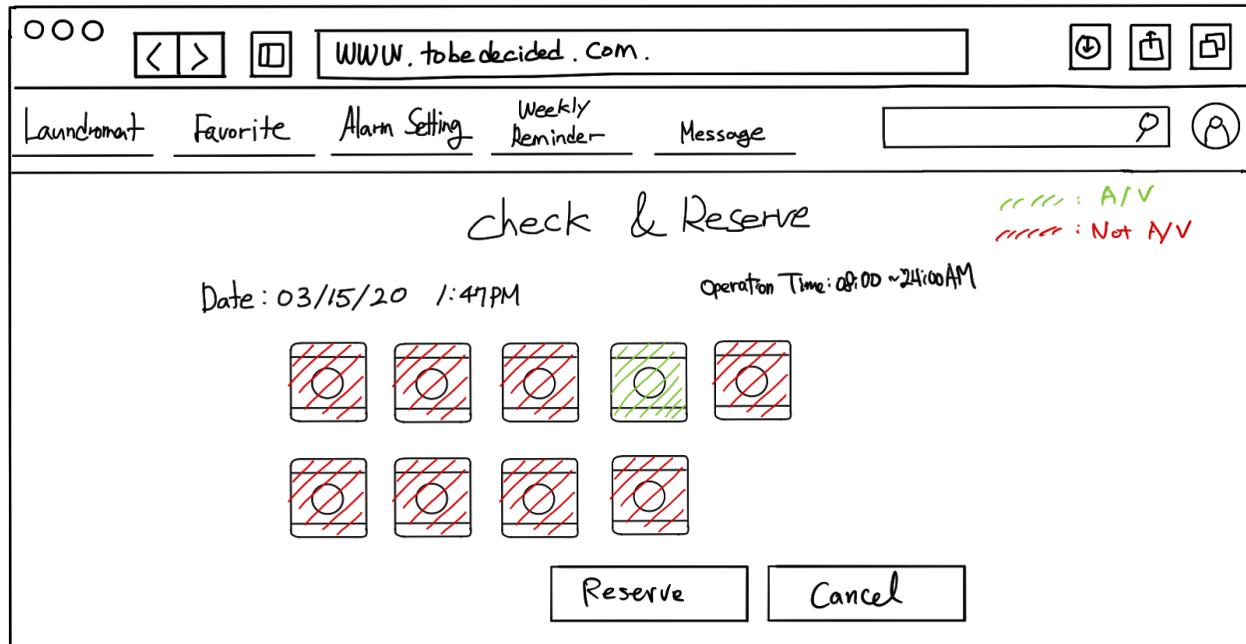


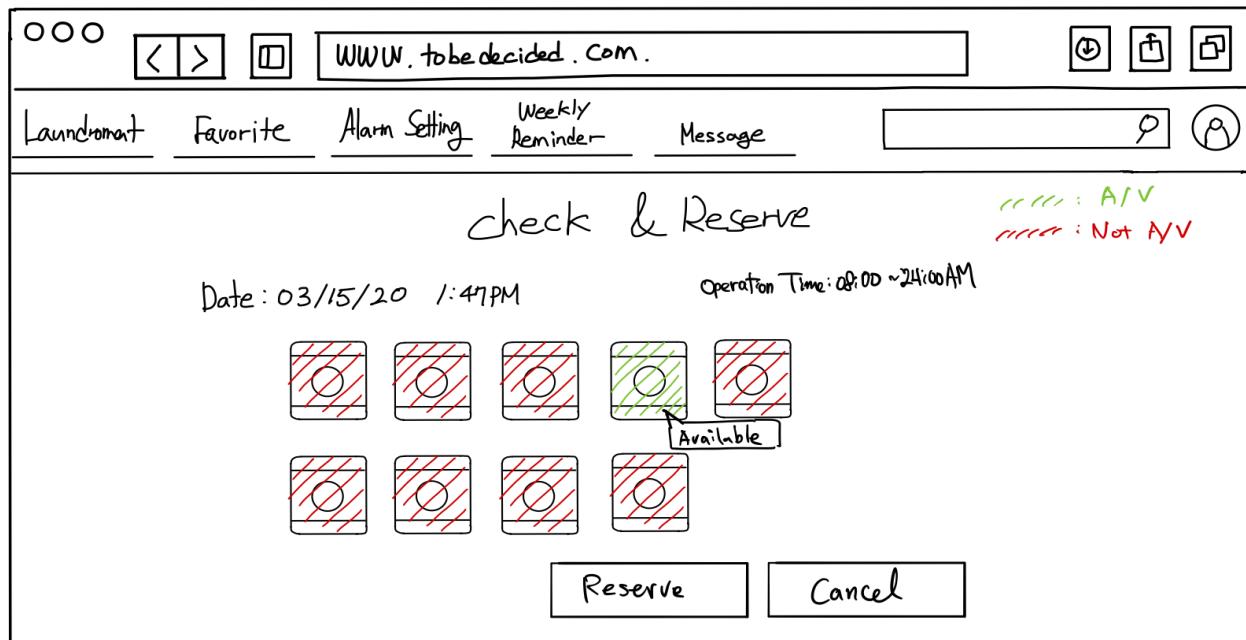
Appendix

<Prototype 1>



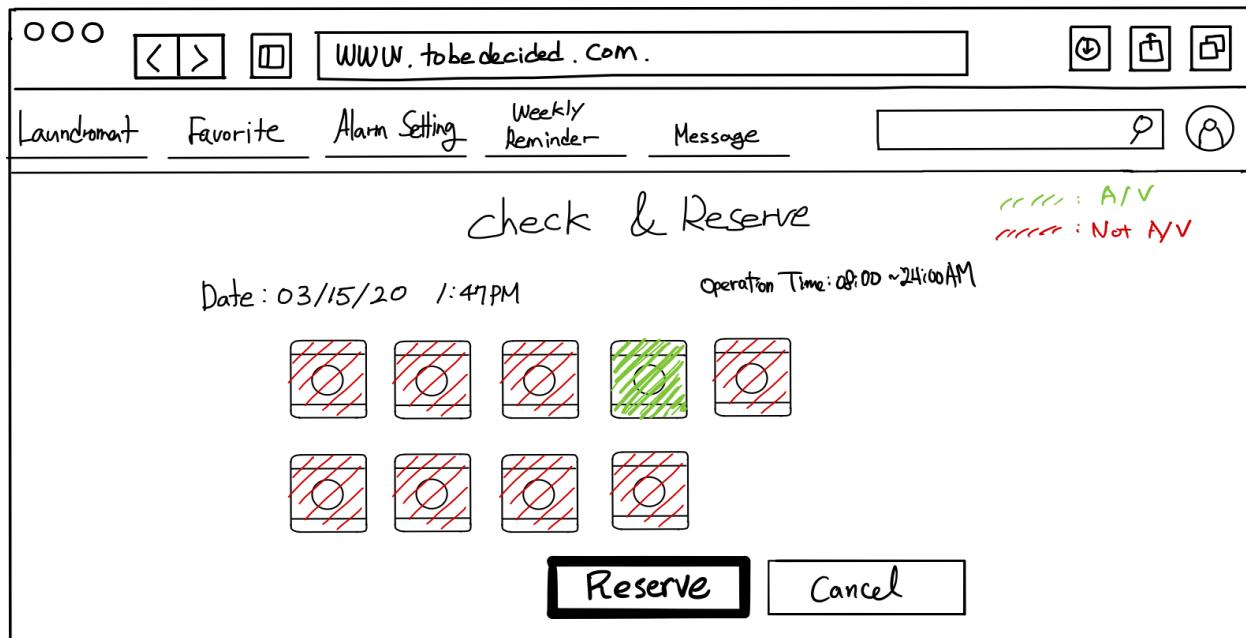
< This Page lets users see the machines availability >

<Prototype 1>



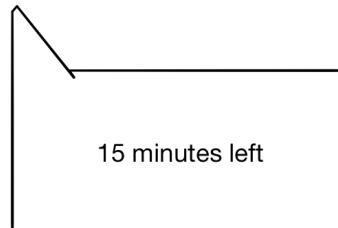
< When user's cursor goes on top of green machines, it shows it as "Available" >

<Prototype 1>

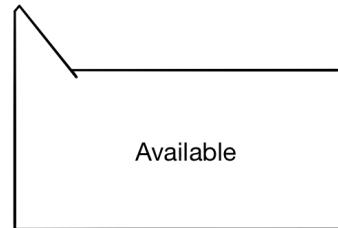


< When user clicks on the green machine, reserve button will be bolded >

<Prototype 1>

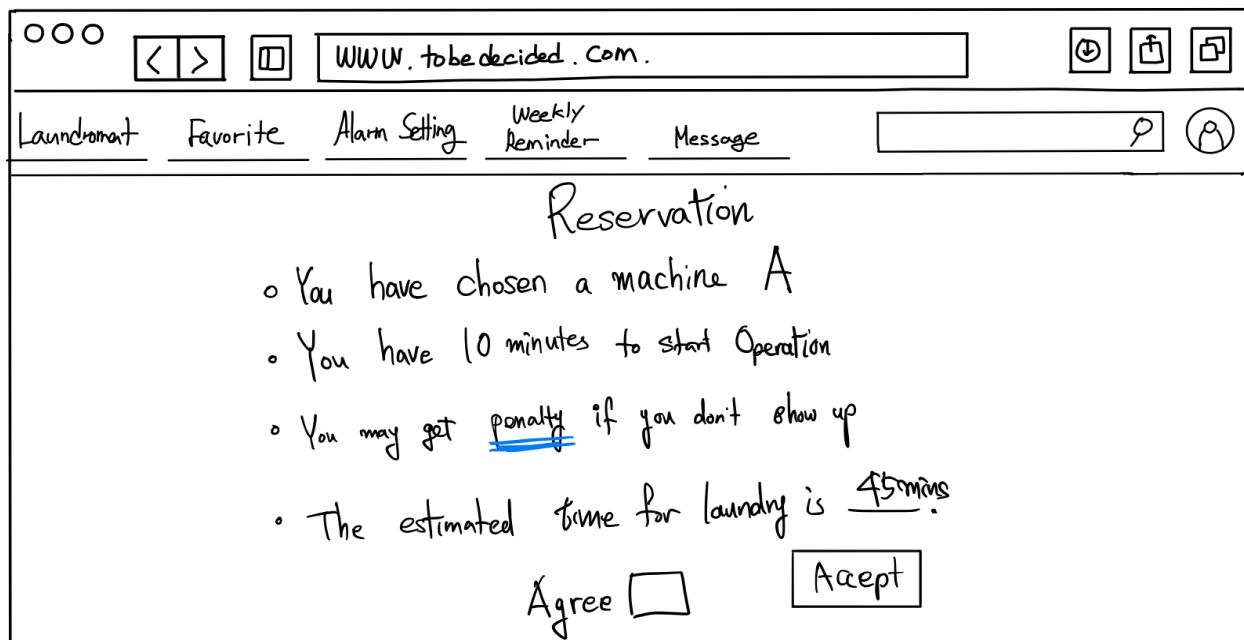


<Little pop-up when the cursor goes to unavailable laundry machine>



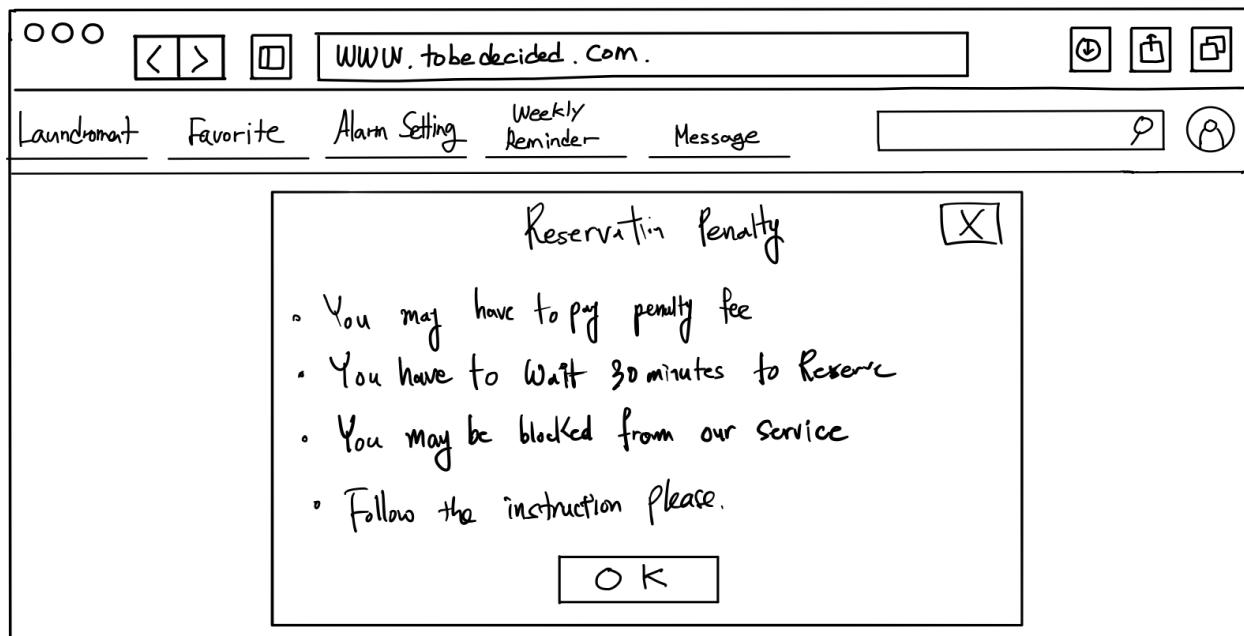
<Little pop-up when the cursor goes to available laundry machine>

<Prototype 1>



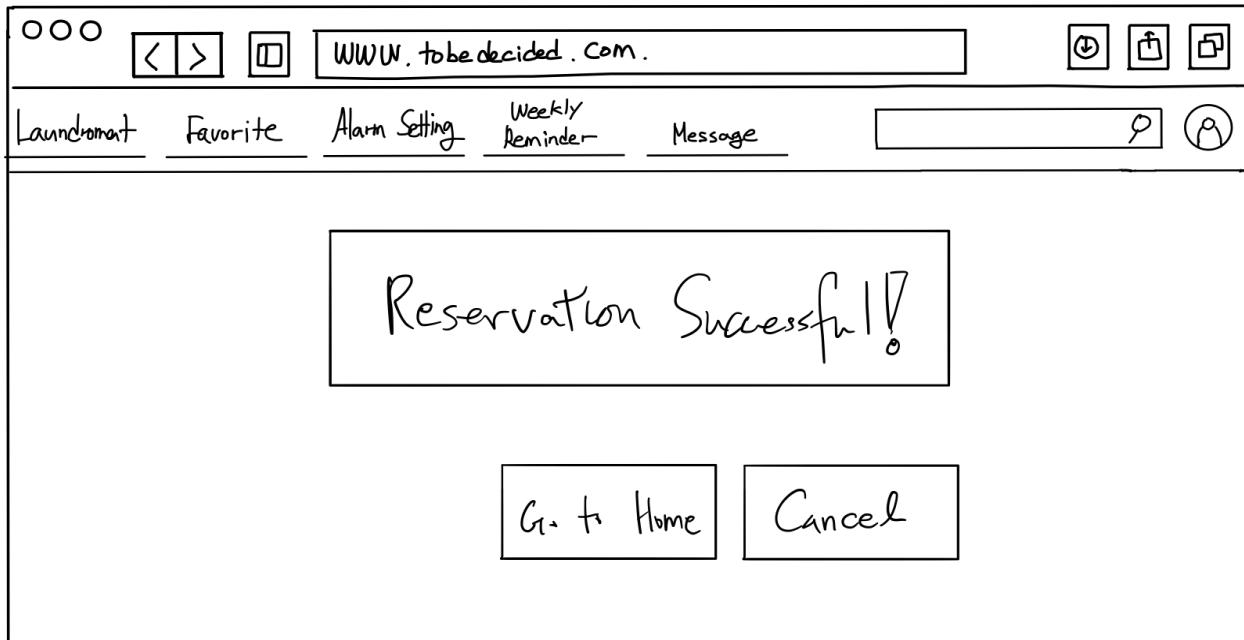
< When clicked reservation button, confirmation page will show up and users can agree on this >

<Prototype 1>



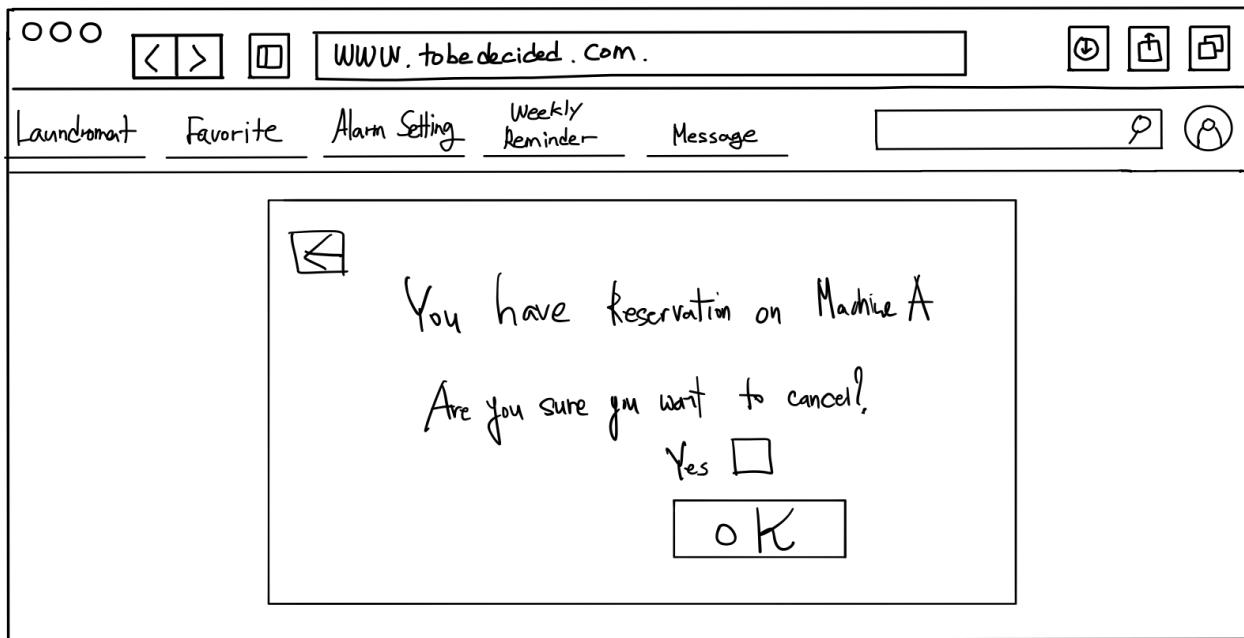
< Reservation Penalty will show as a popup if users click on Penalty >

<Prototype 1>



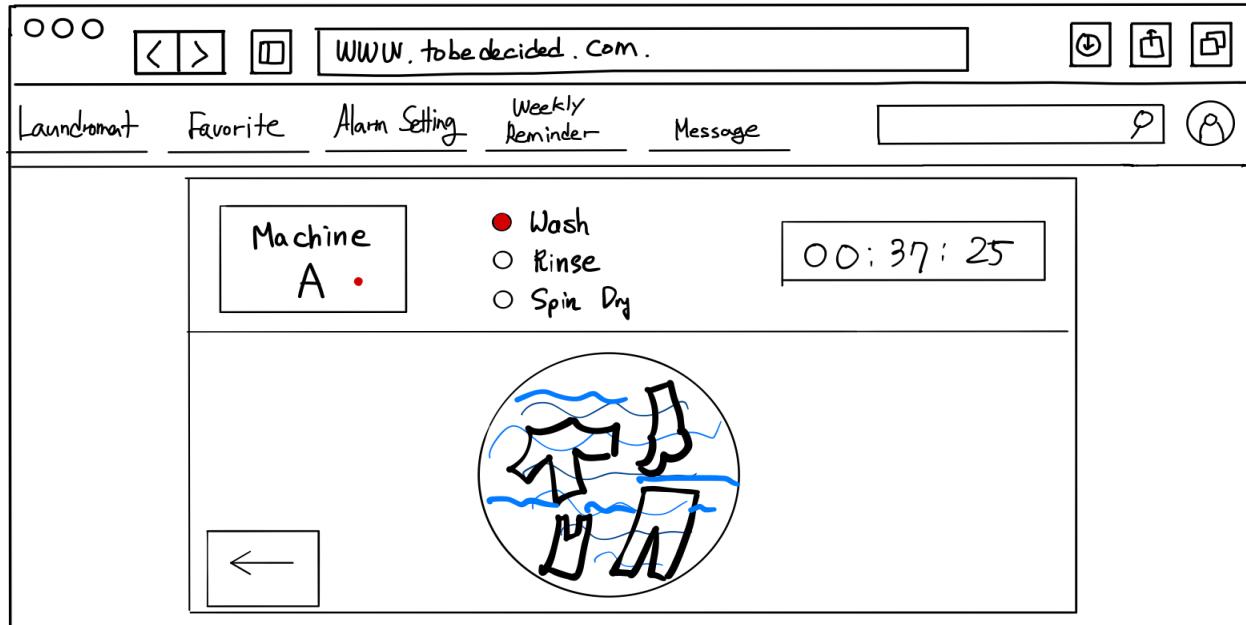
< Reservation success page will be shown to verify >

<Prototype 1>



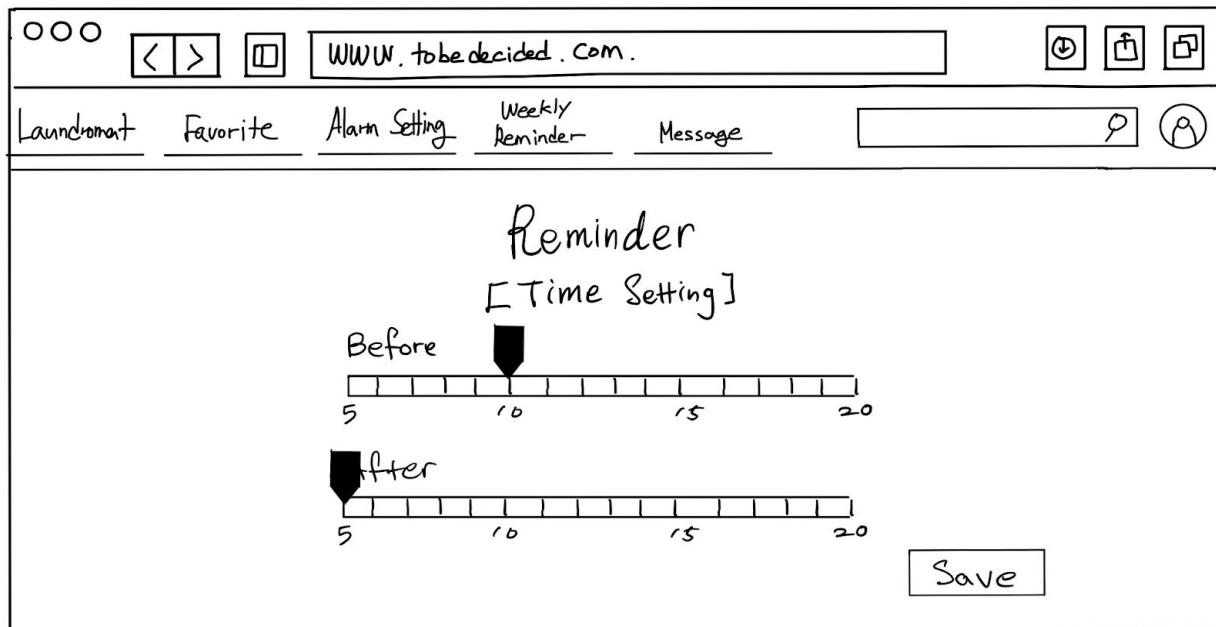
< If users want to cancel, they have an option to cancel it or not >

<Prototype 1>



< Once they all reserve the laundry machine and do the laundry machine, it will show the remaining time >

<Prototype 1>



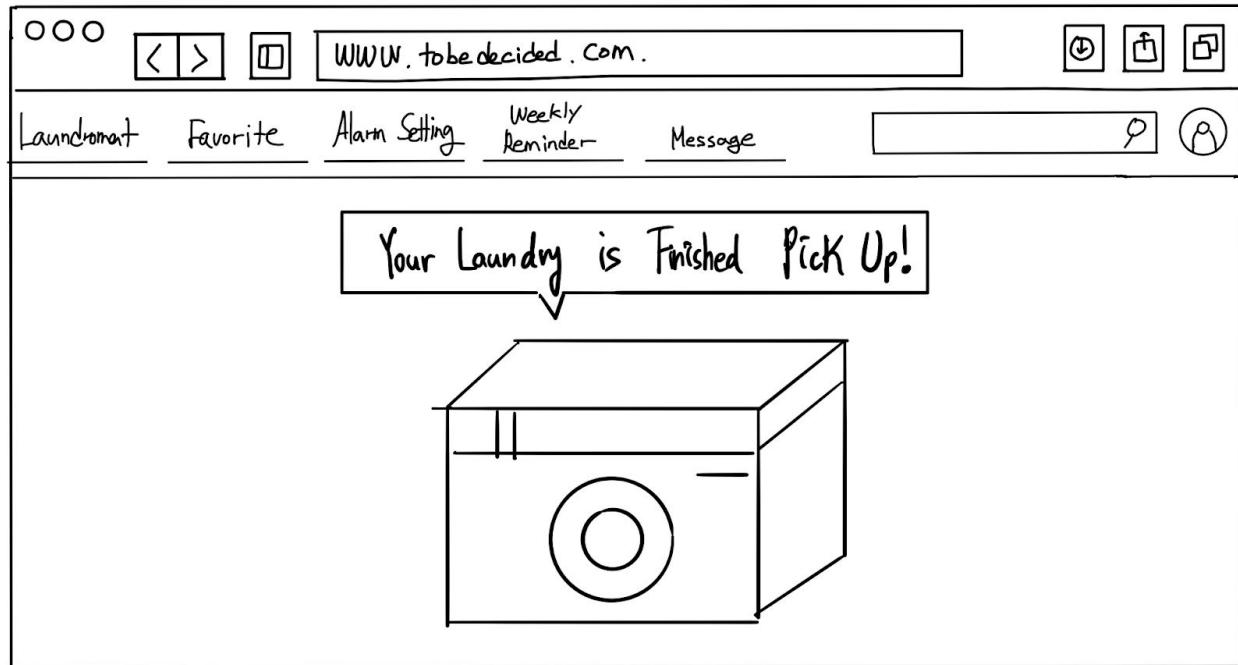
< This page lets users select their reminder time before and after to get notifications >

<Prototype 1>



< This page shows the successful message >

<Prototype 1>



< This notifies users of the completion of their laundry >

<Prototype 1>

This hand-drawn wireframe shows a user interface for a weekly reminder system. At the top, there's a header bar with icons for back, forward, and search, followed by the URL 'WWW.tobe decided.com.' and three more icons. Below the header is a navigation menu with tabs: 'Laundromat', 'Favorite', 'Alarm Setting', 'Weekly Reminder' (which is currently selected), and 'Message'. To the right of the menu are a search bar and a user profile icon.

The main content area is divided into three columns:

- Day ?**: A column of buttons for each day of the week: Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, and Sunday. A 'Next' button is located at the bottom of this column.
- Time ?**: A column showing a list of times from 09:00 AM to 10:45 AM in 15-minute increments. Below this list are 'Prev' and 'Next' buttons.
- How ?**: A column with two radio buttons: one for 'By e-mail' and another for 'By text message'.

At the bottom right of the main area are 'Prev' and 'Save' buttons.

<Weekly Reminder system: The user selects the day, first>

<Prototype 1>

This hand-drawn wireframe is similar to the previous one, showing a weekly reminder system prototype. The layout includes a header bar, a navigation menu with the 'Weekly Reminder' tab selected, and a main content area with three columns: Day ?, Time ?, and How ?.

The 'Day ?' column contains buttons for Monday through Sunday, and a 'Next' button at the bottom.

The 'Time ?' column displays a list of times from 09:00 AM to 10:45 AM, with 'Prev' and 'Next' buttons below it.

The 'How ?' column contains two radio buttons for selecting delivery methods: 'By e-mail' and 'By text message'.

Buttons for 'Prev' and 'Save' are located at the bottom right of the main content area.

<Weekly Reminder system: the user selects the time>

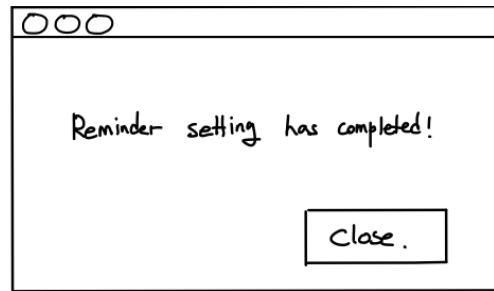
<Prototype 1>

ooo <> WWW. to be decided . com. ⌂ ⌃ ⌄

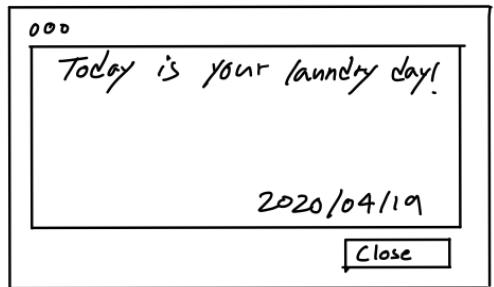
Laundromat Favorite Alarm Setting ^{Weekly} Reminder Message ⌂ ⌃ ⌄

Day ?	Time ?	How ?
Monday	09:00 AM	<input type="radio"/> By e-mail
Tuesday	09:15 AM	<input type="radio"/> By text message
Wednesday	09:30 AM	
Thursday	09:45 AM	
Friday	10:00 AM	
Saturday	10:15 AM	
Sunday	10:30 AM	
	10:45 AM	
	Prev Next	Prev Save

<Weekly Reminder system: the user selects the method for the notification >



<Reminder setting completed pop up view>

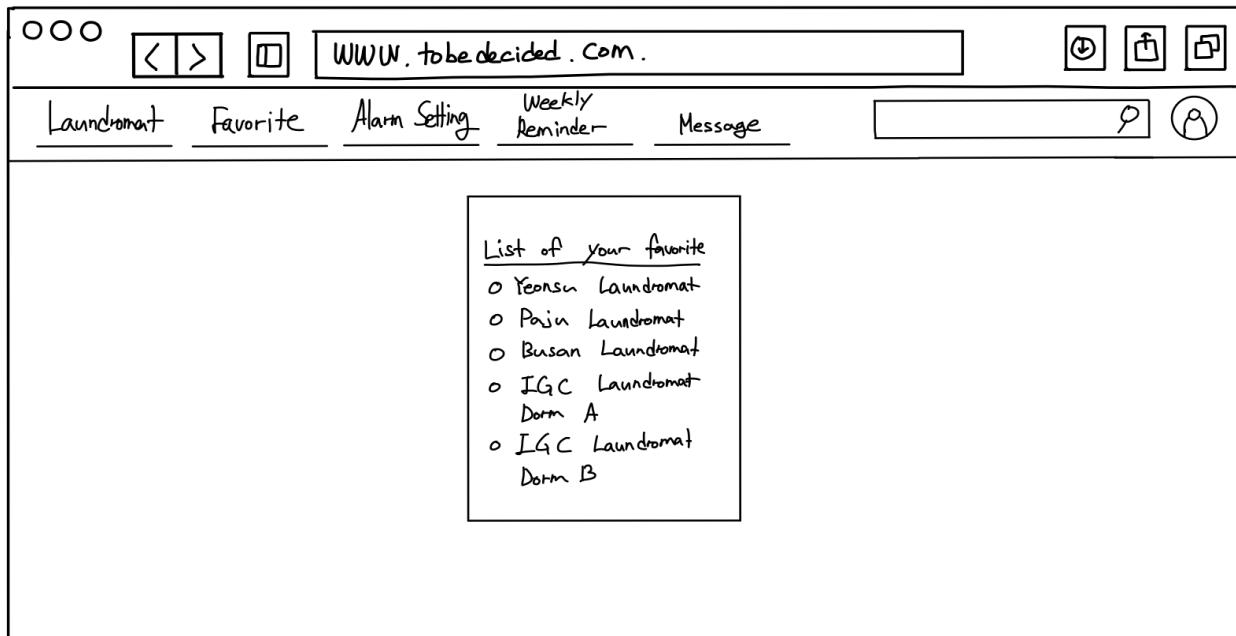


<Pop-up view when user click the message>



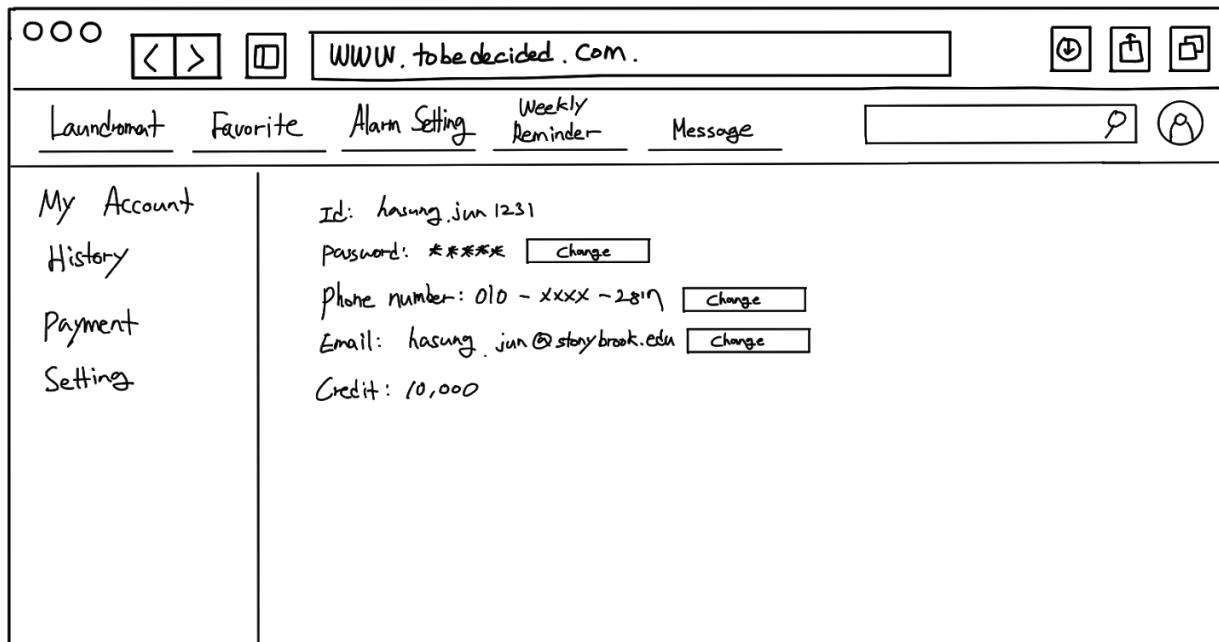
<Pop-up view for the message (Left: before the click. Right:after the click)>

<Prototype 1>



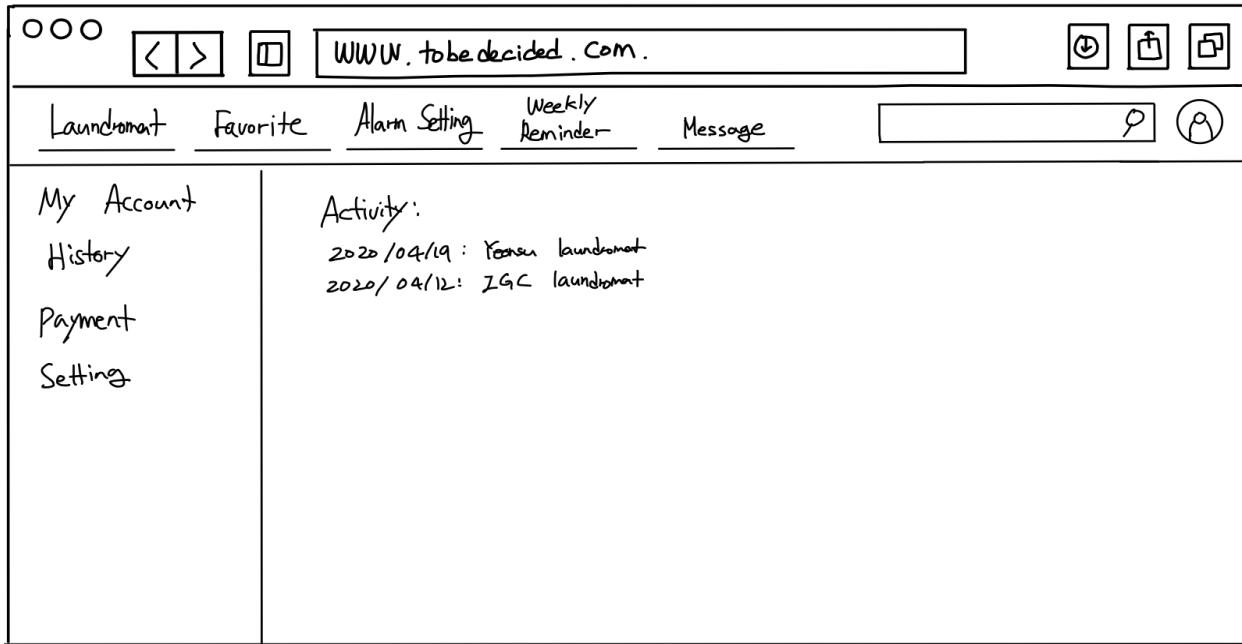
<List of user's favorite laundromat that will be shown when the user clicks "Favorite" on top bar>

<Prototype 1>



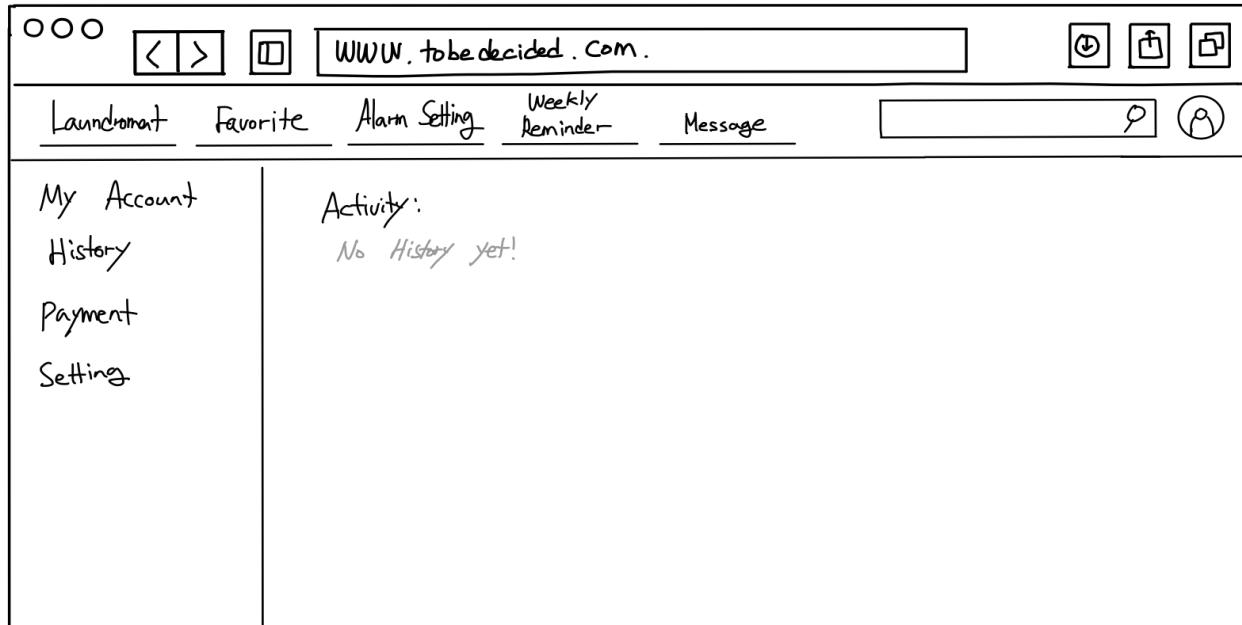
<When the user clicks right upper corner account icon, account setting will be shown>

<Prototype 1>



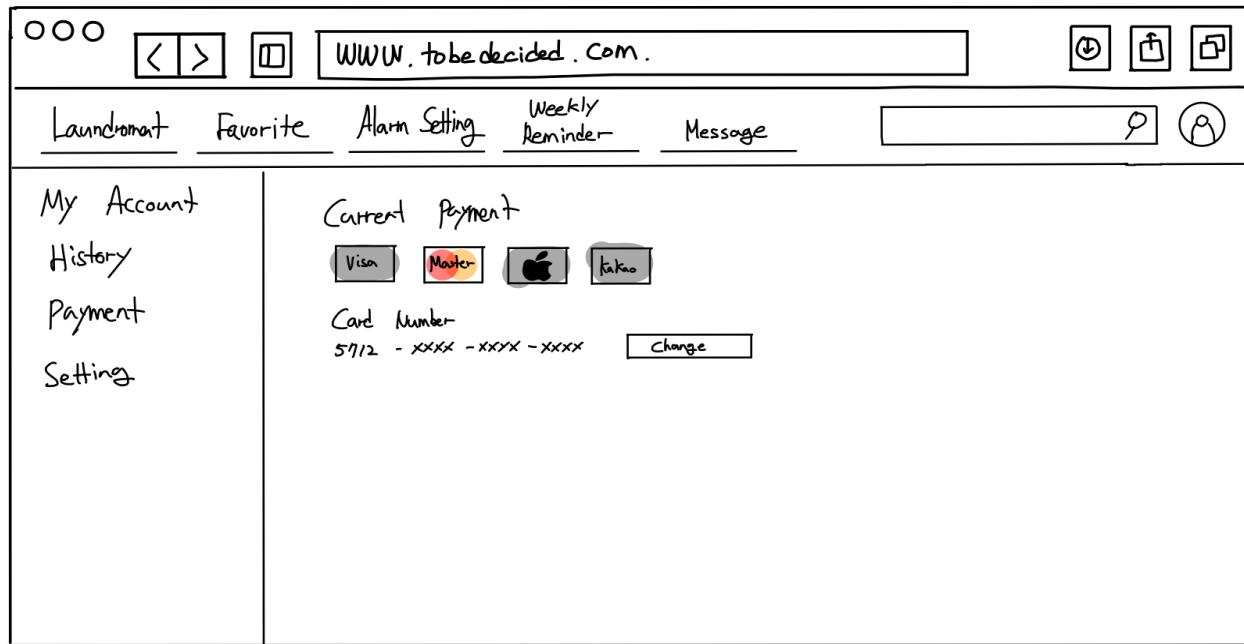
<History of activity UI when the user clicks "History" on the left menu>

<Prototype 1>



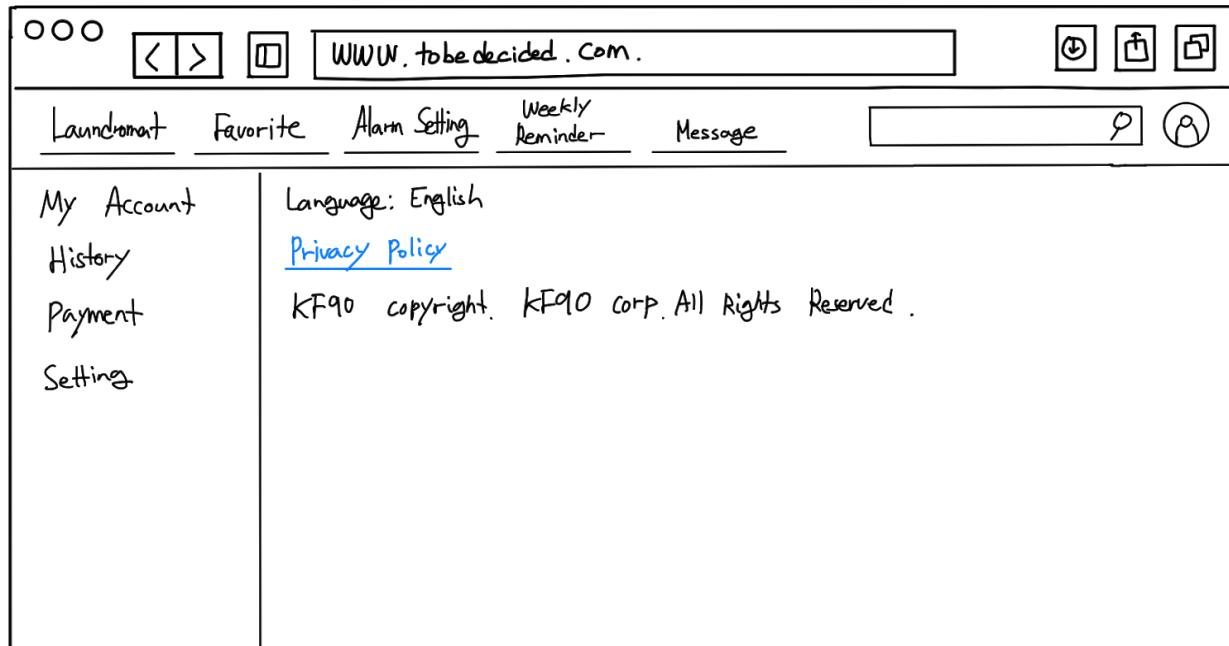
<History of Activity: When there is no history>

<Prototype 1>



<User's payment setting UI when the user clicks "Payment" on the left menu>

<Prototype 1>



<Setting page UI when the user clicks "Setting" on the left menu>

<Prototype 2>

The interface features a vertical sidebar with icons for a bell, a camera, a star, a clock, and a gear, followed by three dots. The main area shows a table of laundry machine availability:

Machine	Availability	Time/Reserve/cancel
A	●	25 mins
B	●	10 mins
C	●	27 min
D	●	<u>Reserve / Cancel</u>
E	●	43 min

< This page will show users availability of laundry machines, and can reserve >

<Prototype 2>

The interface features a vertical sidebar with icons for a bell, a camera, a star, a clock, and a gear, followed by three dots. The main area shows a reservation summary and a time table:

Reservation 4:13PM

Time Table

4:00	4:10	4:20	4:30	4:40	4:50	5:00	5:10	5:20	5:30	5:40

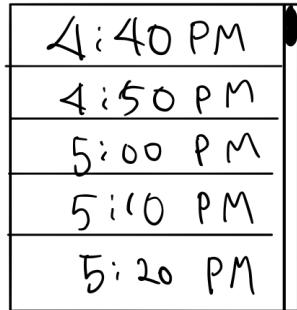
Select Time:

Estimated Cost:

Agreement:

< Users can reserve laundry machines among the time slot by selecting the time and reserve >

<Prototype 2>



<Dropdown for time>

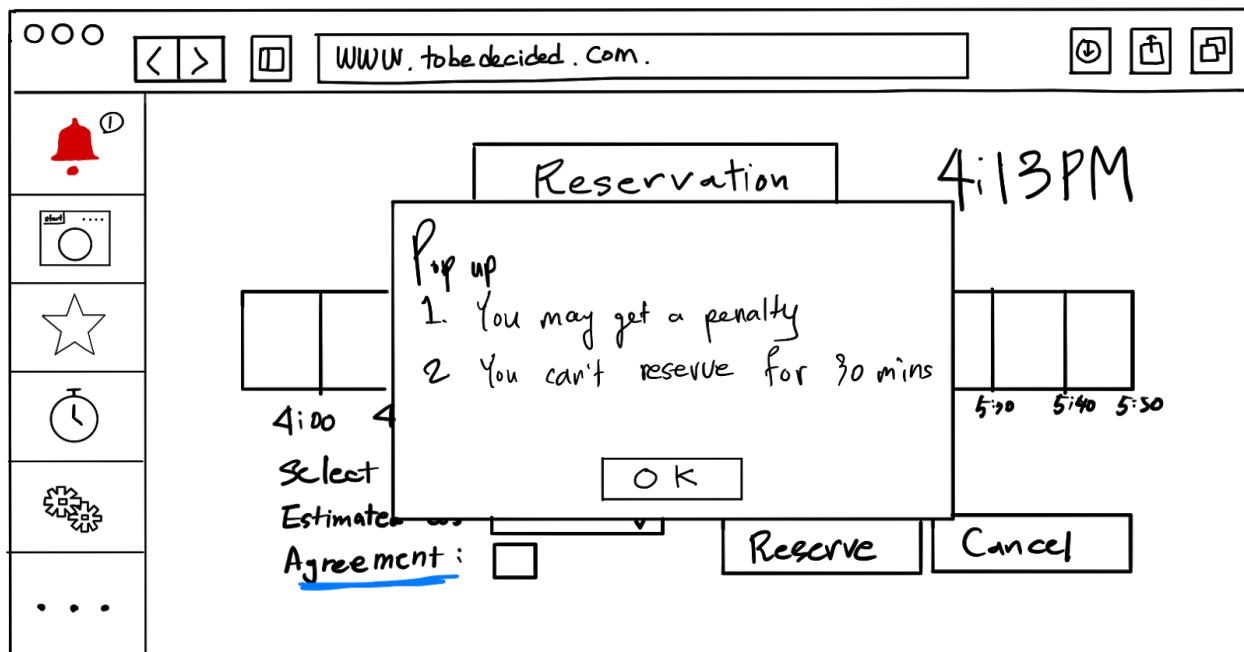
1000 Won

<Estimated cost for the timeslot>



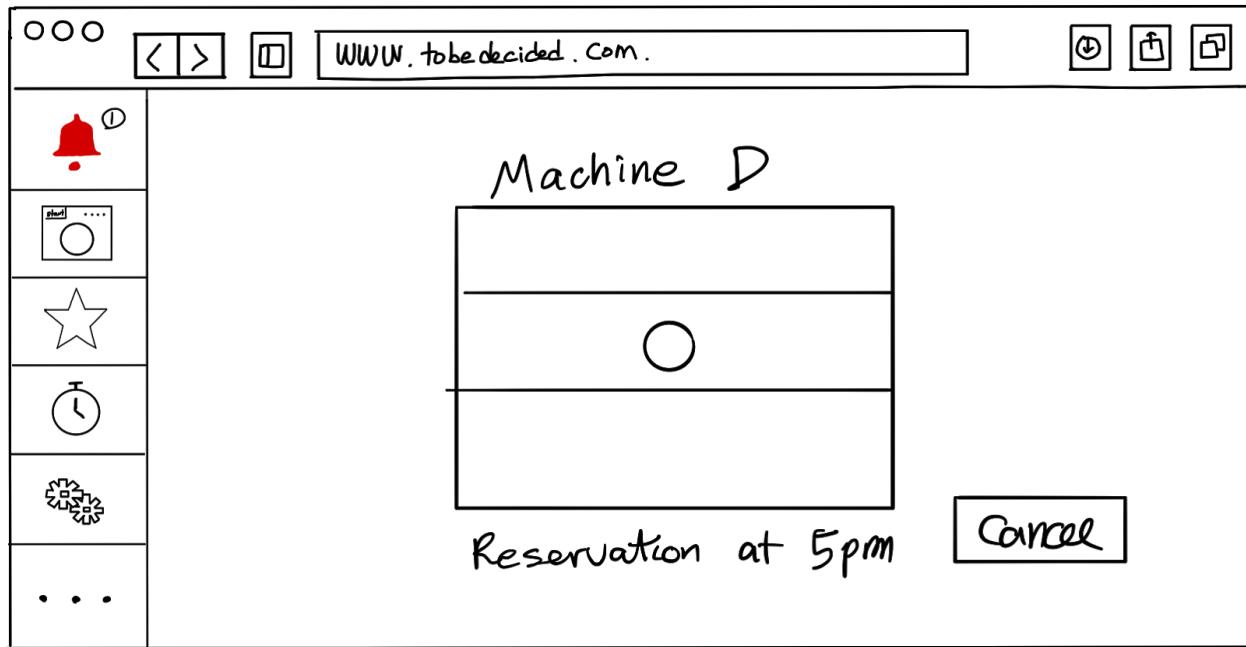
<Occupied timeslot when user selects the time>

<Prototype 2>



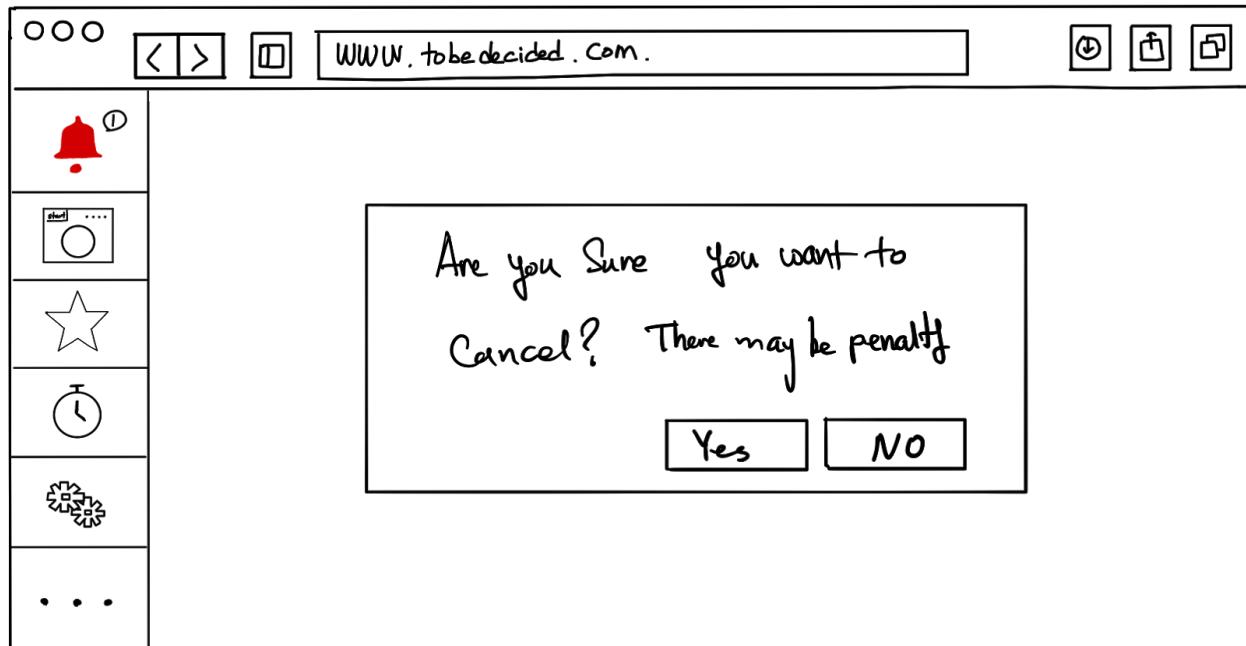
< A pop-up will show up if user clicks on agreement link>

<Prototype 2>



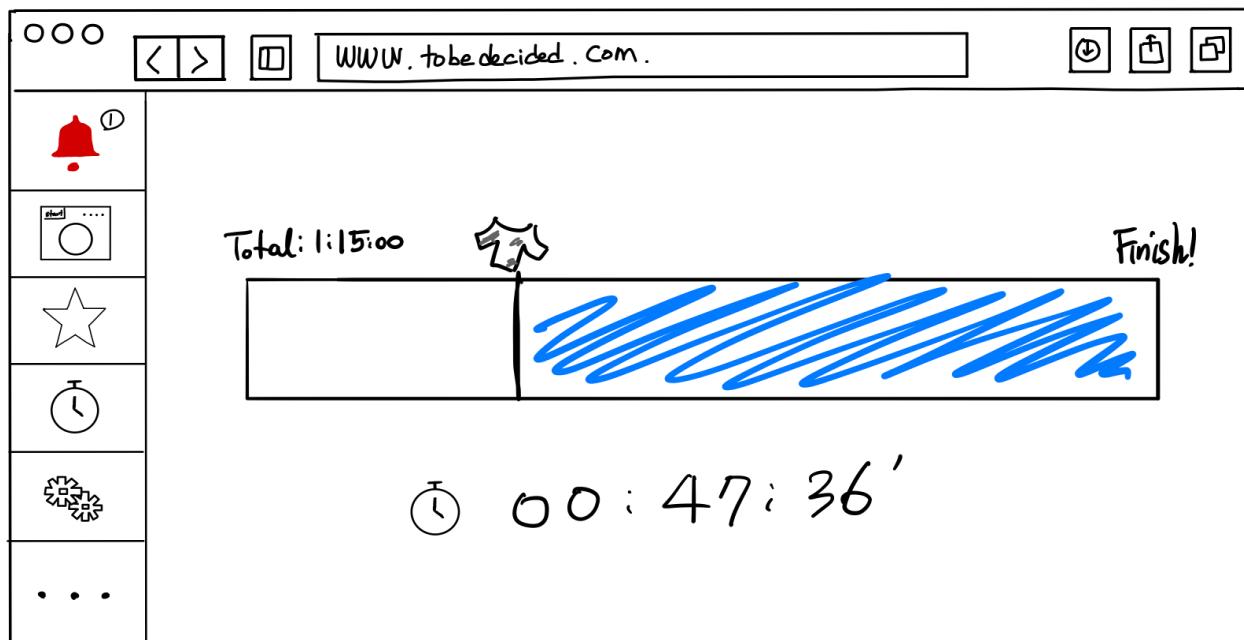
< This is a confirmation page showing the information of the reservation >

<Prototype 2>



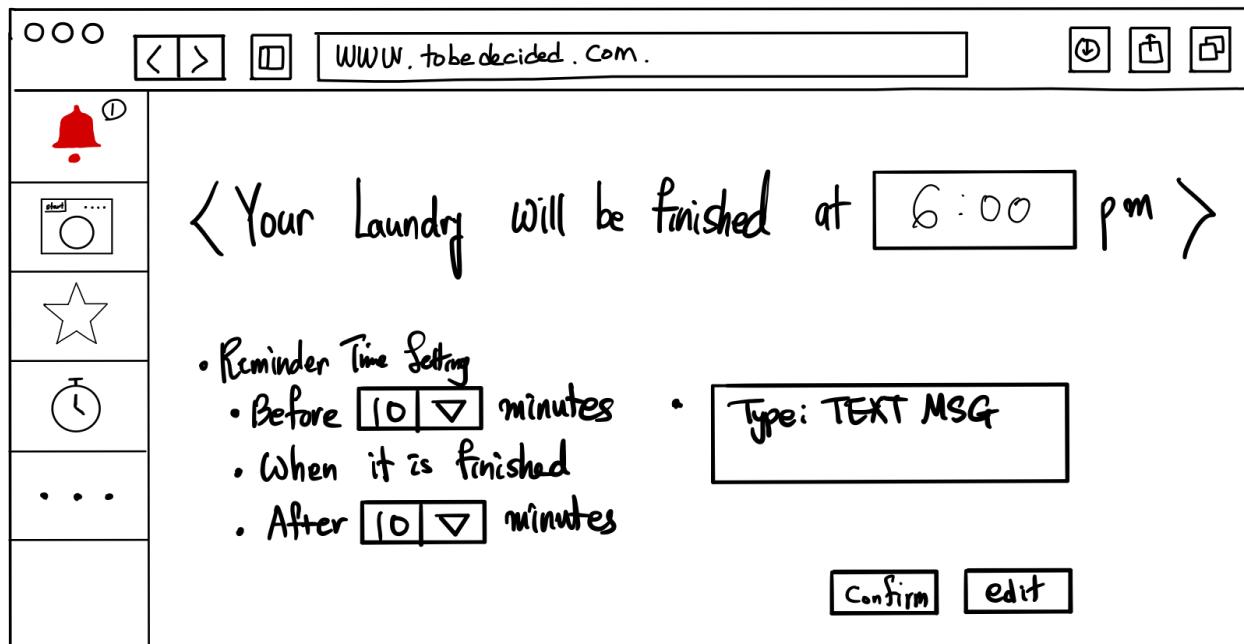
< Asking one more time before canceling the reservation >

<Prototype 2>



< Shows the remaining time with the bar >

<Prototype 2>



< This is a setting for reminder time and users can choose the time to be alerted >

<Prototype 2>

5 min
10 min
15 min
20 min

5 min
10 min
15 min
20 min

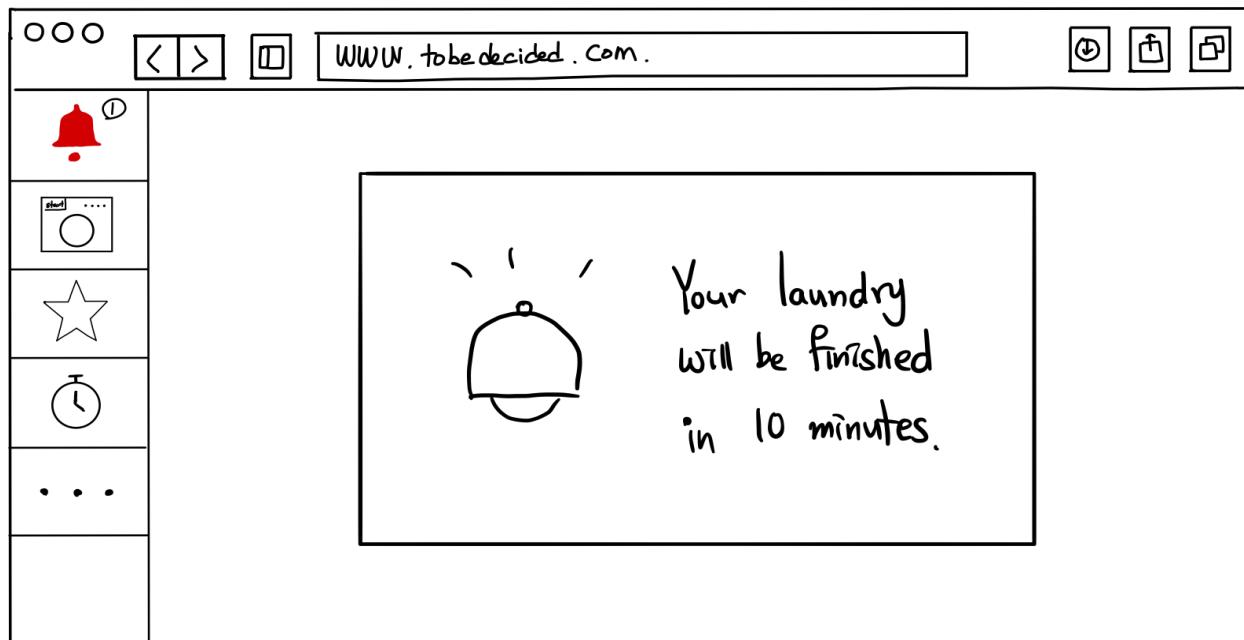
<Dropdwon for setting of reminder time before and after laundry is finished>

<Prototype 2>



< Once users pick their reminding alarm time, they get a successful message >

<Prototype 2>



< Shows the alarm that has been set >

<Prototype 2>

ooo	WWW.tobedecided.com.	Message
	Today	Today is your laundry day! Your laundry is done!
	Yesterday	5 minutes left before the dryer is...
	03/17/20	5 minutes left before the washer is...
	03/16/20	You started #2 washer!
	03/09/20	
	03/08/20	
	03/07/20	

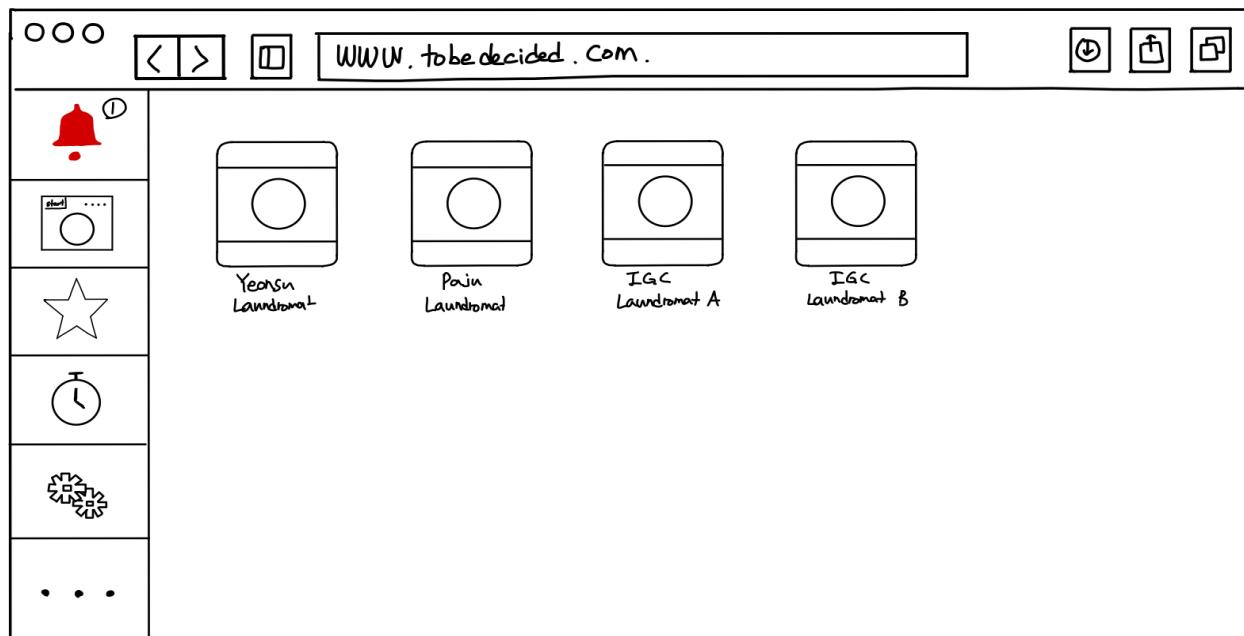
<Message system before the user clicks the message>

<Prototype 2>

ooo	WWW.tobedecided.com.	Message
	Today	Today is your laundry day! Your laundry is done!
	Yesterday	5 minutes left before the dryer is...
	03/17/20	5 minutes left before the washer is...
	03/16/20	You started #2 washer!
	03/09/20	
	03/08/20	
	03/07/20	

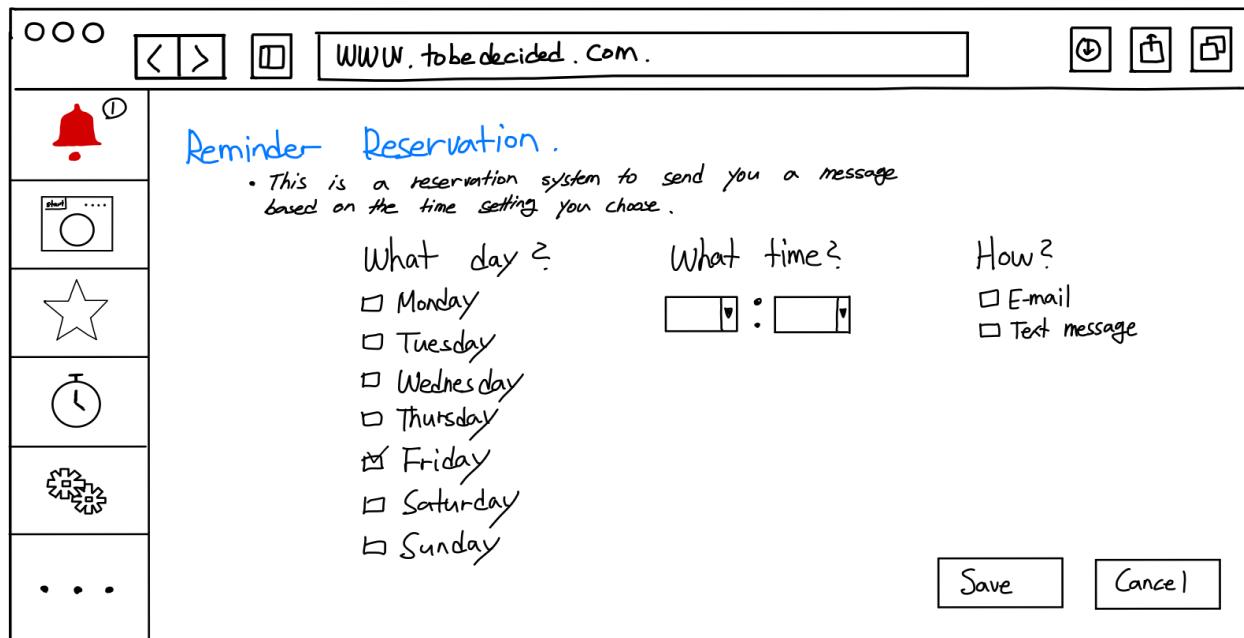
<Message system after the user clicks the message>
(The Bell is no longer in red and the message will be shown on the right side)

<Prototype 2>

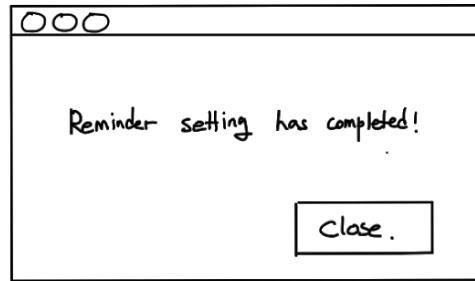


<List of user's favorite laundromat UI when the users clicks the "Star" icon>

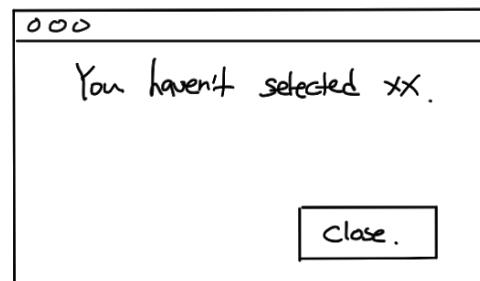
<Prototype 2>



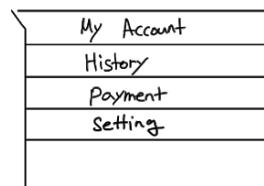
<Weekly Reminder System UI will be shown when the user clicks the "Timer" icon>



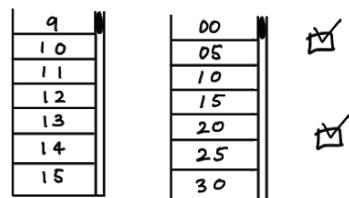
<Reminder setting completed pop up view>



<Reminder system error message>

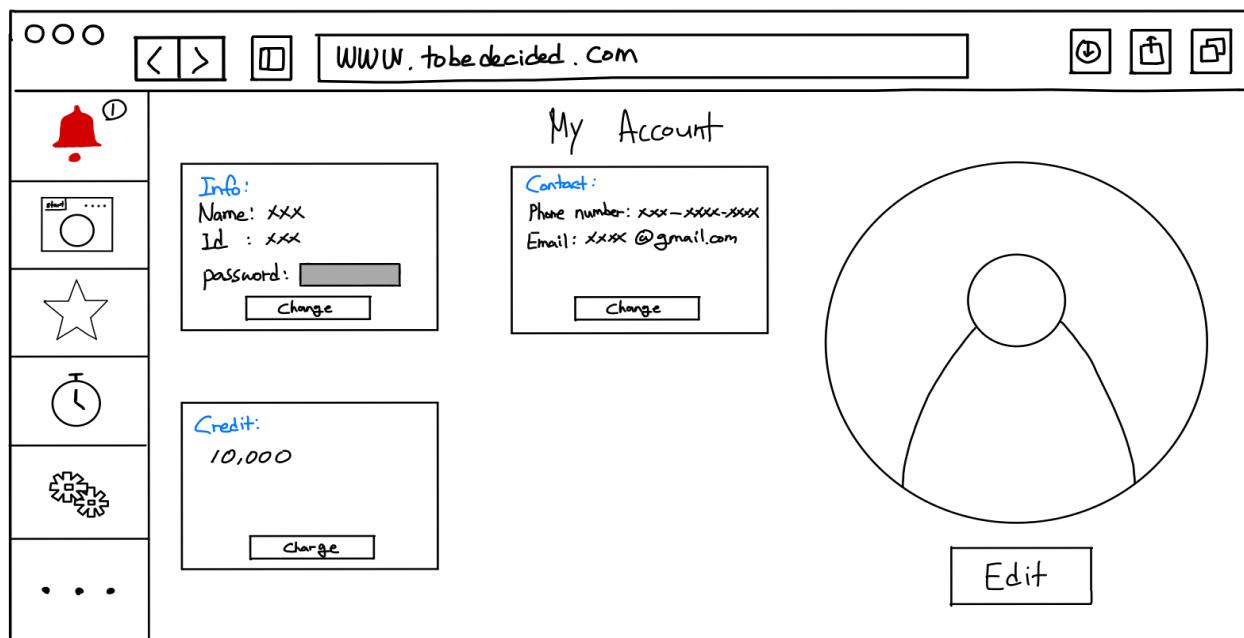


<Pop-up view when user clicks "More" icon (or ... icon) on the left>



<Dropdown and check box for Weekly Reminder system>

<Prototype 2>

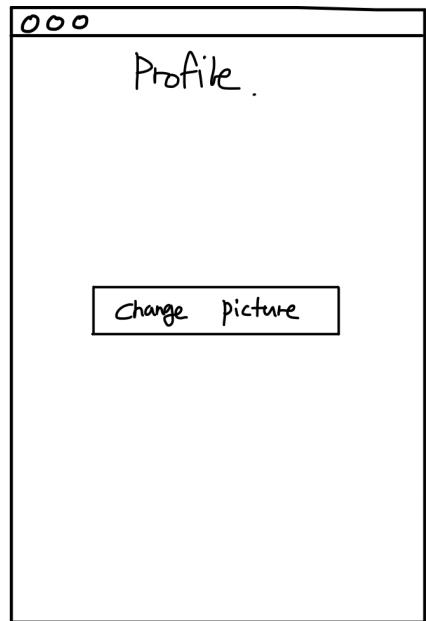


<User Account UI when the user clicks “My Account” button in the “More” icon>

<Prototype 2>

<p>000</p> <p>Info</p> <p>Name: XXX</p> <p>ID : XXX</p> <p>Password: <input type="button" value="Change"/></p>	<p>000</p> <p>Contact</p> <p>Phone number: <input type="button" value="Change"/></p> <p>E-mail : <input type="button" value="Change"/></p>				
<p>000</p> <p>Current password:</p> <p><input type="text"/></p> <p>New password:</p> <p><input type="text"/></p> <p>Password confirmation</p> <p><input type="text"/></p> <p><input type="button" value="Save"/></p>	<p>000</p> <p>Verification</p> <table border="1"><tr><td>SKT</td><td>kT</td></tr><tr><td>L G</td><td>xxx</td></tr></table>	SKT	kT	L G	xxx
SKT	kT				
L G	xxx				
<p><input type="text"/> Password has changed!</p> <p><input type="button" value="Close.."/></p>					

<Pop-up views when the user clicks "Change" button for the Info, password, and contact>



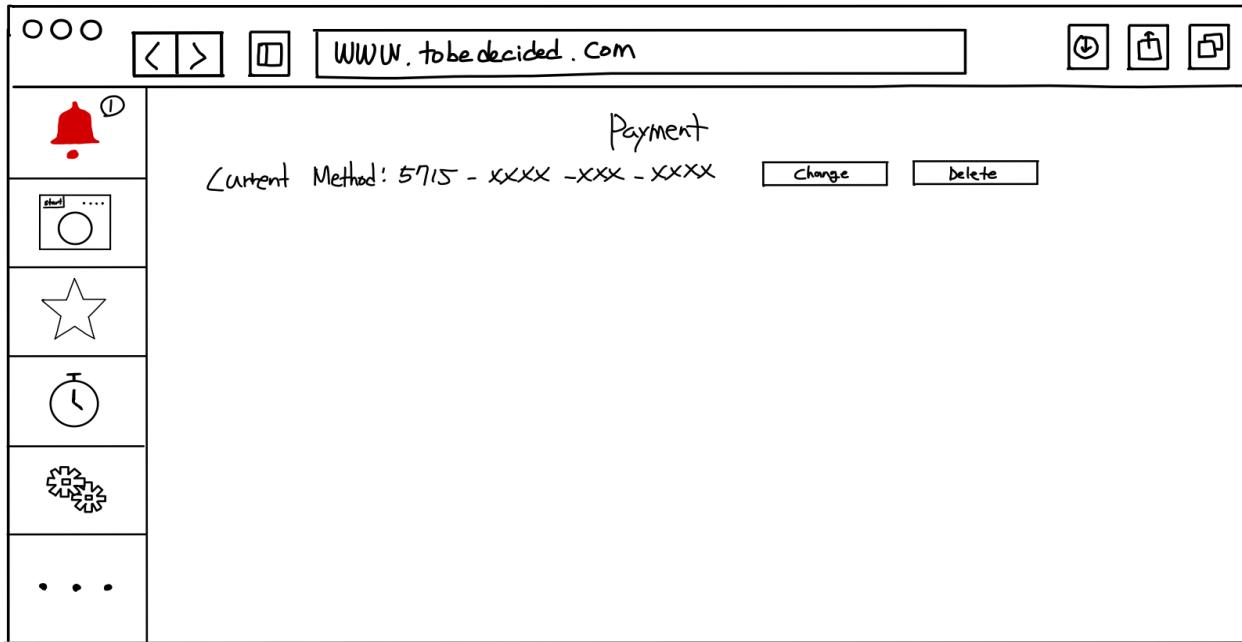
<Pop-up view for changing profile picture>

<Prototype 2>

ooo		<input type="button" value="<"/> <input type="button" value=">"/> <input type="button" value="□"/>	WWW. to be decided . com	<input type="button" value="④"/> <input type="button" value="↑"/> <input type="button" value="□"/>
			History	
	Yeonsu laundromat			2020/03/19 03:01 PM
	Yeonsu laundromat			2020/03/19 02:15 PM
	IGC laundromat Dorm B			2020/03/16 06:15 PM
	IGC laundromat Dorm B			2020/03/16 05:10 PM
	IGC laundromat Dorm B			2020/03/10 07:15 PM
• • •				

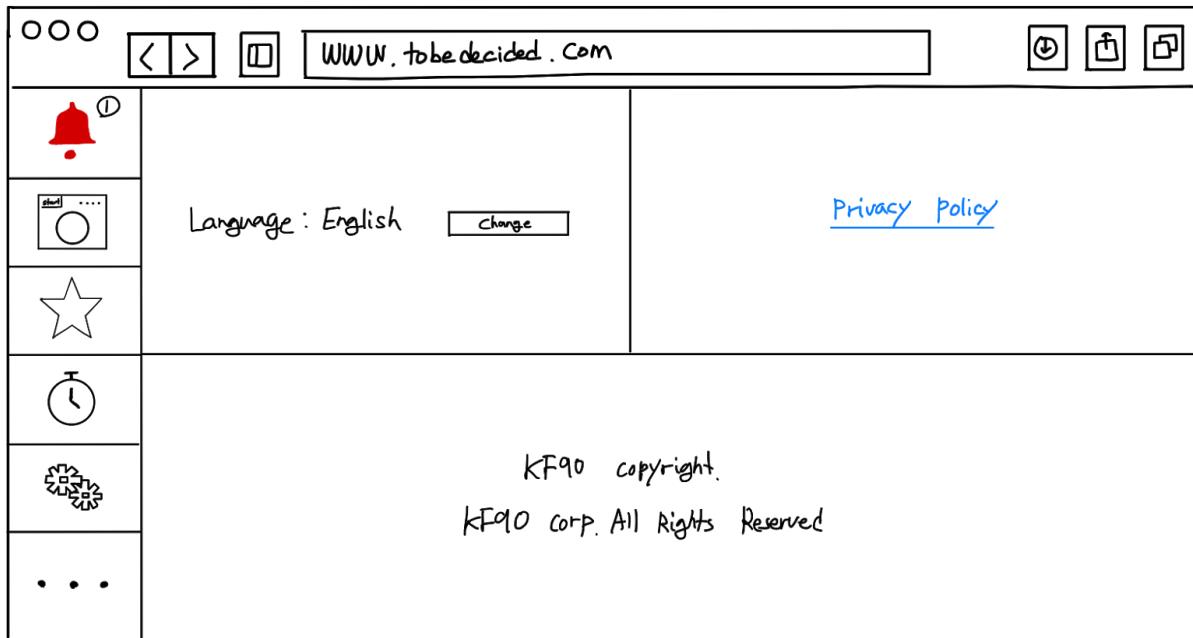
<History of activity system UI when the user clicks "History Button" in the "More" icon>

<Prototype 2>

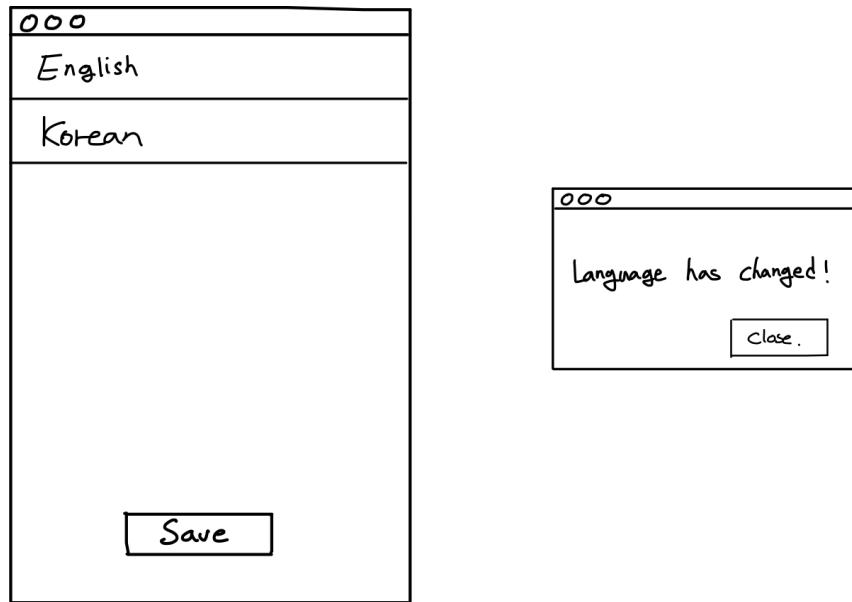


<Payment system UI when user clicks "Payment" button in the "More" icon>

<Prototype 2>



<Setting page UI when the user clicks "Setting" button in the "More" icon>



<A pop-up window for changing a language>