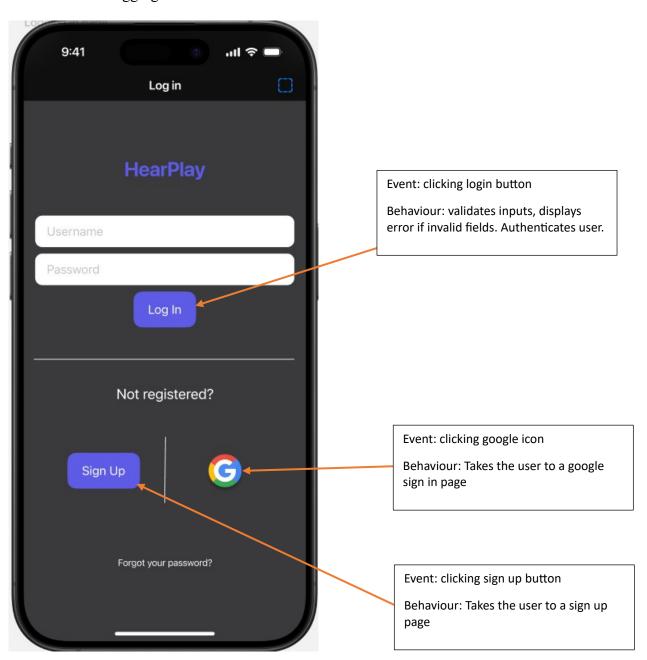
3.4. User Interface Design

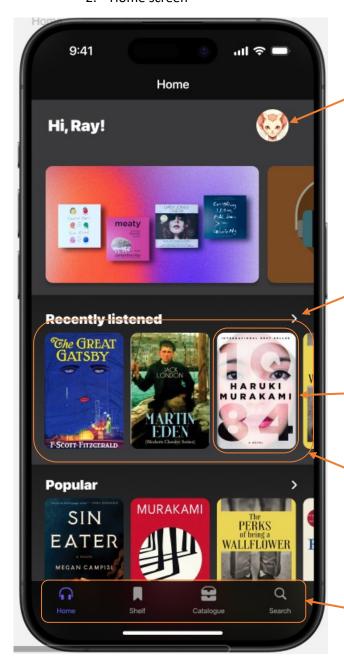
In this section, you should present the distribution of user interface components with events and their assignments to the behaviour specifications, which these elements initiate or take part.

I. User App

1. Logging in screen



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

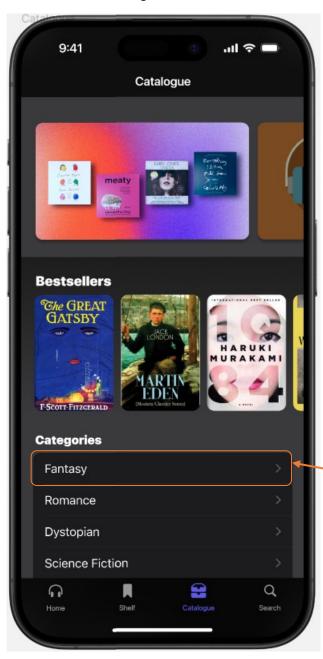
Behaviour: display screen with

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)

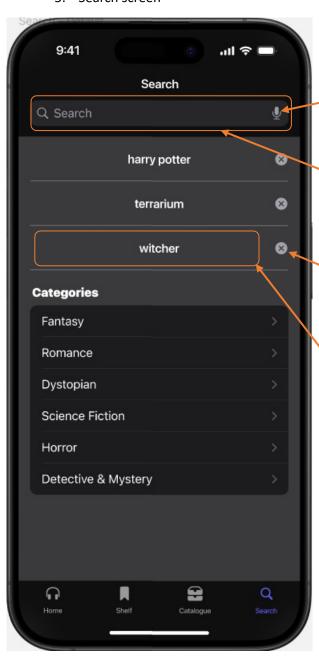
4. Catalogue screen



Event: clicking button

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

5. Search screen



Event: clicking button

Behaviour: uses speech to search. Fetches and displays real time suggestions

Event: typing in the search bar

Behaviour: fetches and displays real time suggestions

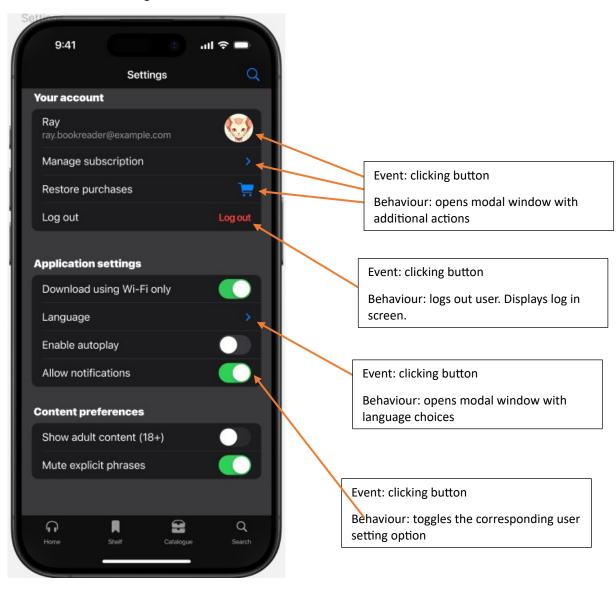
Event: clicking button

Behaviour: removes last search result from the list

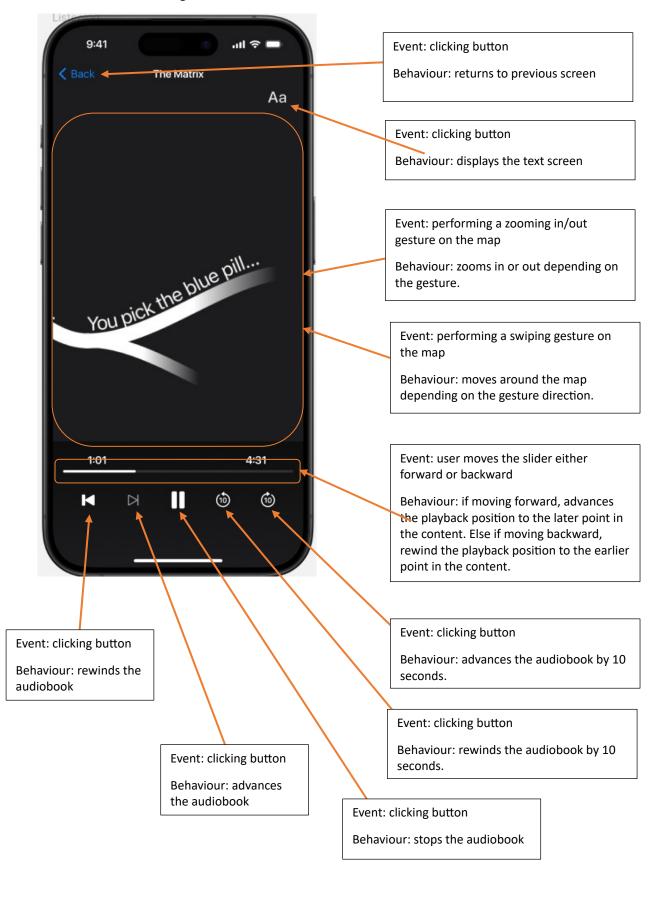
Event: clicking button

Behaviour: displays audiobook screen corresponding to button pressed

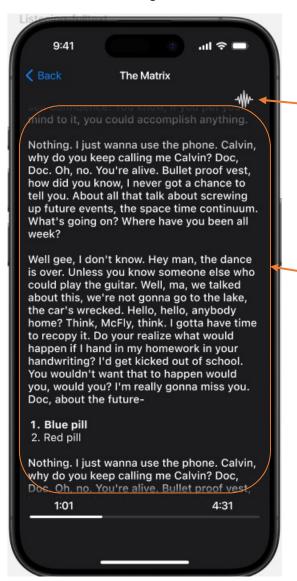
6. User settings screen



7. Listening screen



8. Listening-text screen



Event: clicking button

Behaviour: displays the default listening

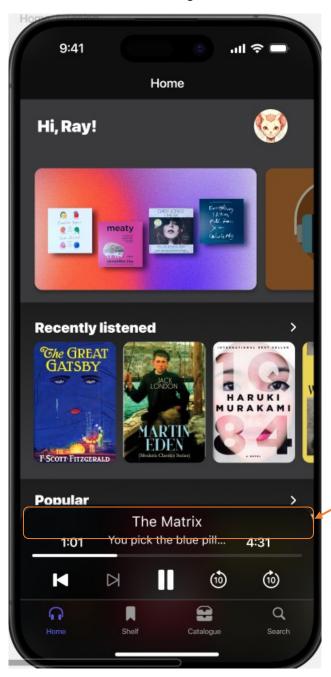
screen

Event: performing a swiping gesture on

the text

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

9. Home listening screen

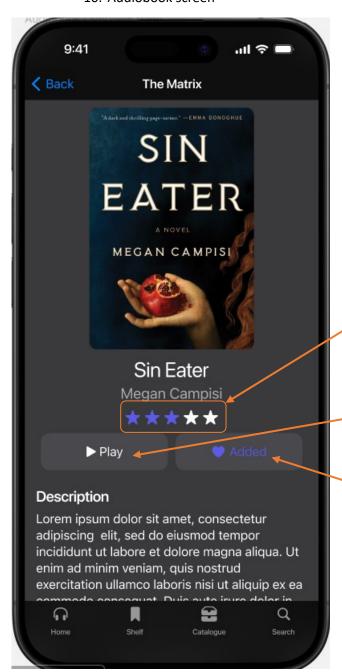


Event: clicking button

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

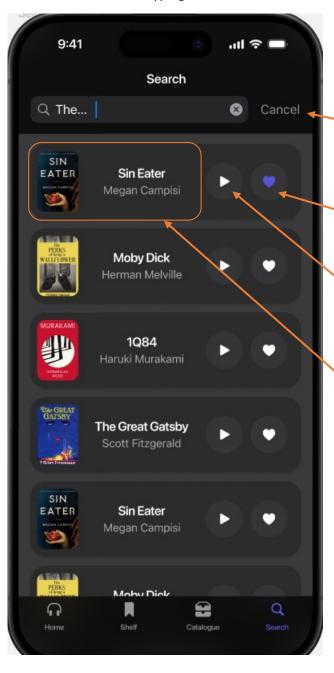
plays the audiobook

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

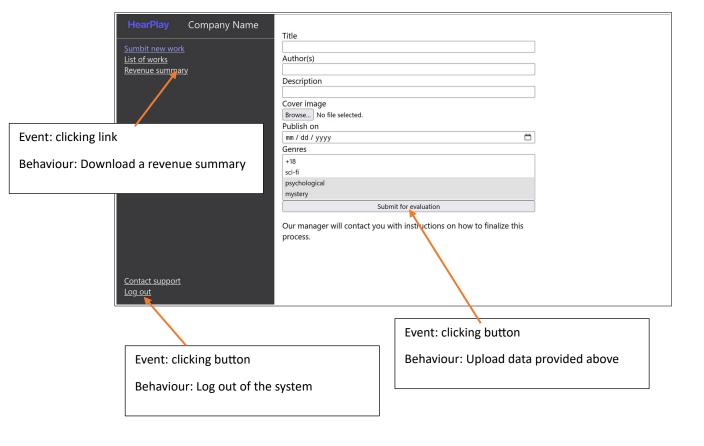
Event: clicking button

Behaviour: display corresponding

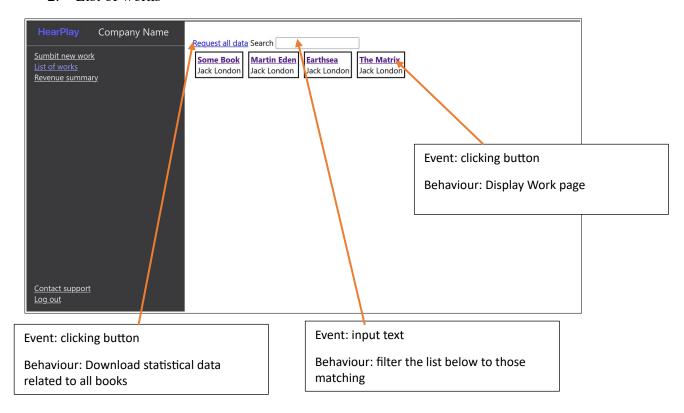
audiobook screen

II. Publisher Panel Website

1. Submit new work



2. List of works



3. Work page

