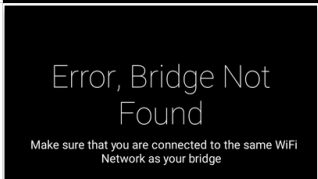
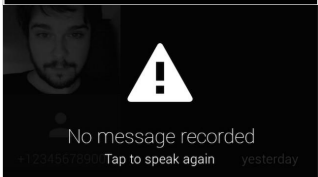
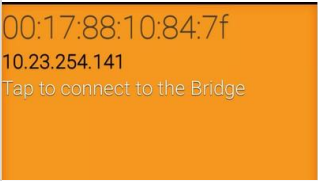
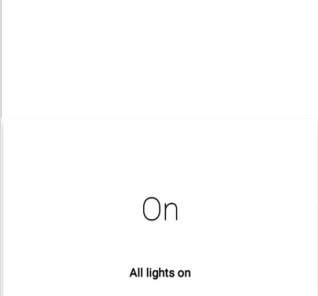



Description	Priority	Status	Notes	Images	Questions/Comments/Justifications		
For technical implementation questions, please check out our Stack Overflow tag for assistance. Your question may already be answered and if not, we encourage you to post so others can benefit from the solution as well. ( <a href="http://stackoverflow.com/questions/tagged/google-gdk">http://stackoverflow.com/questions/tagged/google-gdk</a> )							
1 Streamline flow.	required	open	<p>We have assembled a recommended flow (<a href="http://goo.gl/m2JmBK">http://goo.gl/m2JmBK</a>) for Hue Controller for Glass</p> <p>PROPOSED FLOW</p> <ol style="list-style-type: none"><li>1. 'ok glass. Control my home'.</li><li>2. Immersion launches to Glass styled loading screen "Searching for bridge..." with an indeterminate progress bar.</li><li>3. Bridge results returned in a CardScroller sorted by closest bridge first.</li><li>4. Auto select first card after grace period unless user swipes to a different bridge.</li><li>5. Card indicates to user to "Press link button on bridge".</li><li>6. Bridge successfully connects and current status of Hue lights (Off, On, Random) is displayed.</li><li>7. Tap to open three menu options: Turn off, Randomize, Change bridge.</li><li>8. Tap "Change bridge" brings user back to CardScroller of bridge results.</li></ol> <p>GOALS</p> <ul style="list-style-type: none"><li>• Use options menu where appropriate.</li><li>• Clarify whether connecting to bridge results in a live card or remains an immersion.</li><li>• Connect users to device with as fewest steps and gestures possible.</li><li>• Remove "Bridge settings"; adjusting detailed settings such as this is not a good Glass experience.</li></ul> <p>To access the flow, please first visit <a href="https://glassware-flow-designer.appspot.com">https://glassware-flow-designer.appspot.com</a>.</p> <p>Once you have authorized the Glassware flow designer to access Google Drive, open the "insert created flow title" using the Glassware flow designer app.</p>	<p>See <a href="http://goo.gl/m2JmBK">http://goo.gl/m2JmBK</a></p> <p>To access the flow, please first visit <a href="https://glassware-flow-designer.appspot.com">https://glassware-flow-designer.appspot.com</a>.</p>	<p>For #3- It is not possible to organize by closest bridges as they connect to a wireless router by ethernet and are then found when connected to the router through WiFi.</p>		
2 Adjust brand icons.	required	open	<p>Please adjust the following:</p> <ul style="list-style-type: none"><li>• Remove the gray outline on your brand icons.</li><li>• Fully fill the specified dimensions for each icon. We add any necessary padding for you.</li></ul> <p>Your 20x, 30x, 40x, 50x, 80x 150x need to be completely white in color and on a transparent background.</p> <p>Notes:</p> <ul style="list-style-type: none"><li>• All white on transparent logo icons should be identical except for their sizes.</li></ul> <p>You can provide these assets by adding a link here or sending a zip file to <a href="mailto:glassware-review@google.com">glassware-review@google.com</a></p>				
3 Adjust description.	required	open	<p>Here is what was submitted:</p> <p>"No need to pull your phone out! Use your Google Glass to control your Hue lights with a simple tap."</p> <p>Updates to be made:</p> <ul style="list-style-type: none"><li>• Refer to Glass throughout as simply Glass rather than Google Glass.</li><li>• Communicate your service clearly to users. i.e.: Does it simply turn lighting on, off and randomize? What specific additional hardware does Glassware connect to?</li><li>• Consider adding voice command or invocation details to the description so users know how to start the Glassware. "Ok glass, control my home"</li></ul> <p>Find more information about writing descriptions at: <a href="https://glass.google.com/glassware/9239284666755668366">https://glass.google.com/glassware/9239284666755668366</a></p>				
4 Provide a Privacy Policy url.	required	fixed	<p>Privacy policy must be published to a website.</p> <ul style="list-style-type: none"><li>• Please provide URL to a published page with your policy.</li></ul>		<p>Caroline 10/29 - A publicly accessible accessible Google Doc with a stable URL is acceptable.</p>		
5 Remove permissions.	required	fixed	<p>Remove or provide justification for the following permission:</p> <ul style="list-style-type: none"><li>• android.permission.GET_TASKS</li></ul>				
6 Check for connectivity on start up and provide error when not present.	required	open	<p>See screenshot →</p> <p>If a request times out (in a case when Glass has no connectivity), a proper alert should be shown.</p> <p>UPDATES TO BE MADE:</p> <ol style="list-style-type: none"><li>1. Use ALERT layout in the Card Builder</li><li>• Use a No network connectivity alert dialog (i.e. cloud_sad_150: <a href="https://drive.google.com/file/d/0B6scqoXX8oyCTTZUa1hYQ1VqdVE/view?usp=sharing">https://drive.google.com/file/d/0B6scqoXX8oyCTTZUa1hYQ1VqdVE/view?usp=sharing</a>)</li><li>• Use the CardBuilder.Layout.ALERT layout: <a href="https://developers.google.com/glass/develop/gdk/card-design#alert">https://developers.google.com/glass/develop/gdk/card-design#alert</a></li><li>• More info can be found here: <a href="https://developers.google.com/glass/develop/gdk/reference/com/google/android/glass/widget/CardBuilder.Layout#ALERT">https://developers.google.com/glass/develop/gdk/reference/com/google/android/glass/widget/CardBuilder.Layout#ALERT</a></li></ol> <ol style="list-style-type: none"><li>2. Use the network constraint when checking for connectivity. <a href="https://developers.google.com/glass/develop/gdk/voice#setting_constraints">https://developers.google.com/glass/develop/gdk/voice#setting_constraints</a>.</li></ol>				
7 Use Glass alert dialog.	required	open	<p>See screenshots →</p> <p>Provide indicator or error when connection is not available.</p> <ul style="list-style-type: none"><li>• Use the ALERT template in the Card Builder and you get all the UI elements for free: <a href="https://developers.google.com/glass/develop/gdk/reference/com/google/android/glass/widget/CardBuilder.Layout#ALERT">https://developers.google.com/glass/develop/gdk/reference/com/google/android/glass/widget/CardBuilder.Layout#ALERT</a></li></ul>				
							

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8	Follow Glass design standards. Use templates where appropriate.	required	open	<p>See screenshots →</p> <p>Observe standard margins, fonts, colors, and layouts:  <a href="https://developers.google.com/glass/develop/gdk/card-design">https://developers.google.com/glass/develop/gdk/card-design</a></p> <p>POSSIBLE SOLUTIONS:</p> <ol style="list-style-type: none"> <li>Use the Column layout in the CardBuilder:  <a href="https://developers.google.com/glass/develop/gdk/card-design">https://developers.google.com/glass/develop/gdk/card-design</a></li> <li>See the sample flow provided for suggested layout: <a href="http://goo.gl/m2JmBK">http://goo.gl/m2JmBK</a>.</li> <li>The name of the bridge should be listed most prominently.</li> <li>Remove space between "IP", "MAC", and "software version" lines.</li> <li>Tap or swipe instructions should be in the footer.</li> <li>Consider replacing bridge icon with white 150x logo within the left column template margins (240x360) on a grey background #222222.</li> <li>Invert the colors. Generally, white text is displayed on a black background and color is used to denote urgency. Brightly colored backgrounds are difficult to see on Glass.</li> </ol>				
9	Avoid the unpleasant and unexpected. Delight the user.	required	open	<p>See screenshot →</p> <p>CURRENT BEHAVIOR</p> <ul style="list-style-type: none"> <li>The layout of these cards looks like the menu template and that may be confusing to users.</li> </ul> <p>POSSIBLE SOLUTIONS:</p> <ol style="list-style-type: none"> <li>Use the COLUMN template (to mimic our settings cards) with your 150x icon on the left. See more info on layouts here:  <a href="https://developers.google.com/glass/develop/gdk/card-design#layouts">https://developers.google.com/glass/develop/gdk/card-design#layouts</a> <ul style="list-style-type: none"> <li>Interchange 150x icons to reflect status.</li> <li>Icon should be centered within the left column template margins (240x360) on a grey background #222222.</li> <li>See the sample flow provided for suggested layout: <a href="http://goo.gl/m2JmBK">http://goo.gl/m2JmBK</a>.</li> </ul> </li> <li>A SUCCESS sound could be played when the switch between states occurs. Can be found at:  <a href="https://developers.google.com/glass/develop/gdk/reference/com/google/android/glass/media/Sounds.html#SUCCESS">https://developers.google.com/glass/develop/gdk/reference/com/google/android/glass/media/Sounds.html#SUCCESS</a></li> </ol> <p>NOTE:</p> <p>We do like the use of white, dark, and colors to indicate the state of the lights. It's clever. However, light backgrounds with black text tend to be hard to read on Glass. Generally, white text is displayed on a black background and color is used to denote urgency. Perhaps there's a way to keep this concept without the all white background which is difficult to see.</p>		For #2- I think that the chime sound should only be used when needed. For example: successfully connecting to the bridge. It should not be over used, or the user will get annoyed by the sound. Also, the notification, for lack of a better term, for the light successfully switching states is it actually switching states... That visual should be enough for the user to tell if it was successful or not.		
10	Follow standard Glass design.	required	ready for review	<p>See screenshot with template overlay →</p> <p>Follow Glass standard margins and padding.</p> <p>Observe standard margins and fonts:</p> <ol style="list-style-type: none"> <li>Follow standard margins for the body (560x240) and footer (560x40).</li> <li>Ensure all content is within 40px margins. This allows most people to see your content clearly.</li> <li>Footer should be Roboto Regular 24px in white #FFFFFF.</li> <li>Place "Press the link button the bridge" in the footer margins (560x40).</li> </ol>		I have adjusted it, I am not sure if I like it as much... The link to the Screen Shot is in the next column. Do you have a suggestion for the image? Also, I am not sure, but what is the standar height of progress bars on Glass?	<a href="#">Image</a>	
11	Require the fewest steps possible.	recommended	tabled	If possible, Glass should automatically connect to bridges that have been linked in the past.		I see what you are getting at, and it is something that I would like to do in the future. But for now, my reasoning for not having it is that you can connect up to about 50 bulbs to a single bridge, so the user probably only has a single bridge in his or her home. I would like to see how other applications implement this, but I only have a single bridge. Also, you would run into the problem of two bridges conflicting with each other on the same network when trying to connect (Also running into the problem of another step to connecting. "Please choose the bridge that you would like to connect to." "I JUST WANT TO TURN THE LIGHTS ON!")		
12	Adjust menu items.	required	ready for review	<p>Please carefully review our standard menu design guidelines to ensure a quicker turnaround time once we are able to fully test your Glassware.</p> <p>Menu item display names should be:</p> <ul style="list-style-type: none"> <li>Short actionable terms</li> <li>Sentence case</li> </ul> <p>See more info here: <a href="https://developers.google.com/glass/distribute/best-practices#custom_menu_items">https://developers.google.com/glass/distribute/best-practices#custom_menu_items</a></p>				
13	Use as hands free a UI as possible.	recommended	tabled	<p>Use approved contextual commands to control Hue lights.</p> <p>Possible uses:</p> <ul style="list-style-type: none"> <li>TURN_THIS_OFF</li> <li>TURN_THIS_ON</li> <li>CHANGE_MODE_TO</li> </ul> <p><a href="https://developers.google.com/glass/develop/gdk/reference/com/google/android/glass/app/ContextualMenus.Command">https://developers.google.com/glass/develop/gdk/reference/com/google/android/glass/app/ContextualMenus.Command</a></p>				
14	Submit at least one contextual image and screenshot. (Up to 5)	required	tabled	<p>These will be used on your listing in MyGlass to help users understand how your Glassware works. See <a href="https://developers.google.com/glass/distribute/checklist#4">https://developers.google.com/glass/distribute/checklist#4</a> for more detail.</p> <p>We combine the two images (screenshot that reflects the current UI and its corresponding contextual image) to create a vignette for your listing in MyGlass. Swingbyte is a good example:  <a href="https://glass.google.com/glassware/10402899337386778219">https://glass.google.com/glassware/10402899337386778219</a></p> <p>You may provide up to 5 sets of the following:</p> <p>SCREENSHOTS</p> <ul style="list-style-type: none"> <li>Must reflect any UI updates.</li> </ul> <p>With your device connected and in debug mode, you can grab a screenshot from it with this command:  adb shell screencap -p   perl -pe 's/\x0D/\x0A/\x0A/g' &gt; screenshot.png</p> <p>CONTEXTUAL IMAGES</p> <ul style="list-style-type: none"> <li>Must be separate assets instead of already merged into vignettes.</li> <li>Must be an image that could be taken, unaltered, from Glass.</li> <li>Note: we do a middle crop on the contextual images.</li> </ul>				

Please confirm that these best practices are being followed. When finished you can mark these items as "confirmed".

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15	A tap and swipe on the immersion should always produce an action or feedback.	required	open	<p>Please put immersion is in a card scroller even if one card so it "hears" you; this will help to ensure a quicker turnaround time once we are able to fully test your Glassware.</p> <p>NOTES:  1. Play a disallowed sound when a user taps loading screen.  See more here:  (<a href="https://developers.google.com/glass/develop/gdk/reference/com/google/android/glass/media/Sounds#DISALLOWED">https://developers.google.com/glass/develop/gdk/reference/com/google/android/glass/media/Sounds#DISALLOWED</a>)  2. Implement CardScrollView. "Tugging" feedback should be provided when swiping backward and forward in the immersion. See here for more info: <a href="https://developers.google.com/glass/develop/gdk/ui-widgets#horizontal_tugging_feedback">https://developers.google.com/glass/develop/gdk/ui-widgets#horizontal_tugging_feedback</a></p>				
16	Use sounds properly.	required	open	<p>Please carefully review our sound guidelines to ensure a quicker turnaround time once we are able to fully test your Glassware.</p> <p>For more information see:  <a href="https://developers.google.com/glass/develop/gdk/reference/com/google/android/glass/media/Sounds">https://developers.google.com/glass/develop/gdk/reference/com/google/android/glass/media/Sounds</a></p>				
17	Dim the screen if there isn't an expectation that a user is looking at it.	required	open	<p>This is consistent with the "in the here and now" experience of Glass.</p> <p>Use dimming as an indication that the screen is turning off not a power saving method.</p> <p>Glassware should always dim the screen if there isn't an expectation that a user is looking at it. Ideally it behaves like a timeline and dims after 15s. A user can 'rewake' the screen by looking up.</p>				