Ovis design

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Log in screen

The first time ever that the user starts the application, this screen appears.

We find:

- School's logo
- Input text where the user can type his UO
- Checkbox to remember or not the UO (default : true)
- Button to log in to the application.

If the user checks the box, next time he starts the application, he will be directed to the home activity.



Navigation

The user have a navigation bar in the bottom of the home activity screen.







Home

Home is the default tab of the home activity. In this tab, the user can see his today's timetable.

And two buttons to nivagate through the days, and between the date.

Each class is represented in a square where we can find :

- First letter of the subject
- The subject
- Start date and time
- End date and time

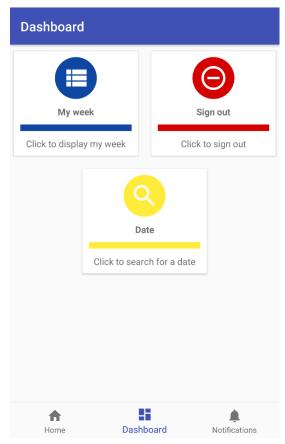


Dashboard

In this tab, the user have access to the different functions of the application.

Each feature is reprsented in a square where we find :

- Icon
- Name
- Description



Timetable (Calendar view)

In this view, the user can see his timetable in :

- Day view
- Three days view
- Week view

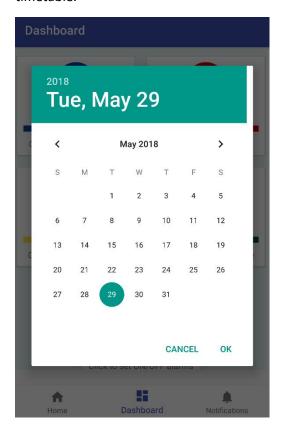
Each square represents a class. On click, a message dialog shows informations about the selected course :





Date picker:

In this dialog, the application shows a calendar for the user; To pick a specific date then show its timetable.

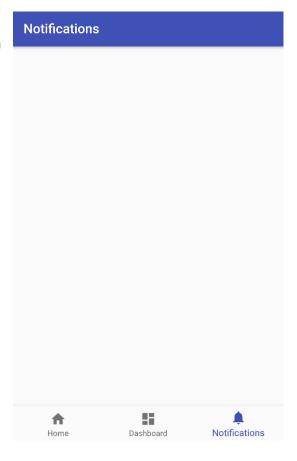


Notifications

In this tab, have access to events recieved via notifications from secretariat.

Each event is represented in a square where we find:

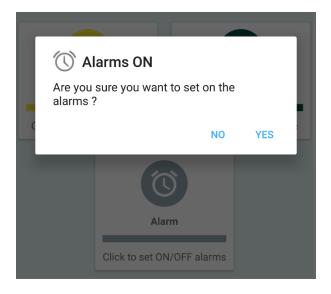
- Logo
- Title
- Description



Classes alarm

If the user enables the alarms, notifications will show five minutes before each class.

1- The alarm card is gray before the user sets the alarms on. Then becomes blue.





2- Once set on and a class in going to start, the user receives a notification with the module name as title.



