gini

UI/UX GUIDELINES: iOS
v1.0

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1.0   About the Gini Vision SDK

The Gini Vision SDK has been built with the UI included. We are continuously working at optimizing it through user-testing and quantitative research for the best possible user experience.

As a result for ease of build and a reliable user experience we advise that you follow this documentation.

All default assets can be found **here** as a guide and can easily be edited with the corresponding .psd files (found **here**). Every screen within the SDK is documented within this guide and for every screen it is noted what can be edited with regards to:
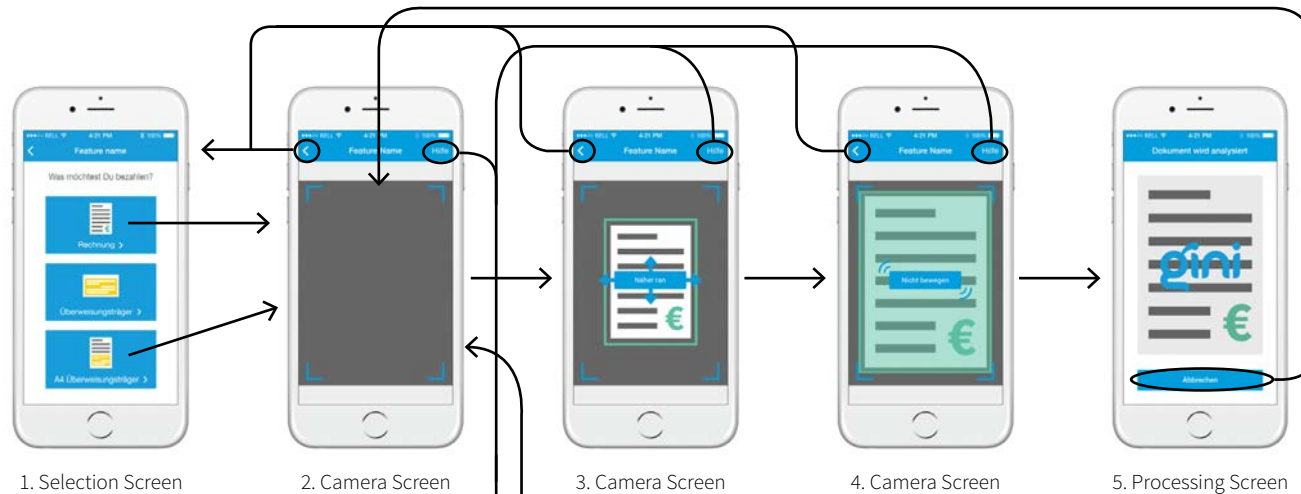
- Colours
- Text
- Assets

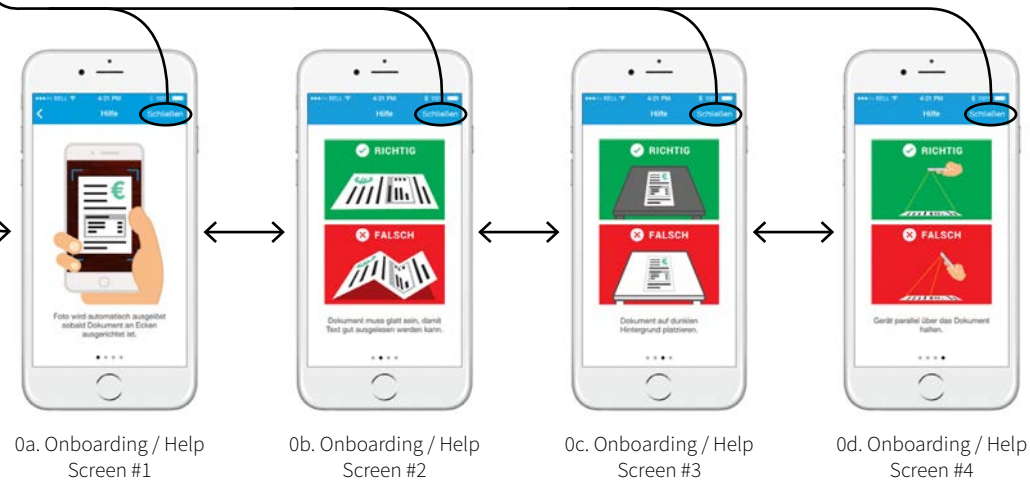For each asset the following is also documented:

- The asset dimensions
- The asset file name

Within this guide you will also find a comprehensive checklist for all assets (page 24), text areas (page 25) and colours (page 26).

User Journey Map: Invoice / A4 Remittance Slip

1. Selection Screen   2. Camera Screen   3. Camera Screen   4. Camera Screen   5. Processing Screen

0a-d.   The onboarding/help screens. Shown before the selection screen on first use. Also accessible through the 'Hilfe' button on the camera screen.

1.   The user selects what type of document they would like to scan and pay.

2.   Camera screen appearance when no document has been detected.

3.   When a document has been detected but is too far from the camera for an image to be captured. The detection line and 'Move closer' message are displayed.

4.   When the document is in a position where the shutter may be released the detection line with fill and the 'Hold still' message are displayed.

5.   After an image has been captured the processing screen is displayed.

0a. Onboarding / Help Screen #1   0b. Onboarding / Help Screen #2   0c. Onboarding / Help Screen #3   0d. Onboarding / Help Screen #4

2.1   User Journey Map: Remittance Slip
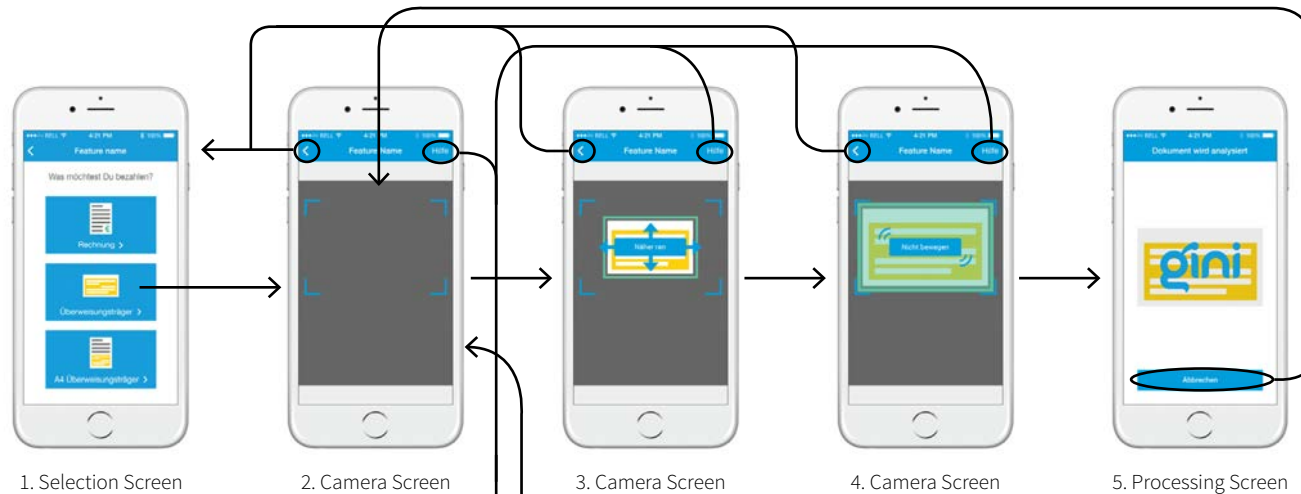
1. Selection Screen   2. Camera Screen   3. Camera Screen   4. Camera Screen   5. Processing Screen

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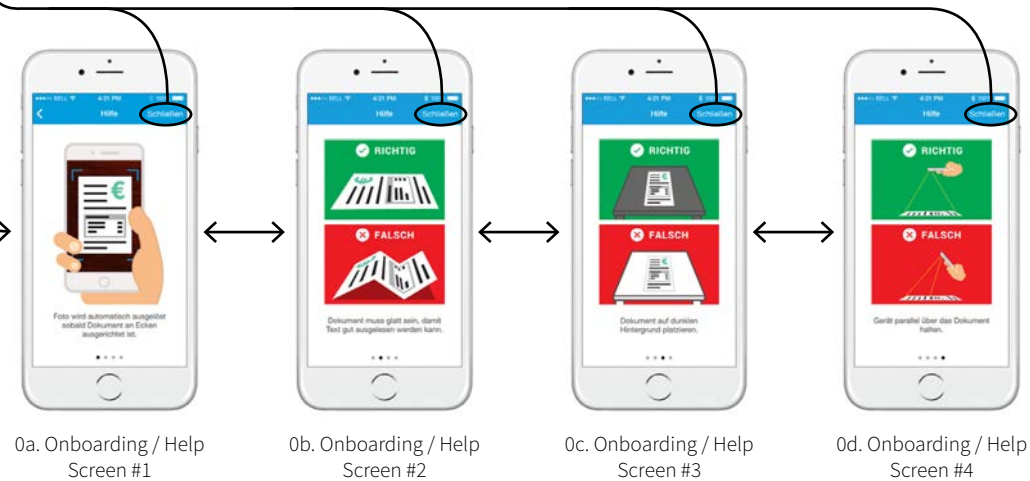
0a. Onboarding / Help   0b. Onboarding / Help   0c. Onboarding / Help   0d. Onboarding / Help
Screen #1   Screen #2   Screen #3   Screen #4

3.0   Selection Screen

Upon entering the app/feature, provide three options from users to select from, 'Rechnung', 'Überweisungsträger' and 'A4 Überweisungsträger'.

The selection screen is included for two reasons:

1.   In order to re-enforce to the user the purpose of the app/feature and the actions that they are to perform (ie. pay an invoice / remittance slip or remittance slip within an A4 document).

2.   There are two different camera screens with different corner guide layouts. One for invoices and A4 remittance slips, and one for remittance slips, as these have different dimensions (A4 portrait & A6 landscape respectively). It is important that the user is shown the correct corner layouts for dealing with the document that they wish to pay.

When developing the selection screen buttons, it is recommended to:

•   Use icons/imagery to make the selection clearer for users.

•   Use a yellow/orange colour when representing remittance slips / A4 remittance slips in buttons as these make them more identifiable to users.

3.1   The A4 Remittance Slip Option

The 'A4 Überweisungsträger' option is included as user-tests have shown that when asked to pay a remittance slip contained within an A4 document and given the options 'Rechnung' and 'Überweisungsträger' users will select 'Überweisungsträger'. This selection leads them to the 'Remittance Slip' camera screen - the layout of which encourages users to frame only the payment field within the corners presented in the camera screen. However, in doing this the vision module is unable to capture an image as not all corners of the document can be found (see Fig. 1). The user needs to frame the whole document in order to capture an image (see Fig. 2).
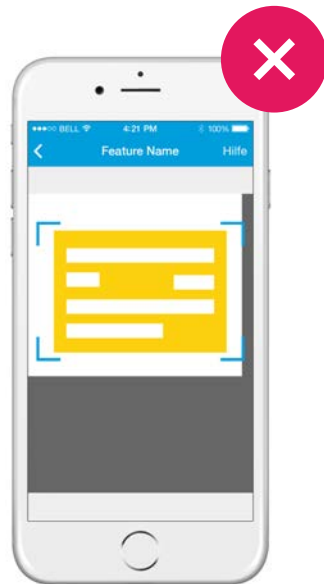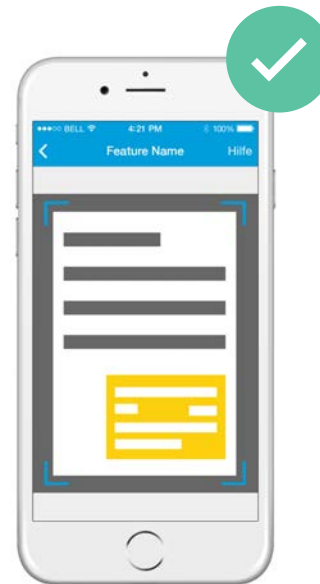
Fig.1

Fig.2

3.2 Selection Screen Contents & Assets

1 Background Colour

1 Selection Screen Text

Assets
1 Rechnung_button @1x, @2x, @3x.png (@1x = 248x138px)
2 Remittance_button @1x, @2x, @3x.png (@1x = 248x138px)
3 A4Remittance_button @1x, @2x, @3x.png (@1x = 248x138px)
iOS_menu_buttons.psd

4.0   The Camera Screen

The camera screen is the main area of the vision module and has two appearances depending on what type of document is to be paid by the user.

Within the camera screen it is important to note the following:

- The 'Camera Area' (the interactive camera screen) requires a 4:3 aspect ratio, resulting in an excess space within the camera screen. To have the 'Camera Area' as the focus point for the user, the excess area is divided by default into two areas that are situated above and below the 'Camera Area'. The colour of this excess space may be customised, although it is advised to use a different colour than is used for the navigation bar, so as to keep the navigation bar size consistent throughout the experience.

- Corners are displayed within the camera screens as a guide to users where the document should be positioned in relation to the camera. When developing these corners use a colour and weight that provides sufficient contrast so that they are visible when viewed over both dark and light surfaces.

- The 'Remittance Slip' corners are positioned above the center of the camera screen (see page. 12) so as to mitigate the effects of the device flash or torch and produce the best quality
  image, as a consequence it is not recommended to change the position of these corners.

- It is important to provide users with the possibility to access the help screens at any point when on the camera screen. By default this is achieved using a 'Hilfe' text button within the
  navigation bar.

4.1   Camera Screen Layout
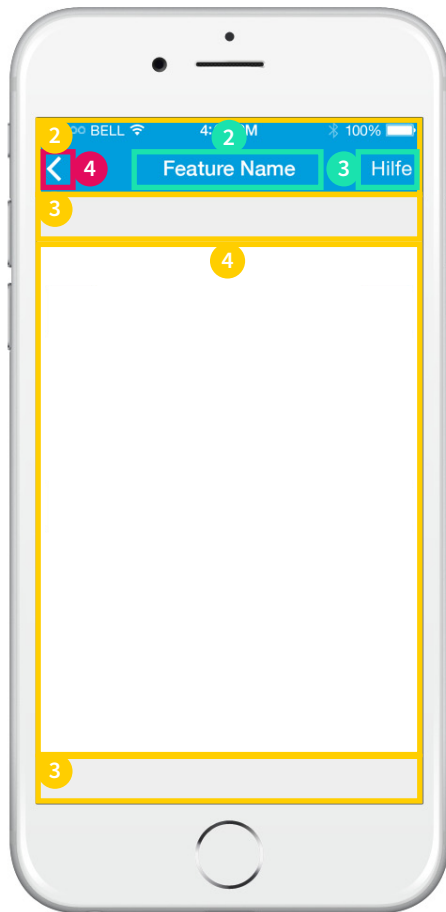
2   Navigation bar

Note: Standard iOS size. The following may be customised:
- The colour
- The shadow line

3   Spacer areas

4   Camera area
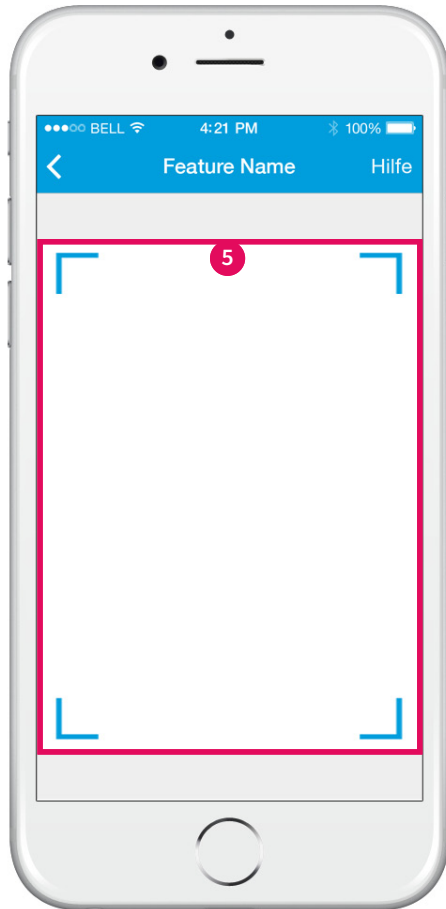
2   Navigation bar text

3   Link to help screens

4   Assets

back_icon @1x, @2x, @3x.png (@1x = 20x20px)

(*Optional*: if not replaced default iOS back icon will be used)

4.2   Camera Screen: Invoice / A4 Remittance Slip

Assets

5 camera_screen_corners_invoice_a4remittance @1x, @2x, @3x.png (@1x = 320x426px)

iOS_menu_buttons.psd

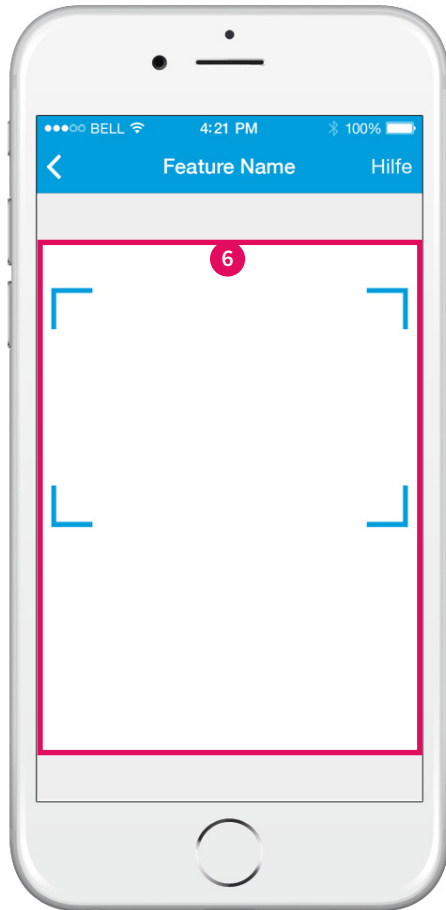# 4.3 Camera Screen: Remittance Slip

Assets

6 camera_screen_corners_remittance @1x, @2x, @3x.png (@1x = 320x426px)

iOS_menu_buttons.psd

5.0 Camera Screen Feedback: Document Found
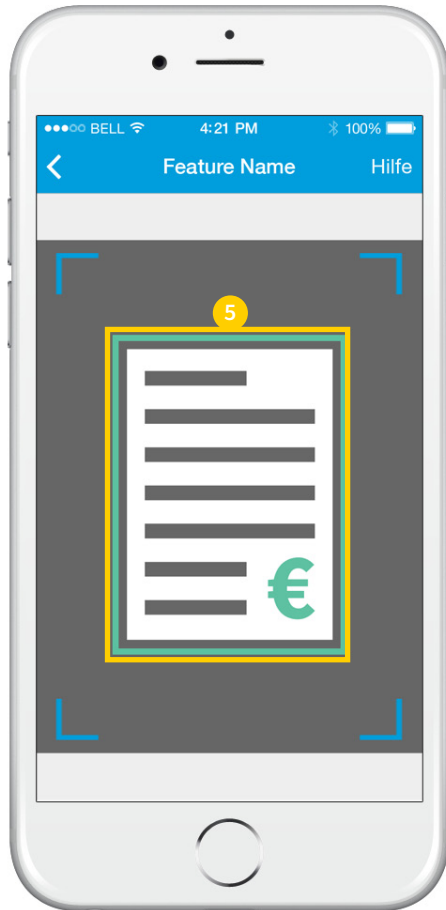
5 Document detection line

The following may be customised:
- The colour
- The weight

5.1 Camera Screen Feedback: Ready for Capture

6 Document detection line with fill

The following may be customised:

- The colour of the line
- The opacity of the fill (uses the same colour as the line with default 50% opacity)

6.0   Camera Screen Messages

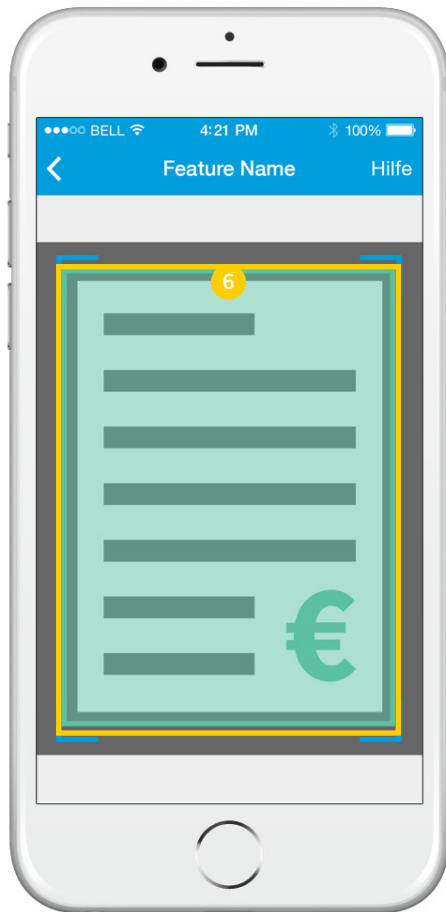In order to help users understand how to take a photo and to ensure that the best quality image is captured, some messages are displayed to the user while interacting with the camera screen.

Best practices for the messages:

- **Keep the wording short**
  The user needs to understand the message at a glance. This is best achieved with a very short, concise sentence consisting of no more than four words.

- **Use the containing area to support the message**
  In order to communicate the desired message as effectively as possible, we suggest using a text container that supports the text. For example, for the 'Move Closer' message we have developed a text area with arrows pointing out, strengthening & supporting the message that the user should move the device closer to the document.

- **Position the message in the centre of the screen**
  Position the message within the centre of the camera screen to ensure that the user's attention is drawn to it.

- **Ensure contrast between the message area and a white document**
  Consider that the message will be displayed over a white background (ie. the document in the camera screen). As a result there should be sufficient contrast so that the message area is easily noticed by the user.

6.1   Messages: Move Closer to Document
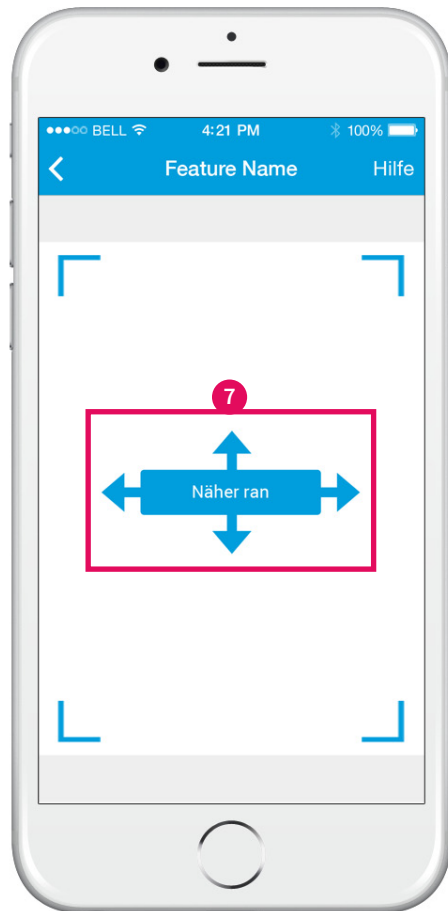
This message is displayed when a document has been detected by the vision module but is too far away to capture the image (there are certain requirements for how close the document must be to achieve suitable image quality). Therefore the purpose of this message is to encourage the user to move the device closer to the document.

Assets

7 messages_nahe_ran@1x @1x, @2x, @3x.png (@1x = 216x103px)

iOS_messages_nahe_ran.psd

6.2   Messages: Hold Device Still
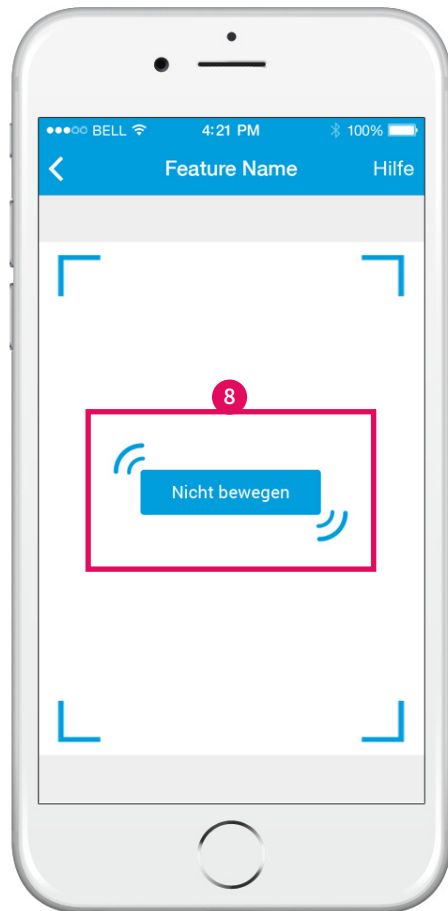
This message is displayed when the vision module has found the corners of a document, and is ready to capture an image. Therefore the purpose of this message is to encourage the user to hold the device still so that the captured image is not blurred.

Assets

⑧ messages_nicht_bewegen @1x @1x, @2x, @3x.png (@1x = 195x82px)

iOS_messages_nicht_bewegen.psd

# 7.0   Onboarding/Help Screens

Users tend to be unfamiliar with automatic shutter camera apps; as a consequence we recommend providing them with some key pieces of information before letting them take their first
picture. This will make the process easy and understandable for them and will help produce the best possible quality photos.

The following are some best practices we recommend for the development of the onboarding process / help screens:

- **Make them visual**
  Users tend not to study the screens in depth, therefore it is important that the message is communicated at a glance.

- **Provide supporting text**
  To support the imagery, provide some short text. Do not use extensive text as the user is unlikely to read it - however some short text (4-6 words) that clarify the imagery can support the message.

- Exaggerate
  When communicating to users the correct and incorrect state (for example, placing the document on a light vs. dark surface)

  1. Ensure that the difference between these two images is exaggerated as much as possible so that a user can instantly see the difference.

  2. Associate the correct image with the colour green, as well as the word 'Richtig' and/or a tick icon. Similarly, the incorrect image should have the colour red associated with it as well as the word 'Falsch' and/or a cross icon.

7.1 Onboarding/Help Screen #1
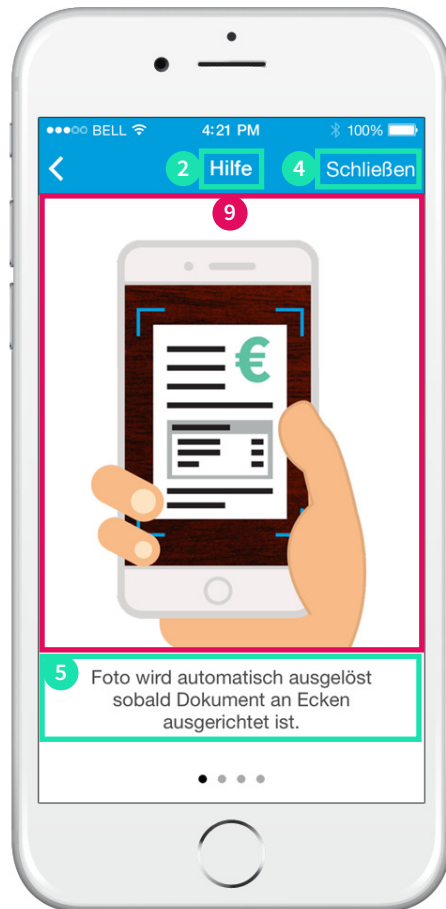
It is important to communicate to the user that:

1. A photo will be taken automatically as many users are unfamiliar with automatic shutter cameras and would expect to have to perform an action like with a standard manual shutter camera application.

2. The document should be positioned within the corners displayed on screen.

2 Navigation bar text

4 'Schließen' button

5 Help Screen #1 text

9 Assets

help_screen_1_invoice @1x, @2x, @3x.png (@1x = 250x360px)

iOS_help_screen_1.psd

7.2   Onboarding/Help Screen #2
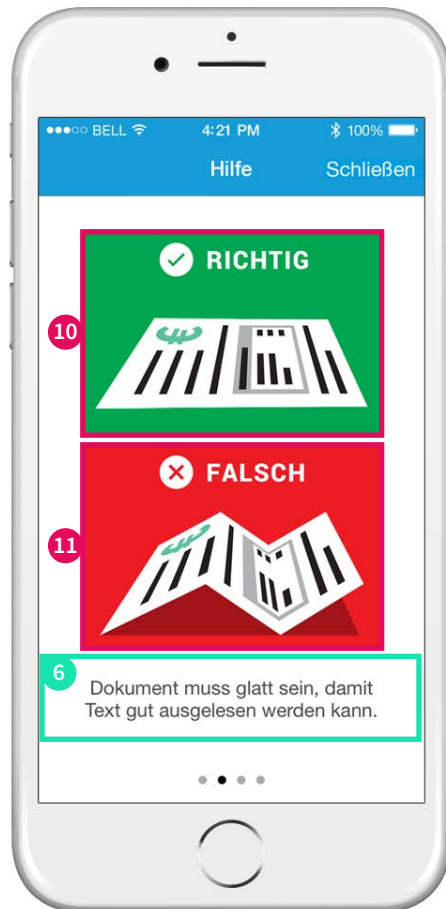
It is important to communicate to the user that the document must be flattened before capturing an image. This is because folds within the document may:

1. Cause the document detection system to erroneously crop the document.

2. Create shadows or distortions within the image that may cause OCR errors.

6   Help Screen #2 text

Assets

10   help_screen_2_richtig @1x, @2x, @3x.png (@1x = 250x167px)

11   help_screen_2_falsch @1x, @2x, @3x.png (@1x = 250x167px)

iOS_help_screen_2-4_falsch-richtig.psd

7.3   Onboarding/Help Screen #3

It is important to communicate to the user that the document must be placed on a dark surface. This is because the camera module requires sufficient contrast between the document edges and background to find the document.

7 Help Screen #3 text

Assets

12 help_screen_3_richtig @1x, @2x, @3x.png (@1x = 250x167px)

13 help_screen_3_falsch @1x, @2x, @3x.png (@1x = 250x167px)

iOS_help_screen_2-4_falsch-richtig.psd

7.4   Onboarding/Help Screen #4

It is important to communicate to the user that the device must be held parallel to the document and not at an angle. This makes capturing an image easier for the user and produces better results.
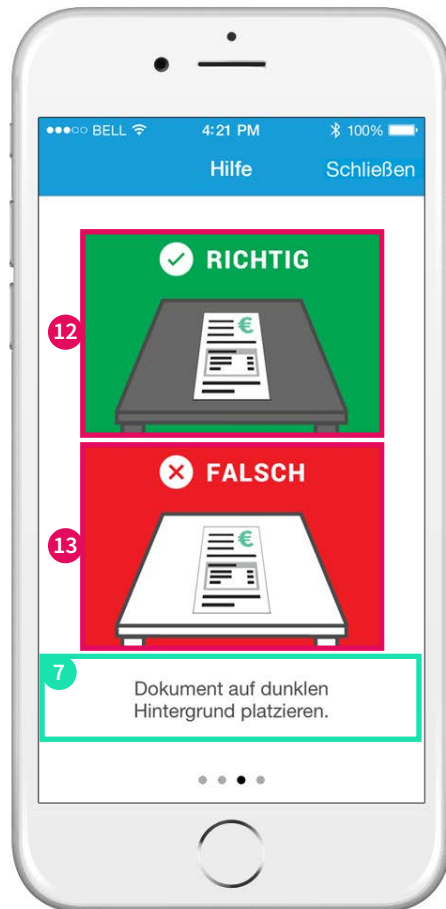
8 **Help Screen #4 text**

Assets

14 help_screen_4_richtig @1x, @2x, @3x.png (@1x = 250x167px)

15 help_screen_4_falsch @1x, @2x, @3x.png (@1x = 250x167px)

iOS_help_screen_2-4_falsch-richtig.psd
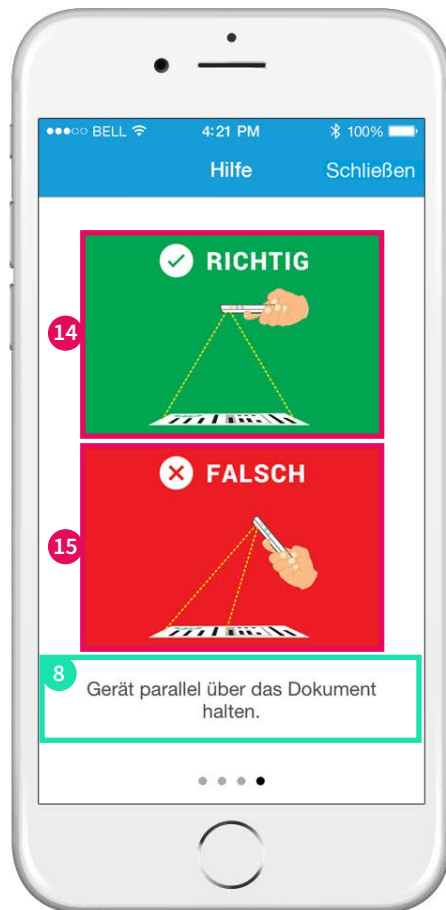
8.0   Processing Screen

Once the user has captured an image it is important to:

1.   Display the captured image so that the user can see whether or not the image is blurry.

2.   Let the user know that something is happening. This can be achieved with text within the navigation bar as well as a spinner animation.

3.   Give the user the opportunity to cancel the process. It is possible that the process may take some time - especially if the image is not of a good quality. Therefore allow the user to cancel the process without leaving the app.

7   **Cancel button**

9   **Processing text**

10   **Cancel button text**

Assets
16   processing_screen_1..._x @1x, @2x, @3x.png (no set dimensions)

9.0 Asset Checklist

Please provide all assets in:

a) the dimensions provided

b) @1x, @2x & @3x sizes

c) with the same file names as provided

d) in .png format

	@1x	@2x	@3x
Selection Screen			
❶ Rechnung_button			
❷ Remittance_button			
❸ A4Remittance_button			
Camera Screen Layout			
❹ back_icon (optional)			
Camera Screen (Invoice / A4 Remittance Slip)			
❺ camera_screen_corners_invoice_a4remittance			
Camera Screen (Remittance Slip)			
❻ camera_screen_corners_remittance			
Messages: Move Closer to Document			
❼ messages_nahe_ran			
Messages: Hold Device Still			
❽ messages_nicht_bewegen			
Onboarding / Help Screen #1			
❾ help_screen_1_invoice			
Onboarding / Help Screen #2			
❿ help_screen_2_richtig			
⓫ help_screen_2_falsch			
Onboarding / Help Screen #3			
⓬ help_screen_3_richtig			
⓭ help_screen_3_falsch			
Onboarding / Help Screen #4			
⓮ help_screen_4_richtig			
⓯ help_screen_4_falsch			
Processing Screen			
⓰ processing_screen_1... _x			

9.1   Text / Icon Checklist

	Text	Colour	Font		
			family	weight	size
Selection Screen					
❶ Selection screen text					
Camera Screen Layout					
❷ Navigation bar text					
❸ Link to help screens					
Onboarding / Help Screen #1					
❹ 'schließen' button					
❺ Help screen #1 text					
Onboarding / Help Screen #2					
❻ Help screen #2 text					
Onboarding / Help Screen #3					
❼ Help screen #3 text					
Onboarding / Help Screen #4					
❽ Help screen #4 text					
Processing Screen					
❾ Processing text					
❿ Cancel button text					

9.2   Colour Checklist

	HEX Code / RGB Values	Weight
Selection Screen **1** **3** Background / Spacer areas		
Camera Screen Layout **2** Navigation bar		
1 **3** Background / Spacer areas		
Camera Screen Feedback: Document Found **5** Document detection line		
Camera Screen Feedback: Ready for Capture **6** Document detection line with fill		
Camera Screen Layout **7** Cancel button		

10.0 Contact

If you have any questions please contact us:

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