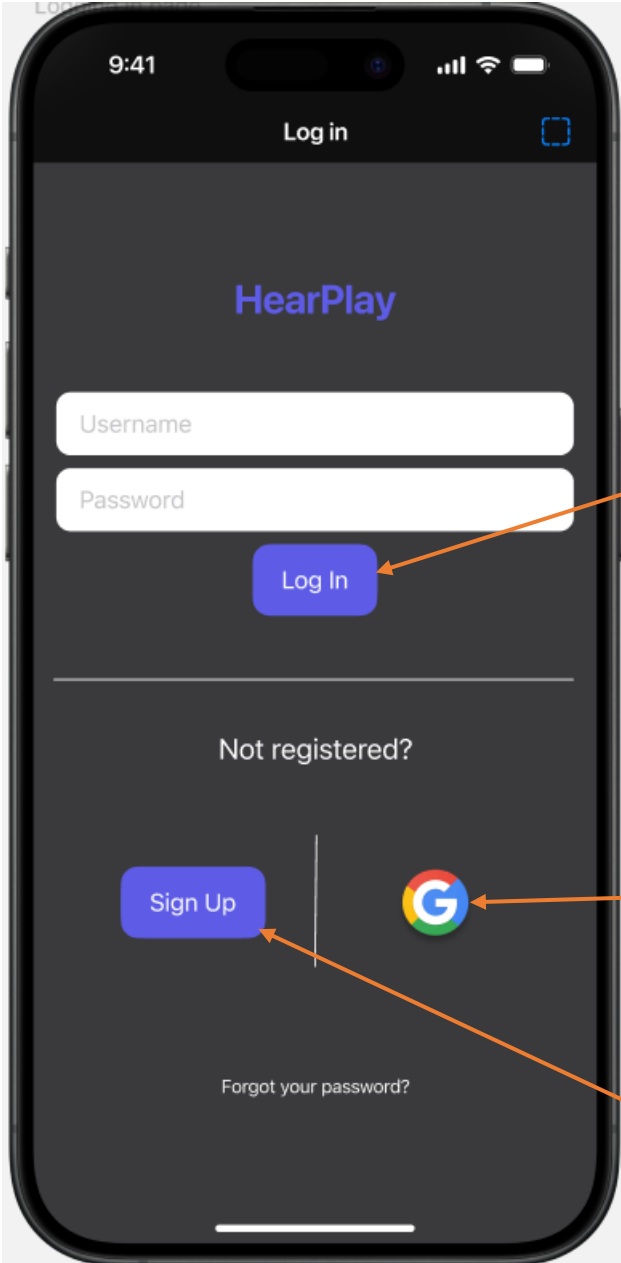


3.4. User Interface Design

In this section, you should present the distribution of user interface components with events and their assignments to the behaviour specifications, which these elements initiate or take part.

1. Logging in screen

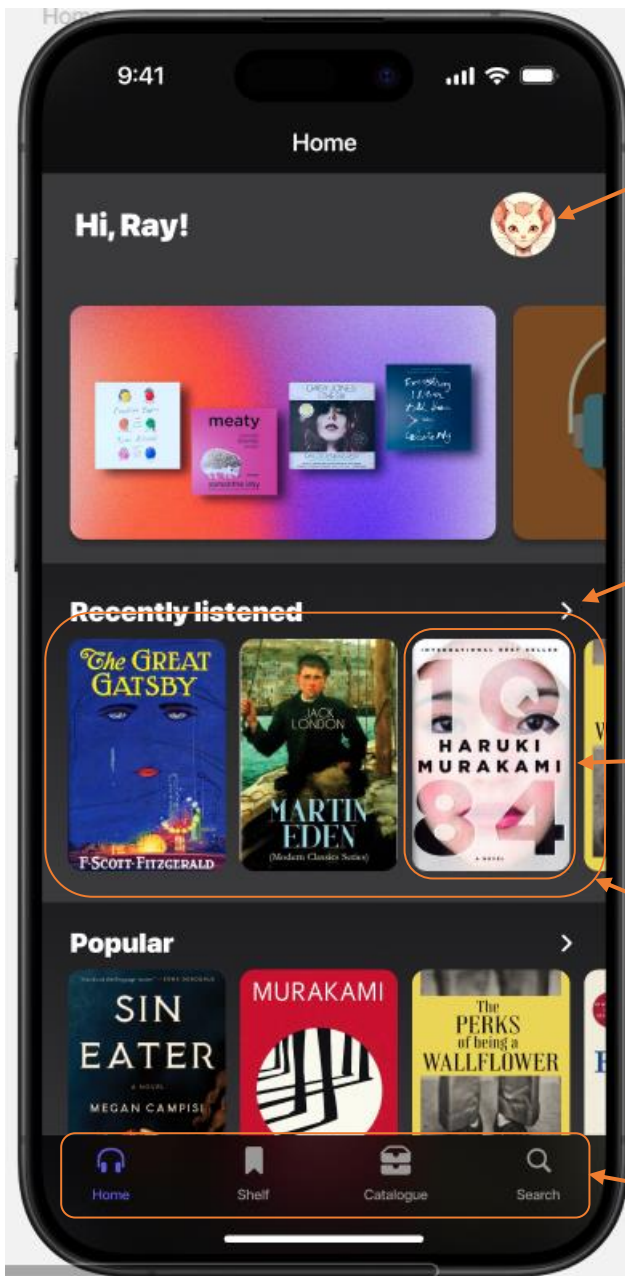


Event: clicking login button
Behaviour: validates inputs, displays error if invalid fields. Authenticates user.

Event: clicking google icon
Behaviour: Registers new user with google account. If account already in use displays error.

Event: clicking sign up button
Behaviour: Creates new user. If username takes, displays error.

2. Home screen



Event: clicking user icon

Behaviour: displays user settings screen

Event: clicking ">" button

Behaviour: display list of audiobooks associated with section that corresponds to clicked button

Event: clicking image

Behaviour: display screen with audiobook data

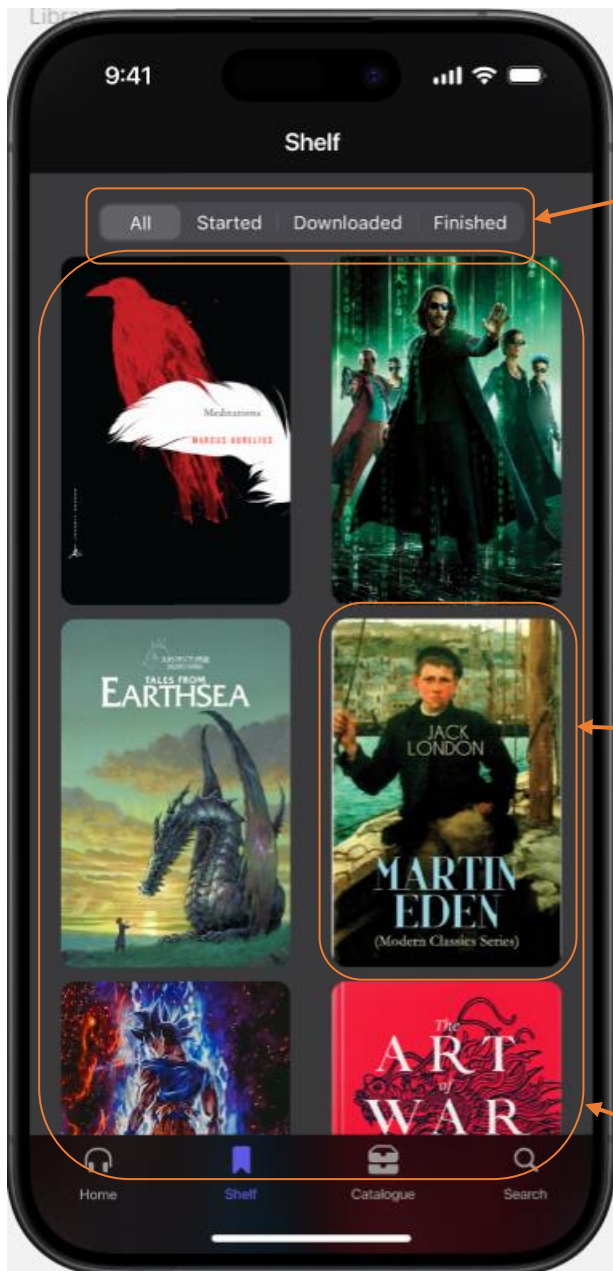
Event: performing a swiping gesture on the list of components

Behaviour: Additional components on the corresponding side of the current view become visible (side depends on swipe direction).

Event: clicking menu option

Behaviour: navigates to corresponding option screen

3. Shelf screen



Event: clicking menu option

Behaviour: dynamically load and update content without full page reload

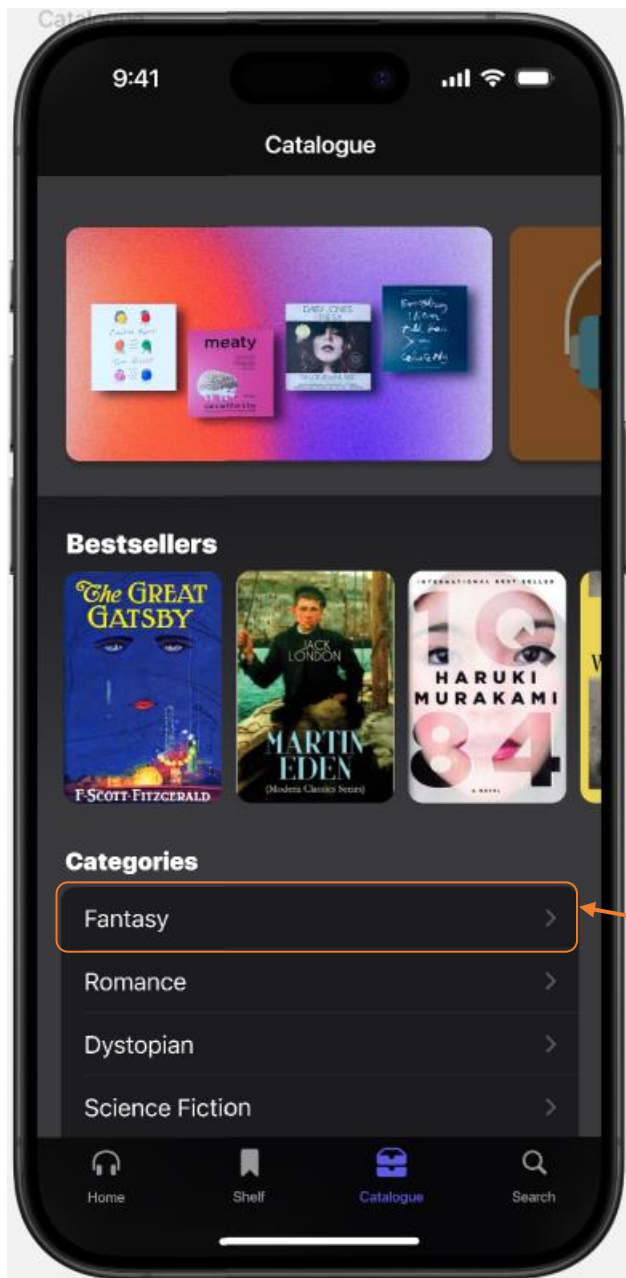
Event: clicking image

Behaviour: display screen with audiobook data

Event: performing a swiping gesture on the list of components

Behaviour: Additional components on the corresponding side of the current view become visible (side depends on swipe direction)

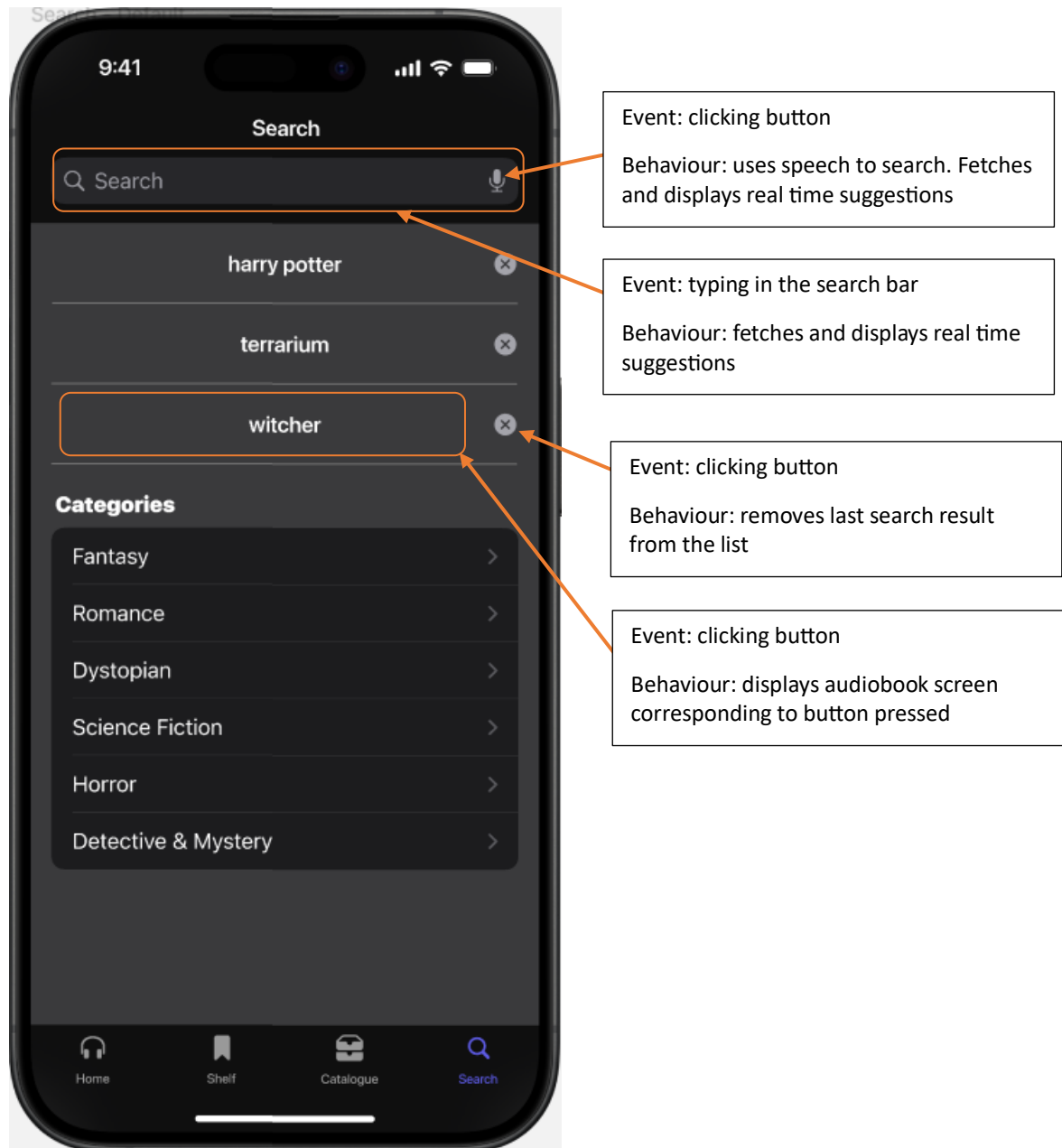
4. Catalogue screen



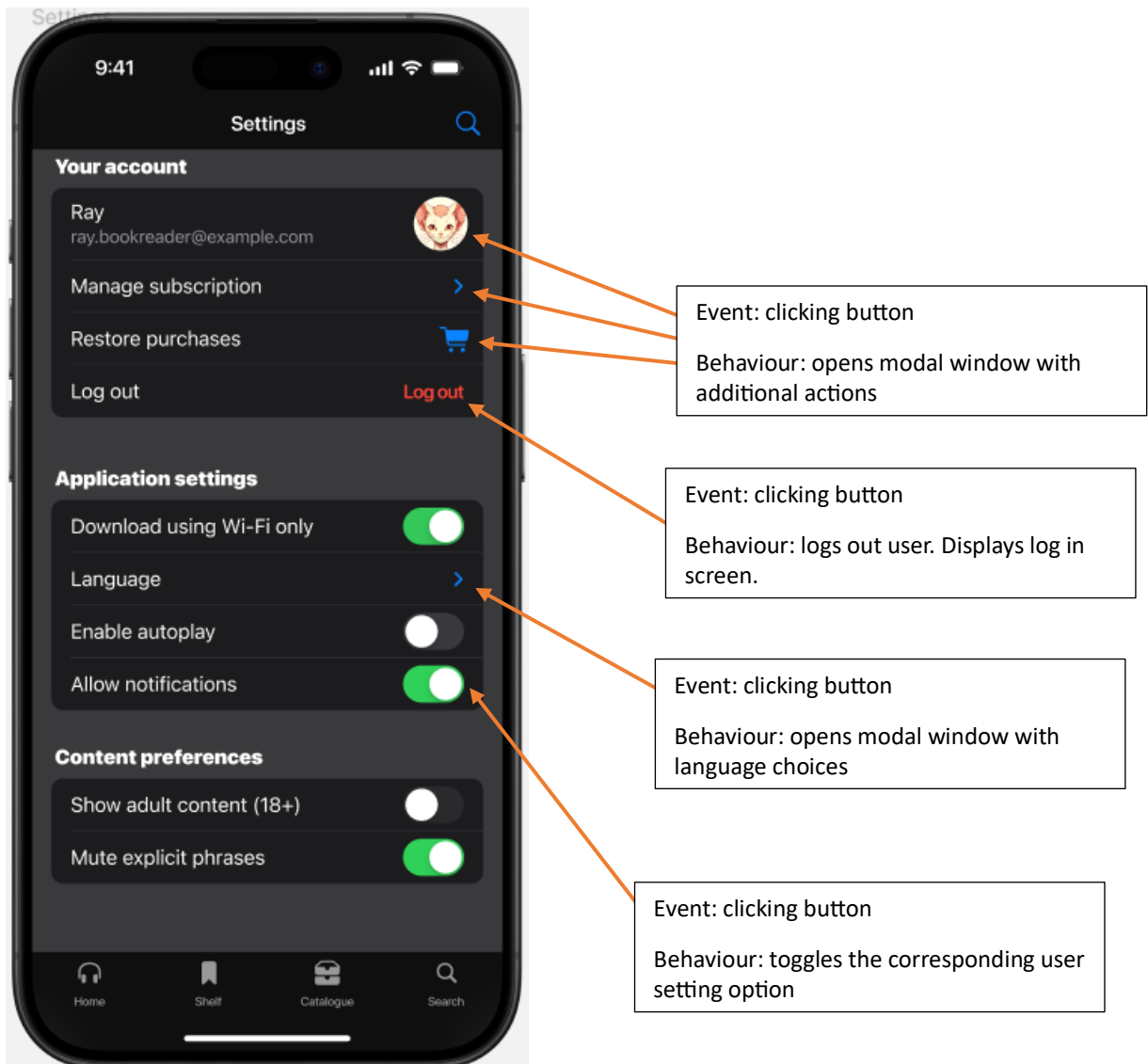
Event: clicking button

Behaviour: Behaviour: display screen with audiobooks associated with genre that corresponds to clicked button

5. Search screen



6. User settings screen



7. Listening screen



Event: clicking button

Behaviour: returns to previous screen

Event: clicking button

Behaviour: displays the text screen

Event: performing a zooming in/out gesture on the map

Behaviour: zooms in or out depending on the gesture.

Event: performing a swiping gesture on the map

Behaviour: moves around the map depending on the gesture direction.

Event: user moves the slider either forward or backward

Behaviour: if moving forward, advances the playback position to the later point in the content. Else if moving backward, rewind the playback position to the earlier point in the content.

Event: clicking button

Behaviour: rewinds the audiobook

Event: clicking button

Behaviour: advances the audiobook by 10 seconds.

Event: clicking button

Behaviour: advances the audiobook

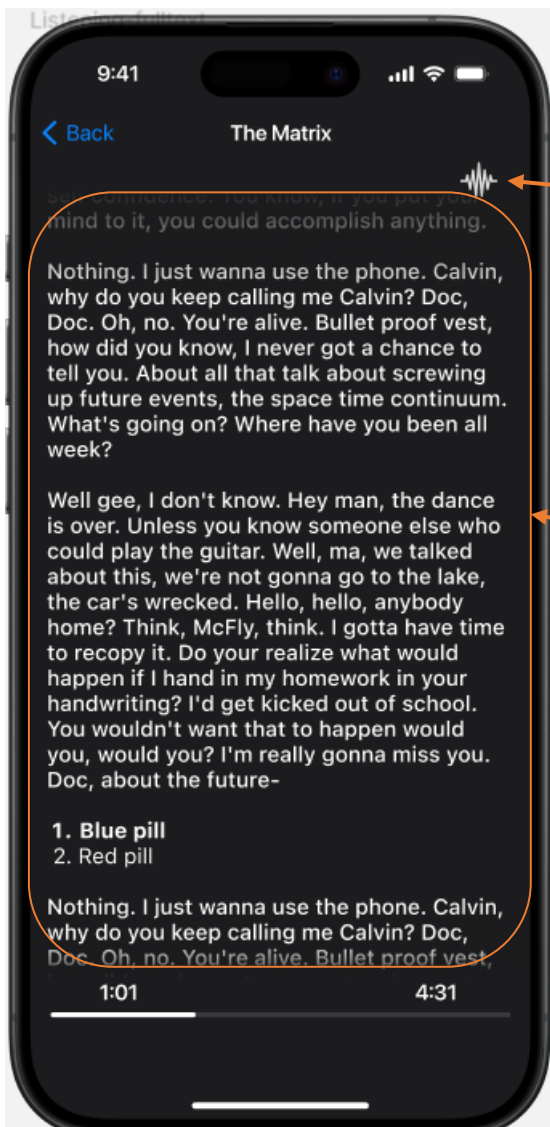
Event: clicking button

Behaviour: rewinds the audiobook by 10 seconds.

Event: clicking button

Behaviour: stops the audiobook

8. Listening-text screen



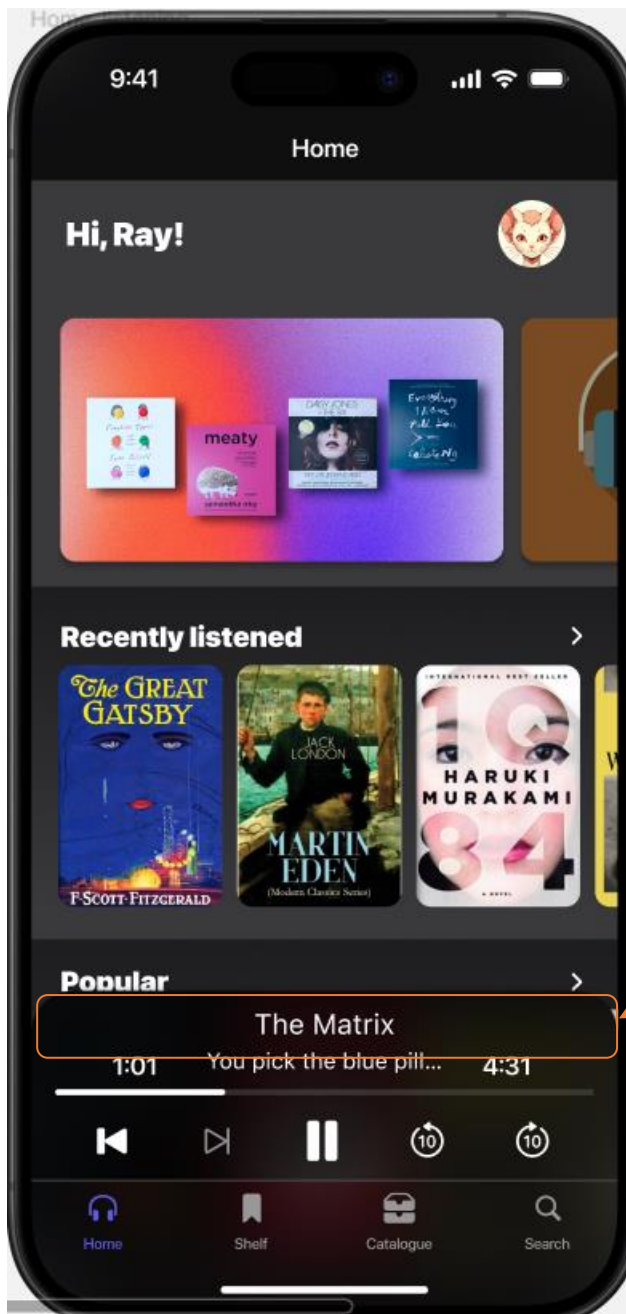
Event: clicking button

Behaviour: displays the default listening screen

Event: performing a swiping gesture on the text

Behaviour: moves the text up or down depending on the gesture direction.

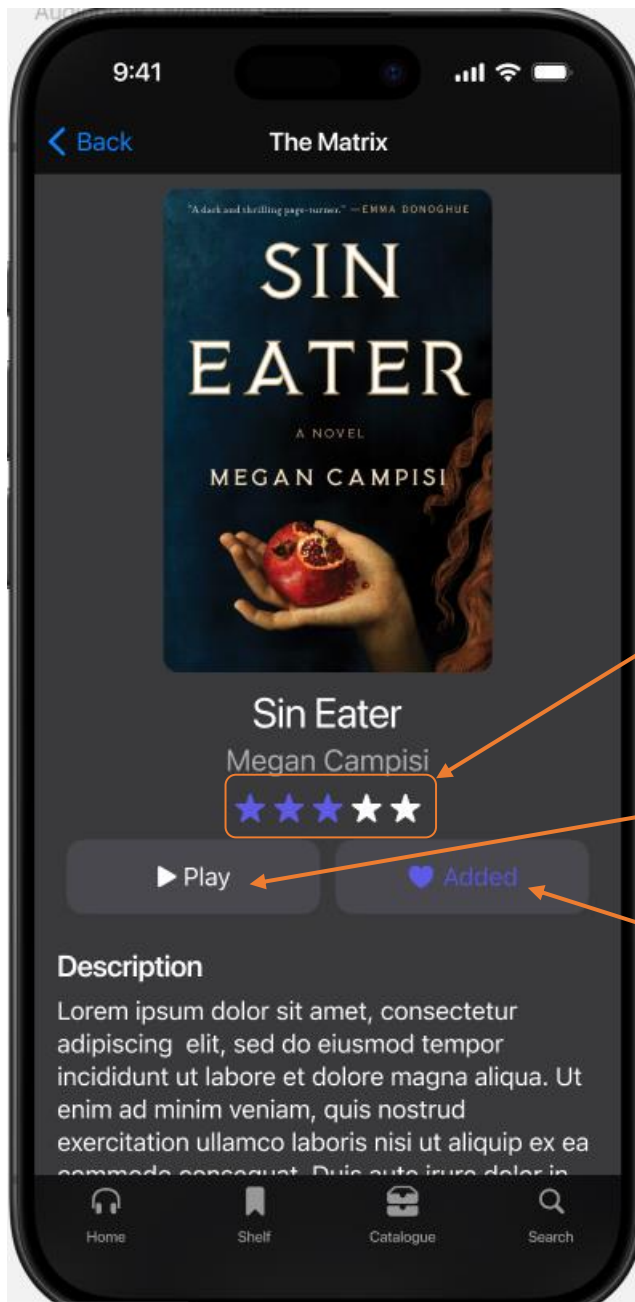
9. Home listening screen



Event: clicking button

Behaviour: displays the listening screen with corresponding audiobook

10. Audiobook screen



Event: clicking button

Behaviour: assigns the rating to the audiobook

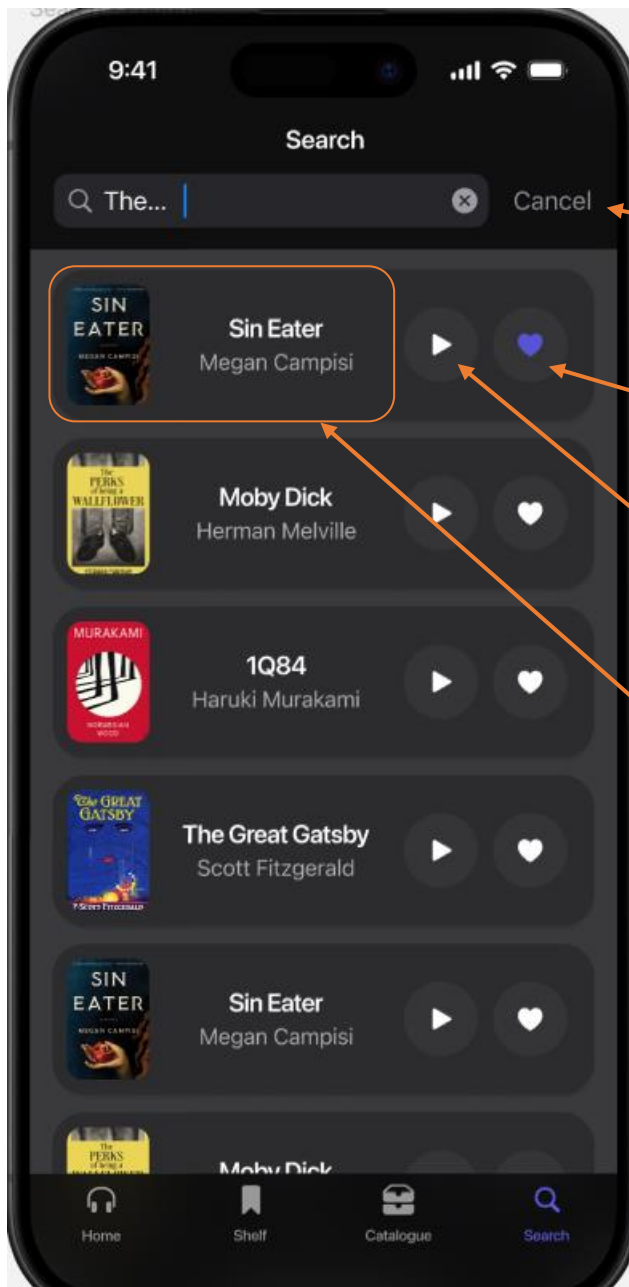
Event: clicking button

Behaviour: displays audiobook screen and plays the audiobook

Event: clicking button

Behaviour: adds audiobook to users favorite audiobooks

11. Search-typing screen



Event: clicking button

Behaviour: returns to default search screen

Event: clicking button

Behaviour: displays the listening screen with corresponding audiobook

Event: clicking button

Behaviour: displays audiobook screen and plays the audiobook

Event: clicking button

Behaviour: display corresponding audiobook screen