PC Prep Kit

Key Screens Specification Document

Eliza Doton eliza.doton@gmail.com
Chris Mlynarski cmlynars@gmail.com
Alex Britcliffe champerc2@gmail.com

The following key screen specifications highlight the features central to the mobile app's role in reducing the number of malaria cases among Peace Corps Volunteers. These screens are elements of a minimum viable product that serves as the basis for which further Peace Corps and malaria-specific content can be built upon.

Sign In Page

1 This is the welcome screen displayed upon the app's initial startup, where the name, tagline, and branding are first introduced. This page appears after the splash page during the onboarding of new users. Additionally, this is the page that users see if they have logged out of their account within the application.

2 Highlighting the fact that this app was created by Peace Corps Volunteers reinforces trust and should be prominently displayed within the app. Here, it reassures users before they even sign in.

3 Google or email sign-in options required since follow-up and reminder features are tied to user's email. Signing in with an email is also necessary for account name and password retrieval, should the user forget Sign In credentials. If the user has the Google+ application downloaded locally, the native SDK will allow the user to bypass confirmation and authentication and expedite the onboarding process.

Eliza Doton, Chris Mlynarski, Alex Britcliffe
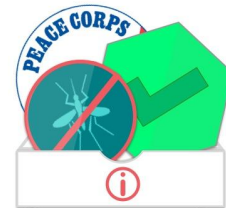
Onboarding Example Activity Page

1 The onboarding process is an engaging way of introducing how the app activities are designed using game thinking. The Activity Complete indicator shows the level of completeness within this particular stage, displayed as a ratio.

2 Within this activity, users must highlight the definition. After the definition is highlighted, the highlight changes from yellow to green, a change of state indicating that the activity has been completed successfully.

**3** The next button advances to the next activity.

4 The green highlighted bar indicates where the user is along their progression to completing the activities within the stage, in this case the "Intro" stage. This - combined with the activity complete ratio in the top right, provide the user with constant positive feedback and information on progress.

5 The green highlight around the information kit logo is a change of state indicating that a new piece of information has been added to the info kit. The info kit appears when the icon is tapped by the user.

Eliza Doton, Chris Mlynarski, Alex Britcliffe
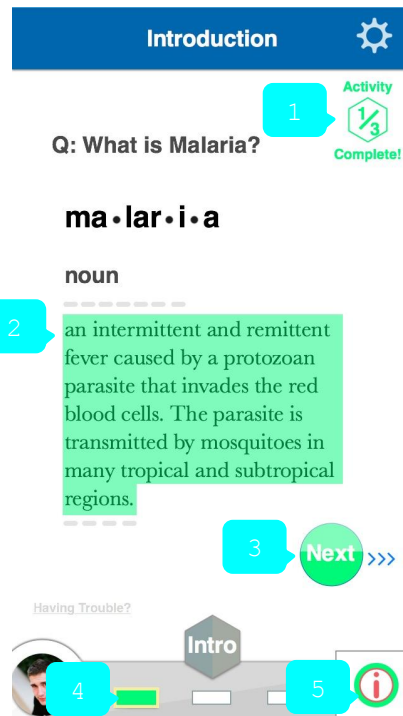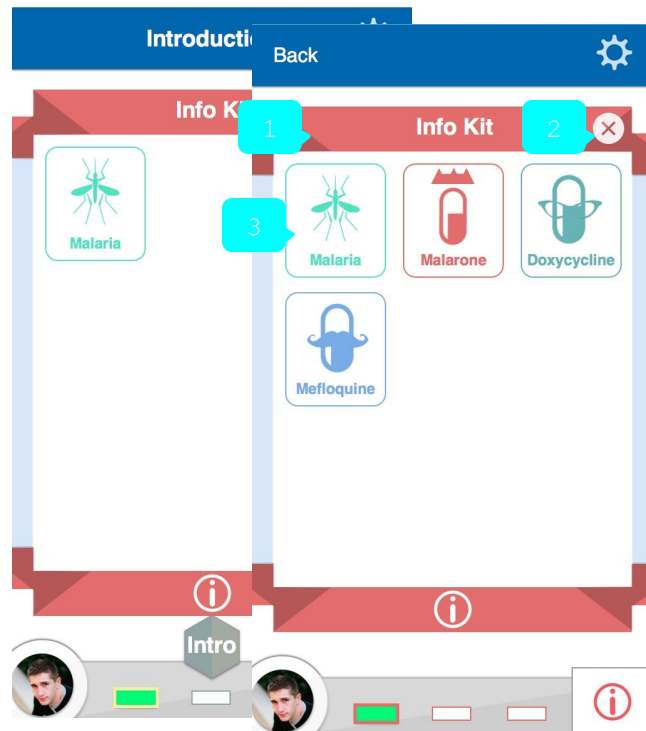
Info Kit - Category View

1 When the info kit icon is tapped, the kit expands, overlaying the content beneath it, providing visual context for the user when they are searching for information. Viewing the info kit does not take the user away from the activity or page that they are currently viewing.

2 The info kit is closed by tapping the "x" in the top right of the screen

3 When a piece of information is added to the info kit upon completion of an activity, it is put in a category on the primary page of the kit. If the piece of information that is added to the info kit is not related to a pre-existing category, a new category is created. The categories are represented by boxes containing an icon and one-word description of the category.

Eliza Doton, Chris Mlynarski, Alex Britcliffe

Info Kit - Detail View

1 When an icon within the info kit icon is tapped, the learned image expands, overlaying the content beneath it, providing visual context for the user when they are searching for information. Again, viewing the learned content (detail view) does not take the user away from the activity or page that they are currently viewing.

2 Trusted resources are inputted during the design of the app and are static, not added by the user by completing activities.

3 Again, the info kit is closed by tapping the "x" in the top right of the screen

4 The user can go back to the category view either by swiping to the right, or by the addtion of a "back" button in the top left hand corner of the infor kit, in-line with the "x" in the top right
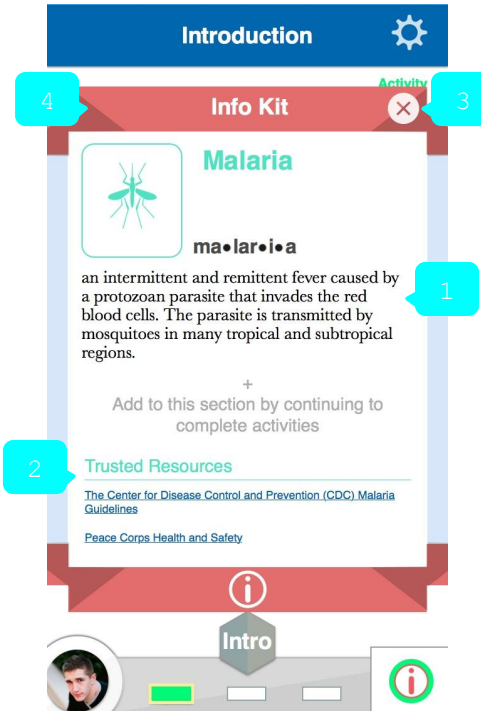
Main Menu/Stage Selector

1 The main menu is the default page for users when opening the application (after completing the onboarding process). From this screen the user can select different stages, represented by different categories, which brings them to the activities within each section.

2 After the user completes all of the activities within a stage, the stage selection changes state to green. The checkmark also appears over the logo.

3 The circular component on the right side of the stage selector indicates the level of completeness. The amount of completed activities is presented in a ratio, with the number of completed activities on the left and the total number of activities on the right. Additionally, once an activity is complete, one of the white circular segments changes state to green, providing a visual representation of completeness in addition to the ratio.

4 Certain stages are locked. Only after a set amount of activities or stages are completed are they displayed.

Eliza Doton, Chris Mlynarski, Alex Britcliffe