

# Cue

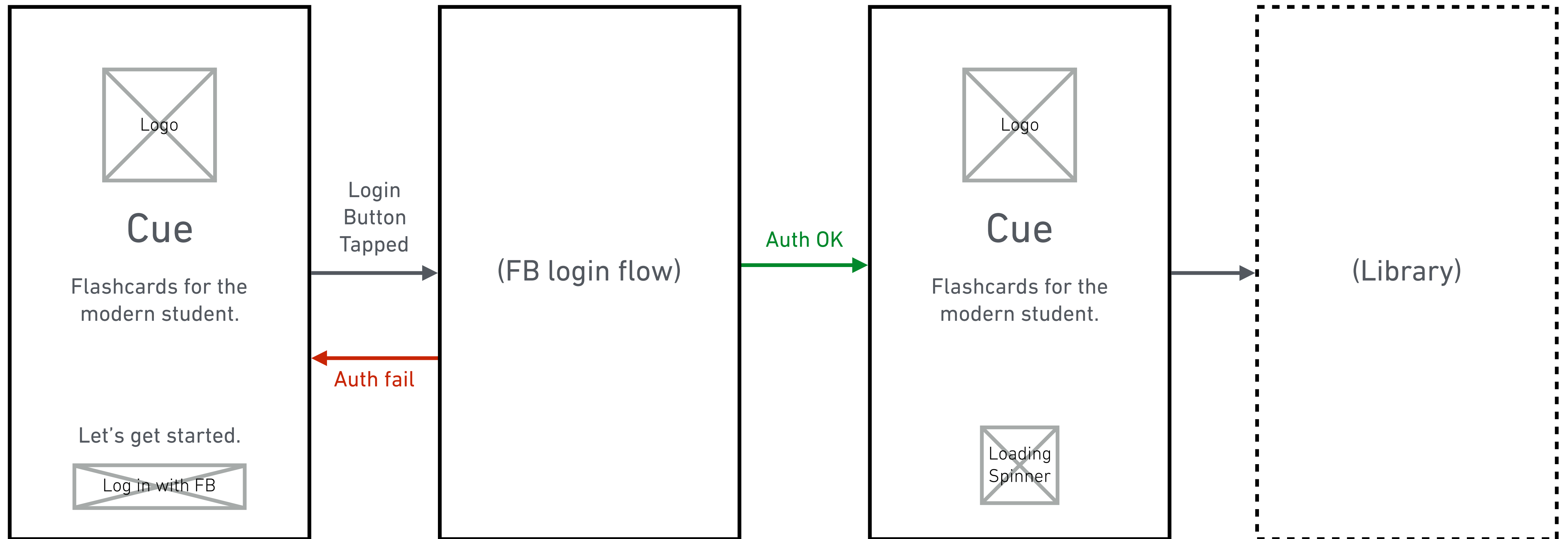
*v2 UX mocks*

# Updates

- v1
  - Initial version of mocks
- v2
  - Changed Create New Deck flow to Add to Library flow with support for share code lookup
  - Added Sync Conflict flow

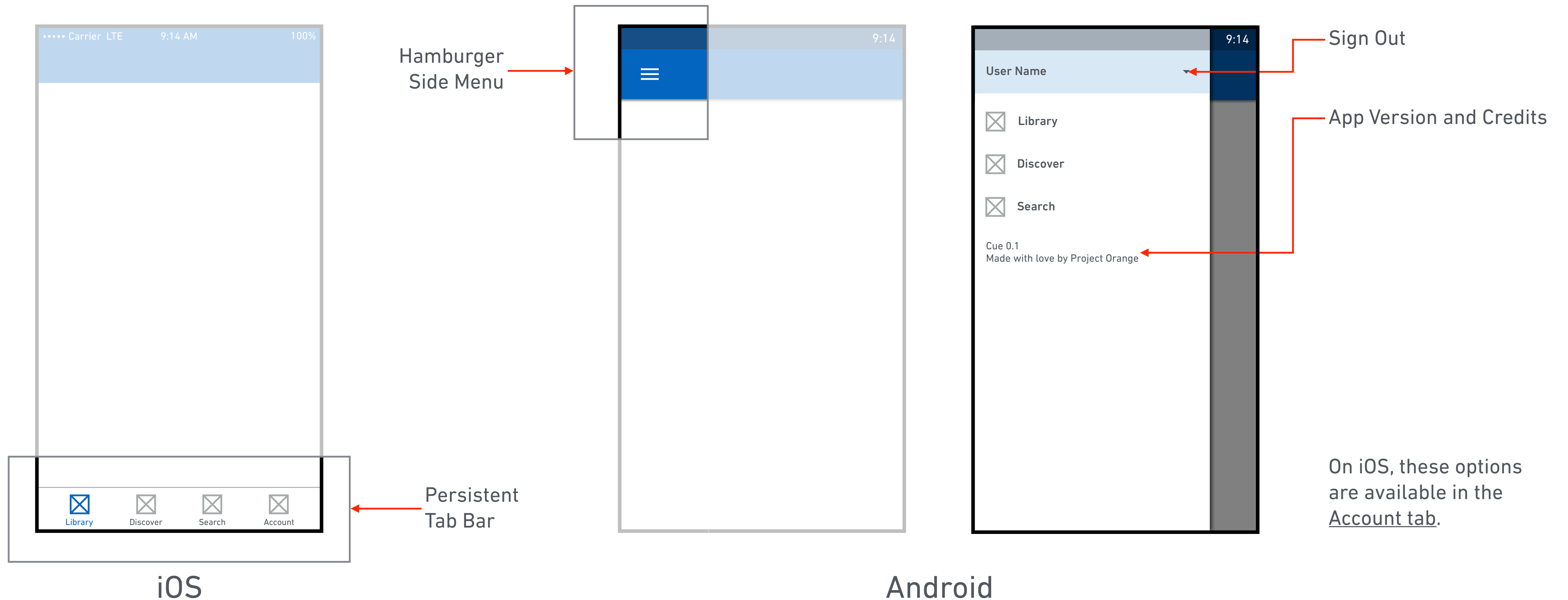
# First Launch Experience

## *Onboarding and Facebook login*



# Top-Level App Navigation

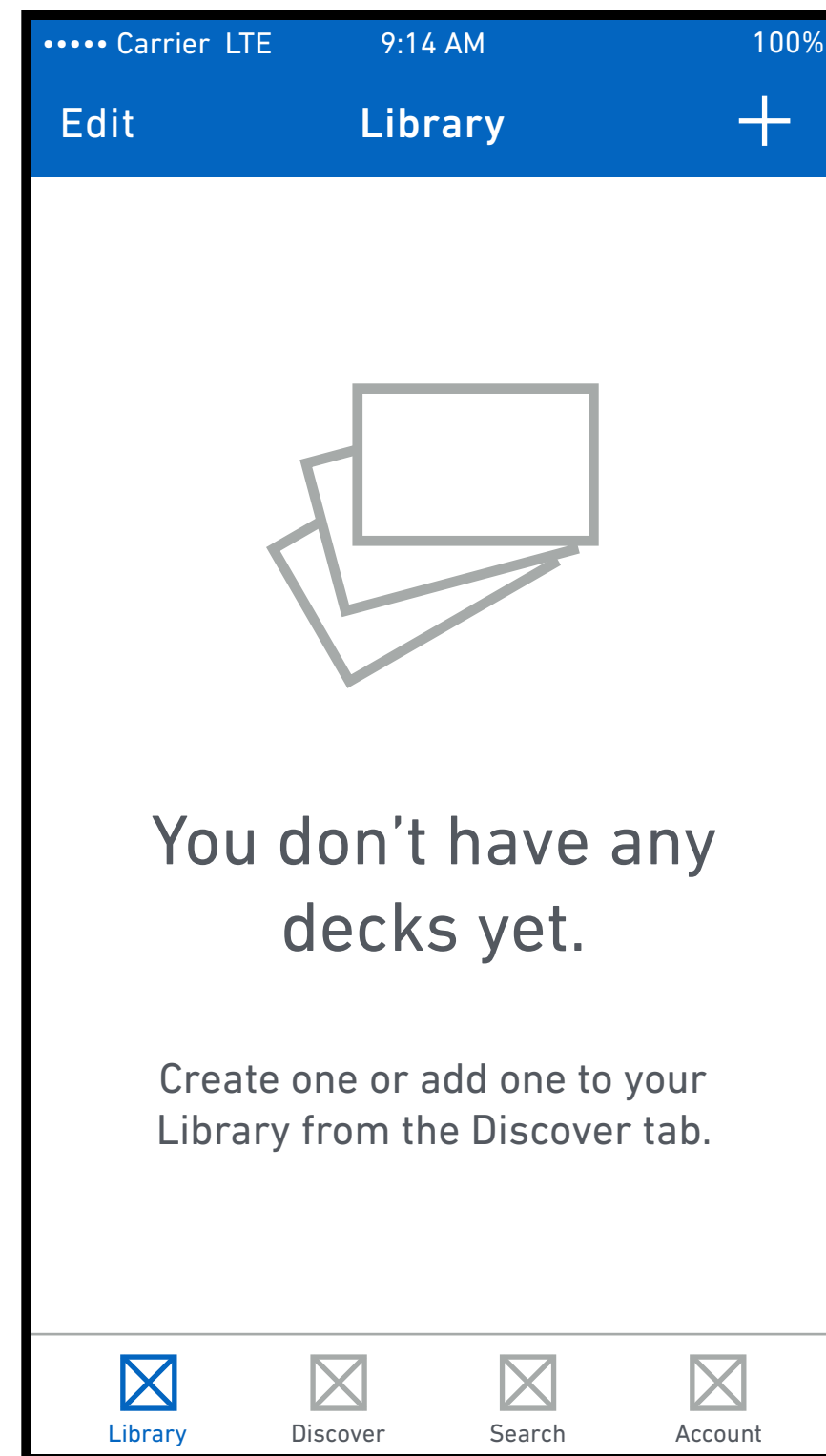
*iOS & Android*



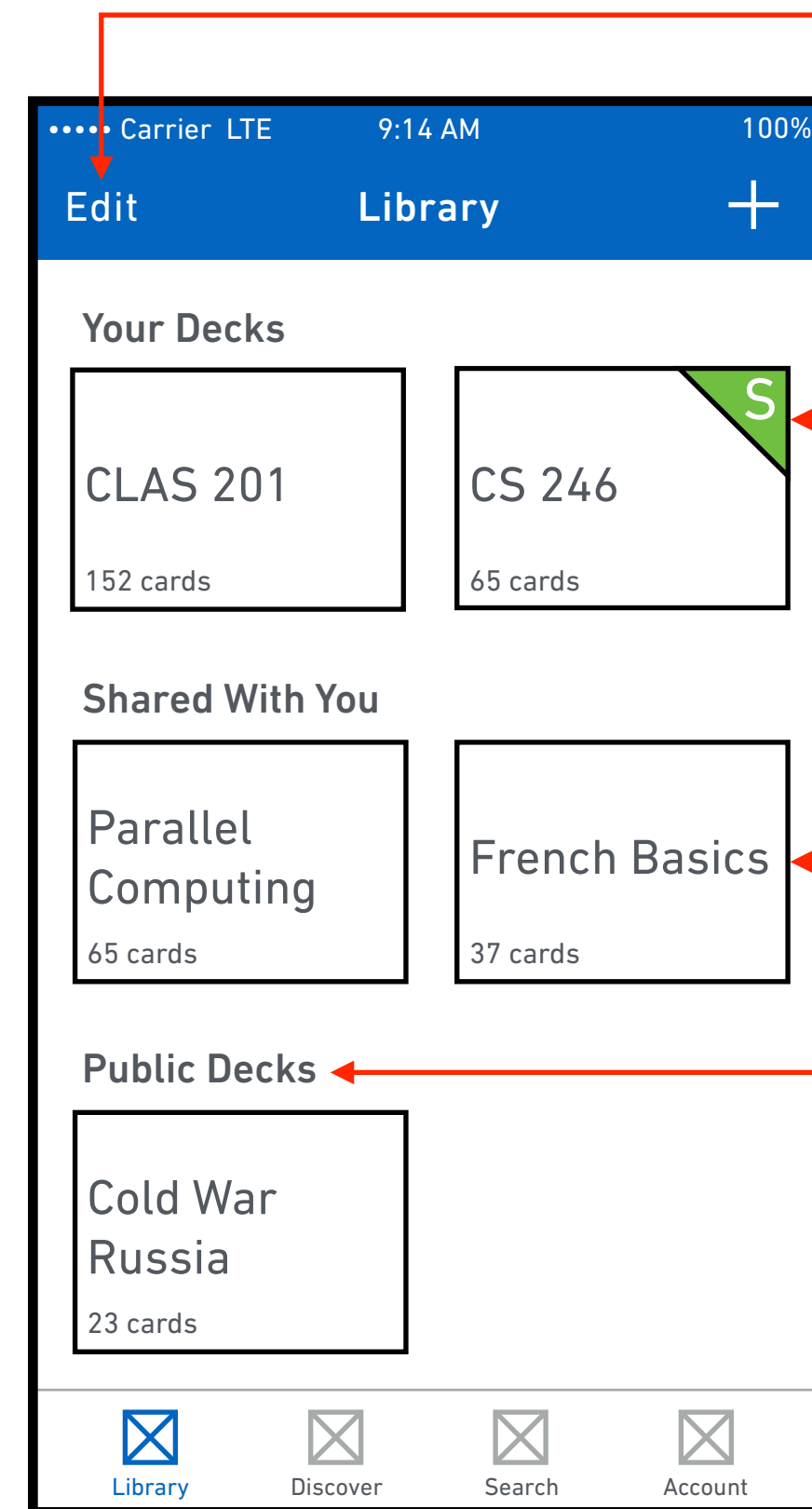
# Library

# Library

*iOS*



Empty State

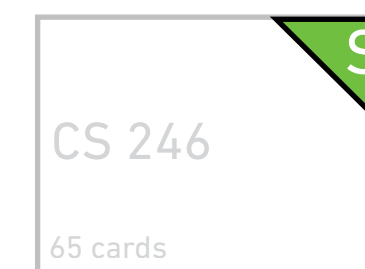


Normal State

## Enter Library Edit Mode

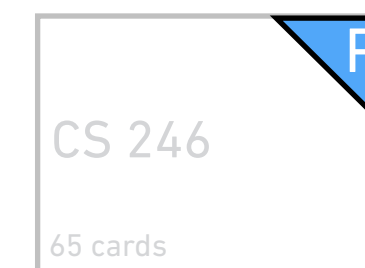
- Decks become badged with delete icons in corner

## Deck Insets — Only for decks owned by user



### Shared Deck

- Icon TBD: Person silhouette
- Indicates decks owned by the user which are shared



### Public Deck

- Icon TBD: Globe
- Indicates decks owned by the user which are public

## Deck Icons

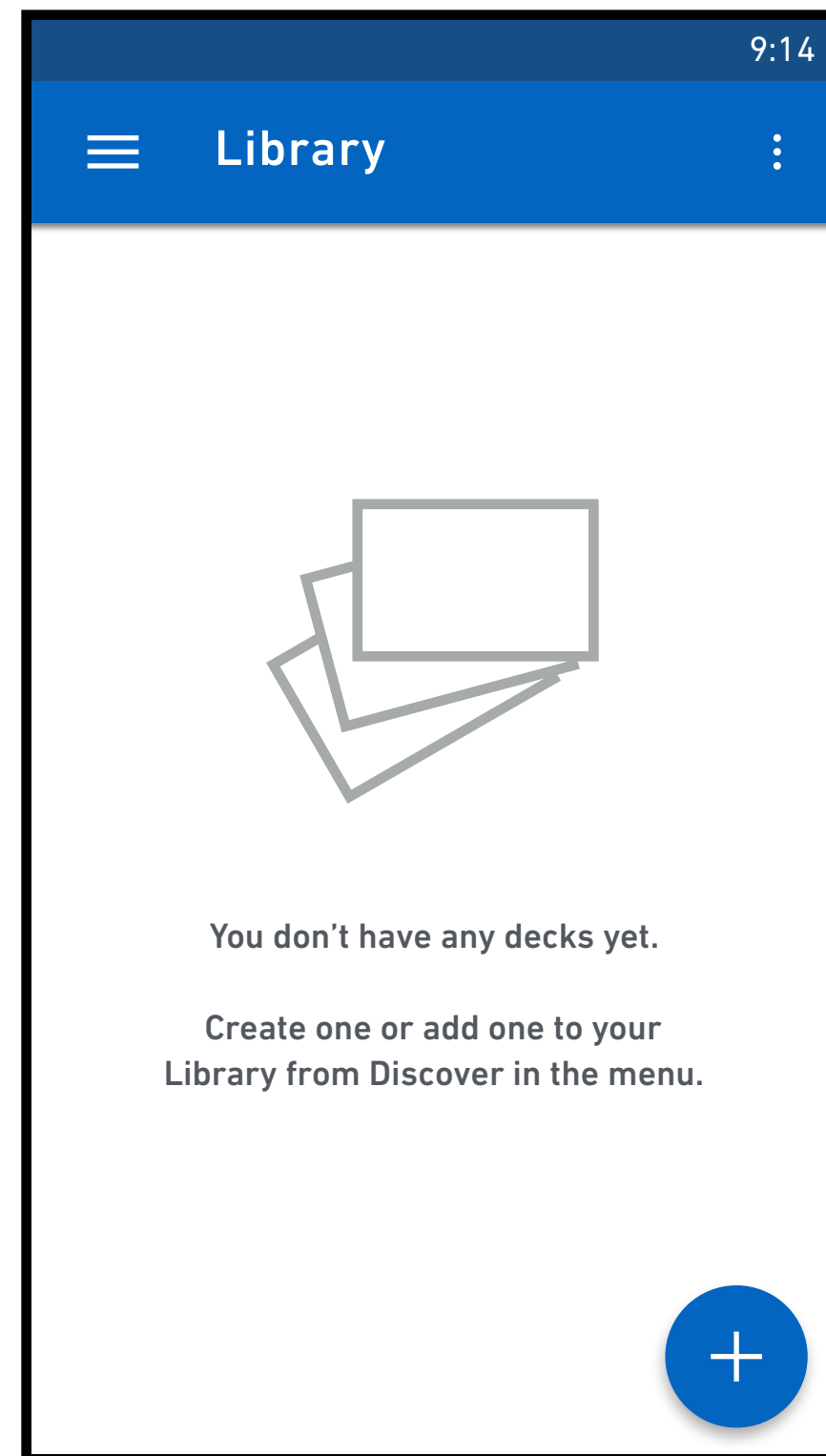
- Tap to open deck in View Deck
- Drag and drop to rearrange

## Section Headers

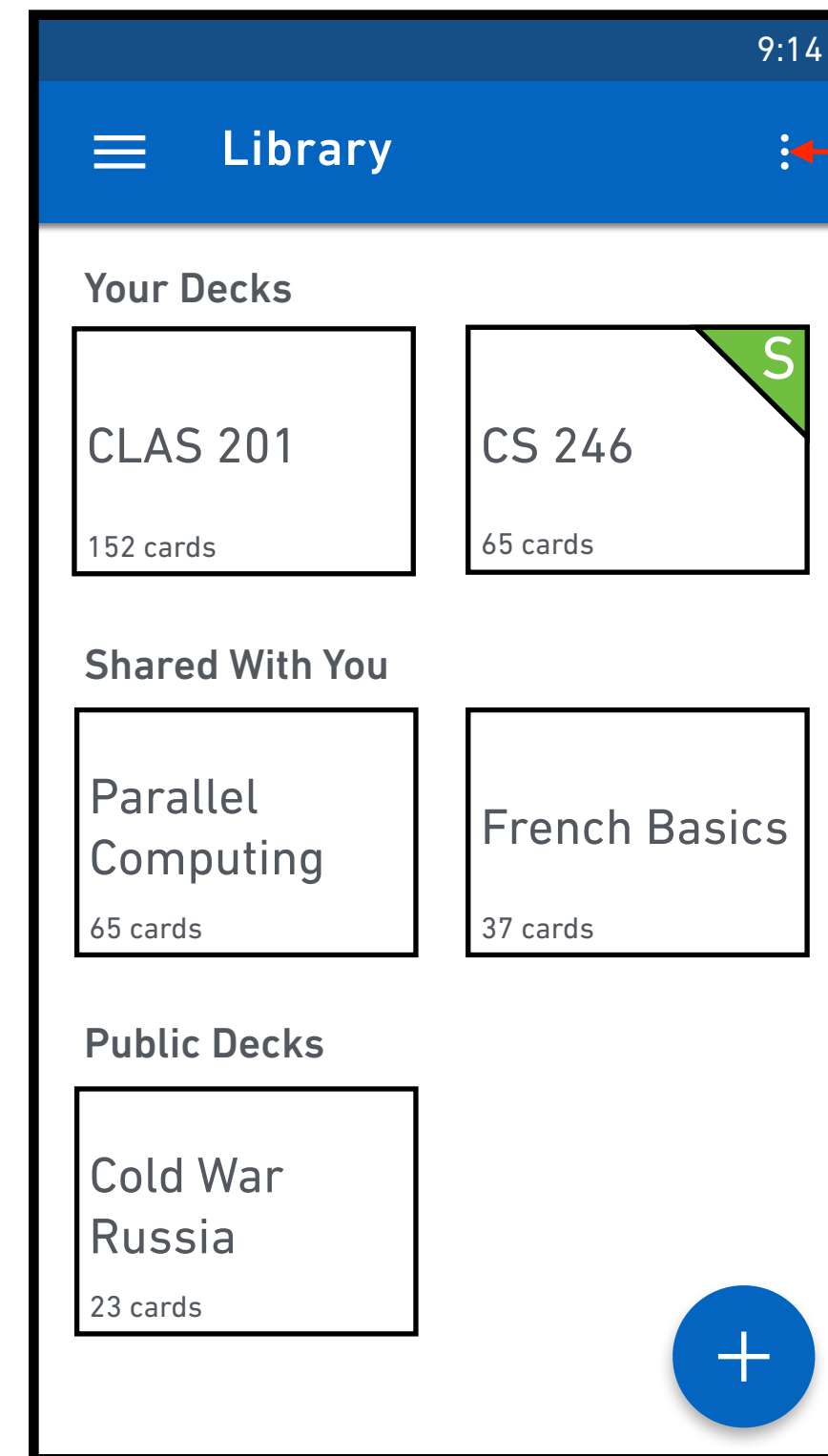
- Displayed only as necessary (i.e., no empty sections)
- Headers stick to the top of the screen as they scroll

# Library

## Android



Empty State



Normal State

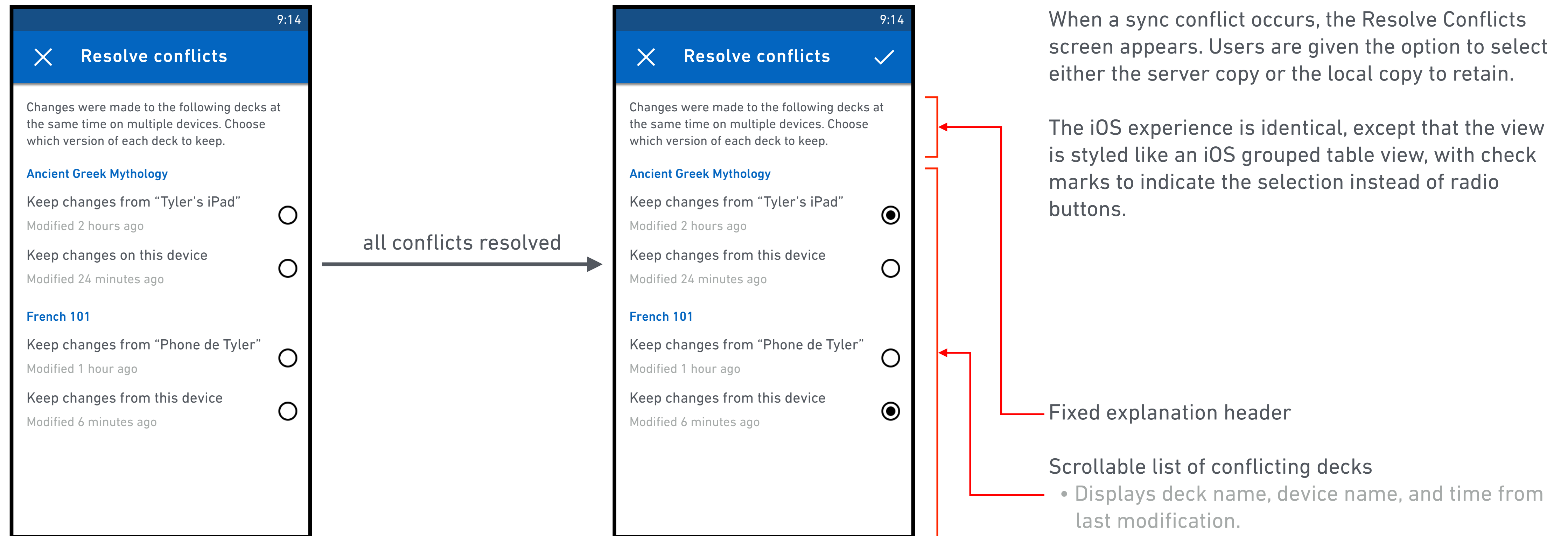
Unless specifically called out below, all other functionality is the same as Library (iOS).

### Overflow Menu

- Contains "Select" option to enter Library Edit Mode
- In Selection Mode, Decks can be tapped to select. Toolbar indicates number of selected decks and has a Trash icon

# Sync Conflict Resolution Flow

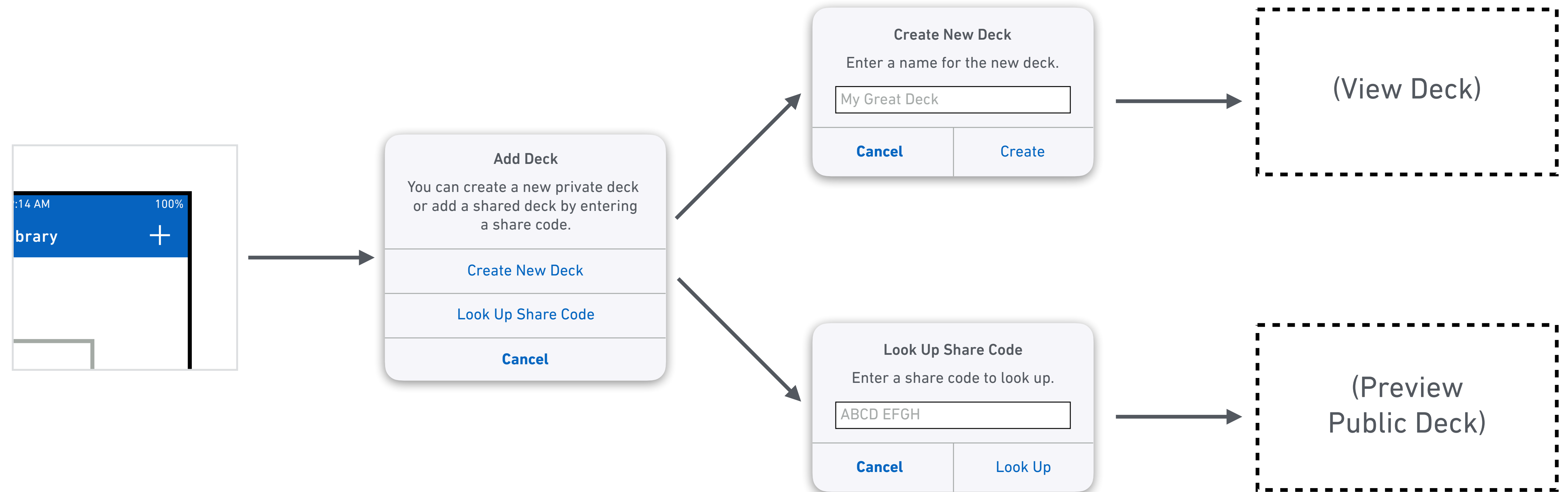
*iOS & Android*





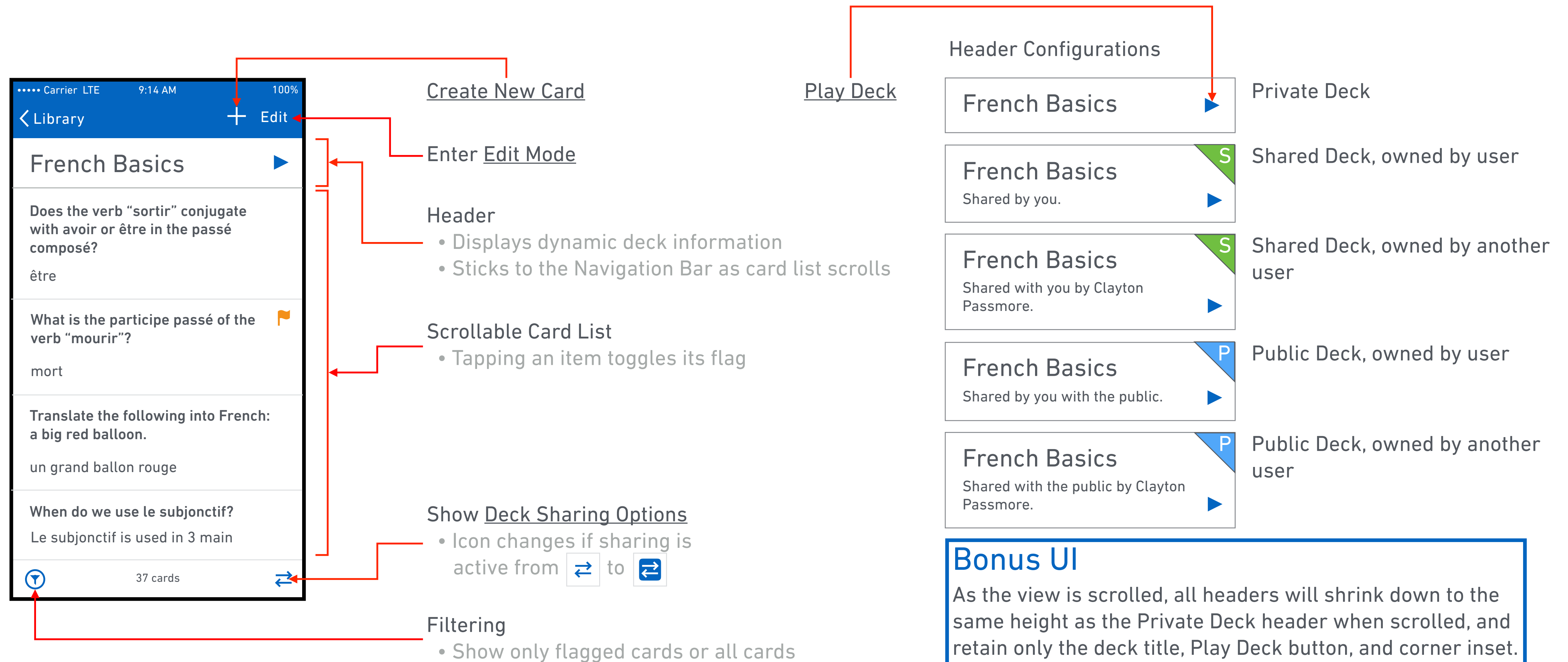
# Add to Library Flow

*iOS & Android*



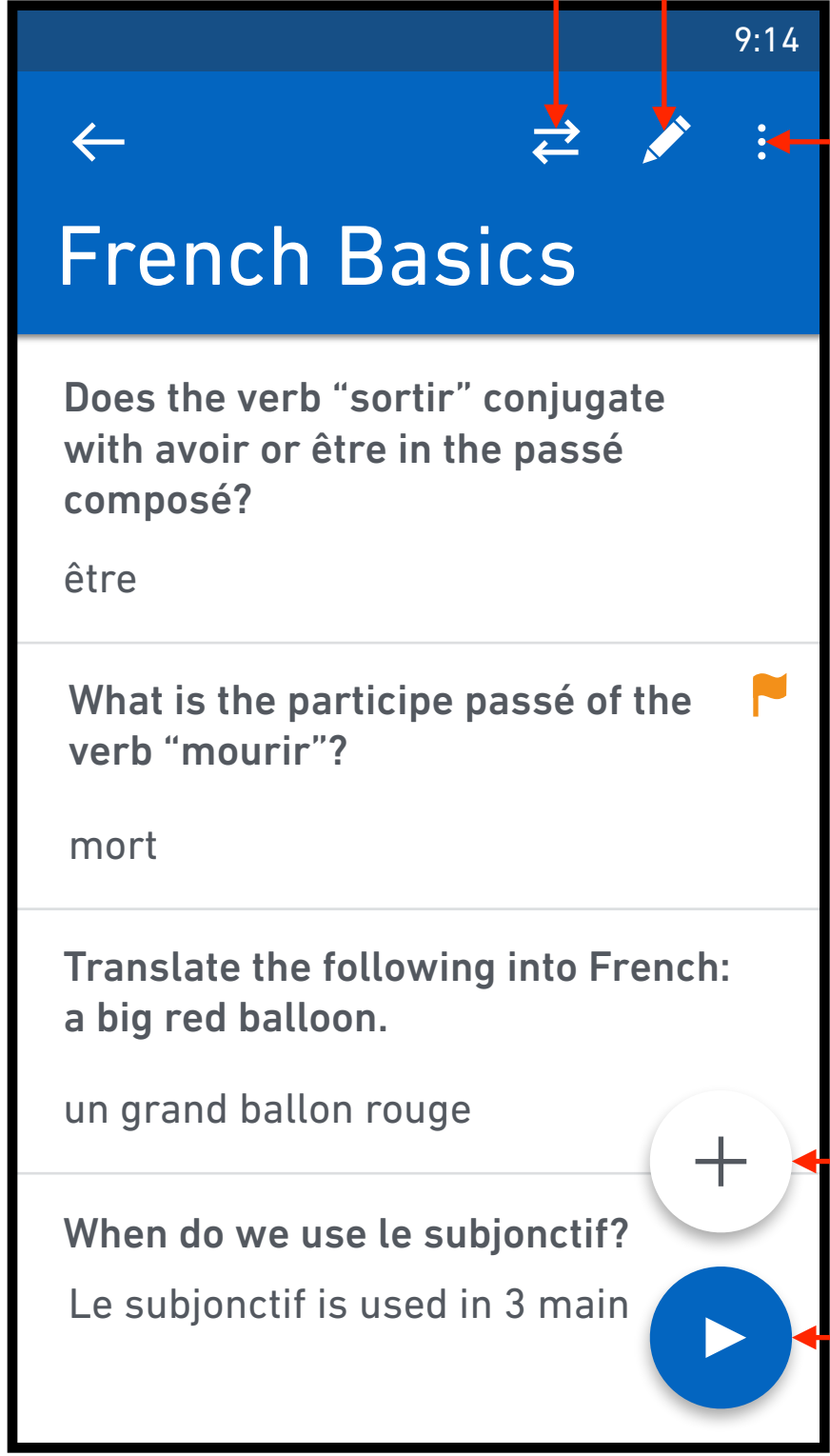
# View Deck

iOS



# View Deck

## Android



Unless specifically called out, all other functionality is the same as View Deck (iOS).

- Show Deck Sharing Options
- Enter Edit Mode
- Show Overflow Menu
  - Contains option to toggle filtering
- Create New Card
- Play Deck

**TBD**

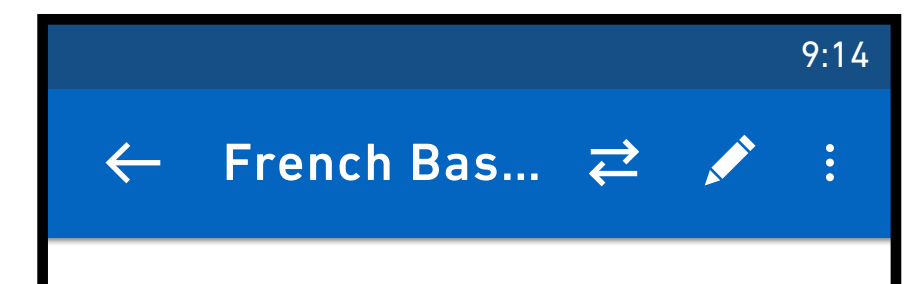
1. Can we avoid having two FABs?
2. I couldn't think of an Android idiomatic way to display the number of cards (like how iOS has it in the bottom toolbar). Do we care if Android misses this feature?

### Header Configurations

French Basics	Private Deck
French Basics SHARED by you	Shared Deck, owned by user
French Basics SHARED by Clayton Passmore	Shared Deck, owned by another user
French Basics PUBLIC by you	Public Deck, owned by user
French Basics PUBLIC by Clayton Passmore	Public Deck, owned by another user

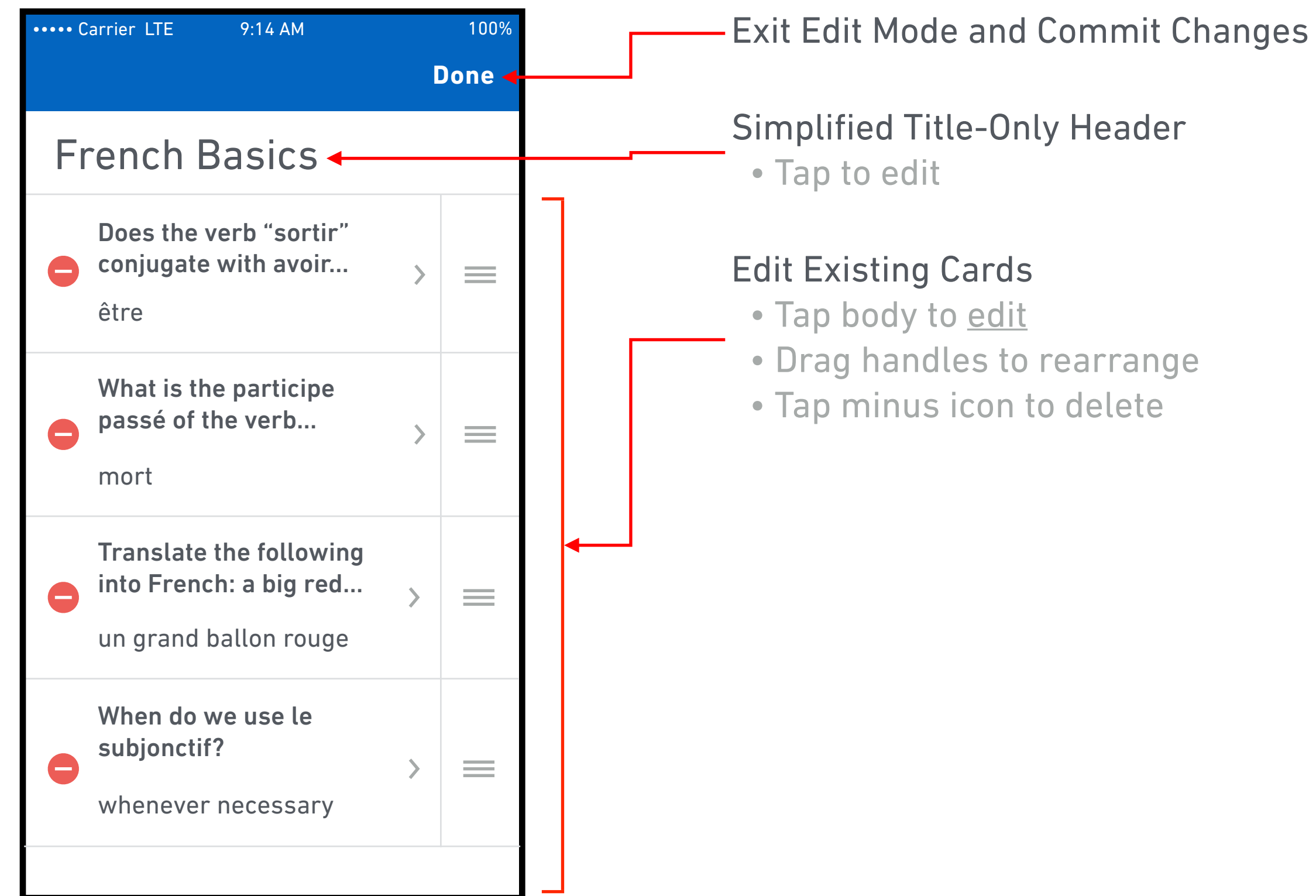
### Bonus UI

As the view is scrolled, the extended app bar collapses into a standard app bar.



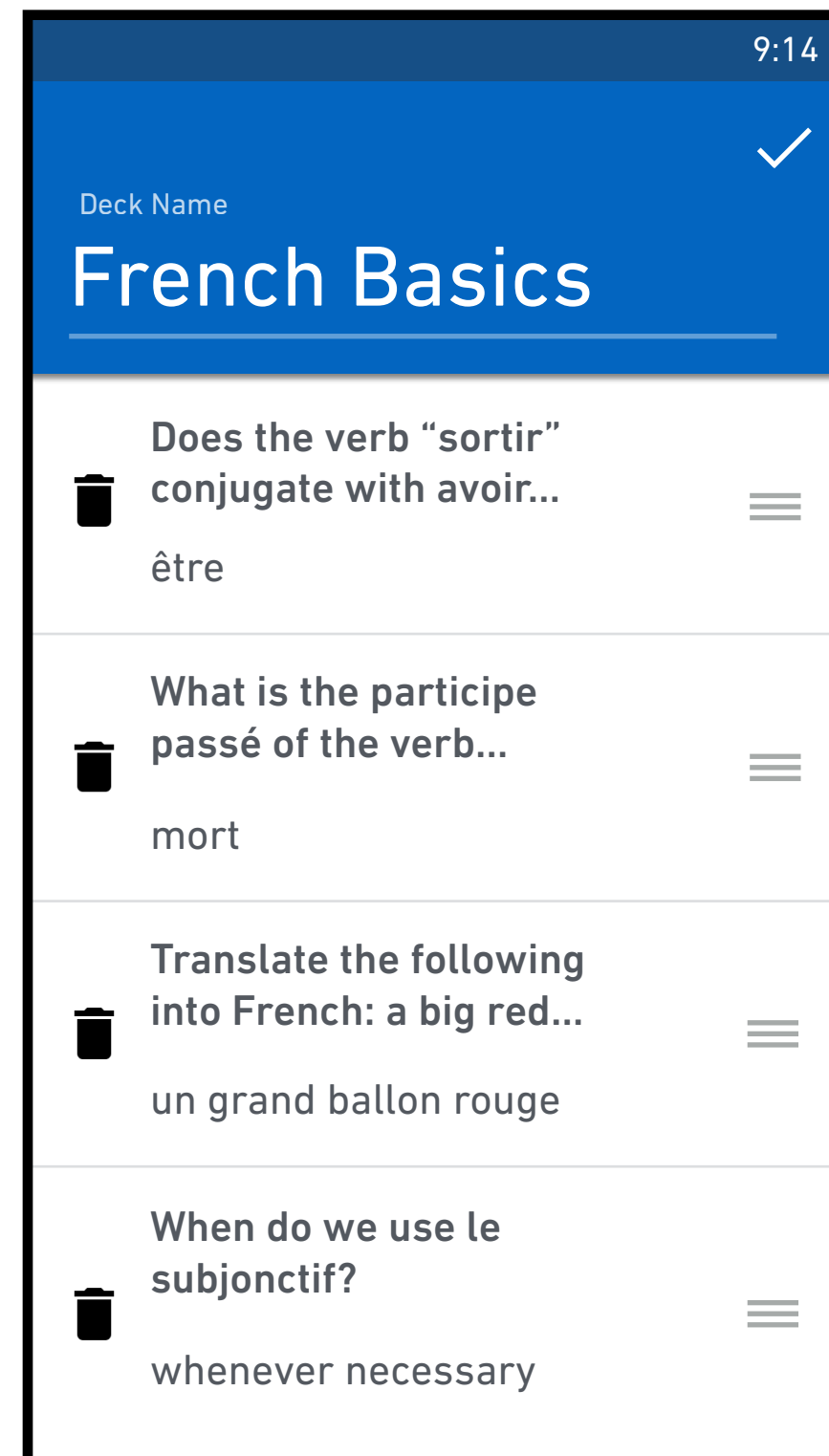
# View Deck — Edit Mode

*iOS*



# View Deck — Edit Mode

*Android*



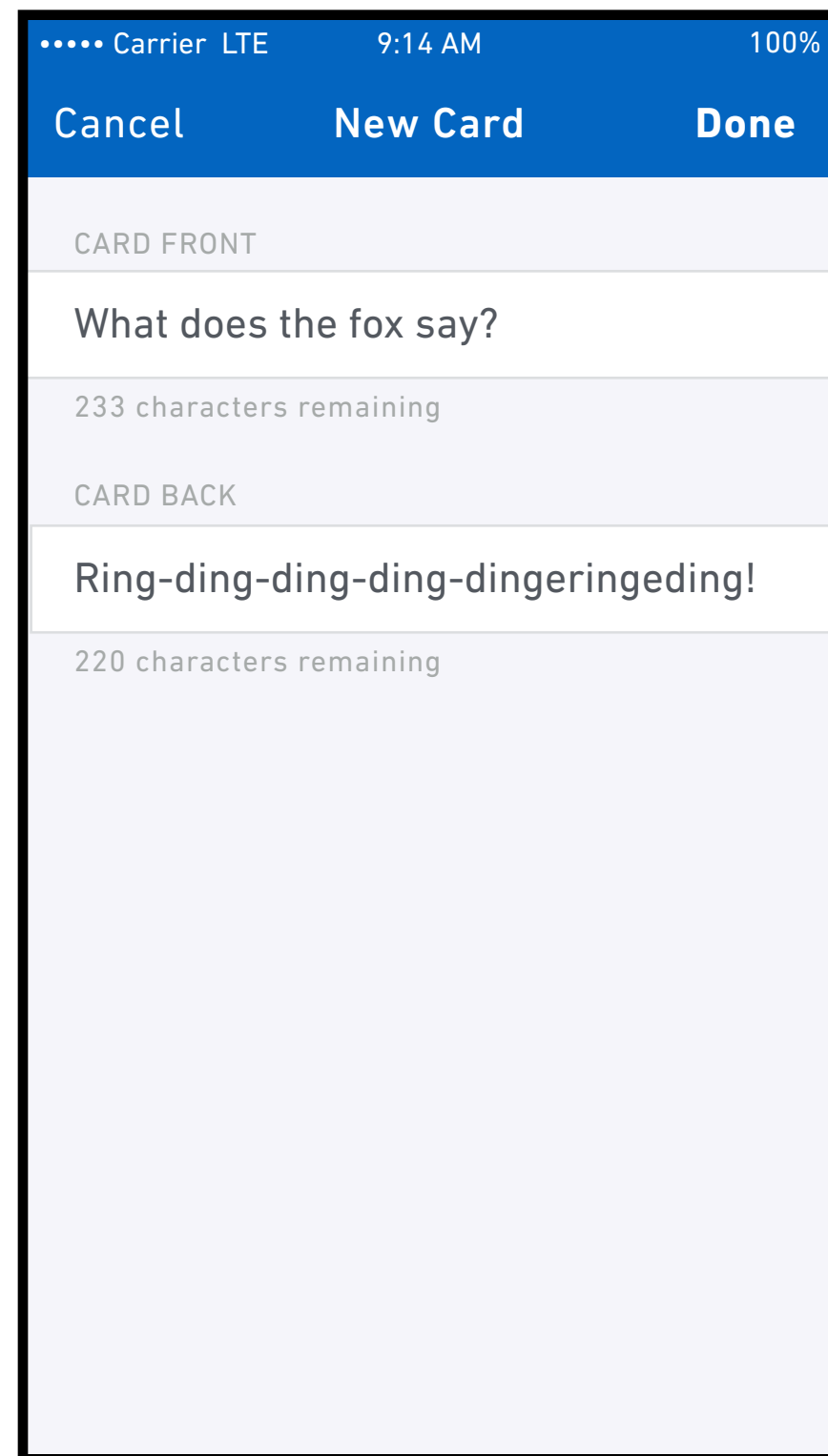
Unless specifically called out, all other functionality is the same as View Deck — Edit Mode (iOS).

## TBD

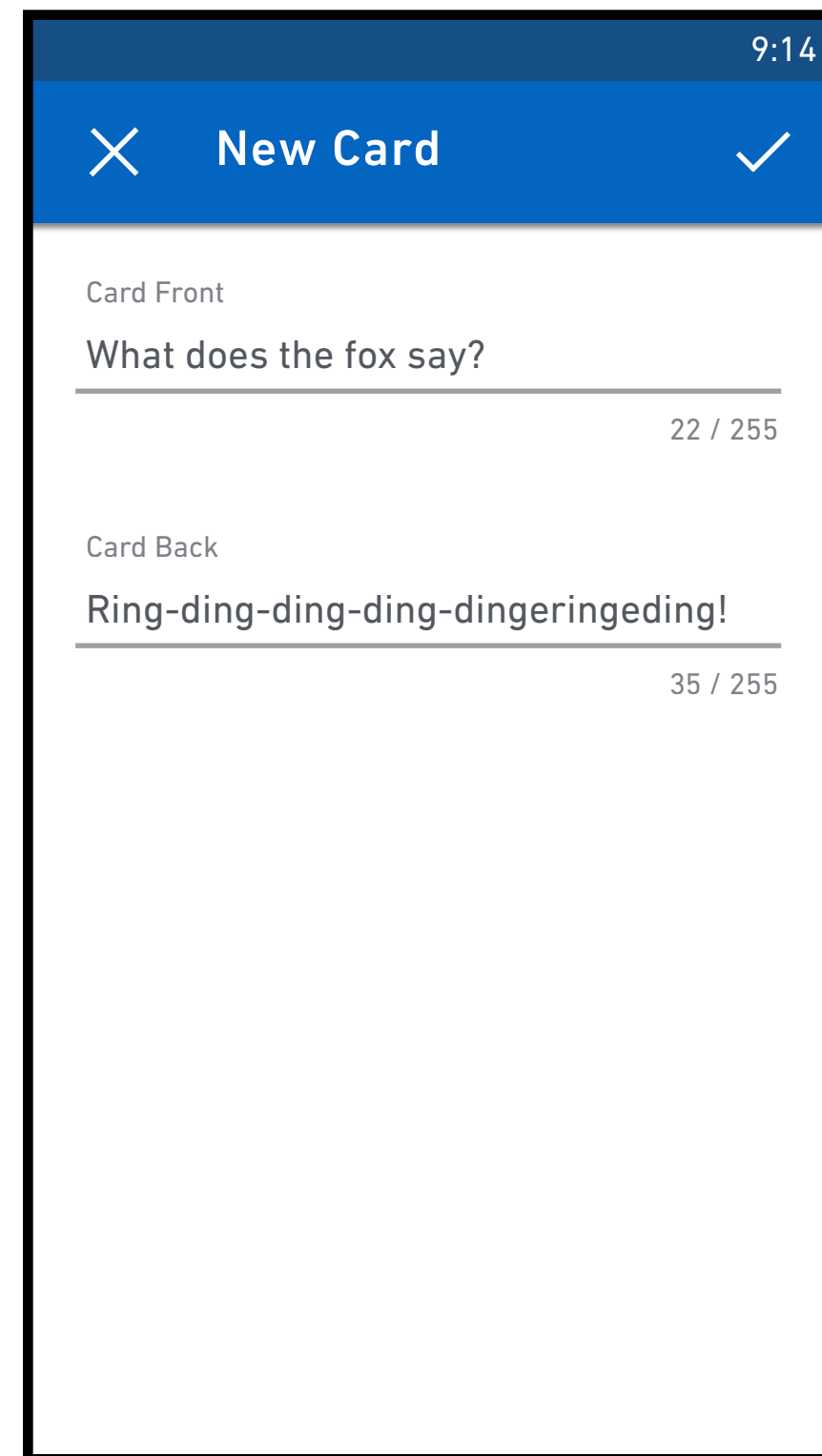
Since Android does not use the iOS “disclosure indicator” > to indicate that a list item is actionable, it may not be immediately obvious that tapping the area between the trash icon and the handles will trigger an item edit. Should we fix this somehow?

# Create New Card / Edit Card

*iOS & Android*

The image shows the 'New Card' screen on an iOS device. At the top, there is a status bar with 'Carrier LTE', '9:14 AM', and '100%' battery. Below this is a blue header bar with three buttons: 'Cancel', 'New Card', and 'Done'. The main content area is divided into two sections. The first section is labeled 'CARD FRONT' and contains a text input field with the text 'What does the fox say?'. Below the input field, it says '233 characters remaining'. The second section is labeled 'CARD BACK' and contains a text input field with the text 'Ring-ding-ding-ding-dingding!'. Below this input field, it says '220 characters remaining'.

iOS

The image shows the 'New Card' screen on an Android device. At the top, there is a status bar with '9:14'. Below this is a blue header bar with a close button (X), the text 'New Card', and a checkmark button. The main content area is divided into two sections. The first section is labeled 'Card Front' and contains a text input field with the text 'What does the fox say?'. Below the input field, it says '22 / 255'. The second section is labeled 'Card Back' and contains a text input field with the text 'Ring-ding-ding-ding-dingding!'. Below this input field, it says '35 / 255'.

Android

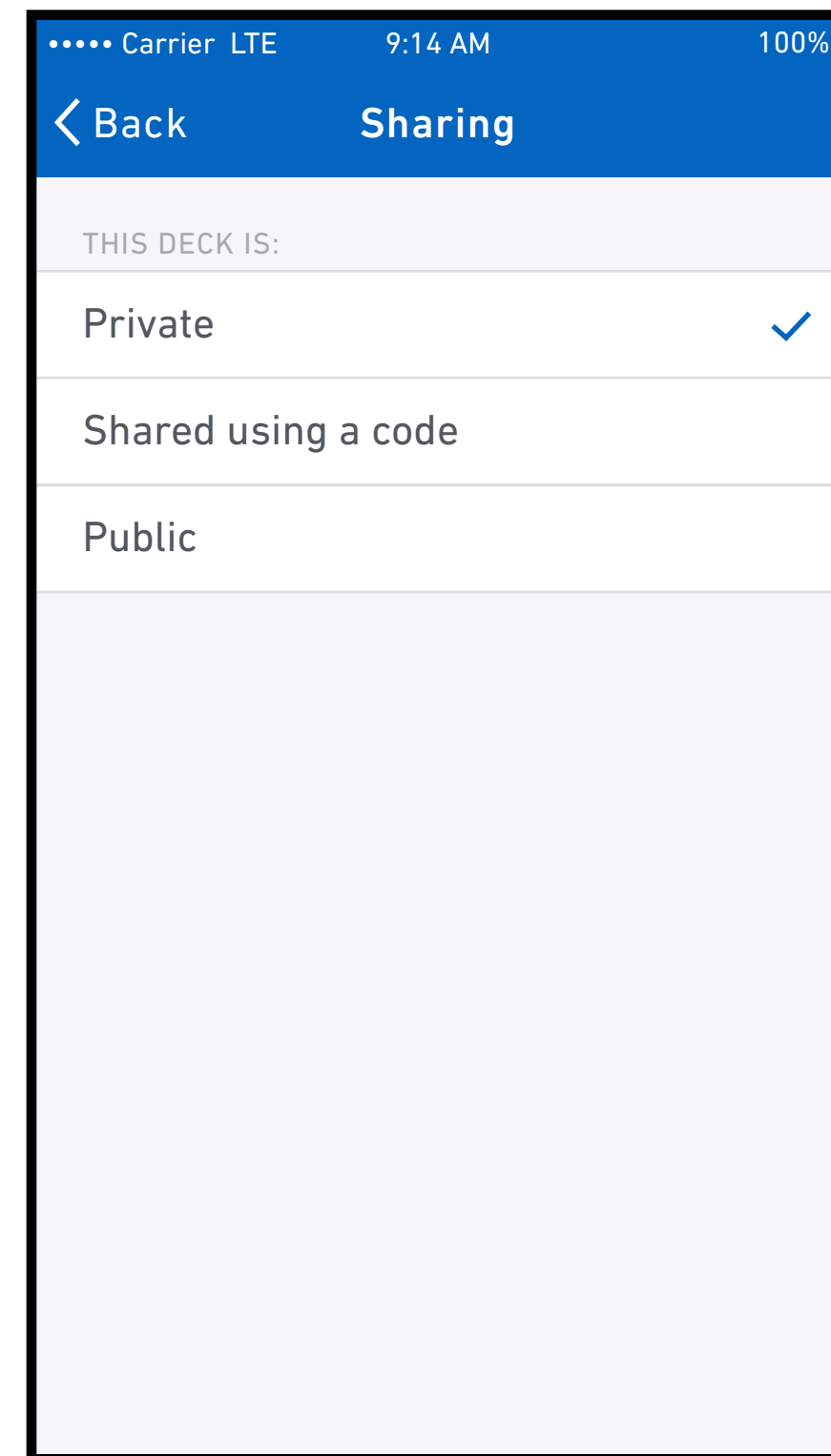
New cards are added to the bottom of the deck.

Text boxes begin as one line, but grow vertically to accommodate text which does not fit on a single line.

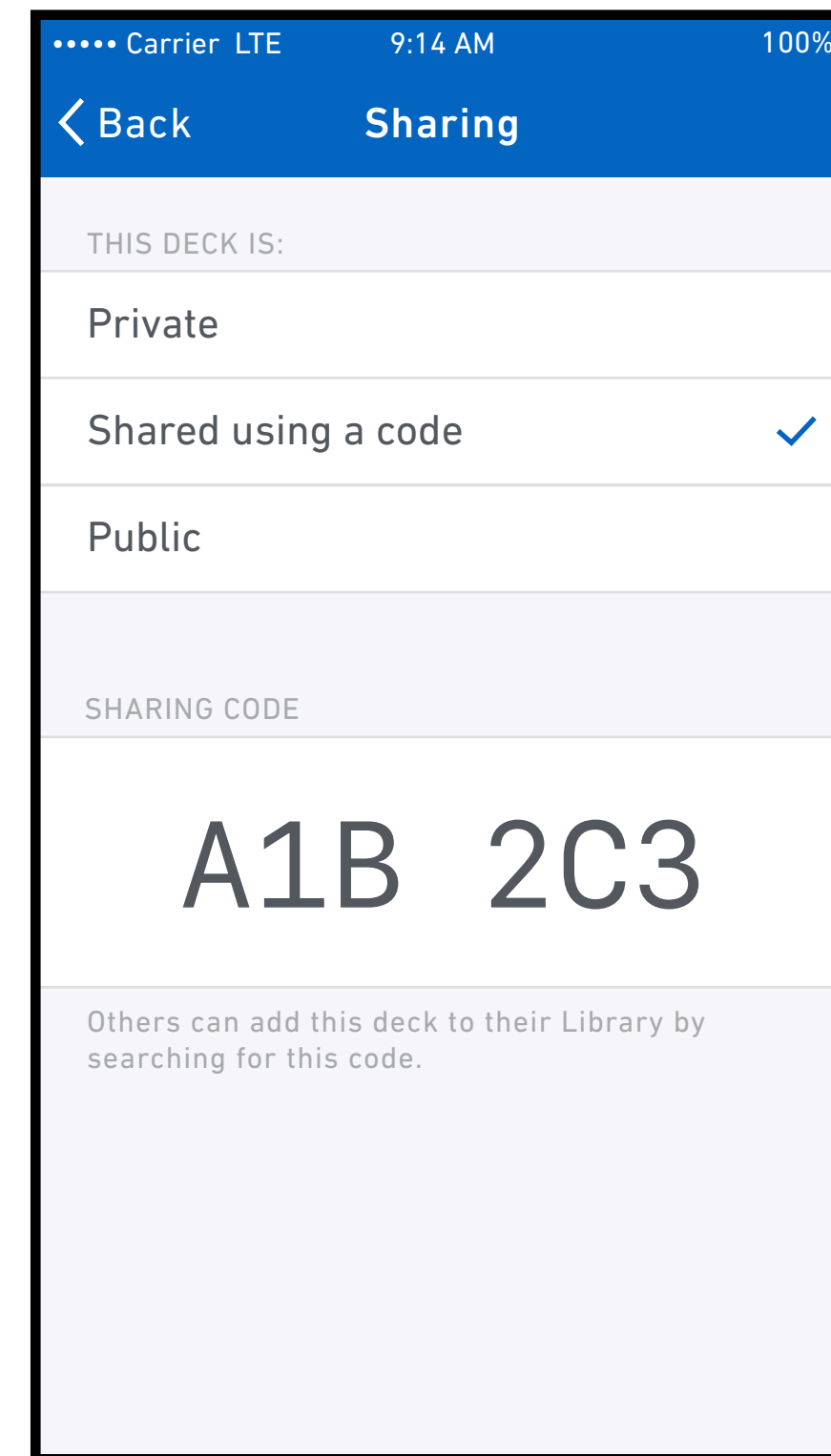
When editing an existing card, the title text changes to “Edit Card”, but all other functionality remains identical.

# Deck Sharing Options

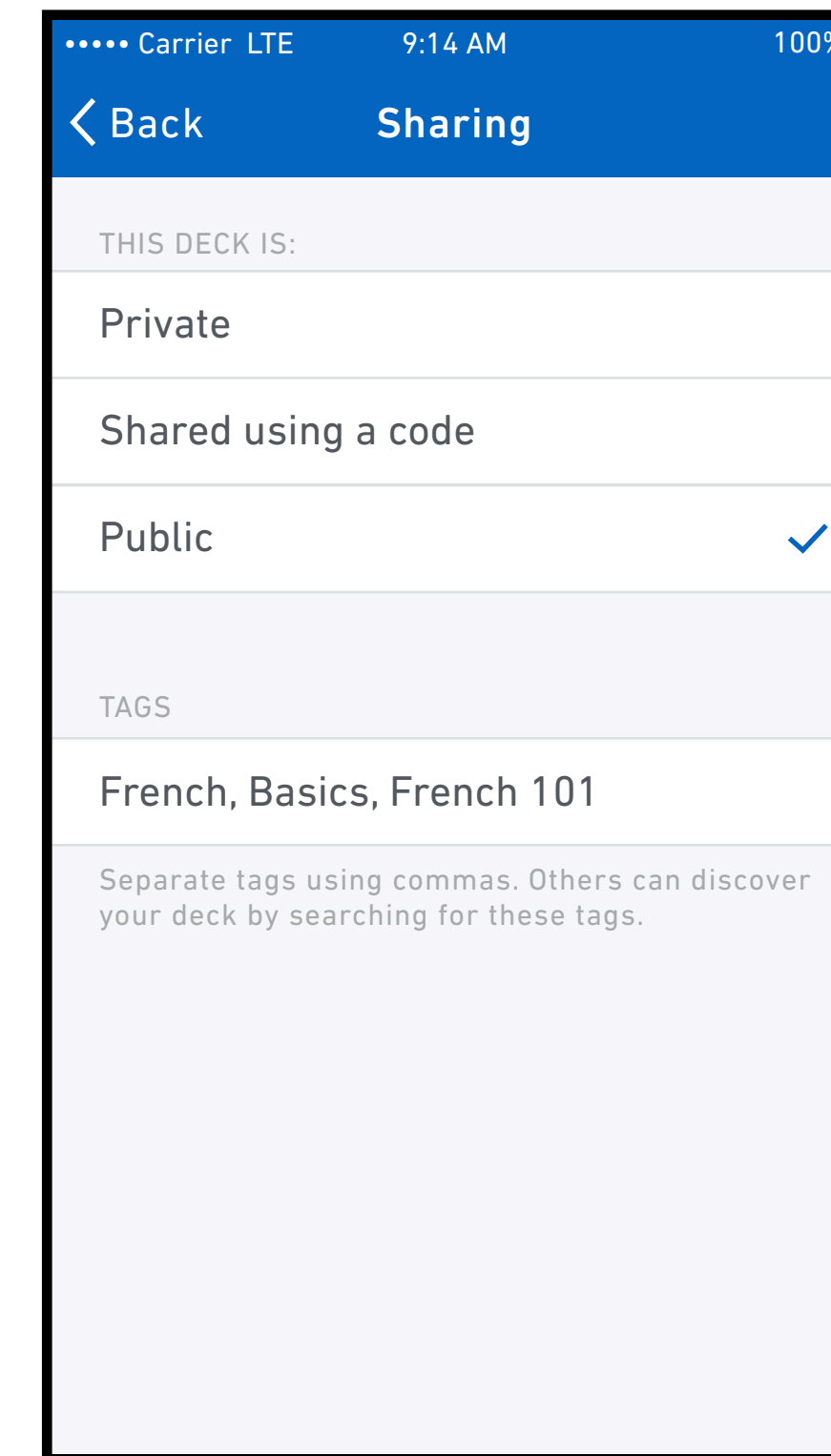
*iOS & Android*



Private  
Default State



Shared



Public

When any change to the sharing options is made, the change must be confirmed by tapping a Done or checkmark button first.

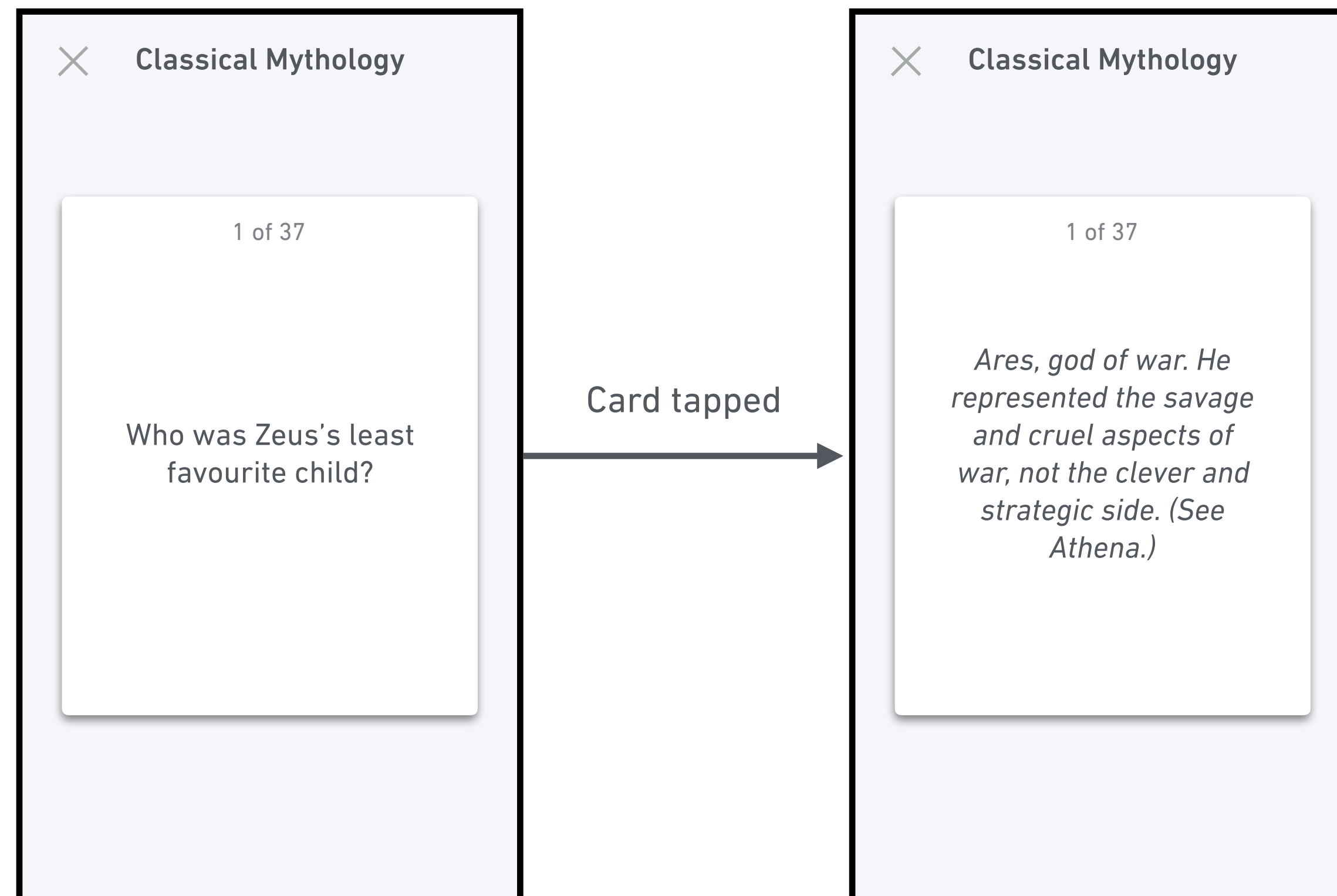
When a deck is changed to Private, a message appears warning that other users who have already seen the deck may make their own private copy of it.

On decks not owned by the current user, this screen shows only the current sharing status of the deck, and either the Sharing Code or the list of tags.

On Android, the interface operates identically, but is styled using Material Design and the list is a radio list.

# Play Deck

*iOS & Android*



When the card is tapped, the card flips over with a flip animation.

Note that while all our screens should support both portrait and landscape orientations, the Play Deck screens in particular should see higher usage in landscape.

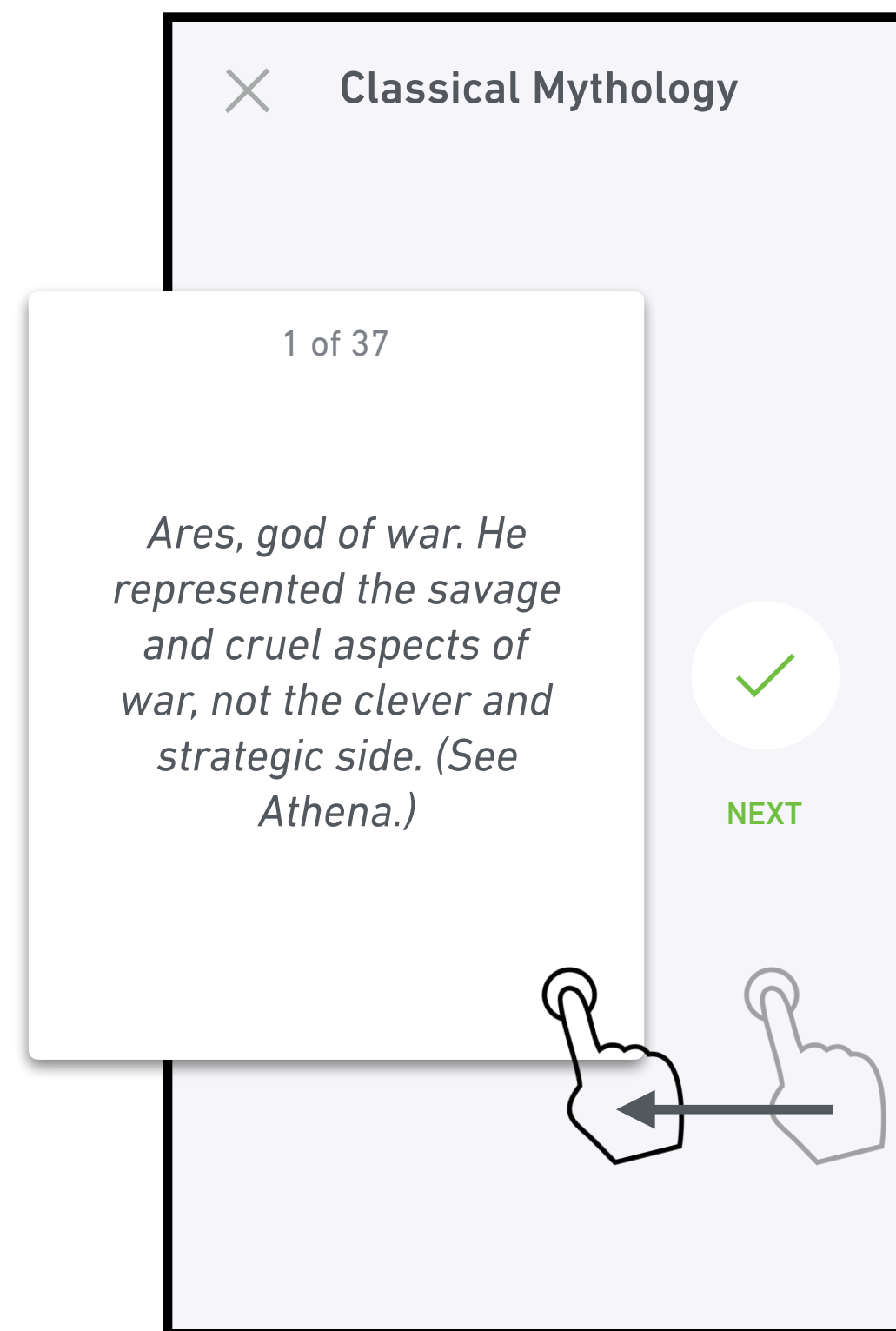
## TBD

1. Should the filter of whether to only cycle through flagged cards vs all cards be based on the filtering status of the View Deck page?
2. How do we determine whether to shuffle or not? Should we provide an interstitial setup screen before starting into Play mode?



# Play Deck (cont.)

*iOS & Android*



Gesture Stage 1



Gesture Stage 2

During Gesture Stage 1, a hint appears next to the card indicating the action which will be taken. If user lets go, then the card returns to its position at the centre of the screen.

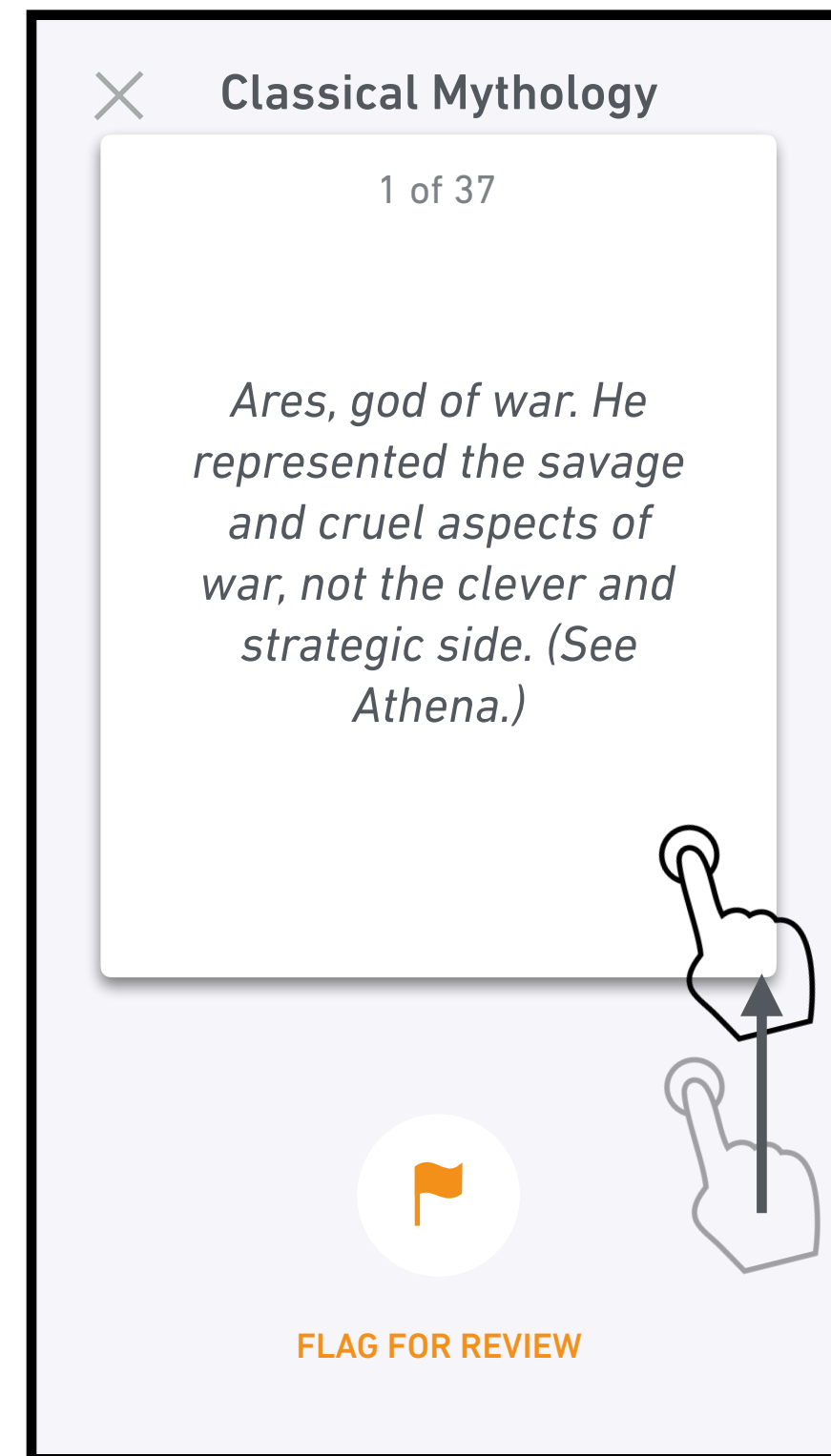
If the user continues to swipe in the same direction and crosses some threshold, the hint changes state to Gesture Stage 2. If the user lets go in this state, the action will be taken, and the card will animate off the screen in the direction of the gesture. If any cards remain, then the next card appears.

**TBD**

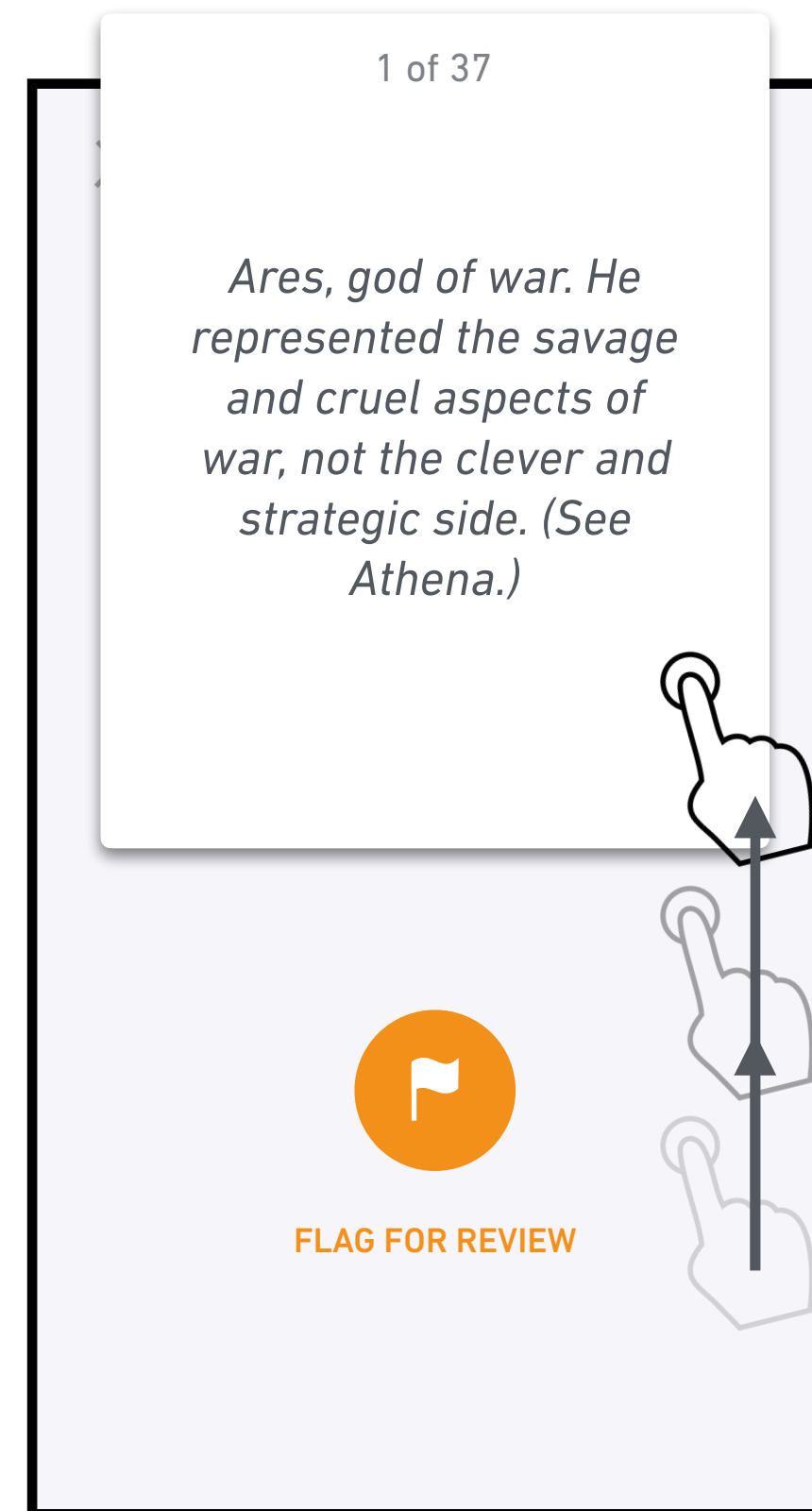
Since this interface is mostly gesture-based, should we include some kind of walkthrough / initial overlay which explains the gestures?

# Play Deck (cont.)

*iOS & Android*



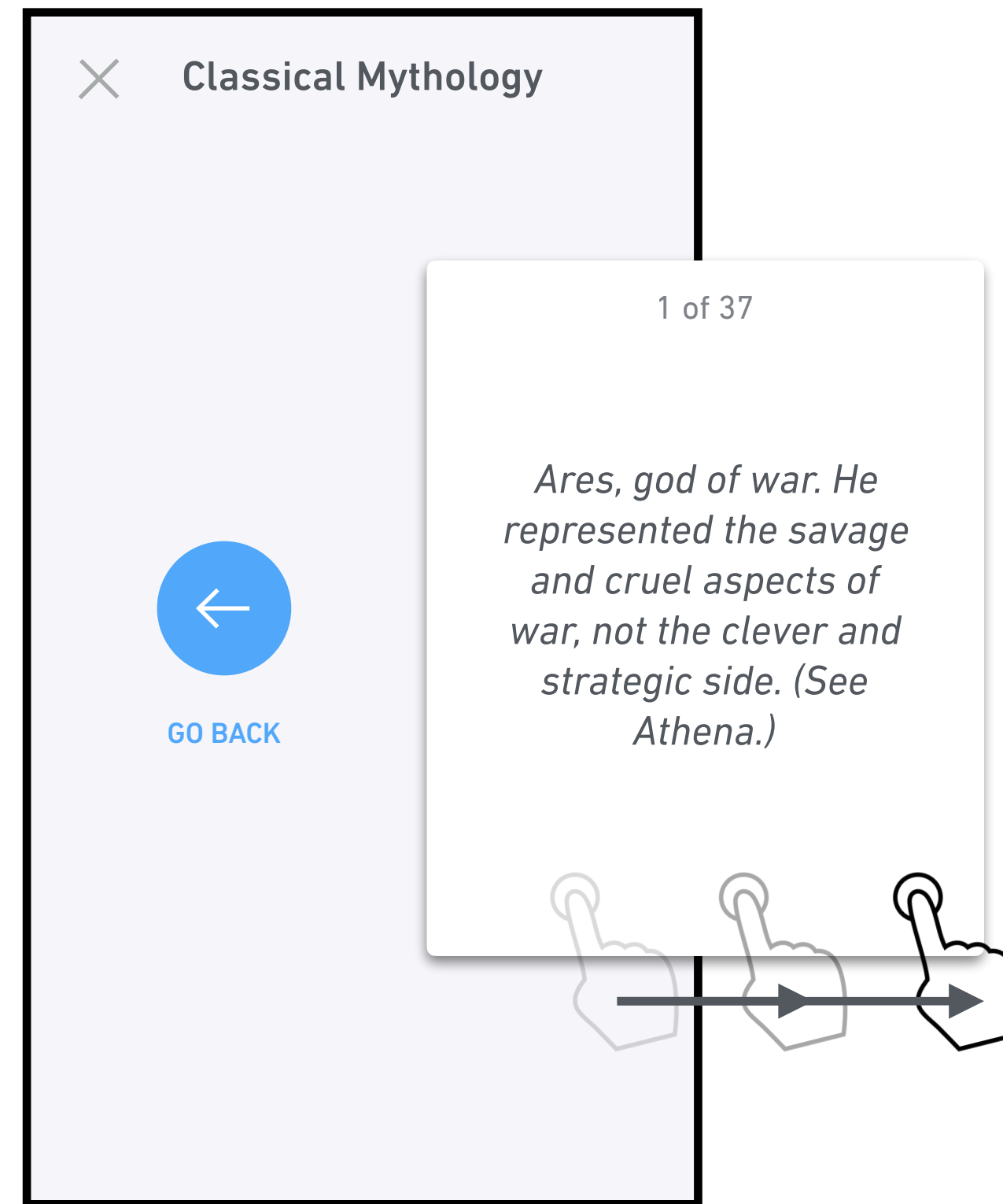
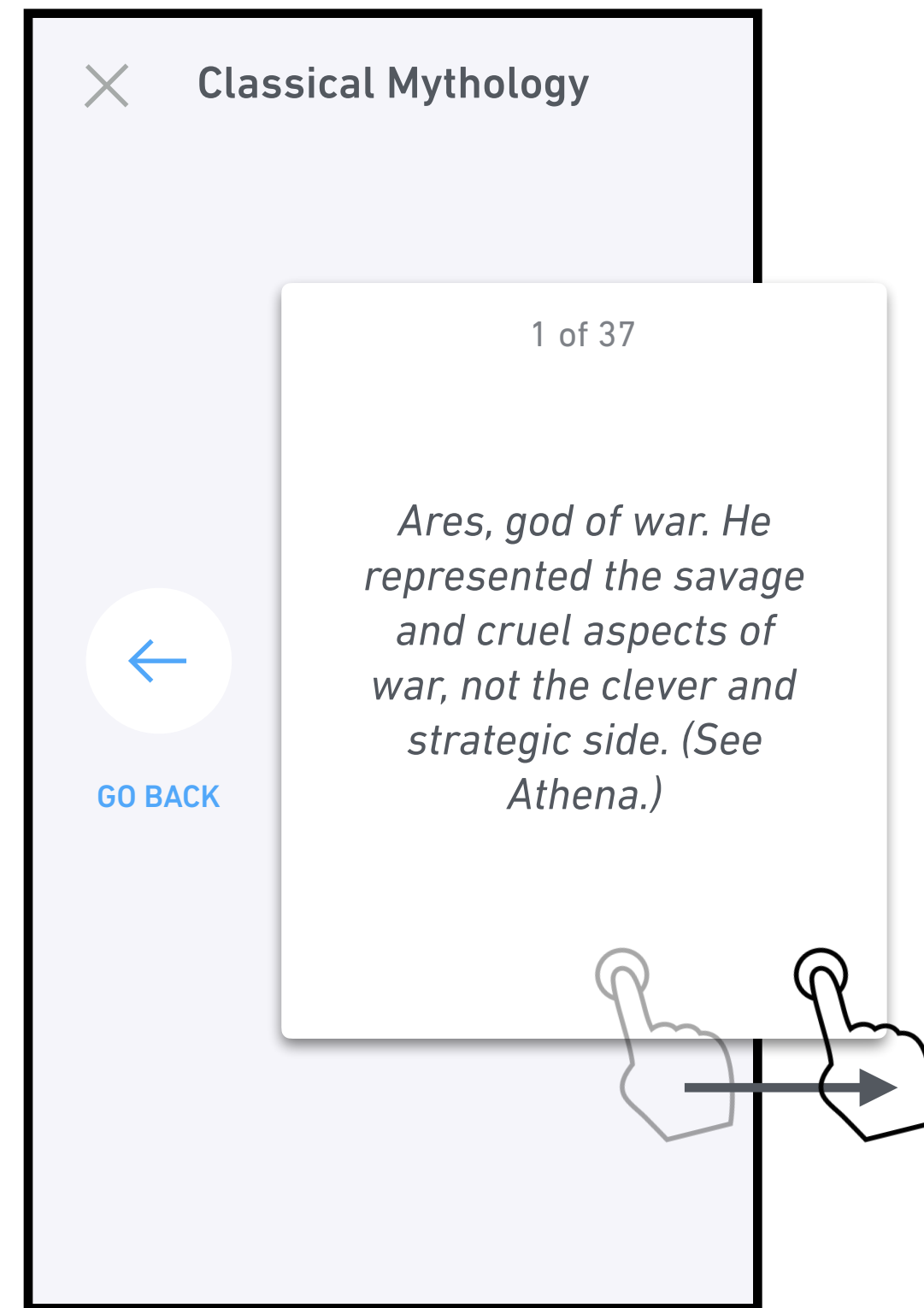
Gesture Stage 1



Gesture Stage 2

# Play Deck (cont.)

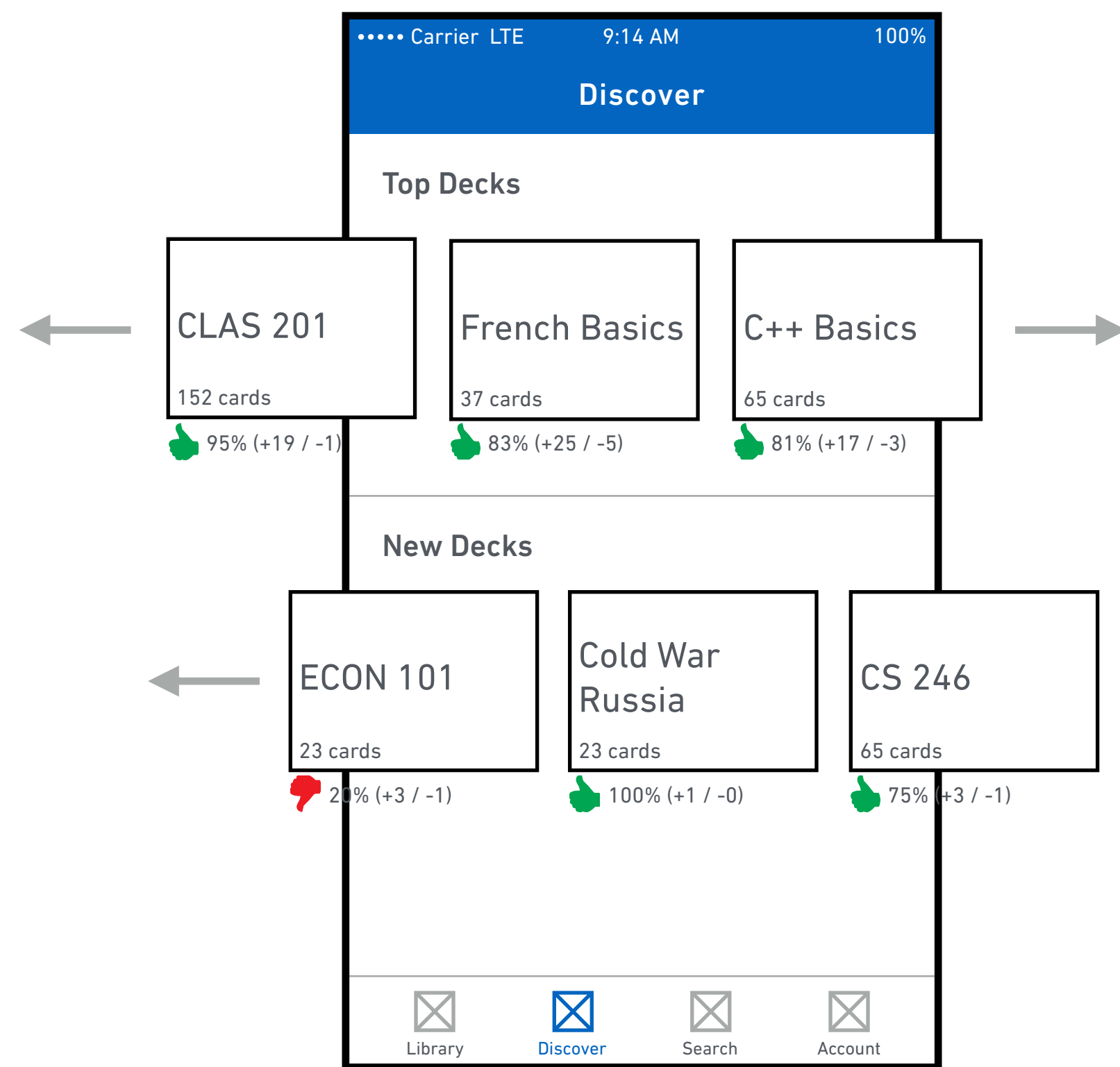
*iOS & Android*



# Discovery

# Discover

*iOS & Android*

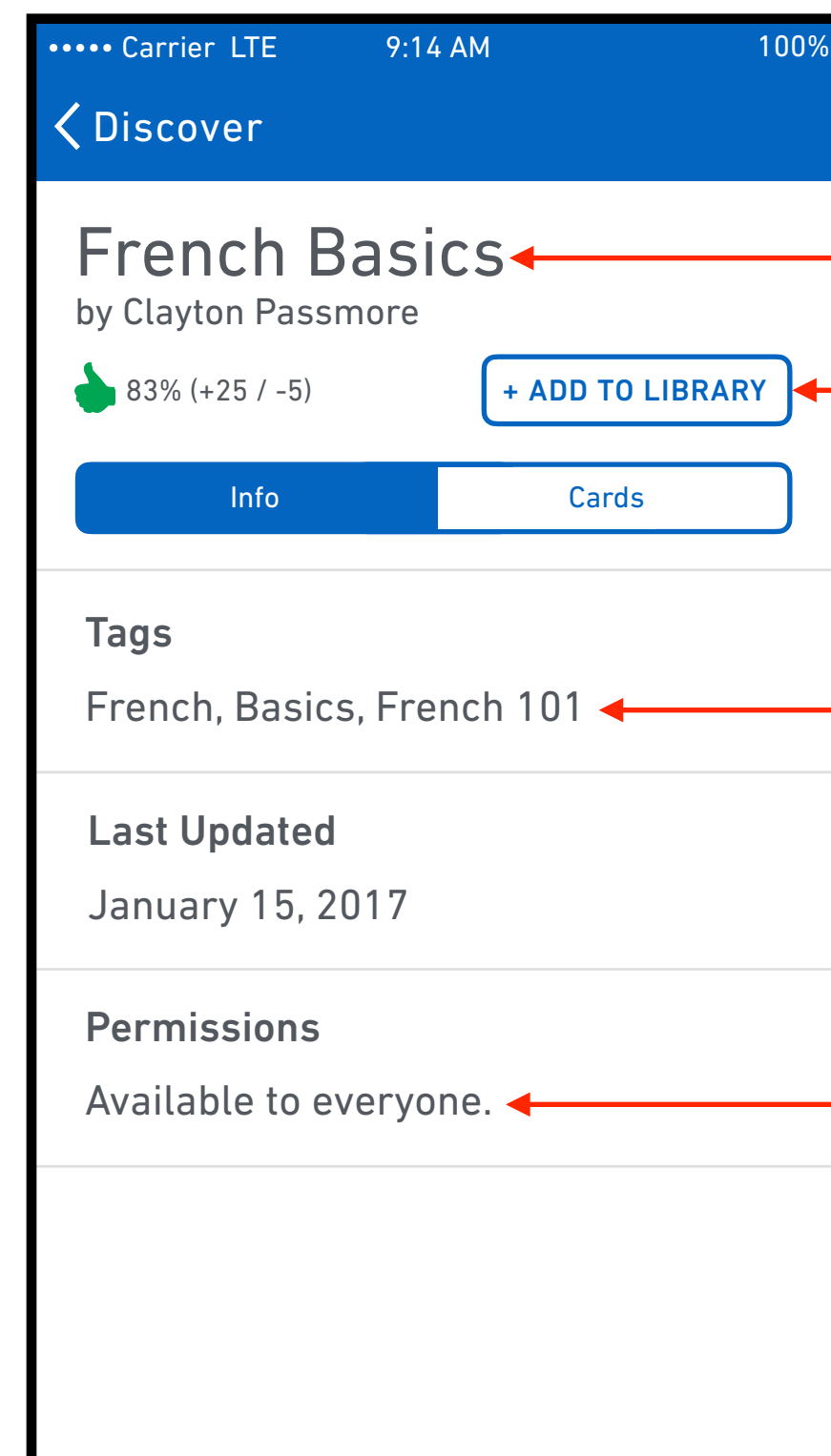


## Top Decks and New & Rising Decks

- Horizontally-scrolling lists of cards
- Tap to open the deck in Preview Public Deck

# Preview Public Deck

*iOS*



## Metadata

- Deck title, author, rating

## Add to Library button

- If already in library, button changes to **OPEN**

## Tag Info

- Comma-separated list of tags

## Permissions / Availability

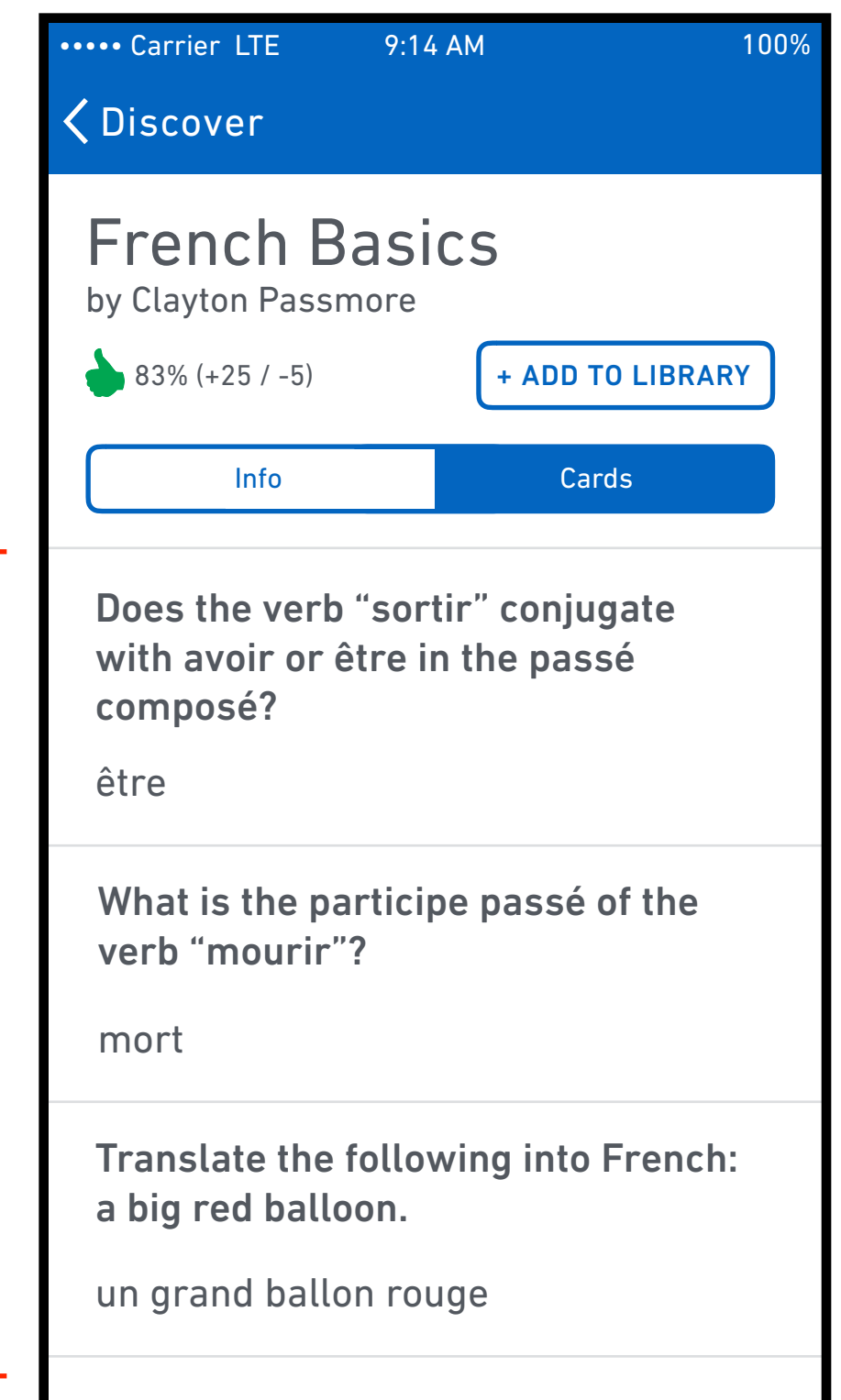
- Either:
  - “Shared using code {code}.” — if the deck is shared by a code
  - “Available to everyone.” — if the deck is public

## Card Previews

- Scrollable list of the cards in the deck

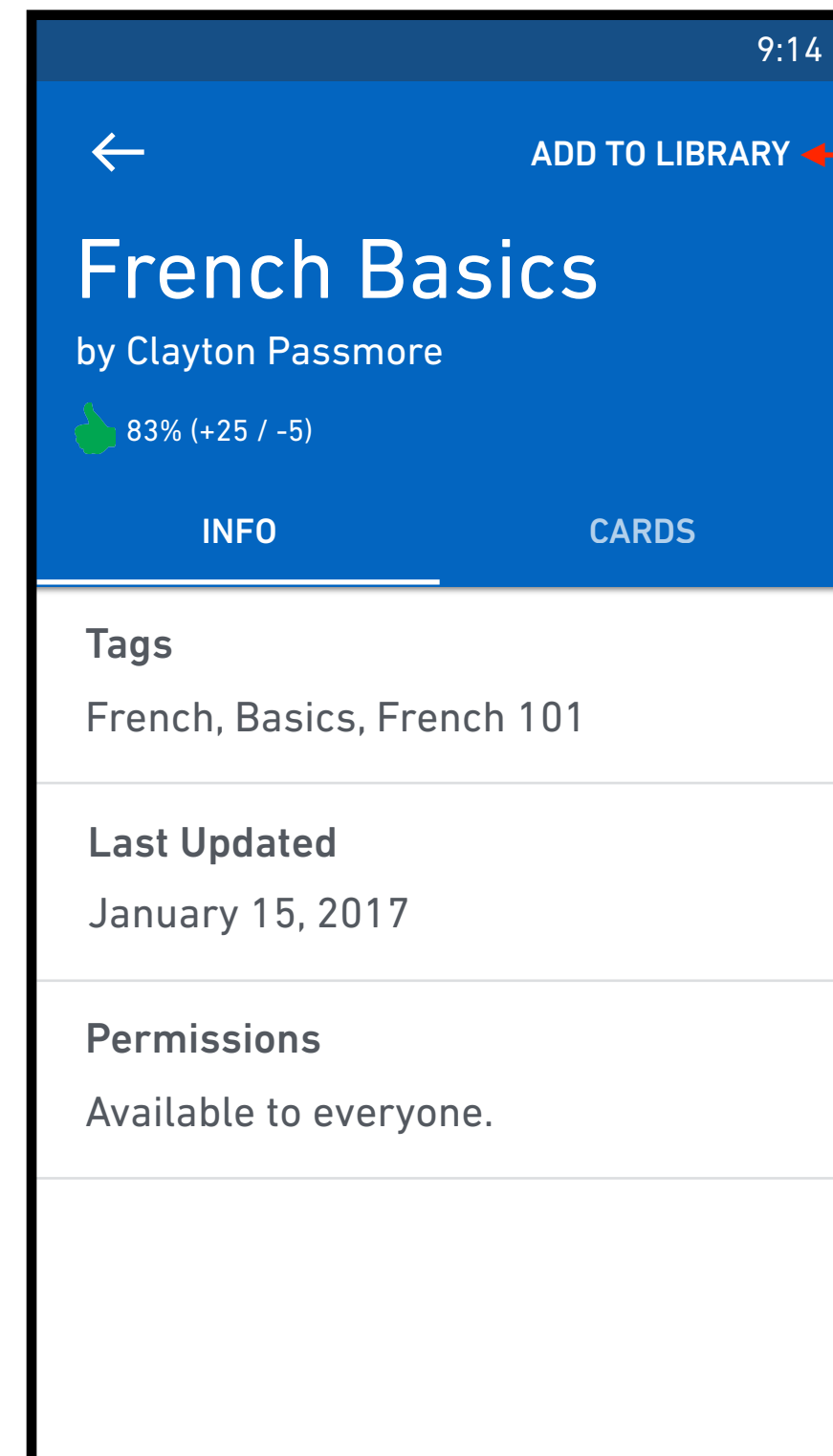
**TBD**

Will this list include every card in the deck, or do we want to display the first x, then have a “y more cards” hint at the bottom?



# Preview Public Deck

## Android



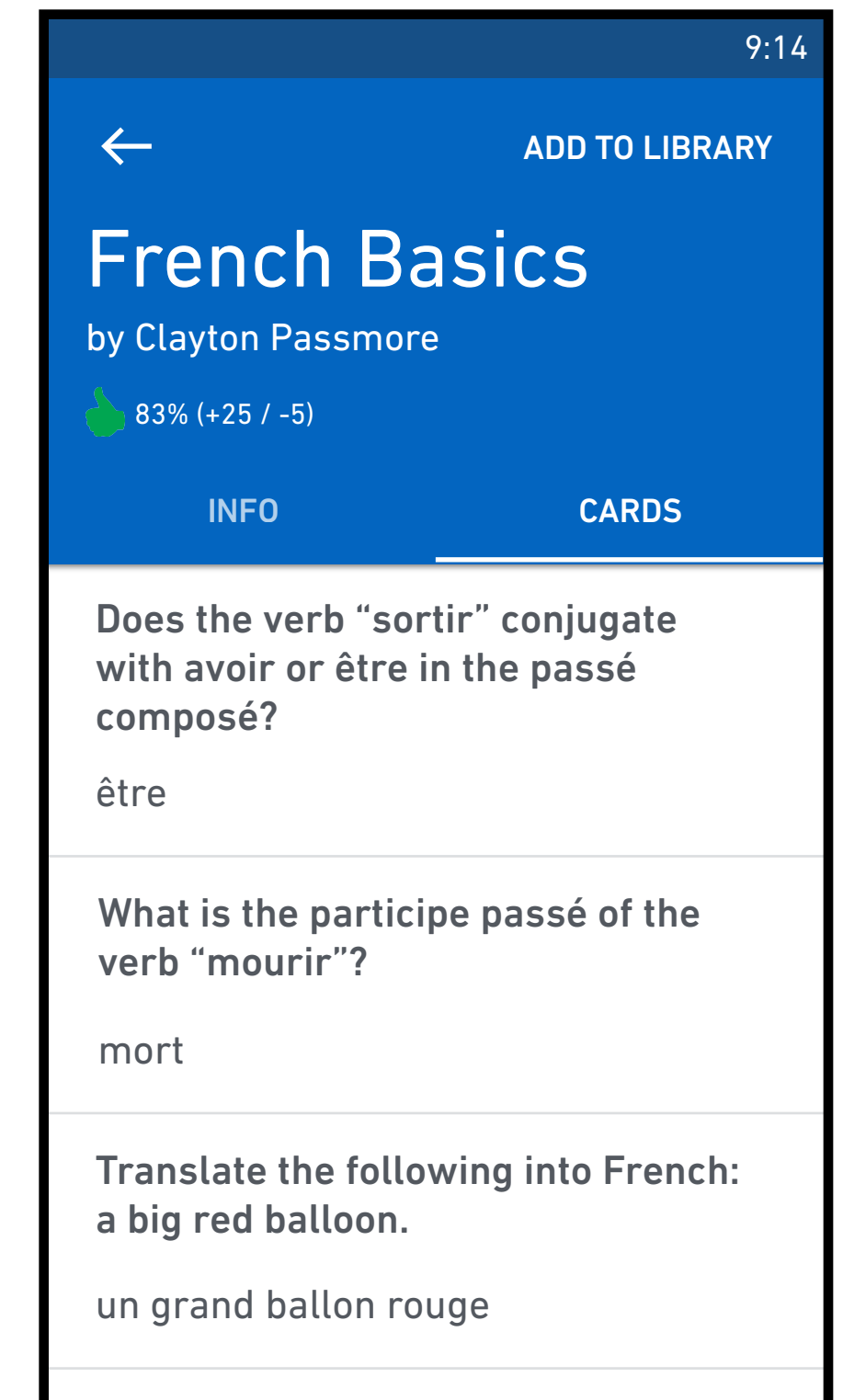
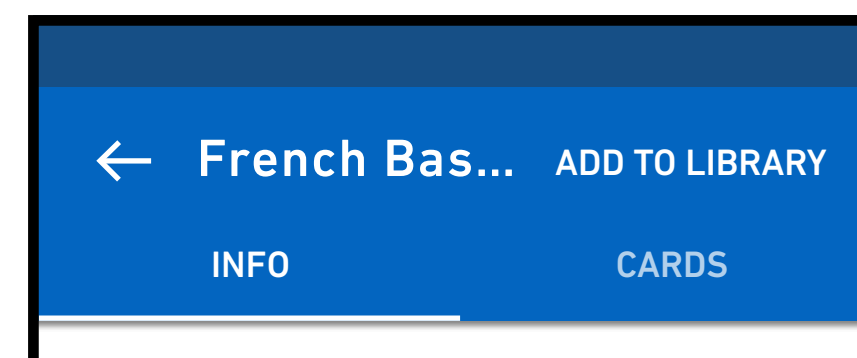
Unless specifically called out below, all other functionality is the same as Preview Public Deck (iOS).

Add to Library button

- If already in library, button changes to **OPEN**

### Bonus UI

As the view is scrolled, the extended app bar collapses into a standard app bar with the tab bar anchored to the bottom.



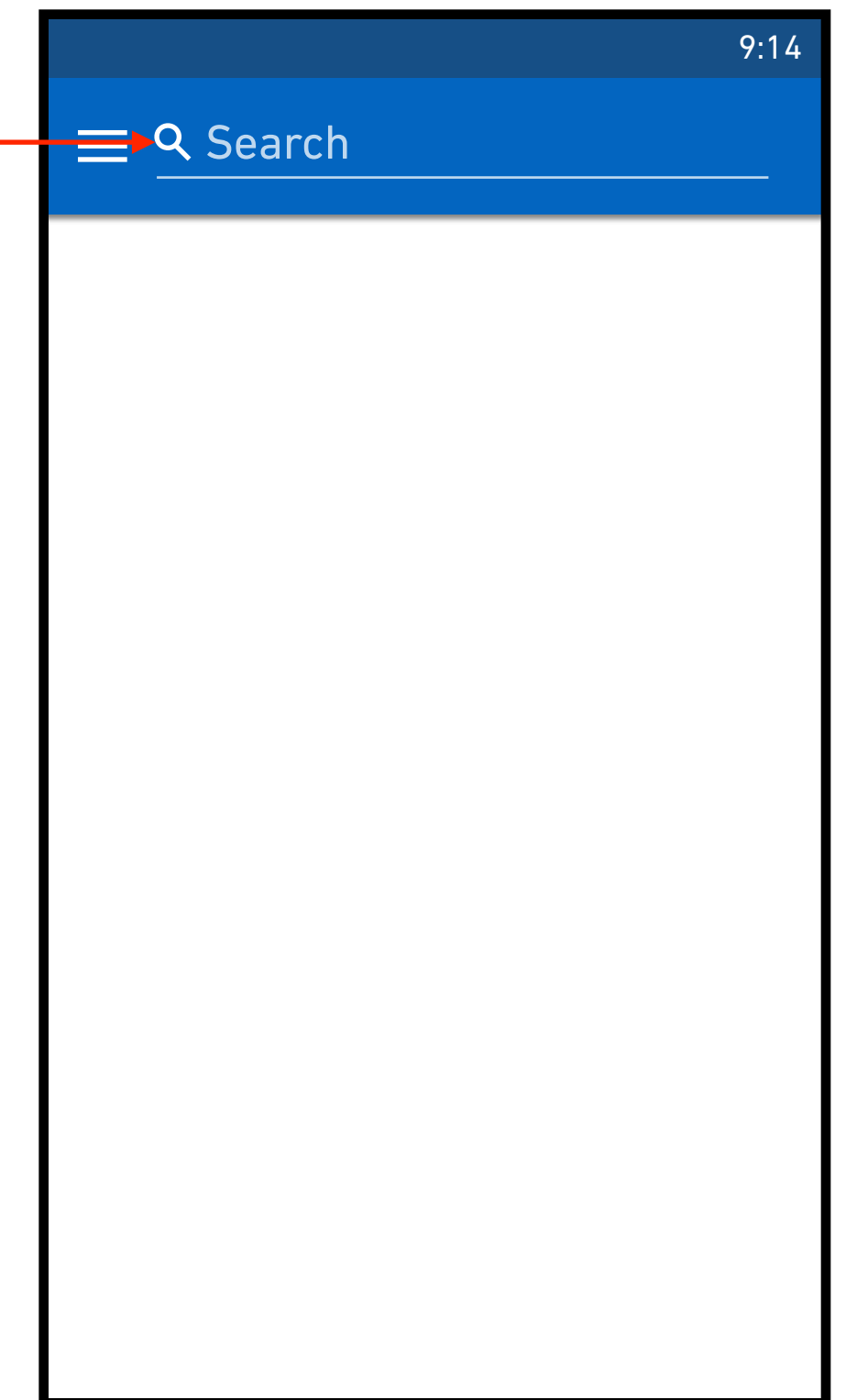
# Search Query

*iOS & Android*



Search Box in Navigation Bar (iOS) or Toolbar (Android)

- Searches deck titles, tags, and share codes



## TBD

1. Do we need a more advanced search screen? That is, one with two search boxes:

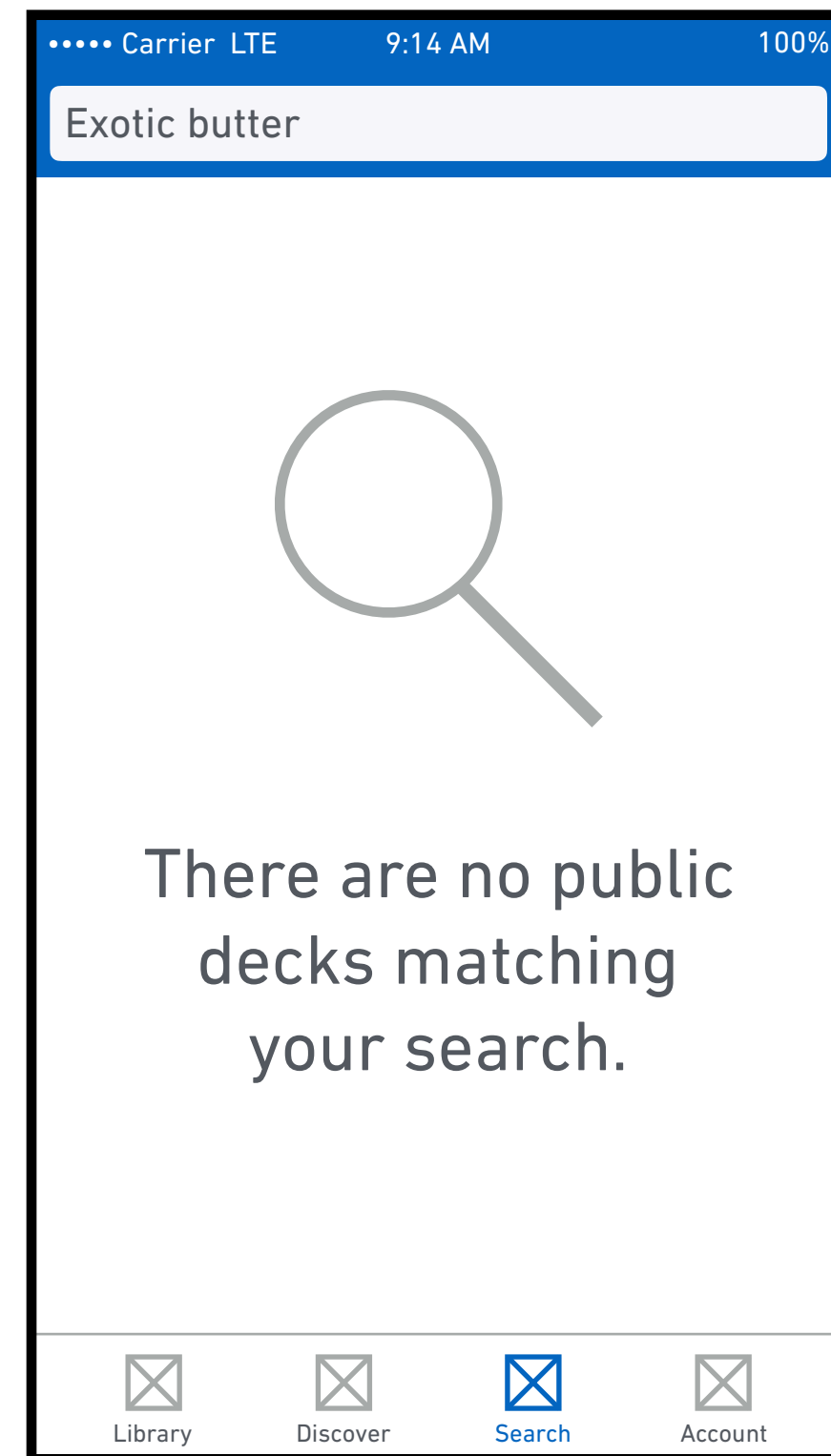
- Title search (match by substring)
- Tag search (match by autocomplete chips)

2. Do we want a dedicated way to add decks by share codes? For example, from the Library screen, we could prompt to either create a new deck or add a deck using a share code when the + button on the Library page is tapped.

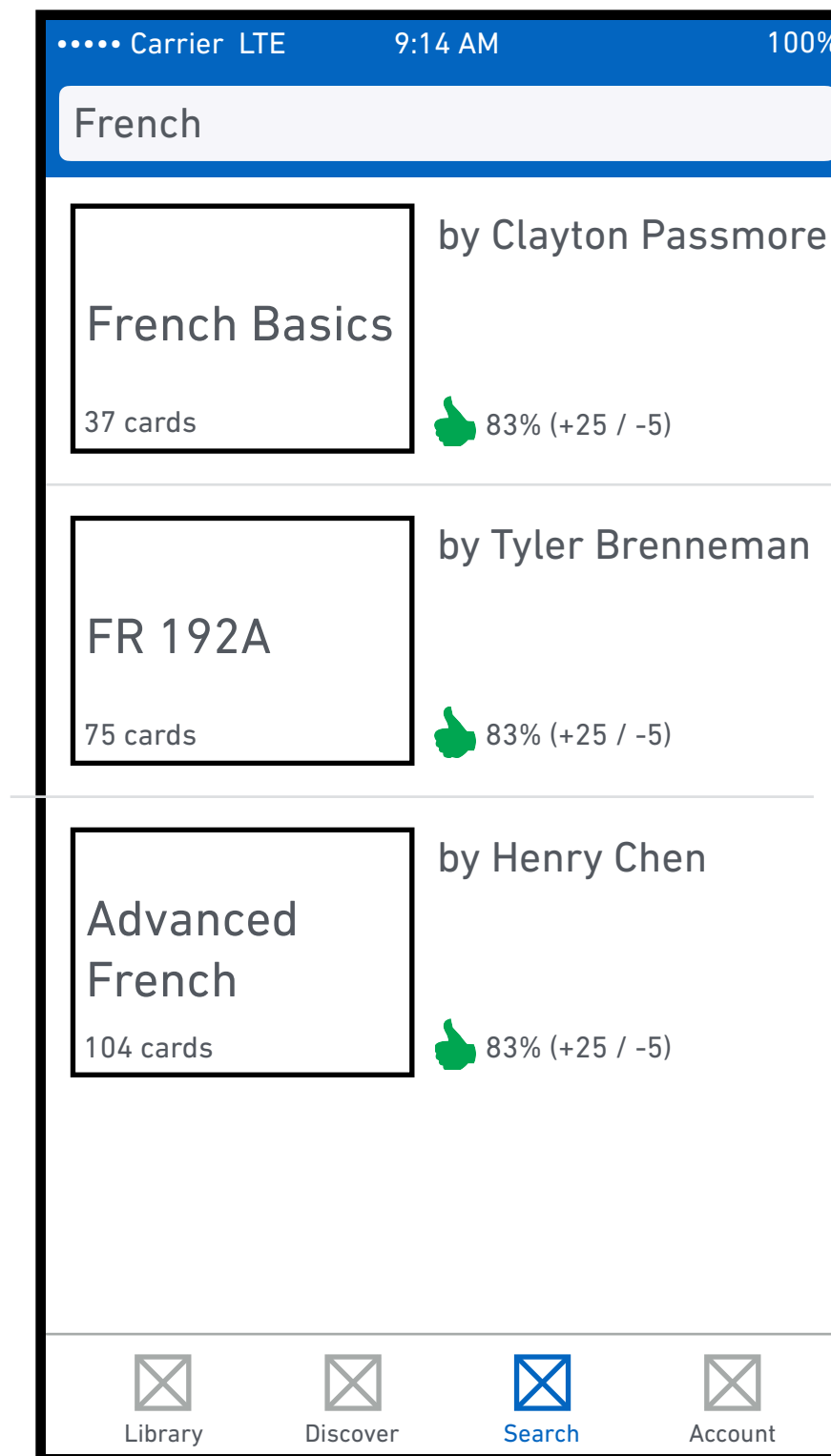


# Search Results

*iOS & Android*



Empty State



Filled State

## Basic Deck Info

- Title, number of cards, author, rating
- Tapping any item opens the deck in [Preview Public Deck](#)

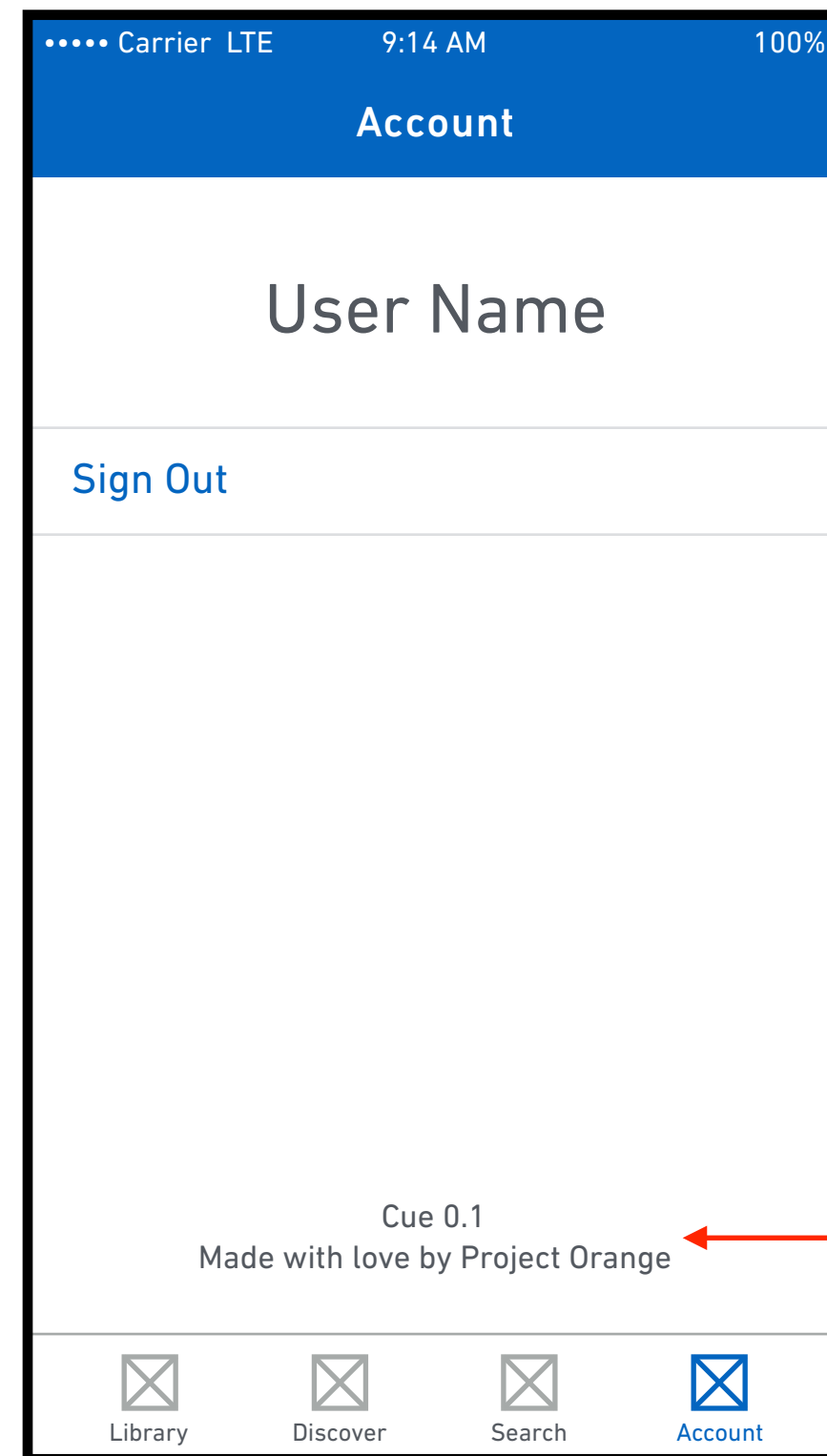
## TBD

This search results list is kind of awkward since there isn't much to display.

# Account (iOS Only)

# Account

*iOS only*



Sign Out

- Sign out and delete all local card decks

App Version and Credits

On Android, this app section does not exist since all of these actions are accessible from the Hamburger Menu.

# Remaining Items

- Transfer Ownership flow
- Play Deck setup interstitial

# Assets



App Icon