The goal of this deliverable is to document the prototype design that solves your design problem. I am looking for something that presents what your prototype is and fully describes what it is that it does or doesn't do. The techniques you've used to generate your prototype will dictate the format of this submittal. As examples:

* If you've created a clickable or interactive prototype, you could submit that file along with something that describes the prototype in terms of a narrative or report format; Or, you could submit a recorded walkthrough of that prototype; or whatever makes sense to your prototype.
* If you've created mockups, wireframes, and other visual representations, submit them together as part of a broader report that outlines what each visual depicts, how they come together, etc.

If you have questions about how to submit this deliverable, let me know. In general, as with most assignments, I don't have a particular format, outline, or length in mind. Instead, provide enough description/documentation such that we can easily determine what the prototype describes, how it would work, etc.

Don't overthink this one. It should be pretty straightforward.

Pre-requisite: To download the app, user receives a link via text message to download the app, the clinic can also assist the users in this process.

**Flow 1: User opens the app on his own**

**Color palette**

(Kevin)Screen 1: logo + app loading progress bar

(Ruchika)Screen 2: Login/registration (Phone no)

\*\*(Ruchika)Screen 3: tutorial auto plays the first time the user opens the app

(Kevin) Screen 4 (dashboard) : Tutorial button, helpline button, settings button all of which are visible without the need to scroll, medicine list

> (Ruchika)Screen 4a: If user clicks tutorial button, tutorial plays

> (Ruchika)Screen 4b: Helpline no. is called from the phone when user clicks the helpline button

> (Vanshika)Screen 4c: Setting button takes the user to settings page (Screen 4c.1):

>> Language setting

>> Reminder medium setting: call/text message/phone alert/ watch alert

>> video proctoring button ON/OFF (radio button)

>(Kevin) medicine list >>screen 4D: all medicine images, day, time and quantity to take the medicine

Flow 2: App opens on its own for reminder (for phone alert)

1. (Vanshika)Screen 1: flashes the medicine picture in big, mention day & time similar to what is written on the box, provide an OK button (This button is to confirm that the user has understood which medicine is to be taken)
   1. If video proctoring is enabled, Screen 1a: Show a message:” Show the medicine to the screen” and below this message there will be a tutotrial button. The tutorial here guides them about how to show the medicine to the phone
      1. (Ruchika)If they click the tutorial button display tutorial
   2. (Kevin)If the medicine is correct, display thumbs up with message “Take medicine” and button saying “Click after you take medicine”
   3. (Ruchika)If the medicine is wrong, display message, wrong medicine, and display information similar to screen 1a

Flow 3: Medicine has been delivered reminder

1. (Vanshika)Screen 1: flash a message: Medicine has been delivered. Did you receive the medicine? (Answer button options: YES/NO)
   * 1. Yes>> start giving medicine reminders
     2. No>> User gets a phone call for assistance

Flow 4: Reminder via watch

(Kevin)Watch with screen vibrates, screen displays message check phone (with medicine image) when its time to take the medcine and a voice message plays: Time to take small yellow medicine in the afternoon , please check phone.

(Same process as phone alert)

Flow 5: Reminder via phone

(Ruchika) Set of basic questions to communicate the process & confirmations of taking the medicine

App assistant: It is time to take the <name of the medicine>. It is a <medicine shape> <medicine color> colored medicine kept in the medicine box slot named <date on the box’s lid><time on the box’s lid>. Have you picked the medicine?

Customer: Yes

App assistant: Please share the medicine’s shape and color

Customer: Round and yellow

[Case A: The medicine is correct]

App assistant: Please consume the medicine and let me know

Customer: I have taken the medicine

App assistant: Okay, thank you. We will remind you when it is time for the next one.

[Case B: The medicine is incorrect]

App assistant: The medicine description is wrong. Please go to the medicine box and pick the medicine that is in the slot <medicine date on the box> <medicine time on the box> and make sure it is <medicine shape> and is <medicine color> in color. Have you located the medicine correctly?

Customer: Yes

App assistant Please share the medicine’s shape and color

Customer: Round and yellow

App assistant: Please consume the medicine and let me know

Customer: I have taken the medicine

App assistant: Okay, thank you. We will remind you when it is time for the next one.

\*\* If the customer’s medicine description is wrong for the second time, an actual human from the app’s customer center will get on the call and handle the situation.

Flow 6: Reminder via text message

(Vanshika)The message will only contain a worded description of the medicine and we take no feedback from the user , nor do we verify anything.