thread docs.

MOHAMED THABITH

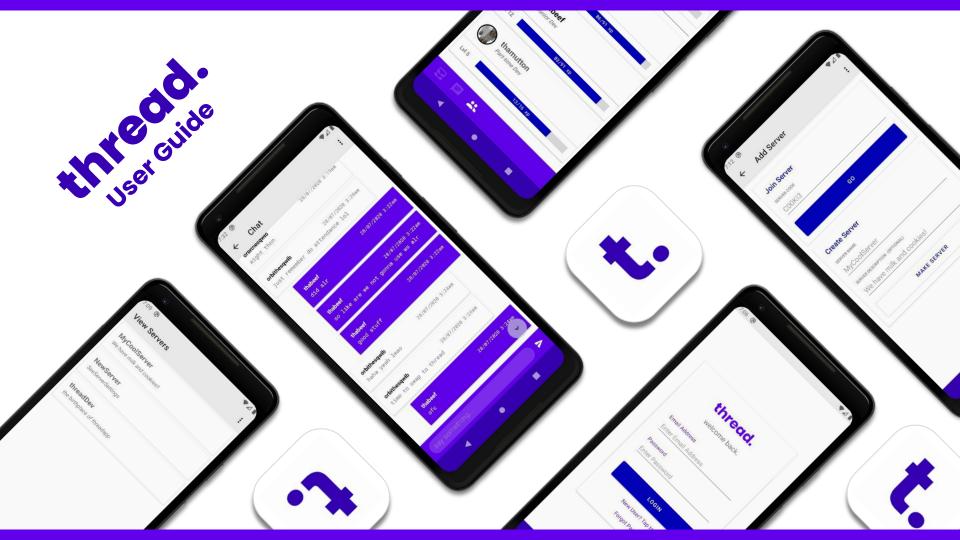
EUGENE LONG

DANNY CHAN

S10196396B

S10193060J

S10196363F



Your Profile.

Your Servers' Status

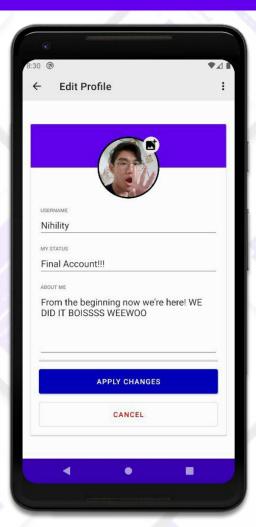
Profile, Servers, Notification Settings



Edit Profile

Edit Profile.

Edit Details

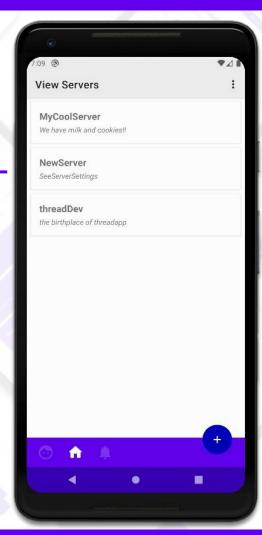


Edit Profile Picture

View Servers.

Your Servers

Tap on them to go in

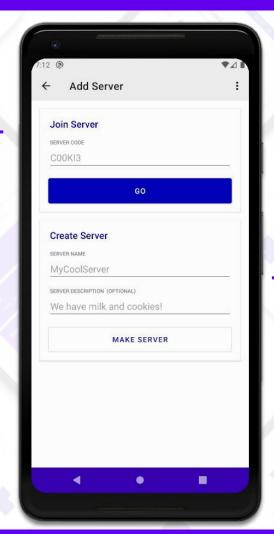


Add Servers / Join Servers

Add Servers.

Join Servers

Type in a sharing code



Create your own Server

View Posts.

View posts

Tap to expand and comment

View Post, Chat, View member

Tap on them to navigate



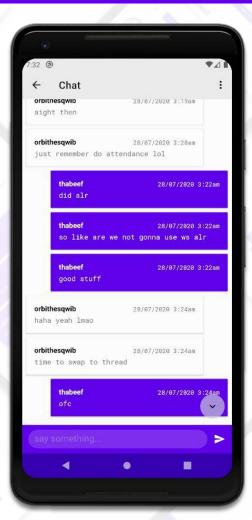
Leave Server / Share Server

Add a new post

View Chat.

View messages

Send a new message



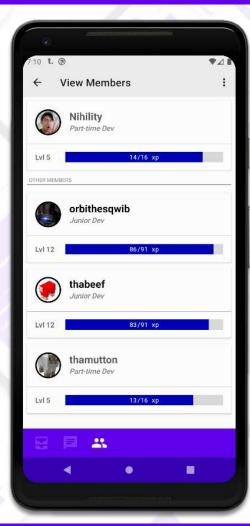
Leave Server / Share Server

Go to newest message

View Members in Server.

View Member Profiles

Tap on a member to see their profile



Leave Server / Share Server

Share Server.

Code to join Server



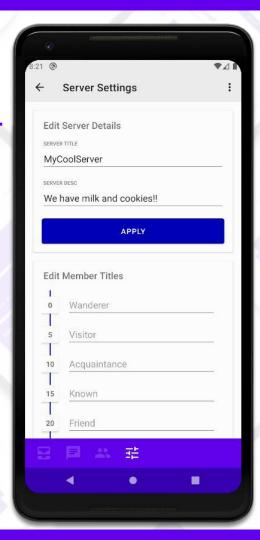
Get Code / Refresh Code

Server Settings.

Server Details

Server settings

Only visible to owner of Server

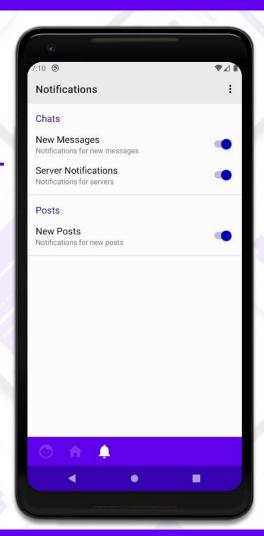


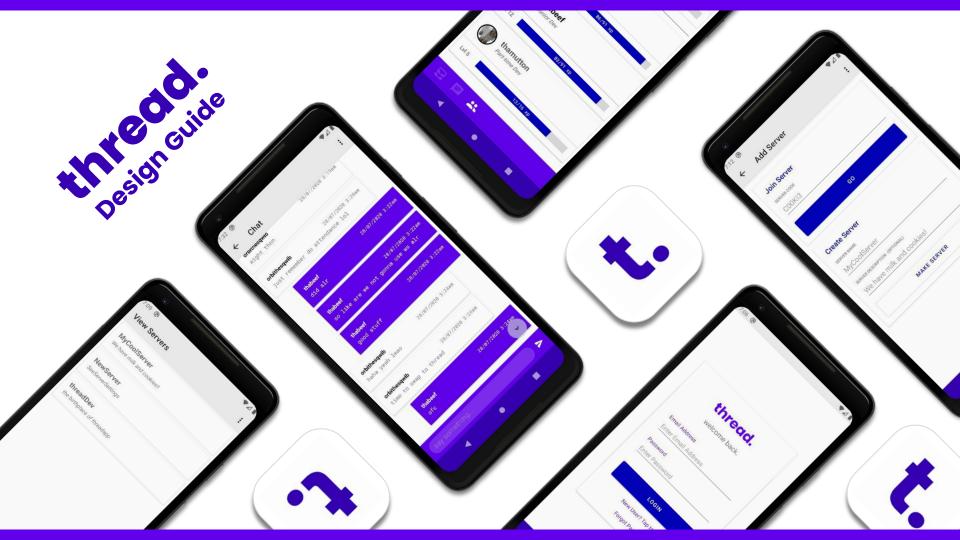
Server XP Titles

Member Titles will be according to XP levels of the members

Notification Settings.

Settings for different type of notifications





000 - Intro

Thread's design is based around card-oriented design. As such, many of the activities in the application use CardViews to provide automatic shadows and corner rounding.

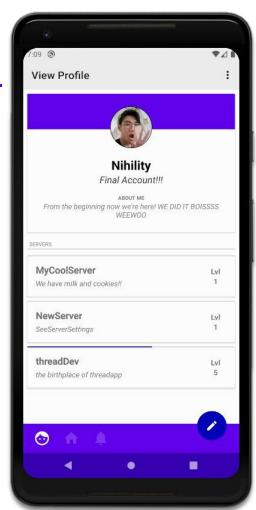
The theme of purple/white came from the original default Android color-scheme, which we grew to like over the course of development.

In this section, we will provide you some of the thoughts we had while designing the user interface and color scheme for the application.

001 - Colors

#EEEEEE ()

Status bar, title. Color subdues the top bar, allows user to focus on main content



#6200EE

Primary Accent. Nav bar, highlights. Color stands out and captures user's attention.

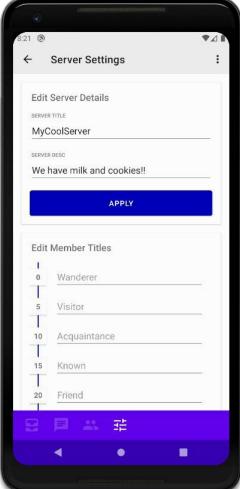
#FFFFFF

Backgrounds. Color is neutral, draws the least attention.

001 - Colors

#0400BA

Secondary Accent.
Buttons, Progress Bars.
Color is more subdued
but complements the
Primary Accent.



Primary Accent (Dark).
Software bottom bar.
When paired with the
Primary Accent, creates a
calming gradient.



An Intro on "Tiers":

Most of Thread's activities can be broken into two sets of activities - main activities that are shown immediately upon logging in like the View Servers activity and the View/Edit Profile activities, and Server activities that require a user to enter a server to view, like View Posts or the Server Chat.

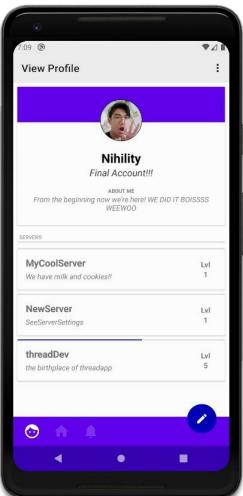
Hence, we can break these two sets of activities into two "tiers" of navigation, like this:

- Main Activities
 - Server Activities

Hence, we decided to split the navigation bar items into two sets, and display them contextually based on which tier the user is currently on. We also use this to decide which functionalities should be shared in a single tier of activities.

Left aligned for right-handed users.
Allows ease of access compared to a side navigation drawer.
(1-tap instead of 2-tap to navigate.)

Navigation Bar



Overflow Menu

Contains all shared functions for the navigation "tier"

The floating action button links to the main action of each page. It is hidden when there is no primary action.

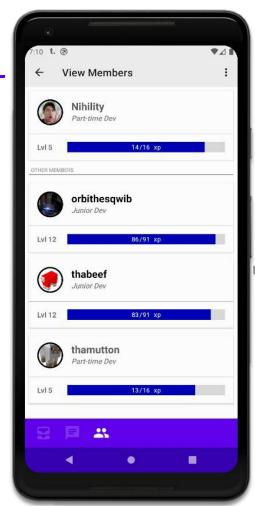
Floating Action Button

Back Button

Goes back up a tier. E.g: Server Activities go back to Main Activities.

However, there are some exceptions like Chat which may go back to another activity because they do not have a nav bar and are therefore classified "sub-tier" activities.

For these special activities, they usually try to go back to the activity that launched them.



Dividers

Specifies a change in category. For example, for the View Members page, the user's own member card appears at the top, while the other members appear below it ordered by Level and EXP gained.

Uses the default Android back-stack to go back to the previous activity in the navigation tier. Does not copy the same behaviour of the title bar back button.

Software Back Button

