

## Initial View: Dashboard

<DashboardViewController>



## Login View

<LoginViewController>

The login app interface features a 'Back' button in the top left and a 'Login' title in the top right. It contains two input fields: 'Username' with the text 'my\_user' and 'Password' with masked characters. At the bottom, there are two buttons: 'New User' and 'Login'.

## Detailed Temperature View

<DetailedStatsViewController>



Tapping a dashboard tile takes the **Non-Admin** user to a detailed view, with a chart over time. Swiping on the chart chooses different trends.

**Trends include:** Hourly, Daily, Weekly, Monthly, and Yearly.

Tapping different tiles takes the user to different, but similarly laid out views.

Lighting is shown in a different view on the following page

When the user clicks the 'Login' button, they are taken to the Login View

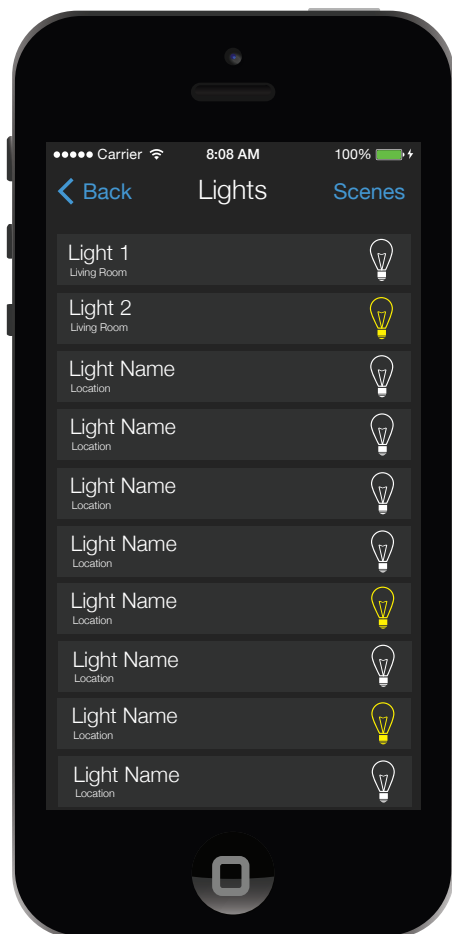
Logged in users are taken to a similar detailed view, with step control buttons to increment or decrement the default (ideal) value.

## Detailed Temperature Admin View

<DetailedStatsAdminViewController>



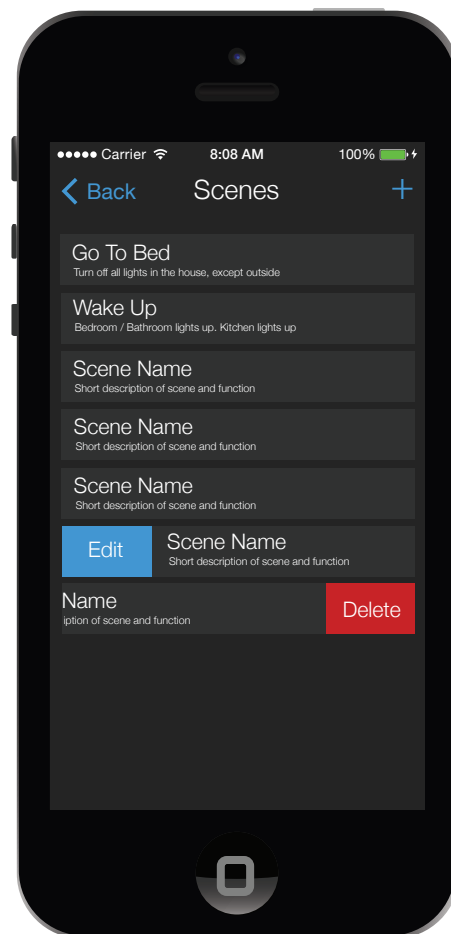
## Lighting Status View <LightingViewController>



Lighting scenes are presets for lights. Pressing “scenes” takes the admin user to the scene view. Displaying user-defined titles and descriptions of scenes. Tapping a scene toggles it, and sets the lighting values accordingly.

Tapping on an individual light cell toggles the state of the light from off to on or vice versa. The yellow light bulb represents a light in the “on” state

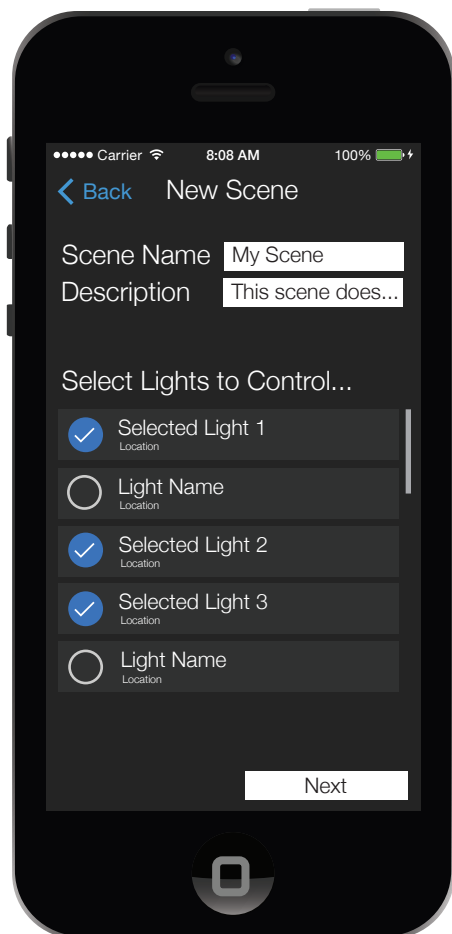
## Lighting Scene View <LightingSceneController>



**Tapping “+”** brings the admin user to the **new scene view**, where the user sets a name and description to be shown. The user then selects which lights the scene should act upon, as scenes don’t have to control every light in the house.

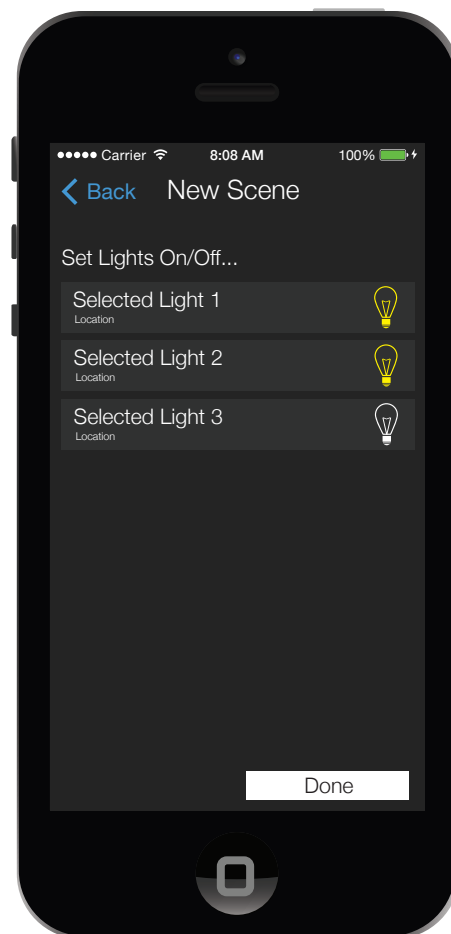
**Swiping to edit** brings the user to a similar view, but with ‘Edit Scene’ as the title and vaules already filled.

## New Scene View <NewSceneViewController>








After hitting next, the user picks the state that the scene should cause the selected lights to go into. Once done, the user clicks “Done” and the scene is saved.

## New Scene View 2 <NewScene2ViewController>



# Solar Decathlon Home Controller Storyboard and UI Prototype

Color Scheme:	
	Dark Gray: #262626
	Light Gray: #323232
	iOS Blue: 0,159,251
	Green: #6db844
	Red: #c72326

## Assets Used

**Font:** Helvetica Neue (Light/Bold)

**iPhone 5 Vector Graphic:** *Sean Thomas Sweeney* <http://seantsweeney.com/free-vector-iphone-5-image/>

**Light Bulb Vector Graphic:** *Freepik*

[http://www.freepik.com/free-vector/utility-identifies-small-icon-vector-material\\_573351.htm](http://www.freepik.com/free-vector/utility-identifies-small-icon-vector-material_573351.htm)

**iOS System Graphics:** *Rusty Mitchell* <http://mercury.io/blog/ios-8-illustrator-vector-ui-kit-update>