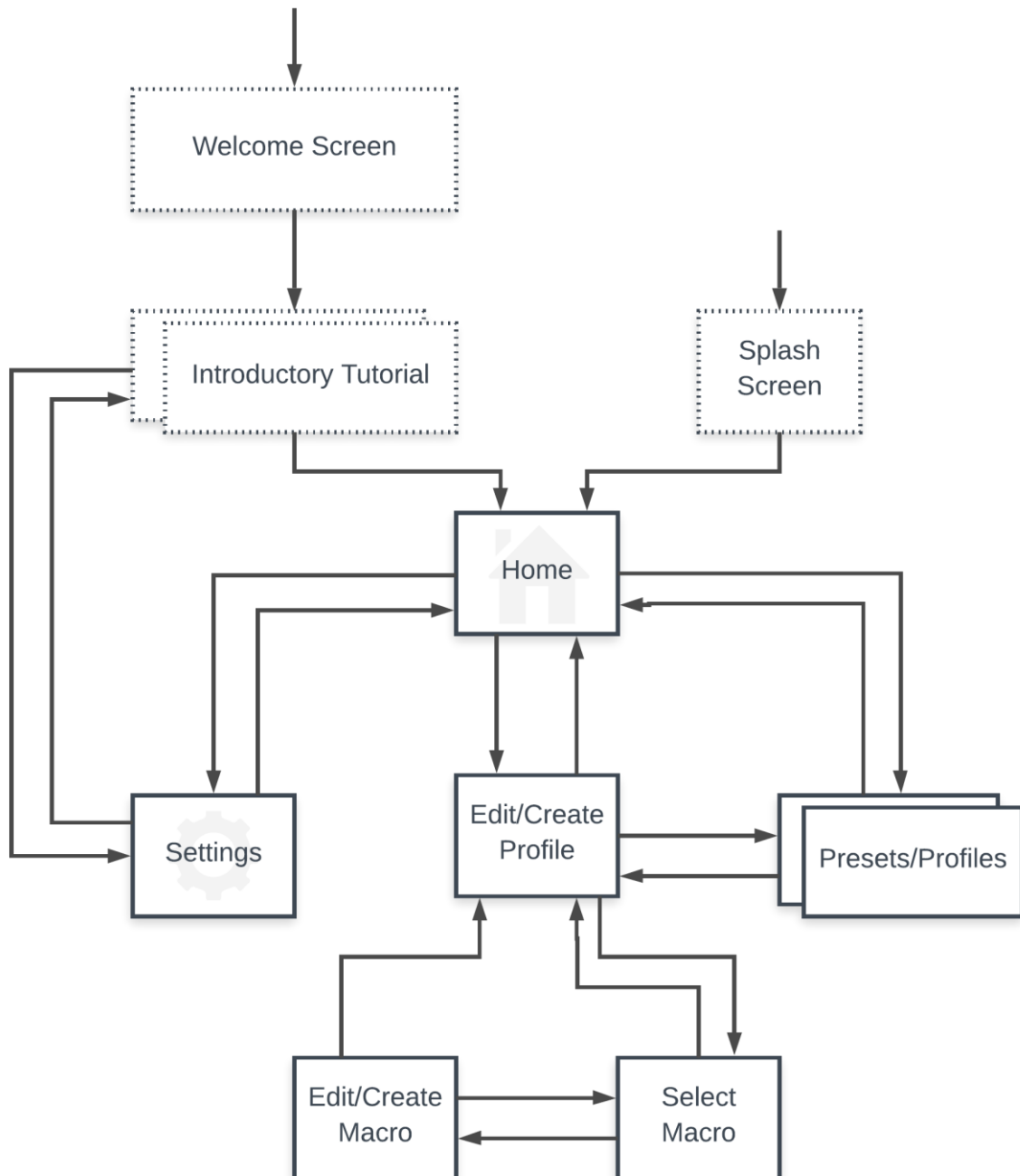# User Interface Document

[2IS70] App Development

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Yoke

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Navigation Diagram

General remarks

After carefully examining the navigation diagram one the first things that catch the eye is the fact that there are two arrows indicating a starting point - one pointing at the so-called 'Welcome screen' and one pointing at a splash screen. It is worth noting that the Welcome screen (together with the Introductory tutorial) is what a user will first see upon installation and first launch.

The welcome screen will possibly contain a question with the aim of determining what type the user is, in order to choose the presets that will fit them best and not to include the ones that they might not use. The Introductory tutorial will consist of multiple screens summarizing the user manual, explaining the basics of the application. After the initial launch, the welcome screen will no longer be accessible (hence the one - way arrows) and for every use after that the splash screen is what the user will see first, followed by the home screen.

The Tutorial could be accessed again at a later point from the settings screen.
Another thing worth noting are the one- and two-way arrows. Each arrow indicates the possible transition from one screen to the other, so in the case of a one-way arrow the direct transition back to the first screen is not possible.

The different shapes of the blocks that represent the screens also have their meaning. The solid outline indicates a screen with an already existing design, while the dotted outline indicates a screen that is still work-in-progress. Some blocks are a single rectangle, while others are two on top of each other - that represents multiple screens of the exact same type.
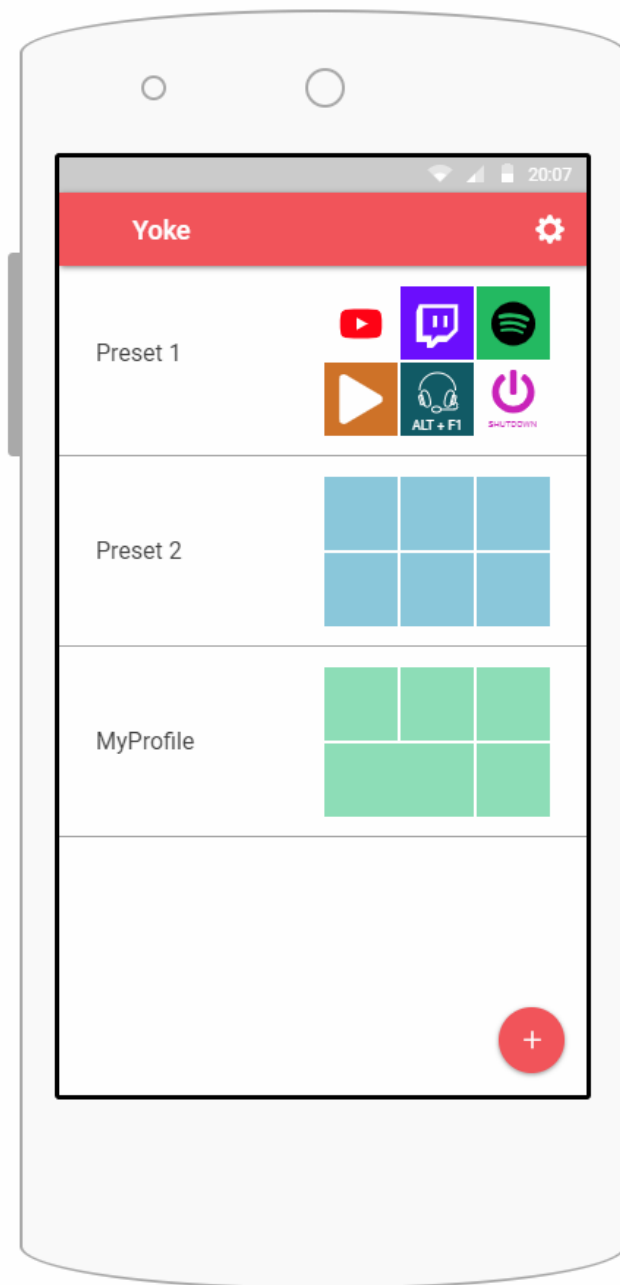
On the following pages mock-ups for the screens, as well as explanations about their functionality and possible interactions with other screens will be presented.

There is a live demo available at:

Yoke - Proto.io

Note: not all functionality is in the demo.

Interface - Front page

This is the front page of the app, where you enter when you first open it and your reference to the rest of the application. On this screen you can enter the Settings page (top right), select an existing Preset profile or select an existing User-made profile (center), or create a new profile (bottom right). Every profile is previewed on this screen by a small version of the actual profile.

Interface - Settings
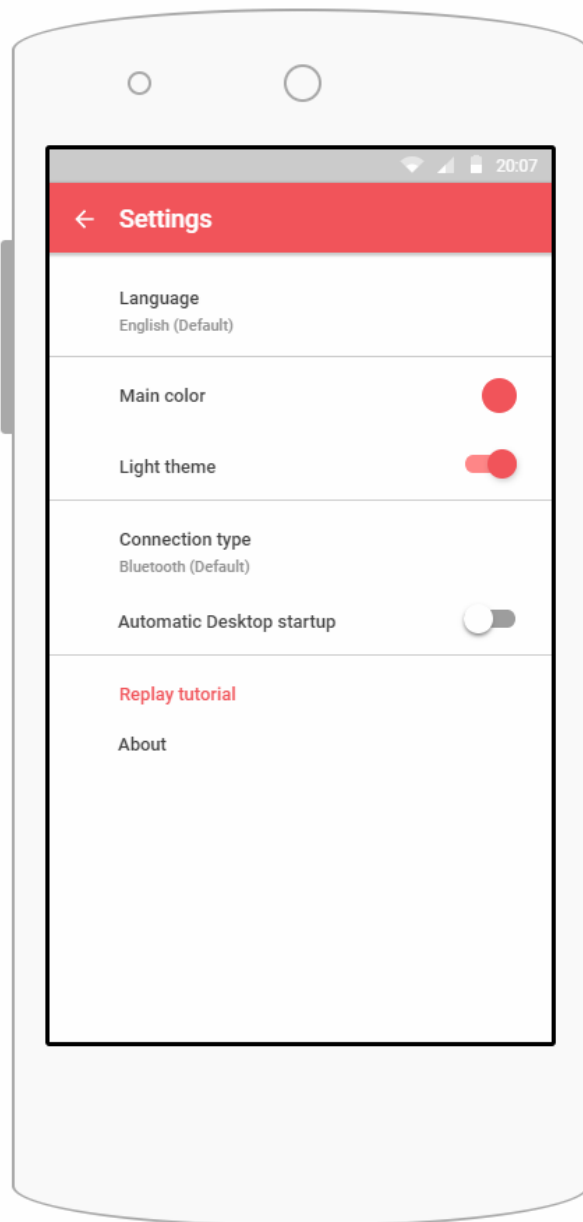
This is the global settings page for the application. Here you can change the default language (English (Default) / Dutch / Bulgarian), change the main color of the app from a preset amount of options, switch between a light and dark theme, specify the connection type (Bluetooth (Default) / Wifi / Wired), turn on or off automatic startup of the desktop app when the app is launched, replay the tutorial, and read about the application and its makers.

Interface - Profile
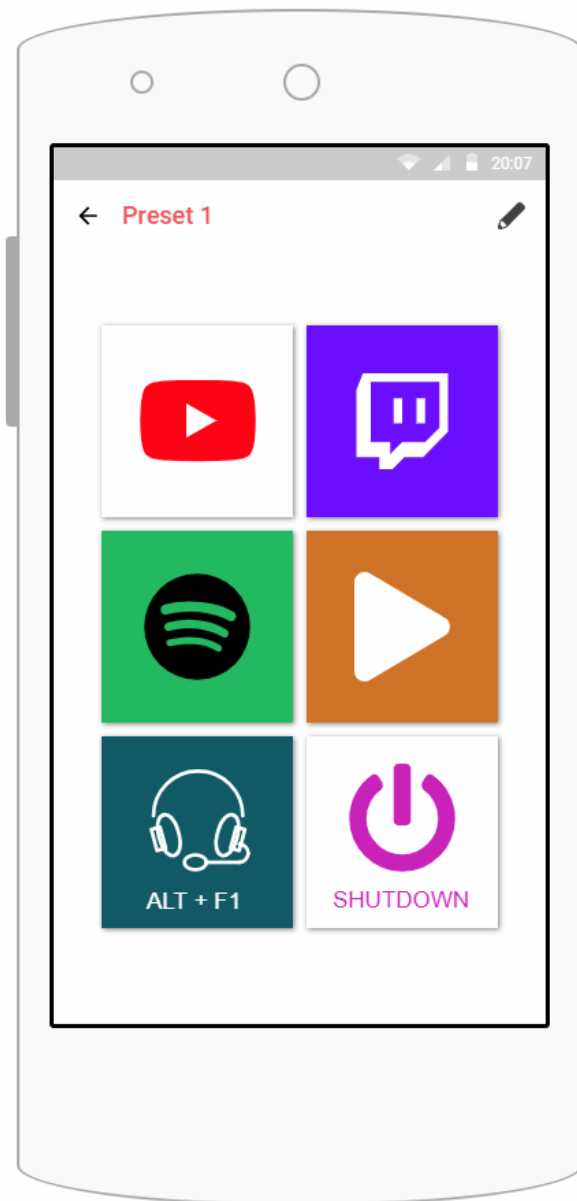
This is one of the many profile pages that you can make with the application. This particular one is a preset (which there is only one of per user, which is chosen in the tutorial) and has some pre-existing macros with the default size. This screen cannot be edited, unless the user clicks on the edit button (top right). The macros rotate on their own axis whenever the phone is rotated so their position remains the same. The macros can have different sizes, depending on the amount of macros there are on the profile and what the macro is for.

Interface - Profile Editing 1
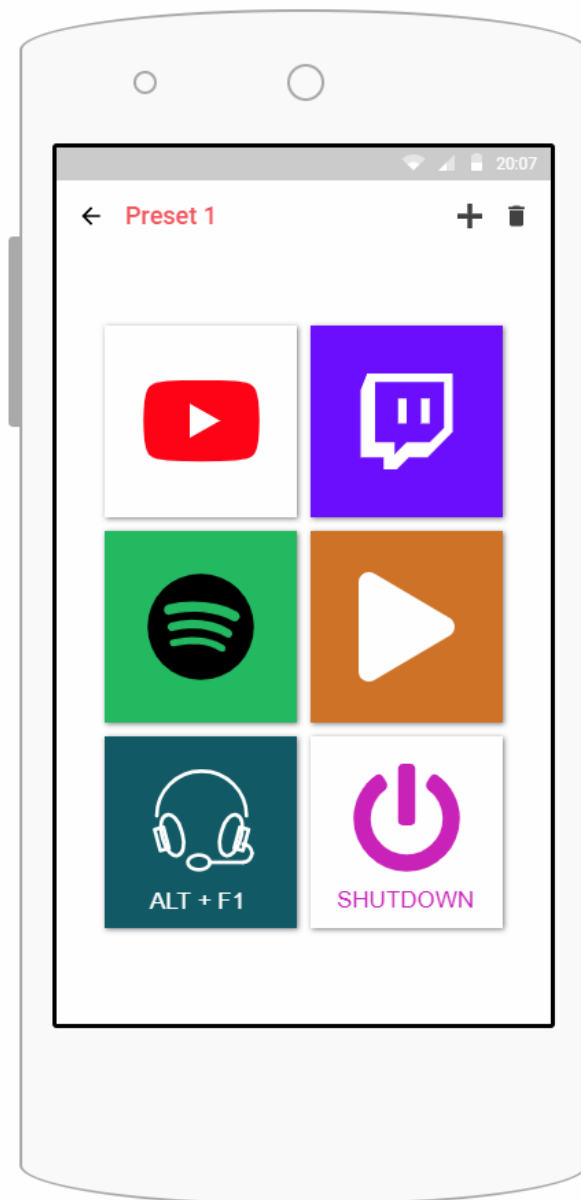
This is the exact same screen as before, only now the profile can be edited by the user. The user can delete the current profile (also the preset one) and add a new macro (top right). When holding on one of the macros, the user can drag and swap the macros to move them to their desired positions. When the user only holds a macro or stops moving it, they can access a new range of options to further customise each macro (seen on next page).

Interface - Profile Editing 2
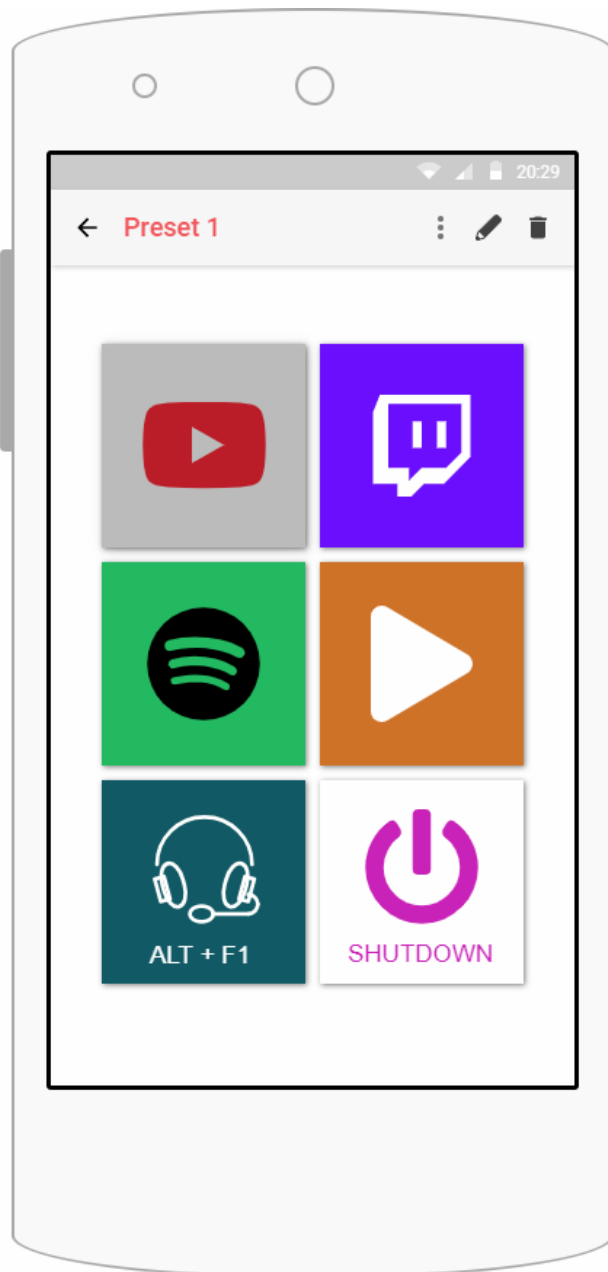
As you can see, the entire top bar has been swapped out and the macro that is to be edited is greyed out, so the user can clearly see which macro they are changing. The user can delete the macro from the profile (not from the app), customize the macro, and change the size of the macro (if there is space) (top right). The user has full control of the macro, which can be seen on the next pages. When the user wants to stop editing the macro, they can either press the return button or tap anywhere on the screen other than the aforementioned buttons.

Interface - Macro Selection
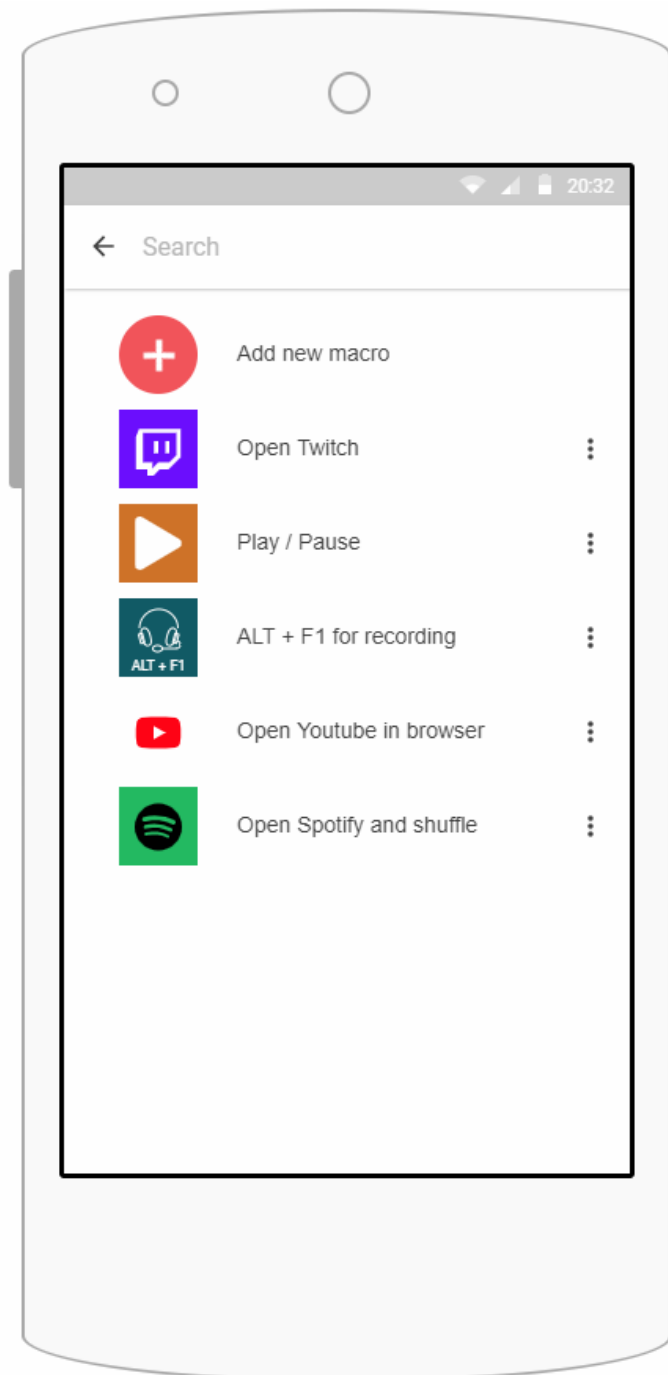
When the user wants to add a new macro or existing macro to one of their profiles and if there is enough space to allow this, the user will be transported to this screen. Here, they can choose between an already existing macro (local only) with an added option to search (top), or create a new macro (top middle). The user is also able to delete or edit an existing macro, instead of immediately choosing one, in order to allow for maximum customization (right).

Interface - Create / edit macro 1
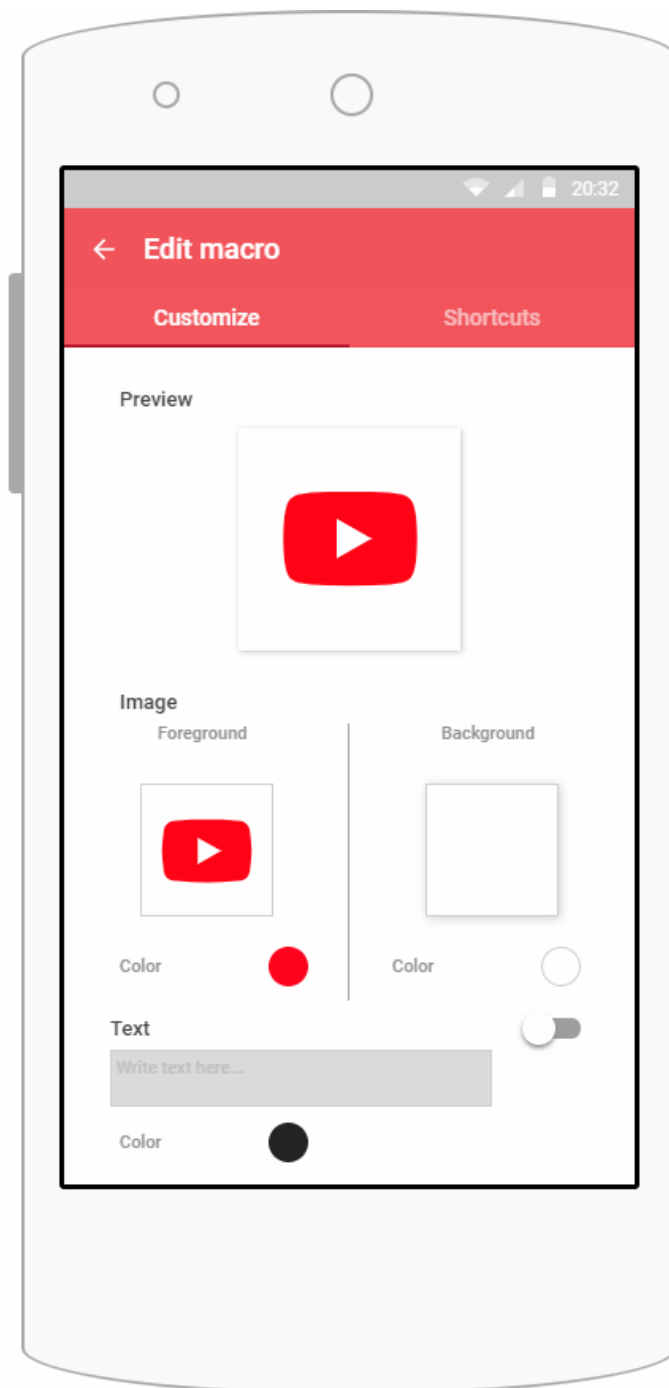
On this page the user can edit their existing macro or create an entirely new one from scratch. There is a preview at the top, so that the user has precise control over the images and text and there is full color customization. The app allows the user to select individual images for the foreground and background, by selecting one of the many preset images and colors, or uploading an image themselve. The color of the preset images can be adjusted as well. The user can also add self-colorable text to the bottom of their macro, to be able to quickly identify what the macro does.

Interface - Create / edit macro 2
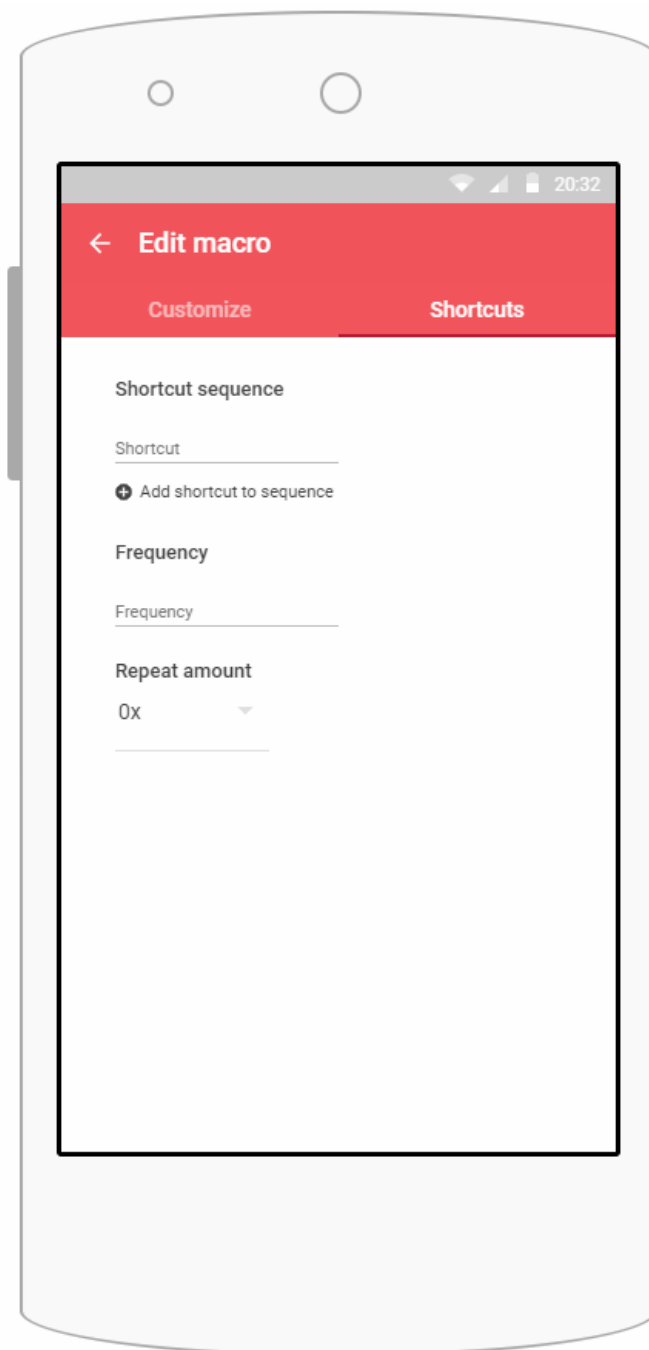
This other tab of the macro creation page is to make a custom shortcut for the macro. The user can select a preset shortcut or action, or create one themselve. The user is able to create up to ten (still debatable) shortcuts to create a sequence. The user also has the ability to specify the frequency of the shortcut / sequence; how long must the app wait for the next shortcut in the sequence to fire? The user can also easily specify the amount of times the shortcut has to fire after they press on the macro button. This can be zero, one, two or a custom amount set by the user.