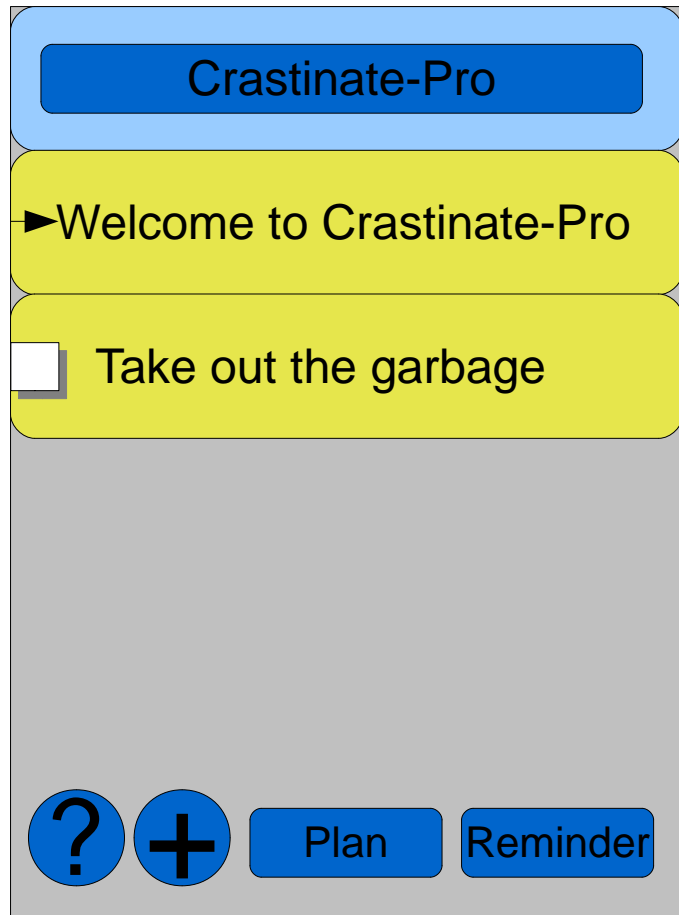


Crastinate-Pro Stage1.Scene1 #1

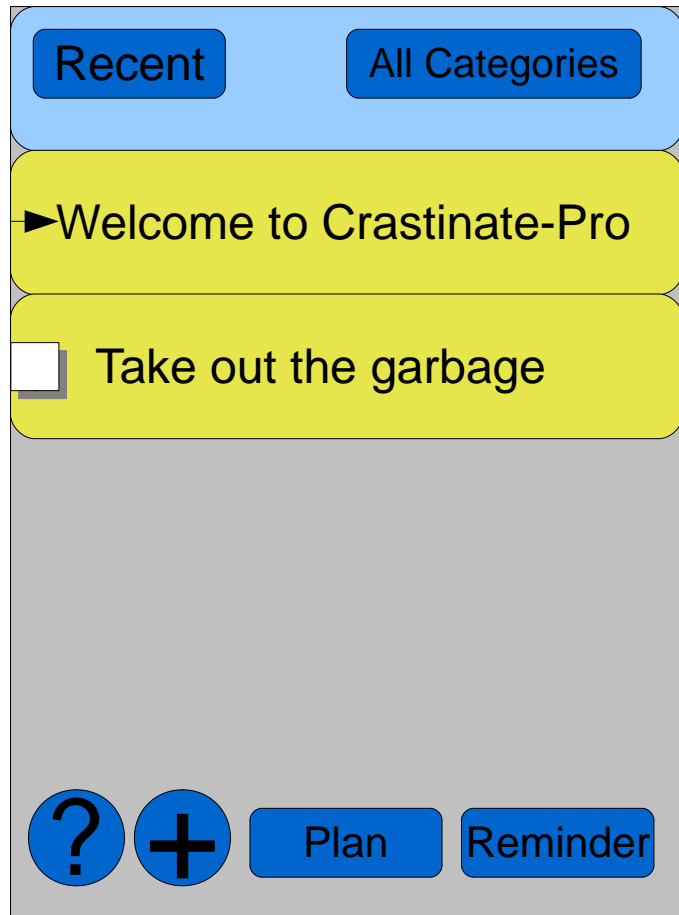


Title Bar

- The title bar has fixed text - “Crastinate-Pro”
- In a future release, the title bar will be replaced with “recent” and “category” (or some other kind of navigational/organizational) buttons (see next slide).

Every screen will have a “?” to display help. It's a principal of my design philosophy. I should hope that my application is so intuitive that the user does not need to use it, but it will always be there in case the user wants more.

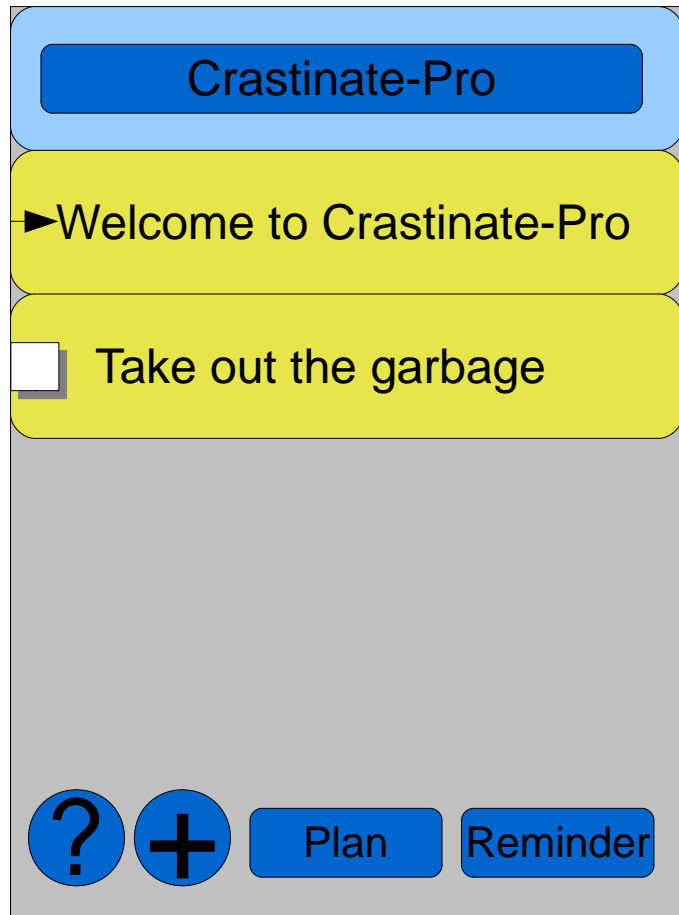
Crastinate-Pro Stage1.Scene1 (future release)



Title Bar

- In a future release, the title bar will be enhanced with functional buttons, for example...
- “Recent” and “All Categories” are drop-down buttons. “All Categories” sizes to fit the number of characters in the category name, or the amount of space in the bar, whichever is less.

Crastinate-Pro Stage1.Scene1 #1.1

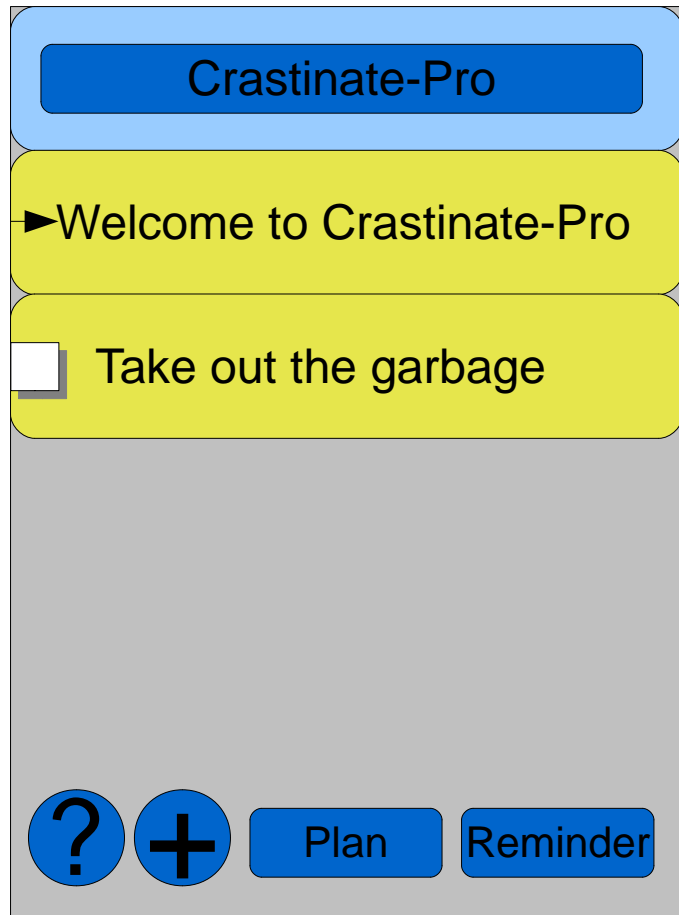


Existing Plans and reminders

- Typing searches in title and notes fields for plans and reminders.
- Plans have an “arrow” icon, reminders have a check-box.
- Reminders are only shown if they are not in any plan.

The initial view shows the list of plans and reminders. When first installed, the only plan shown will be the sample plan, called “Welcome to Crastinate-Pro,” and the sample reminder, “Take out the garbage.”

Crastinate-Pro Stage1.Scene1 #1.2

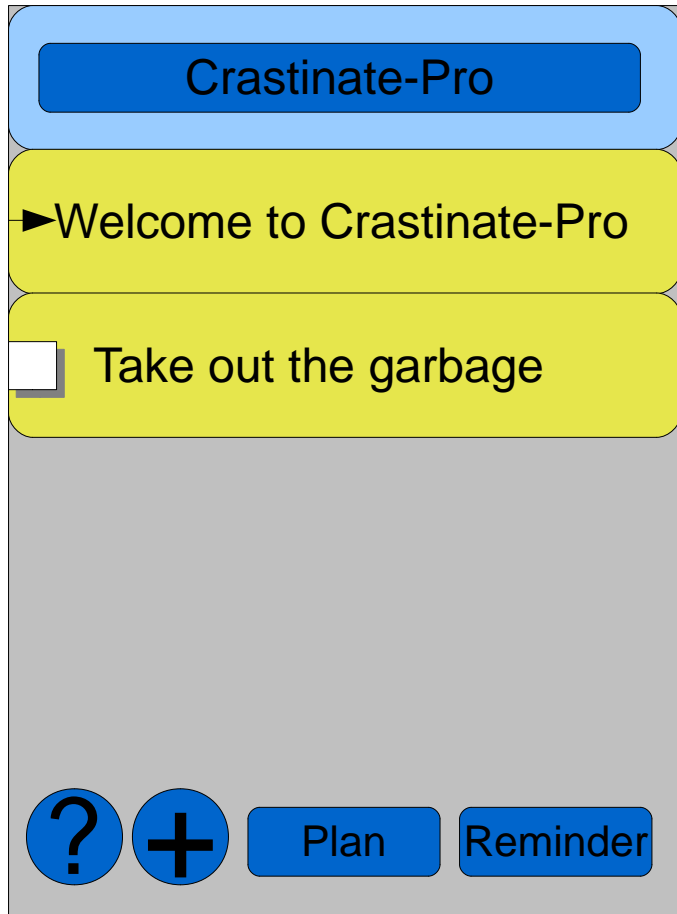


Existing Plans and reminders

- In a future release, reminders and plans will be color-coded (black, green, yellow, red), according to their status, based on their time.
- See “Crastinate-Pro Notes” for full description of status (-?-)
- Not sure how I'm going to code that. Ali suggests sub-typing.

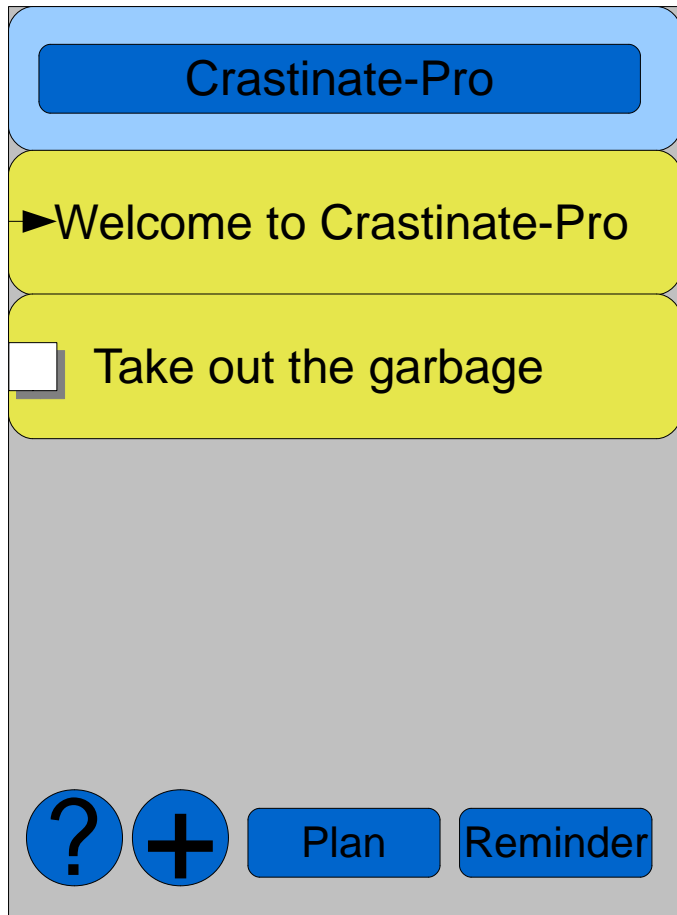
Crastinate-Pro Stage1.Scene1 #2

Existing Plans and reminders



- The “arrow” icon takes you to “Use” view for a plan.
- The “check-box” icon activates or de-activates a reminder.

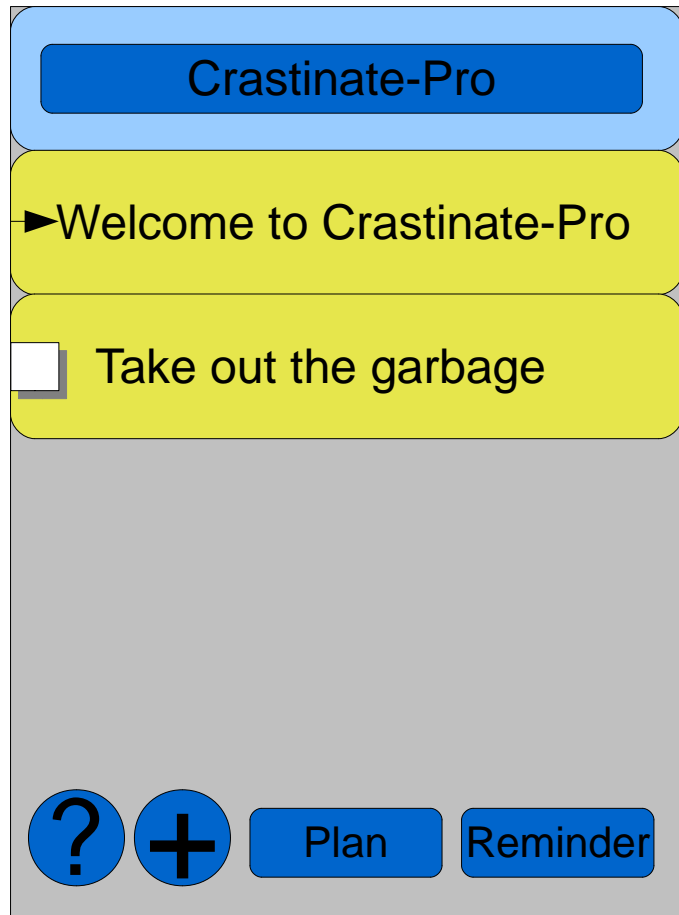
Crastinate-Pro Stage1.Scene1 #2.1



Existing Plans and reminders

- Tapping a plan or reminder selects it.
- Tap and hold on a plan takes you to use view (same as tapping the “arrow” icon)
- Tap and hold a reminder takes you to properties.
- Swipe right reveals delete/cancel.

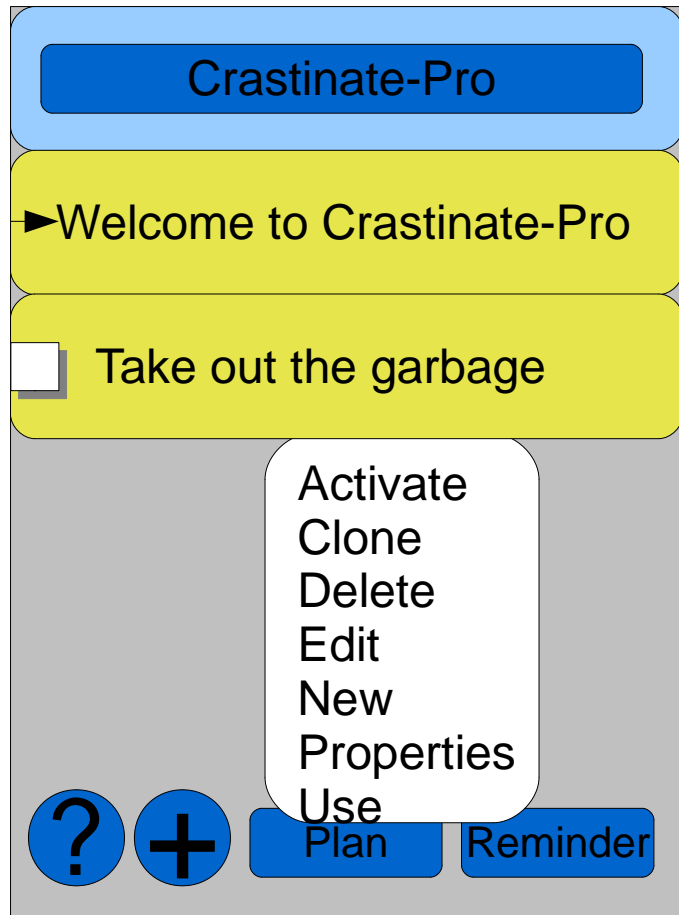
Crastinate-Pro Stage1.Scene1 #3



Buttons

- “+” (or keyboard return) pops up a choice of either plan or reminder, which takes you to properties.
- “Plan” pops up a menu of actions that can be done against the selected plan. Disabled if no plan is selected.
- “Reminder” does the same thing it does within the Plan Edit view.

Crastinate-Pro Stage1.Scene1 #4

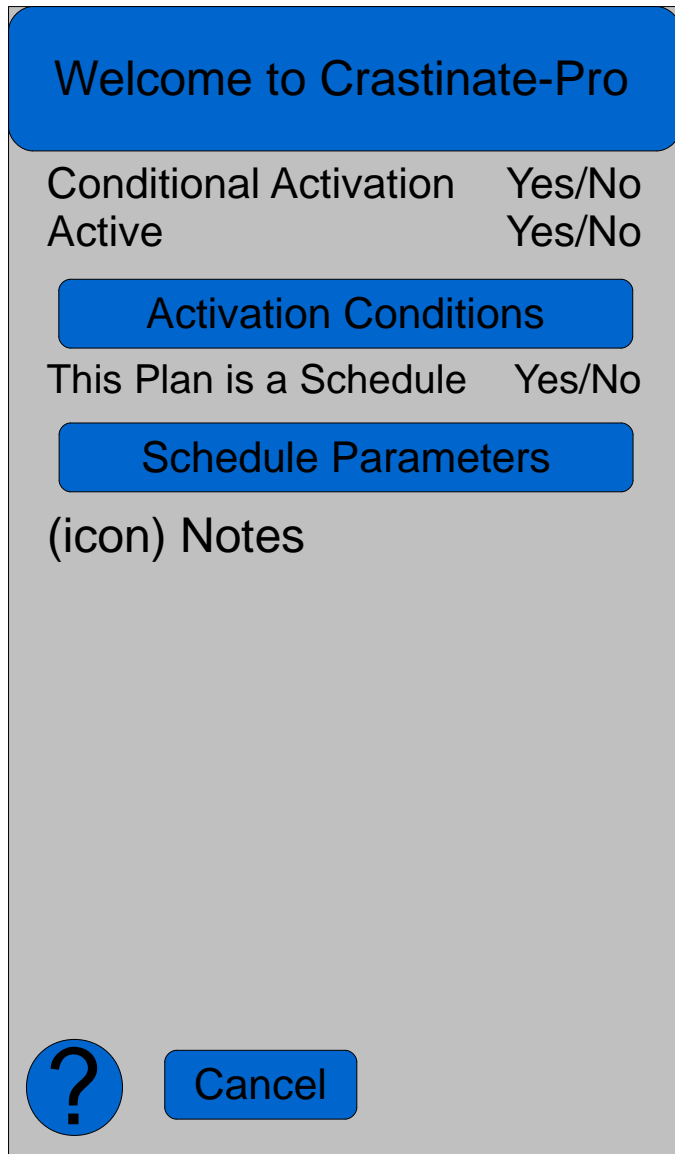


Plan Menu. Does actions against the selected plans.

- Most actions are self-explanatory, except Activate...
- If the plan has conditional activation, this item will go to activation conditions. Otherwise it will simply toggle the activate flag.

Stage1.Scene2 (Plan Properties) #1

Title Bar and Navigation



Welcome to Crastinate-Pro

Conditional Activation Yes/No
Active Yes/No

Activation Conditions

This Plan is a Schedule Yes/No

Schedule Parameters

(icon) Notes

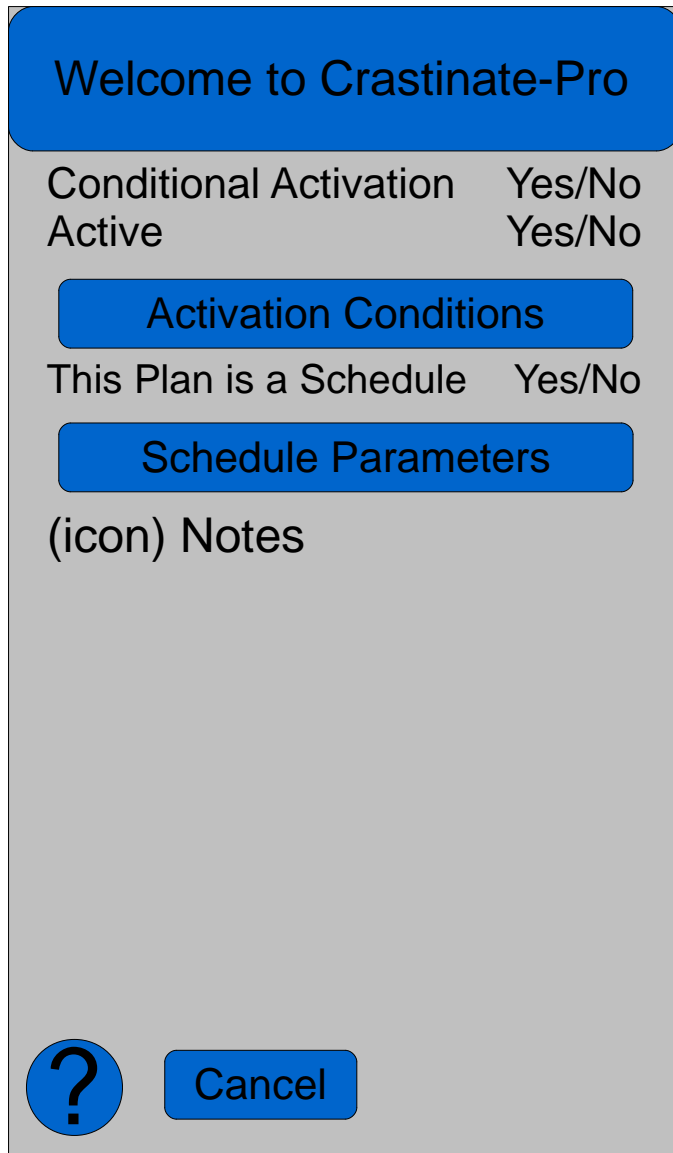
?

Cancel

- The title bar is the name of the plan. For a new plan, it says, "Enter Plan name..."
- Cancel returns without saving changes
- Back gesture saves and returns
- A plan name is required to save changes. If it's not entered, a pop-up dialog appears.

Stage1.Scene2 (Plan Properties) #1.1

Conditional Activation



Welcome to Crastinate-Pro

Conditional Activation Yes/No
Active Yes/No

Activation Conditions

This Plan is a Schedule Yes/No

Schedule Parameters

(icon) Notes

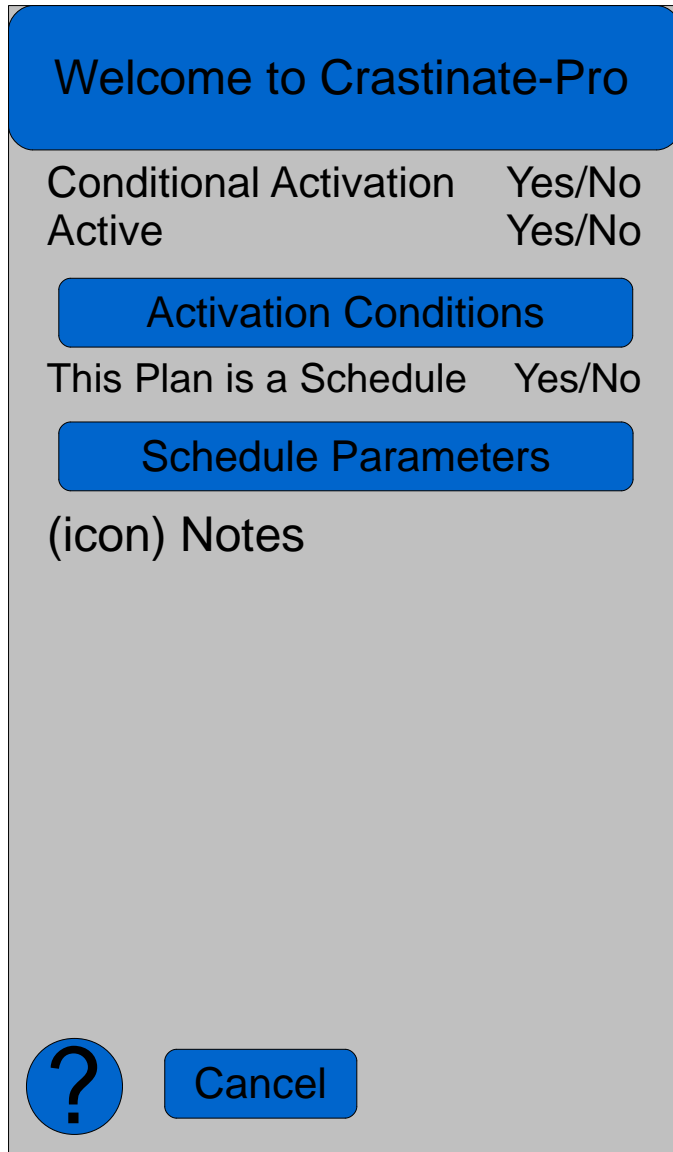
?

Cancel

- Conditional Activation is the unique characteristic of the application. Need to come up with a more elegant way to present this. Maybe there's a clever way to combine all three.
- If “Conditional Activation” is set to “yes” then “active” will be disabled, and determined based on conditions, and “Activation Conditions” will be enabled.
- “Activation Conditions” takes you to that dialog

Stage1.Scene2 (Plan Properties) #1.2

Schedule toggle



Welcome to Crastinate-Pro

Conditional Activation Yes/No
Active Yes/No

Activation Conditions

This Plan is a Schedule Yes/No

Schedule Parameters

(icon) Notes

?

Cancel

- The “Schedule” property is the juncture between “Morning Plans” and “Clock+ Reminders” (see notes)
- Controls how the start times for the reminders in the plan are determined.
- Also here need a clever and elegant UI
- Another idea for this might be “Reminder times... calculated/entered”
- Not sure how to logically handle this switch in existing plans. May need to try different approaches in alpha testing

Stage1.Scene2 (Plan Properties) #1.3

- The notes field is currently used for searching, but nothing else.

Welcome to Crastinate-Pro


Conditional Activation Yes/No
Active Yes/No

Activation Conditions

This Plan is a Schedule Yes/No

Schedule Parameters

(icon) Notes

 Cancel

Stage1.Scene2 (Plan Properties) #2

Plan Name dialog

Welcome to Crastinate-Pro

Conditional Activation Yes/No
Active Yes/No

Activation Conditions

This Plan is a Schedule Yes/No

Schedule Parameters

(icon) Notes

Please enter plan name

OK Cancel Help

- This dialog pops up if the user uses back gesture without entering a name.
- OK (disabled until a Plan Name is entered) saves properties and returns
- Cancel returns to properties


Stage1.Scene2a (Activation Conditions)

**Activation Conditions for
Welcome to Crastinate-Pro**

Date: (picker-today, tomorrow,
choose)

Recurrence:
Daily/weekday/weekly (on
day)/monthly

Until: (further notice)



- In the initial release, activation conditions will be strictly time based
- There will be many enhancements in this dialog in future releases (see notes)

Stage1.Scene2b (Schedule Parameters)

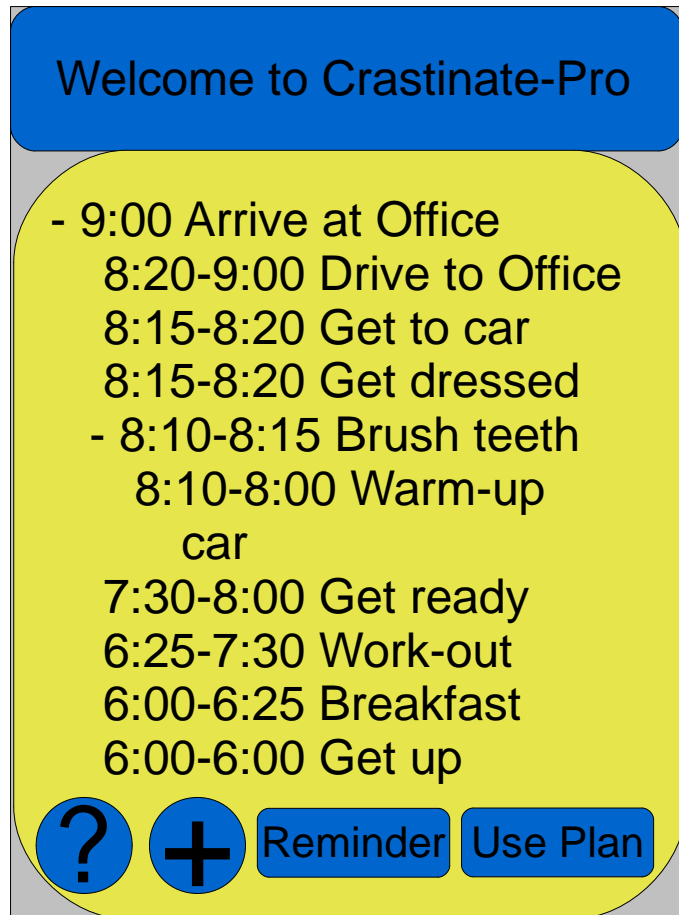
Schedule Parameters for
Welcome to Crastinate-Pro

Base Time:
Base Time is: Start/End



- The base time is the time used to calculate the start/end times for all of the reminders in the plan.
- The start time for the other reminders is calculated based on the end time of the previous reminder and the duration
- Start/End is a toggle that controls whether the base time is the start of the schedule or ending.

Stage1.Scene3 (Edit view, portrait) #1

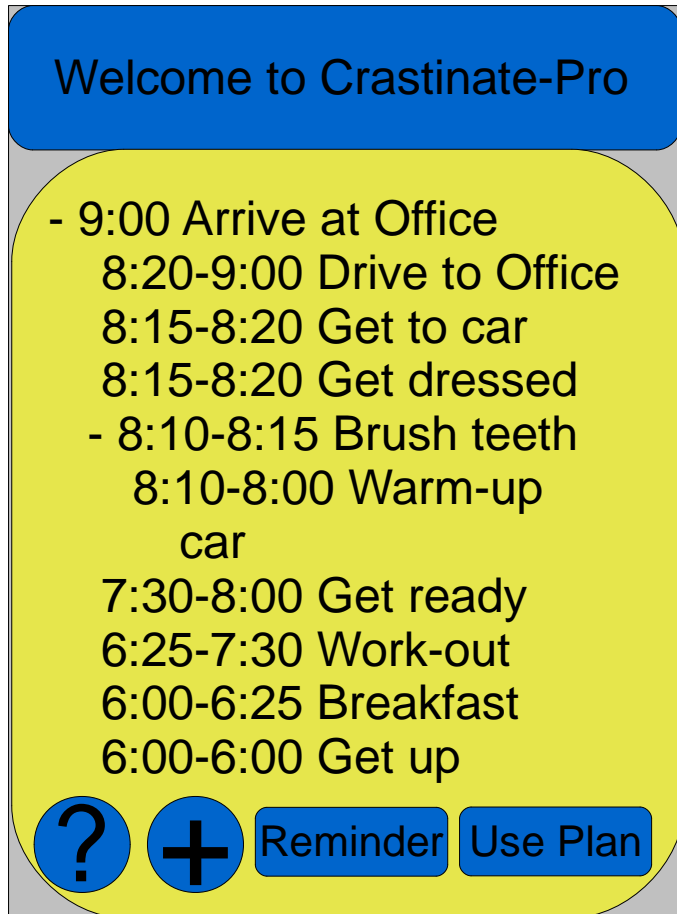


Title Bar

- The title bar shows the name of the plan. If the title doesn't fit in the title bar, there will be ellipses on the right.
- Tapping in the title bar expands the title into a wrapping field showing the entire title. Tapping it again will collapse it.

Stage1.Scene3 (Edit view, portrait) #2

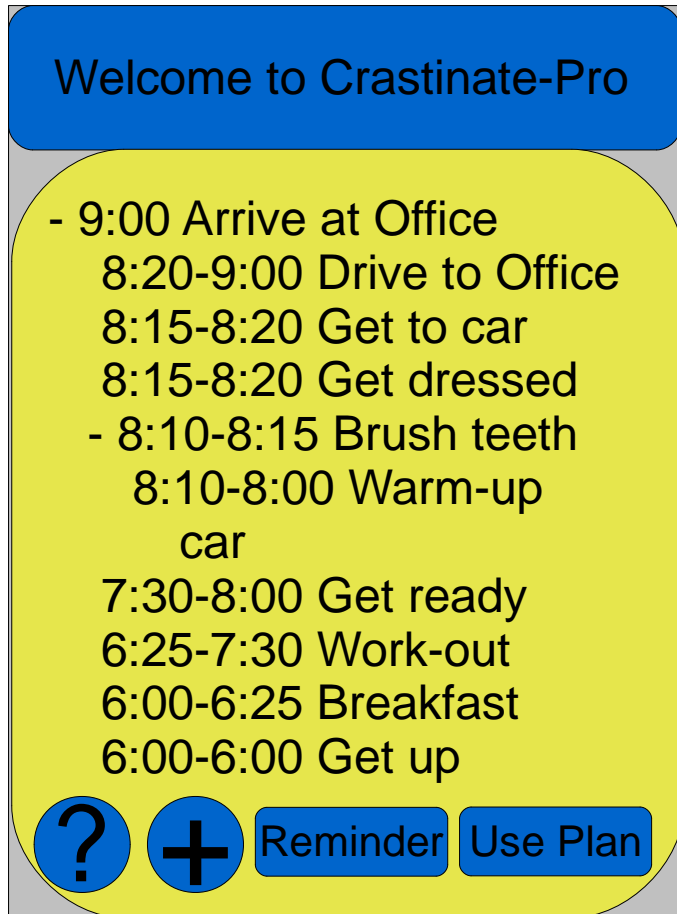
Existing Reminders



- Tapping a reminder selects it
- Tap and hold takes you to properties.
- Swipe right reveals delete/cancel.
- Tap and drag moves the item.
 - up/down in the list.
 - Left/right changes the level.
 - Crastinate re-calculates the start/end times

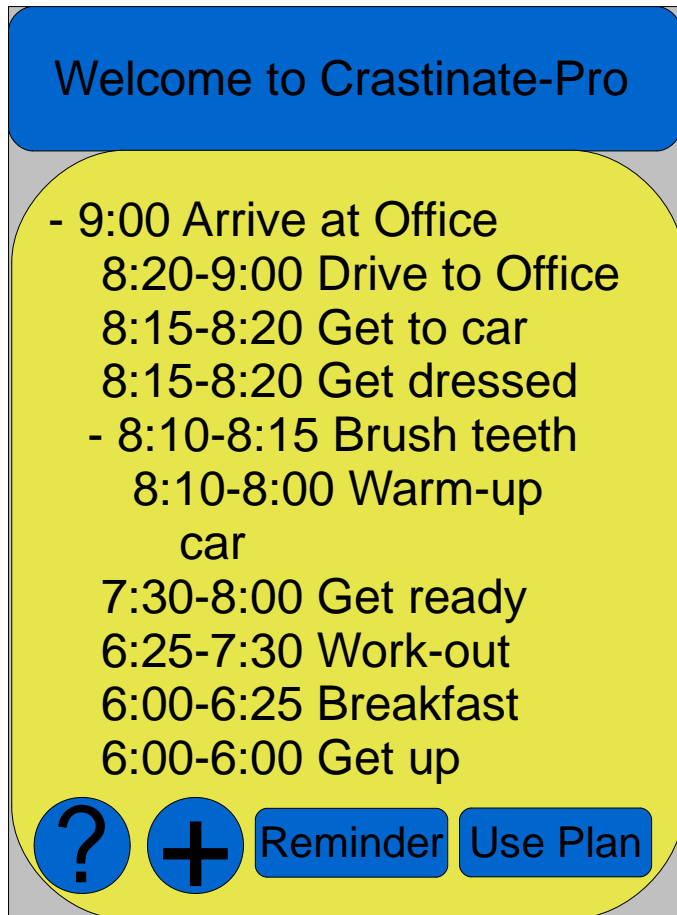
Stage1.Scene3 (Edit view, portrait) #3

Buttons



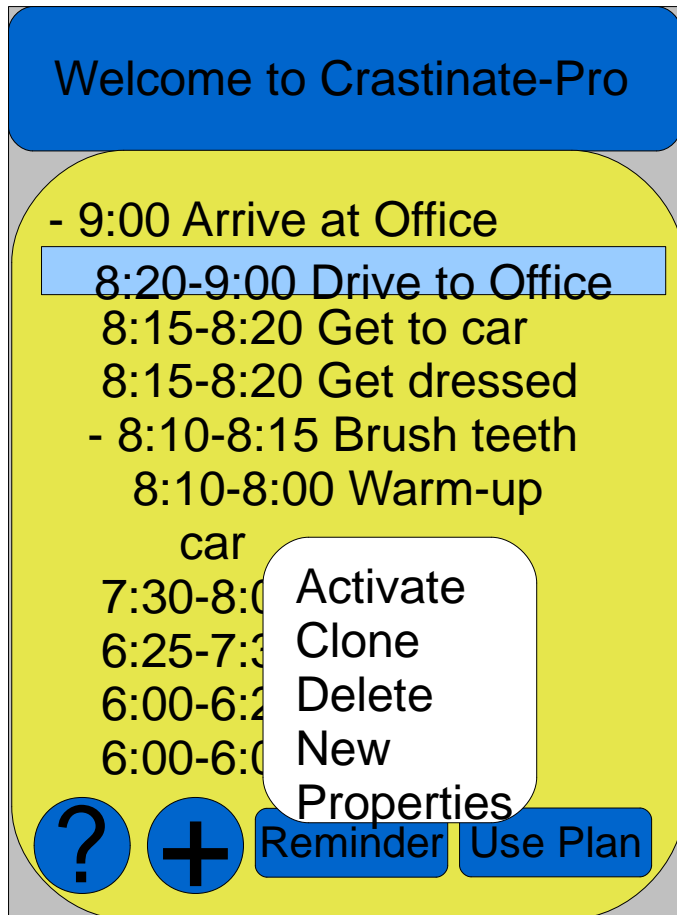
- “+” (or keyboard return) adds a new reminder. Where it is added depends on what is selected (described on another slide).
- “Reminder” pops up a menu of actions that can be done against it (described on another slide). Disabled if nothing is selected.
- “Use Plan” switches to use view.

Stage1.Scene3 (Edit view, portrait) #4



- “+” (or return key) new item placement depends on what was selected:
 - If nothing, bottom of the plan, at first level
 - If the top reminder, or an item with sub-items, and expanded, directly below it at next level
 - If an item with no sub-items, or sub-items collapsed, below the at same level

Stage1.Scene3 (Edit view, portrait) #5



Reminder Menu. Takes you to additional dialogs for the selected item

- Most actions are self-explanatory, except Activate...
- If the schedule plan property is on, “Activate” will not appear.

Stage1.Scene3 (Edit view, portrait) #6

Clone dialog

Welcome to Crastinate-Pro

- 9:00 Arrive at Office
- 8:20-9:00 Drive to Office
- 8:15-8:20 Get to car
- 8:15-8:20 Get dressed
- 8:10-8:15 Brush teeth
- 8:10-8:00 Warm-up car
- 7:30-8:00 Get ready
- 6:25-7:30 Work-out

Clone Reminder?
Times? 1

Cancel
OK

- Asks you how many times you want to replicate the selected item. Defaults to 1.
- The number field is a 2-digit selector that slides, and allows you to type a number.
- The return key selects the OK button

Stage1.Scene3 (Edit view, portrait) #7

Delete dialog

The screenshot shows a mobile app interface in portrait orientation. At the top is a blue header bar with the text "Welcome to Crastinate-Pro". Below this is a yellow rounded rectangle containing a list of reminders. The first reminder is "- 9:00 Arrive at Office". The second reminder, "8:20-9:00 Drive to Office", is highlighted with a light blue background. Below it are "8:15-8:20 Get to car" and "8:15-8:20 Get dressed". The third reminder is "- 8:10-8:15 Brush teeth", followed by "8:10-8:00 Warm-up car" and "7:30-8:00 Get ready". The last reminder is "6:25-7:30 Work-out". At the bottom of the yellow rectangle is a white rounded rectangle containing the text "Delete Reminder?", "Delete", and "Cancel".

Welcome to Crastinate-Pro

- 9:00 Arrive at Office
- 8:20-9:00 Drive to Office
- 8:15-8:20 Get to car
- 8:15-8:20 Get dressed
- 8:10-8:15 Brush teeth
- 8:10-8:00 Warm-up car
- 7:30-8:00 Get ready
- 6:25-7:30 Work-out

Delete Reminder?

Delete

Cancel

- Confirms delete
- The return key selects the cancel button
- Futures:
 - A way to toggle the delete confirmation
 - A way to delete multiple items

Stage1.Scene4 (Reminder Properties) #1

Drive to office

Start:	00:00
End:	00:00
Duration:	00:00

Alarm:

Type: Popup/notification

Sound:

Vibrate (yes/no)

Remind x times


At x minute intervals

Initial Snooze x minutes

Recurrence Pattern:

Daily, Weekly (on day),
monthly, until date

Plan(s):
(icon) Notes



- The title bar is the name of the reminder. For a new reminder, it says, “Enter Reminder name...”
- These properties are kind of a mess. I may need to break them up depending on the “Schedule” flag in the plan
- Details on these properties are in the notes document

Stage1.Scene4 (Reminder Properties) #2

Drive to office

Start:	00:00
End:	00:00
Duration:	00:00

Alarm:

Type: Popup/notification

Sound:

Vibrate (yes/no)

Remind x times

At x minute intervals


Initial Snooze x minutes

Recurrence Pattern:

Daily, Weekly (on day),
monthly, until date

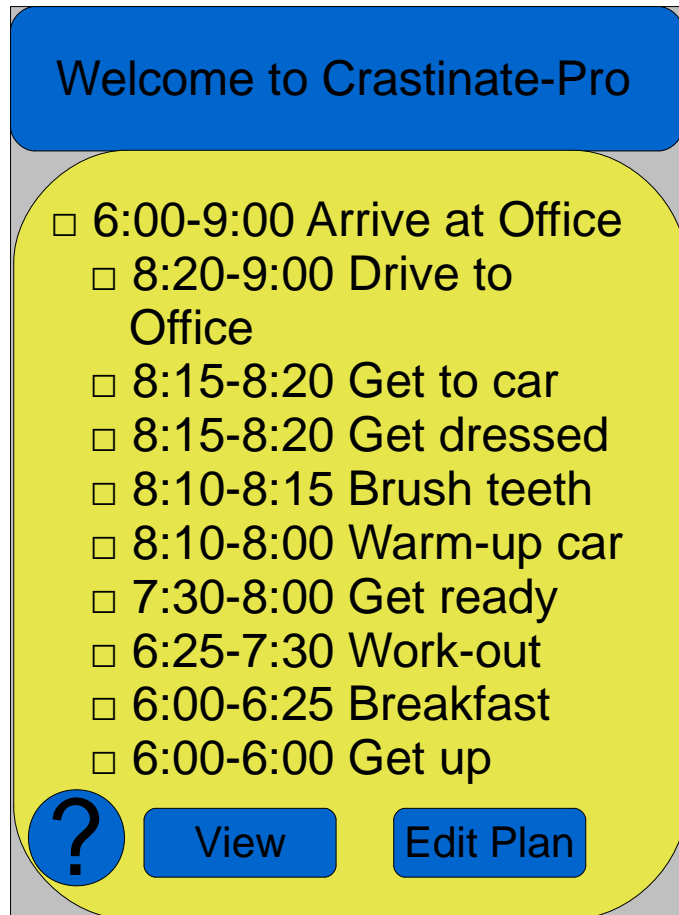
Plan(s):

(icon) Notes



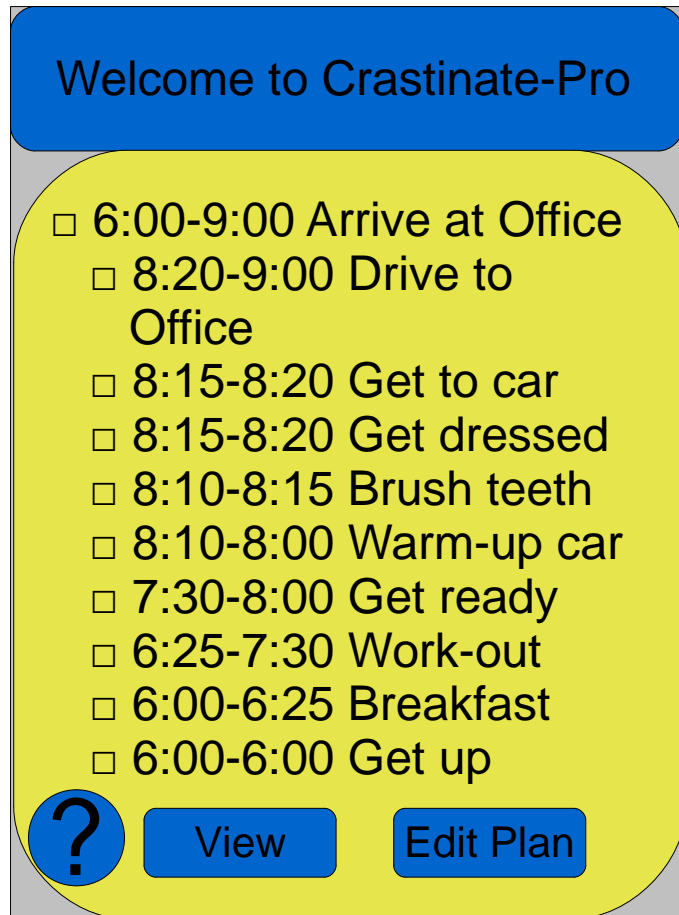
- The notes field for the user to make notes about the reminder, and also used for search, unless I think of something else.

Stage2.Scene1 (Use view, portrait) #1



- This will be a new stage, so you can use multiple plans simultaneously.
- This is the Use View for a schedule plan.
- For non-schedule plans, all of the items are on the same level, and the start/end times are specified in the reminder properties
- The start and end times are calculated based on the schedule parameters for the plan, and the duration of each reminder

Stage2.Scene1 (Use view, portrait) #1



- There are two ways to mark a reminder complete: 1) Tap on it once to select it, then press the space bar 2) Tap on the checkbox.
- If you use the select/space bar method, the next item is selected after you press the space bar

Stage2.Scene1 (Use view, portrait) #1

View Menu

- “Hide” will toggle between “Hide” and “show”

