## Voice Geometry Painter

**Userflow 1: Calibrating the app to recognize me**

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| Where is the user? | What is the user looking to? | User action | Notes |
| Landing screen | Login | Fills credentials and click login. | 1. In case of failure user must be notified and allowed to retry |
| Account screen | Access the settings | Clicks the settings button. | 1. He expects to rapidly access the settings. |
| Settings screen | Calibrate the voice commands | Looks for “Calibrate” and then clicks it. | 1. He expects to easily find the “Calibrate” function. |
| Calibration screen | Follows calibration process steps. | He reads the words on screen. | 1. He expects to rapidly exit the screen by saving or not the state he achieved. |
| Landing screen | Start drawing. |  |  |

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**Userflow 2: Adding custom instrument** (preparing for a lesson).

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| Where is the user? | What is the user looking to? | User action | Notes |
| Account screen | Open Instruments screen. | Selects “Instruments” |  |
| Instruments screen | Add a new instrument | Selects “Add” | 1. He expects detailed steps on how to add a new instrument. |
| Add new instrument pop-up (step 1) | Add the new instrument | Names the instrument “Equilateral triangle” | 1. He expects to be able to abort the process at any time.  2. He expects to see his progress and the previous/next step. |
| Add new instrument pop-up (step 2) | Add the new instrument | He adds a list of proprieties required by the new instrument.  Points: P`, P``, P```  Number: side length |  |
| Add new instrument pop-up (step 3) | Add the new instrument | Draws the “equilateral triangle” using more basic commands:   1. Draw segment [P`P``] size *side length*. 2. Draw segment [P``P```] size *side length*. 3. Adjust angle ABC 60 degrees. |  |
| Add new instrument pop-up (step 4) | Add the new instrument | Map the new vocal command:  Draw equilateral triangle <param:p`><param:p``><param:p```> side length <param:side length, unit of measure> |  |
| Add new instrument pop-up (step 5) | Finalize adding the new instrument | Reviews the parameters, the figure and the command. | 1. He expects to be redirected on the home screen and start drawing ASAP. |

## Voice Geometry Painter

**Userflow 3: Starting and teaching a lesson**

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| Where is the user? | What is the user looking to? | User action | Notes |
| Account screen | Start a new lesson and sue previous instruments. | Voice command: “New lesson” | 1. He wants to add a title, subtitle and automatically a date. |
| Whiteboard screen | Select a color for drawing | Voice command: “Color blue” | 1. He expects the UI to notify him that blue is used. (e.g. tip of pencil is blue) |
| Whiteboard screen | Draw and use previous created custom instruments | Voice command: “Draw equilateral triangle ABC side length 10cm. |  |
| Whiteboard screen | Give more details to the students | Voice command: “Highlight angle ABC” | 1. He expects the angle to be highlighted and its measure displayed. |
| Whiteboard screen | Print a copy and distribute to each student. | Voice command: “Print 20 copies, black and white” | 1. He expects to be notified with the status: *out of service* if the printer has no more paper or ink or *done*. |
| Whiteboard screen | Save the lesson and make it publically available on the school server. | Voice command: “Save”, “Share”, “Quit”. | 1. The user expects the application to save his progress.  2. The sketch should be available to a certain range of students to be downloaded and reused at home.  3. Application quits and its time for break. |