

University of Regina

CS 455 – Mobile Computing
On the Road: Storyboard, key tasks & interaction description

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Key Tasks

1. Start/Stop Trip
2. Add additional info to a trip
 - a. Trip Name
 - b. Odometer reading
 - c. Notes - Any comments or observations related to the vehicle that will be used for the trip or about the trip.
3. Create/Edit a vehicle profile
 - a. Required fields
 - i. Make
 - ii. Model
 - iii. Year
 - iv. Trim
 - b. Optional fields
 - i. Photo
 - ii. Name
 - iii. Odometer
 - iv. Plate number
 - v. VIN
 - vi. Insurance number
 - vii. Notes
4. View/Edit/Delete a log entry
 - a. Edit options
 - i. Name of trip
 - ii. Vehicle used
 - iii. Personal/work
 - iv. Odometer Reading
5. Compare analytics

Interaction Description

1. Start/Stop Trip

On the dashboard screen the user can press the “Start” button to start recording a trip, when the “Start” button is pressed it will change over to a “Stop” button. Pressing the “Stop” button will stop recording the trip, save it to the logs, and take the user to the log entry.

2. Add additional info to a trip

On the dashboard screen the user can press the “Additional Info” button to open up the edit screen allowing them to enter trip information before starting the trip. When completed the user can either press “Save” or “Cancel”, save will save the trip information and take the user back to the

dashboard screen, cancel will discard the trip info and take the user back to the dashboard screen.

3. Create/Edit a vehicle profile

On the garage screen the user can press the “+” button to create a new vehicle entry. The user can select the Make, Model, Year and Trim of the vehicle from an automatically populated list, as well as manually add additional information by pressing the “Additional Information” button. The user can also press the “Edit” button and then select the desired vehicle to edit its information. The interface for creating a new vehicle profile and editing one will have the same fields, however one view will display blank fields and the other one will contain the pre-existing information.

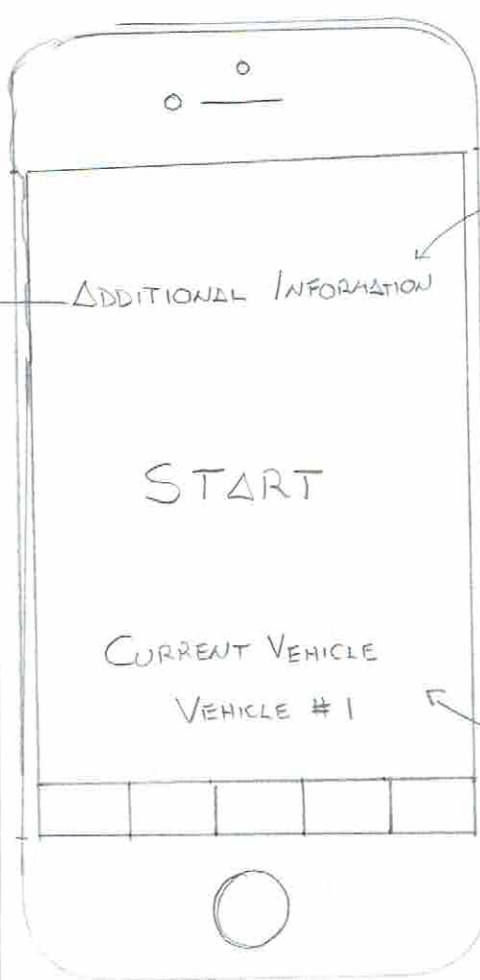
4. View/Edit a log entry

While on the logs screen, if the user taps a log it will take them to the log view screen and display the information and metrics for the log entry. Once within a log the user can tap the “Edit” button, which will allow the user to update some of the trip’s information. When the user is done editing the log they can then press either “Save” or “Cancel” to keep or discard the updates.

5. Compare analytics

In the analytics screen the user can select the “Compare” option, which will open up a list of the other log entries. When the user selects another log, the app will overlay the two entry’s graphs and compare each other’s metrics and performance.

DASHBOARD (HOME)



NEW VIEW,
SLIDE IN FROM
BOTTOM.

SET UNITS IN
VEHICLES PROFILE

TAP START. START RECORDING,
FLIDE TOP/BOTTOM BUTTONS AND
DISPLY NEW INFO.

WHEN USERS TAP STOP,
TAKE THE TO LOG SCREEN
OR TRIP LOG INFO.

SLIDE IN
FROM BOTTOM.

COVER HALF THE
SCREEN OR LESS.
DISPLAY LIST OF
ALL VEHICLES SAVED.

DYNAMICALLY
UPDATE CHARTS/
GRAPHS

3 DIFFERENT GRAPHS

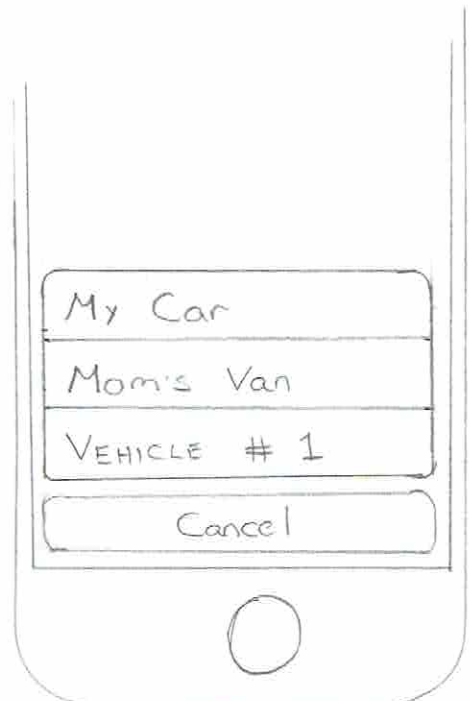
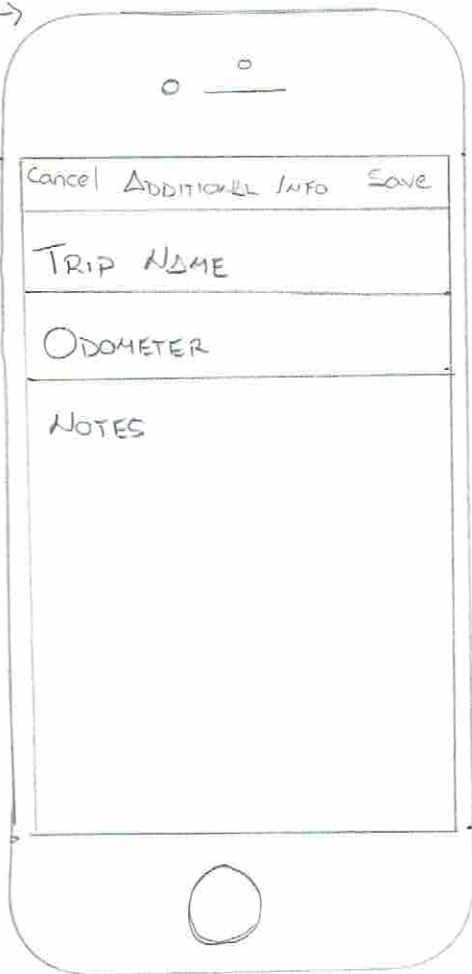
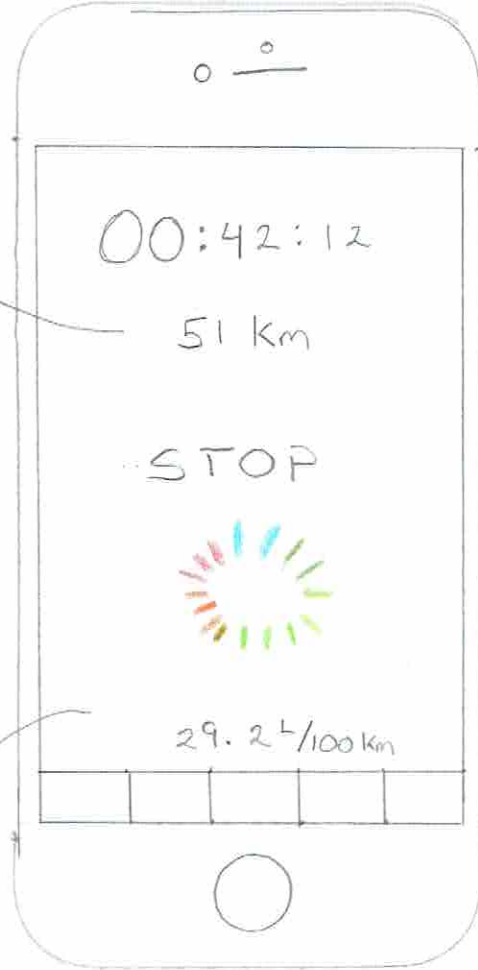
SWIPE LEFT/RIGHT TO DISPLY
THEM.

- FUEL EFFICIENCY
- GAS CONSUMPTION (BAR)
- EFFICIENCY VS TIME (LINE)

VERY SIMILAR TO
ANALYTICS
GRAPHS

↓
NOT SO DETAILED

→ NEW VIEW.
VERTICAL SLIDE IN



GARAGE / VEHICLE PROFILE

A hand-drawn sketch of a mobile app screen titled "New Profile". At the top, there are three buttons: "Cancel", "New Profile", and "Save". Below them is a large rectangular box containing the text "NO PHOTO SELECTED". Underneath this box are five input fields labeled "NAME", "MAKE", "MODEL", "YEAR", and "ADDITIONAL INFORMATION". The "ADDITIONAL INFORMATION" field is followed by a row of five small, empty square boxes. At the bottom of the screen is a circular home button.

TAP BOX FOR PHOTO

A hand-drawn sketch of a mobile app screen showing a photo selection overlay. It features three large buttons stacked vertically: "Camera", "Open Gallery", and "Cancel". At the bottom of the screen is a circular home button.

TAP ADD BUTTON

← TAP EDIT. ALLOWS TO SELECT A VEHICLE FROM THE LIST
↳ DISPLAY SAME LAYOUT BUT FIELDS WILL HAVE INFO.

ONLY FIRST 4 TO 5 FIELDS WILL BE REQUIRED. ALL THE FIELDS AVAILABLE WHEN TAPPING ADDITIONAL INFORMATION ARE OPTIONAL.

A hand-drawn sketch of a mobile app screen titled "Additional Info". At the top, there are three buttons: "Cancel", "Additional Info", and "Save". Below them are five input fields labeled "ODOMETER", "PLATE", "VIN", "INSURANCE #", and "NOTES". The "NOTES" field is a larger text area. At the bottom of the screen is a circular home button.

A hand-drawn sketch of a mobile app screen titled "Garage". At the top, there are three buttons: "+", "Garage", and "Edit". Below them is a list of vehicles. Each vehicle entry consists of a name, a make/model, and a type. The vehicles listed are: "My Car" (Honda Civic, Personal), "Mom's Van" (Toyota Sienna, Personal), and "Vehicle #1" (GMC Sierra, Work). Below the list is a row of five small, empty square boxes. At the bottom of the screen is a circular home button.

SELECT VEHICLE FROM GARAGE. TAKES USER TO SELECTED VEHICLES LOGS.

→ NEW VIEW VERTICAL SLIDE IN

LOGS / MAPS

0 — 0

SEARCH

FILTER LOGS Q

SCHOOL TO WORK
My Car 50 km
Jul 19, 2017 31 min

GROCERIES
Mom's Van 10 km
Jan 17, 2017 15 min

TRIP # 1

CAR NAME	DISTANCE
DATE	DURATION
DATE	
EFFICIENCY	
VEHICLE	
CANCEL	

0

SELECT A TRIP TO
DISPLAY DETAILED
INFORMATION.

EFFICIENCY.

→ FILTER LOGS BY

- VEHICLE NAME
- DATE
- EFFICIENCY

0 — 0

BACK GROCERIES EDIT



GROCERIES
January 17th, 2017

Mom's Van	PERSONAL
56,302 km	56,312 km
1:30 PM	1:45 PM
15 min	10 km

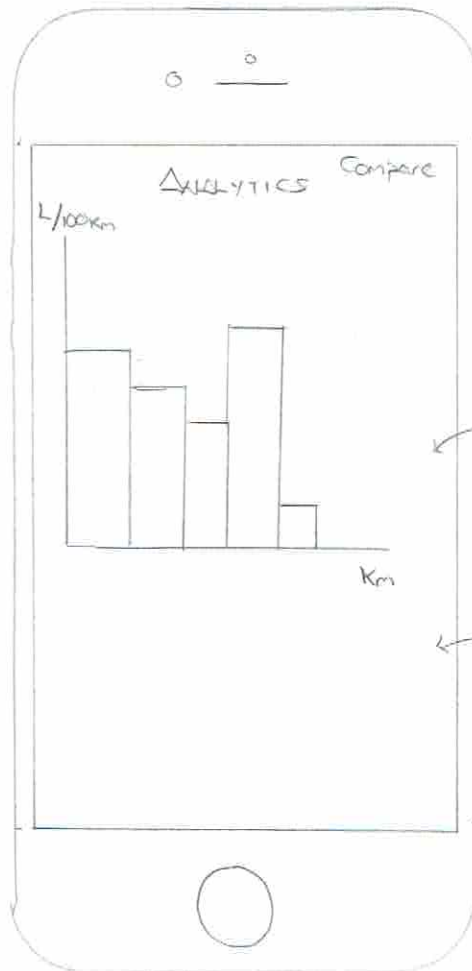
0

IF USERS TAP
SEARCH, TOP
BAR CHANGES

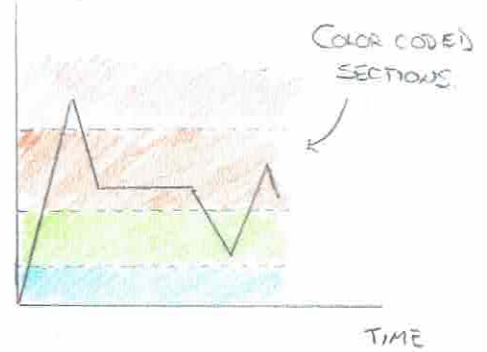
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Q Search Cancel

ANALYTICS



EFFICIENCY



TAKE TOTAL DISTANCE AND
DIVIDE INTO 5 OR 10 BARS.

SCROLL TO SHOW OTHER GRAPHS.

 MAP	 ANALYTICS	 DASHBOARD	 GARAGE	 LOG
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