Future Skills

SESSION 5

Mobile Applications Development

Smart Watch

## The Log in screen

The screen should be arranged in the same way as in the design. By clicking the button “Log in”, the user should be able to enter the information such as email, password and send the received data to the server. If the server approves it, the screen “The current task” should be displayed. If the server does not approve it, the message about the error should be displayed as in design. By clicking the button “Try again”, the user should have the possibility to enter the data again.

## The current task

If the user has a current task in “IN\_PROGRESS” status, the information must be shown in the same way as in the design. In case of absence - a title “No current tasks”. Clicking “Log out” button should send log out inquiry to the server. If log out is successful, there should be return to the Log in screen.

Clicking on “Finish” button should show “Response sending” screen. If GoalType for the task equals “SECRET\_KEY”, clicking “Send result” button should provide an opportunity for the user to input key and send it to the server.

For goalType = "LOCATION" clicking “Send result” button should send an inquiry to the server on task completion with the current gadget position.

For goalType “QR\_CODE” and "STEPS" clicking “Send result” button should show Toast with text “Use your phone to finish this task”.

In case of successful response from the server there should be Toast with title "Successful!” in the same way as in the design and change the screen layout to absence of current task. In case of an error its text should be shown in Toast.

Smart TV

## 1. Splash screen

The Splash screen should be arranged in the same way as in the design. The minimal time for displaying the Splash screen is 2 seconds.

## 2. Log in screen

The screen should be arranged in the same way as in the design. The input field must not be empty. If the server receives the information about mistakes, or there are validated field mistakes, the Alert sign must appear. If the Log in is successful, the screen “The list of quests” should be open.

## 3. Quest list

The screen should be arranged in the same way as in the design. In this list there should be the information of quests which were created by the user. By choosing the quest, the user should be navigated to the screen “Quest details” for the chosen object. By clicking the “Logout” button, there must be the log out and navigation to the Log in screen.

Add the information about the current user.

Add the possibility to filter quests according to categories and do a search by keywords.

## 4. Quest details

The screen should be arranged in the same way as in the design. The name of the quest and the total number of participants should be displayed in the at the top of the screen. The data of participants should be requested from the server.

By choosing the specific task, the screen “Participant map” should be open.

By clicking the “Back” button must close the present screen.

## 5. “Participant map”

The screen should be arranged in the same way as in the design. The location of participants in the selected task should be shown on the map. The data must be requested from the server.

Opacity of participants icon depends on the actual data of location. If the data was received 15 minutes ago, his icon should be completely opaque. Outdated information for every 90 seconds corresponds to the transparency indicator increase by 10 %.

The total number of participants should be in the upper left corner.

By clicking the “Back” button must close the present screen.