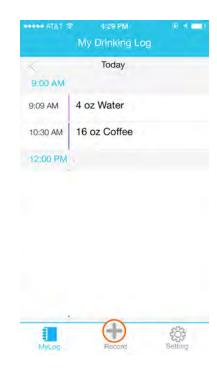












Task 0: Application Introduction



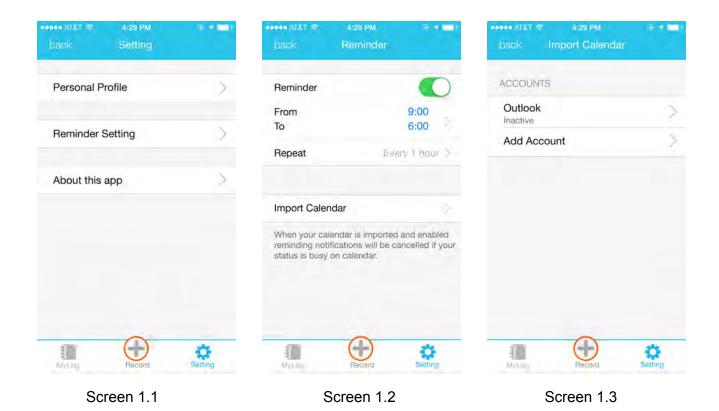


screen 0.0 screen 0.1

Screen 0.0: Application splash screen.

Screen 0.1: Tutorial Wizard - introduce main functions of the application.

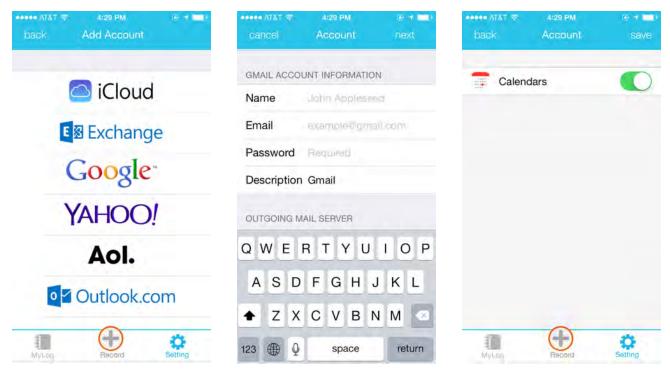
Task 1: Set Up Smart Reminders



Screen 1.1: When user clicks the "Setting" tab, the "Setting" tab will be highlighted in blue color and the user will see the "Setting" page. User can click "Reminder Setting" and application will bring user to next screen. (Screen 1.2)

Screen 1.2: Application will show the "Reminder" page. User can set a default reminder which can be customized with interval, starting time, stopping time and status. User can also click "Import Calendar" to enable "Smart Reminder" and application will bring user to next screen. (Screen 1.3)

Screen 1.3: In order to import a new calendar, user can click "Add Account" and application will bring user to next screen. (Screen 1.4)

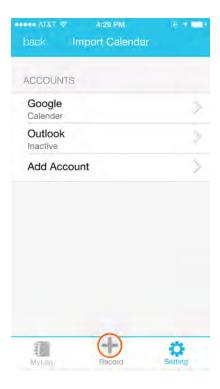


Screen 1.4 Screen 1.5 Screen 1.6

Screen 1.4: Application will show supported calendar services and user can clicks one of them. In this task, user would click "Google" calendar and application will bring user to next screen. (Screen 1.5)

Screen 1.5: In this screen, user can input authentication information about his or her calendar service and click "Next". After successful verification, application will bring user to next screen. (Screen 1.6)

Screen 1.6: Application will show a radio button that user can turn on or off this calendar service. User can click "Save" to complete this task and application will bring user to next screen. (Screen 1.7).



Screen 1.7

Screen 1.7: Application will show a new added calendar service in this screen.

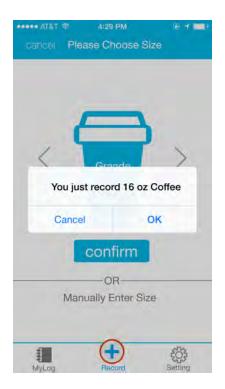
Task 2: Record Water Intake

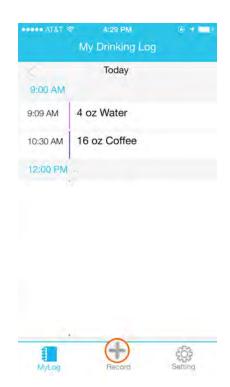


Screen 2.1: User can start to record his or her beverage In the home screen. In this task, user would click on "Coffee" button and application will bring user to next screen. (Screen 2.2)

Screen 2.2: In this screen, user can select the size of the beverage they just chose. The default size for coffee is 16 ounce. User can click on the caret on the left, the cup size will decrease to 8 ounce (Tall size).

Screen 2.3: User can also click on the caret on the right, the cup size will increase to 20 ounce (Venti size).





Screen 2.4 Screen 2.5

Screen 2.4: User can then click "Confirm" to record this beverage and application will show a message to inform user. User can click "OK" and application will bring user to next screen. (Screen 2.5)

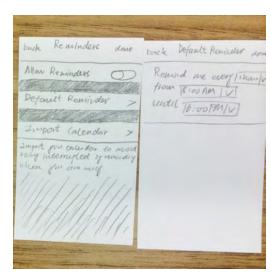
Screen 2.5: In this screen, application will show the record that user just input.

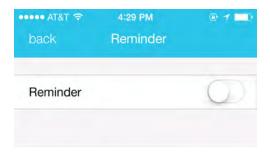
Design Changes

Our group didn't make many changes from our final design of paper prototype. Below are two major changes we did to our digital mockup.

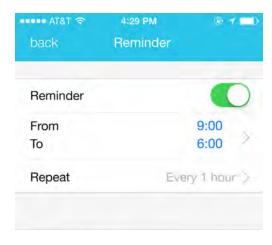
In the setting page of our final paper prototype design, we moved the default reminder setting to a sub-page, so users will not see details about that on the reminder setting landing page. Instead, they will see three two selection bars, and a radio button, which looks clean.

For the digital mockup implementation, we redesign the reminder setting page. When users click off the reminder radio button, the details of the default reminder setting will disappear. When the radio button is on for reminder, then the details of setting will show up. So user don't need to create another sub-page for the default setting, and the page still looks very clean. This design can also be seen in iOS setting design, which is another reason for this redesign.





Default reminder OFF



Default reminder ON

Another change we did is the design of notification pop-up. In our paper prototype, we designed the pop-up to be a full screen notification. But in our digital mock up, we decided to follow the iOS design guideline, and use the design of default iOS.

