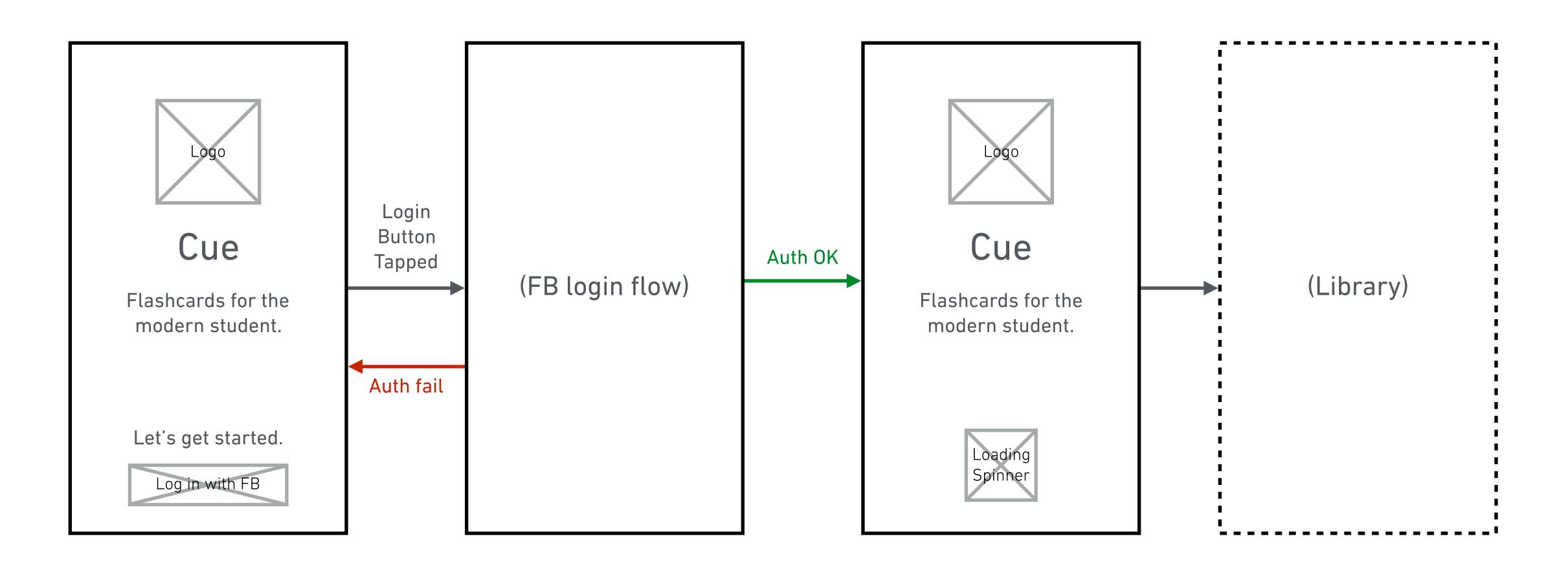
Cue v2 UX mocks

Updates

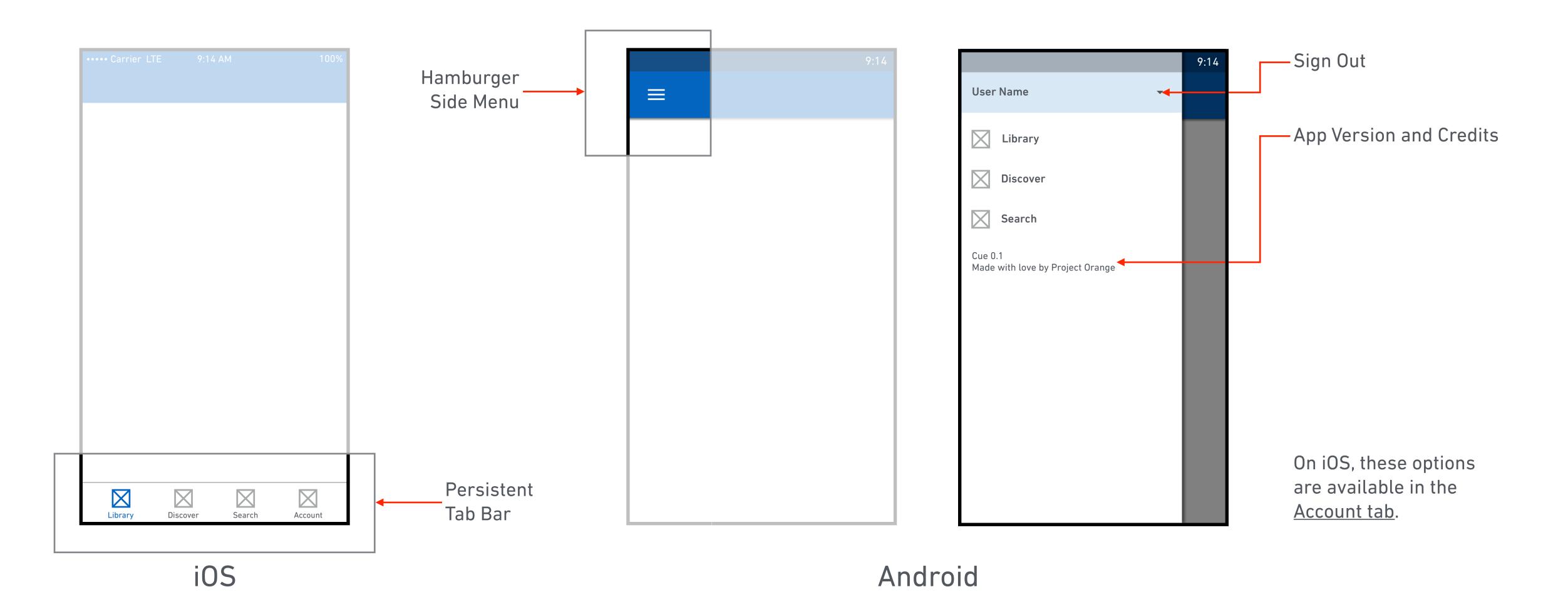
- v1
 - Initial version of mocks
- v2
 - Changed Create New Deck flow to Add to Library flow with support for share code lookup
 - Added Sync Conflict flow

First Launch Experience

Onboarding and Facebook login

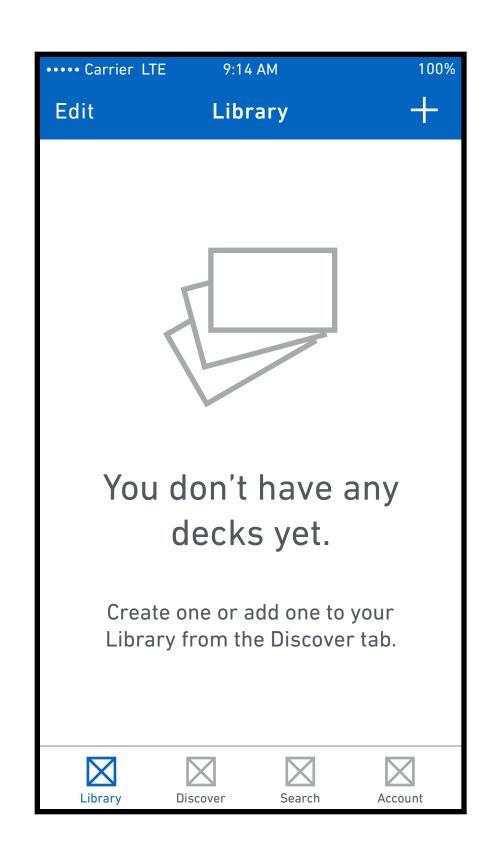


Top-Level App Navigation

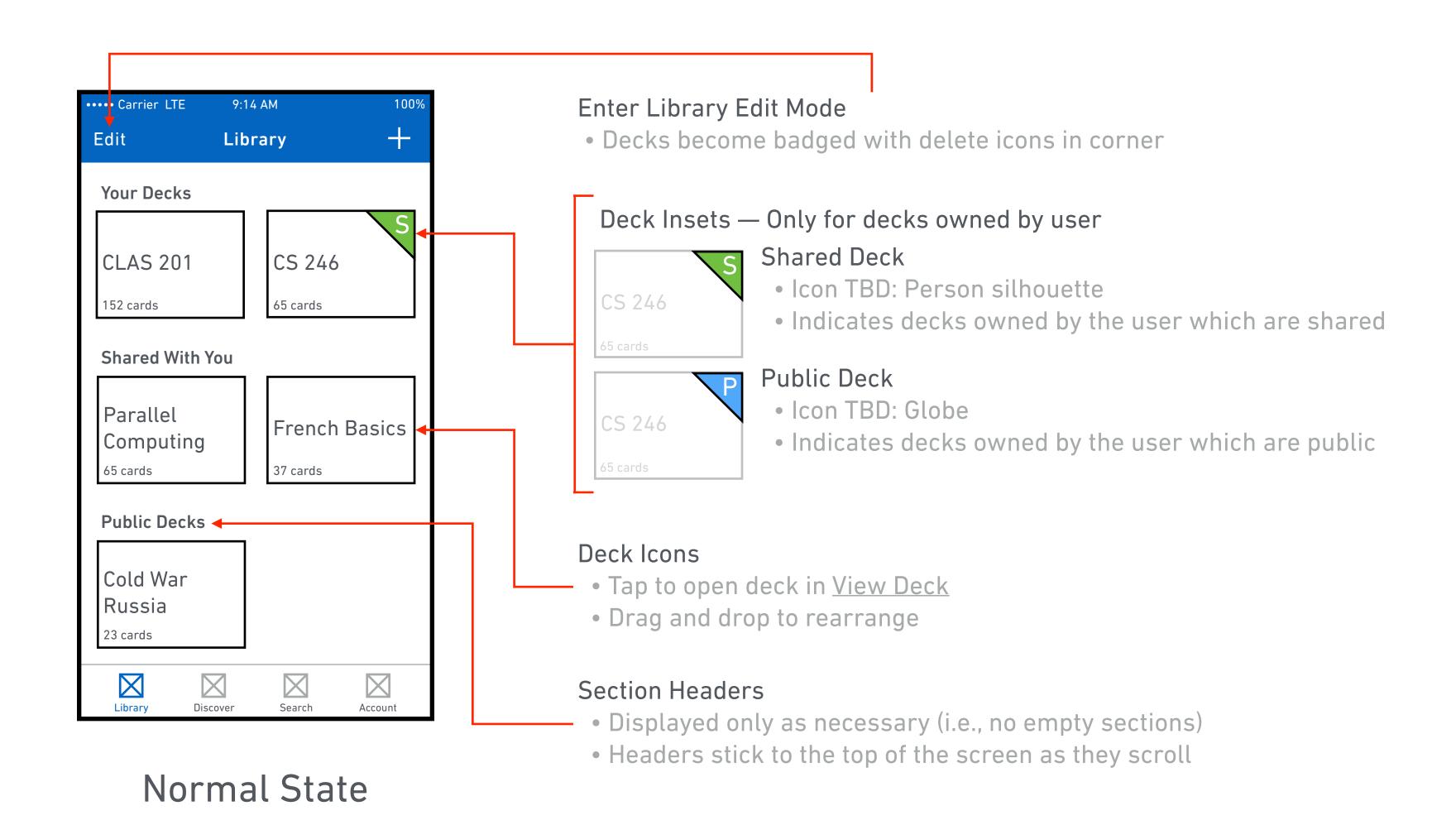


Library

Library ios

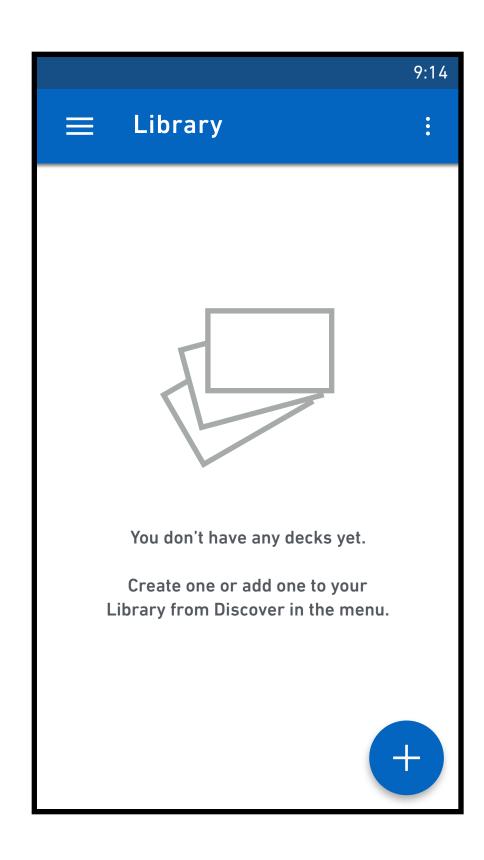


Empty State

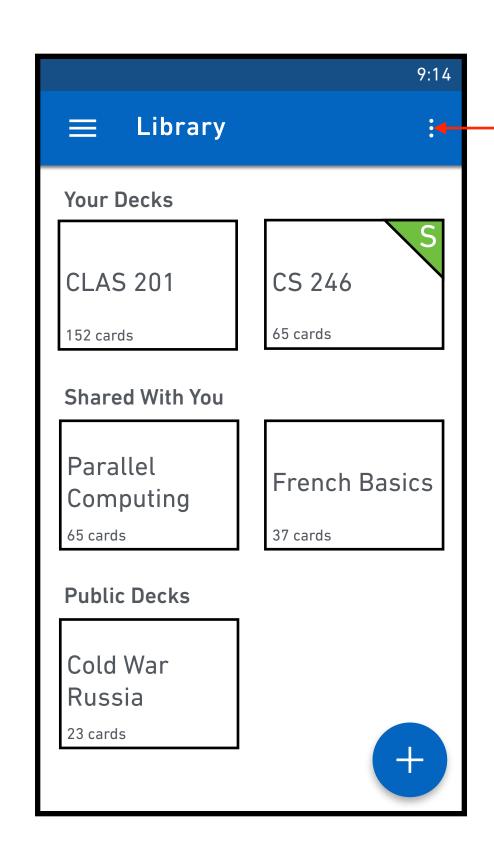


Library

Android



Empty State



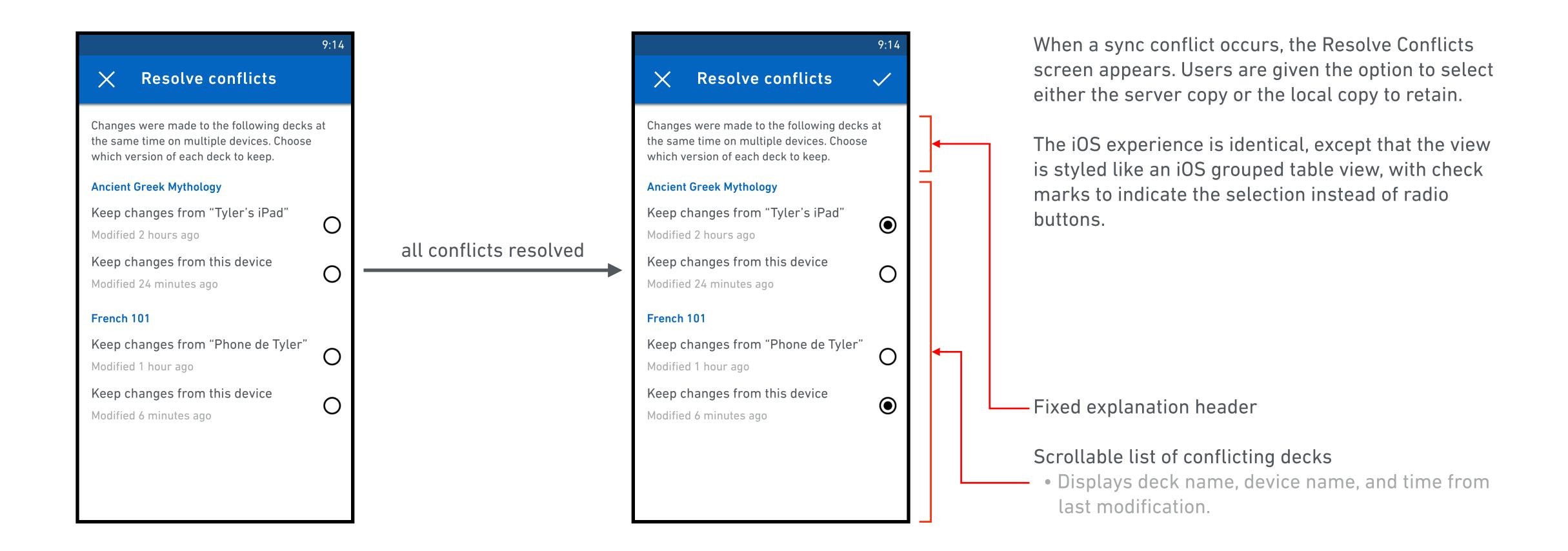
Unless specifically called out below, all other functionality is the same as <u>Library (iOS)</u>.

Overflow Menu

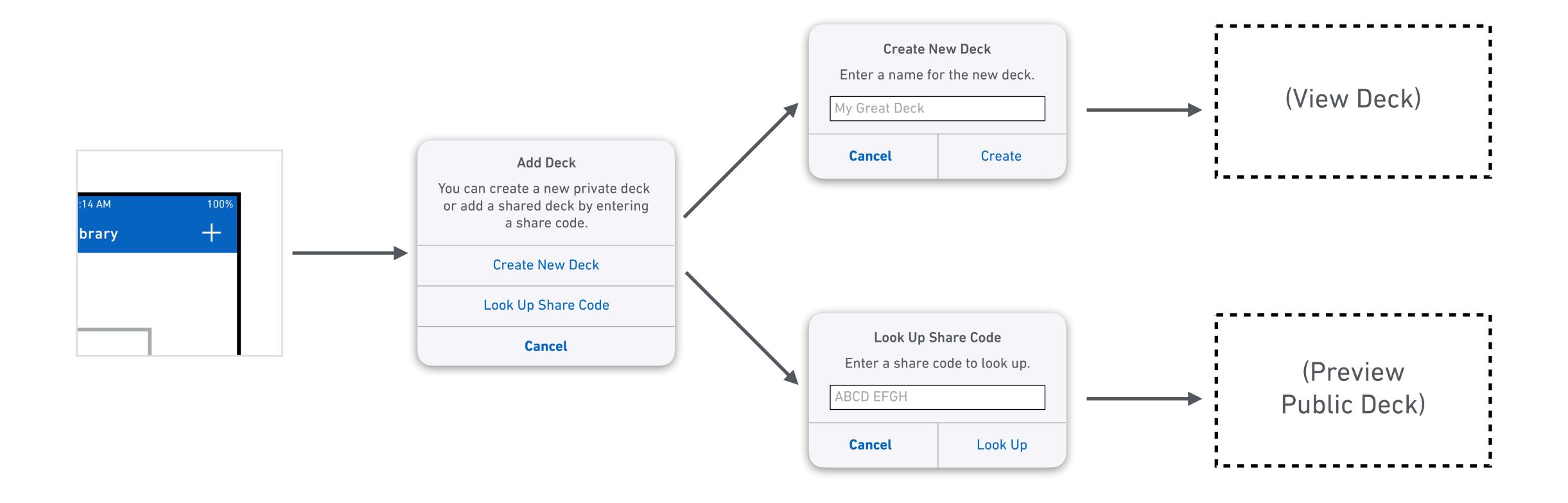
- Contains "Select" option to enter Library Edit Mode
- In Selection Mode, Decks can be tapped to select. Toolbar indicates number of selected decks and has a Trash icon

Normal State

Sync Conflict Resolution Flow

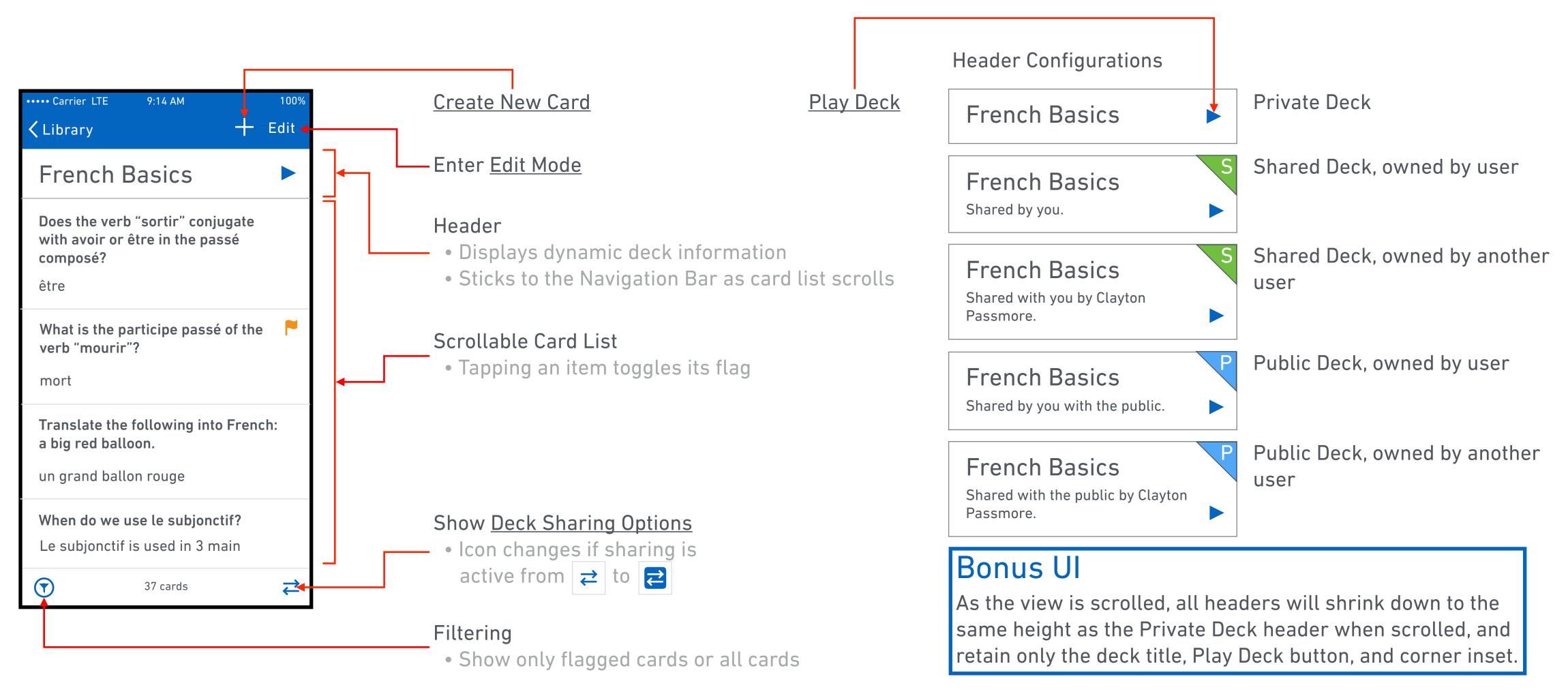


Add to Library Flow



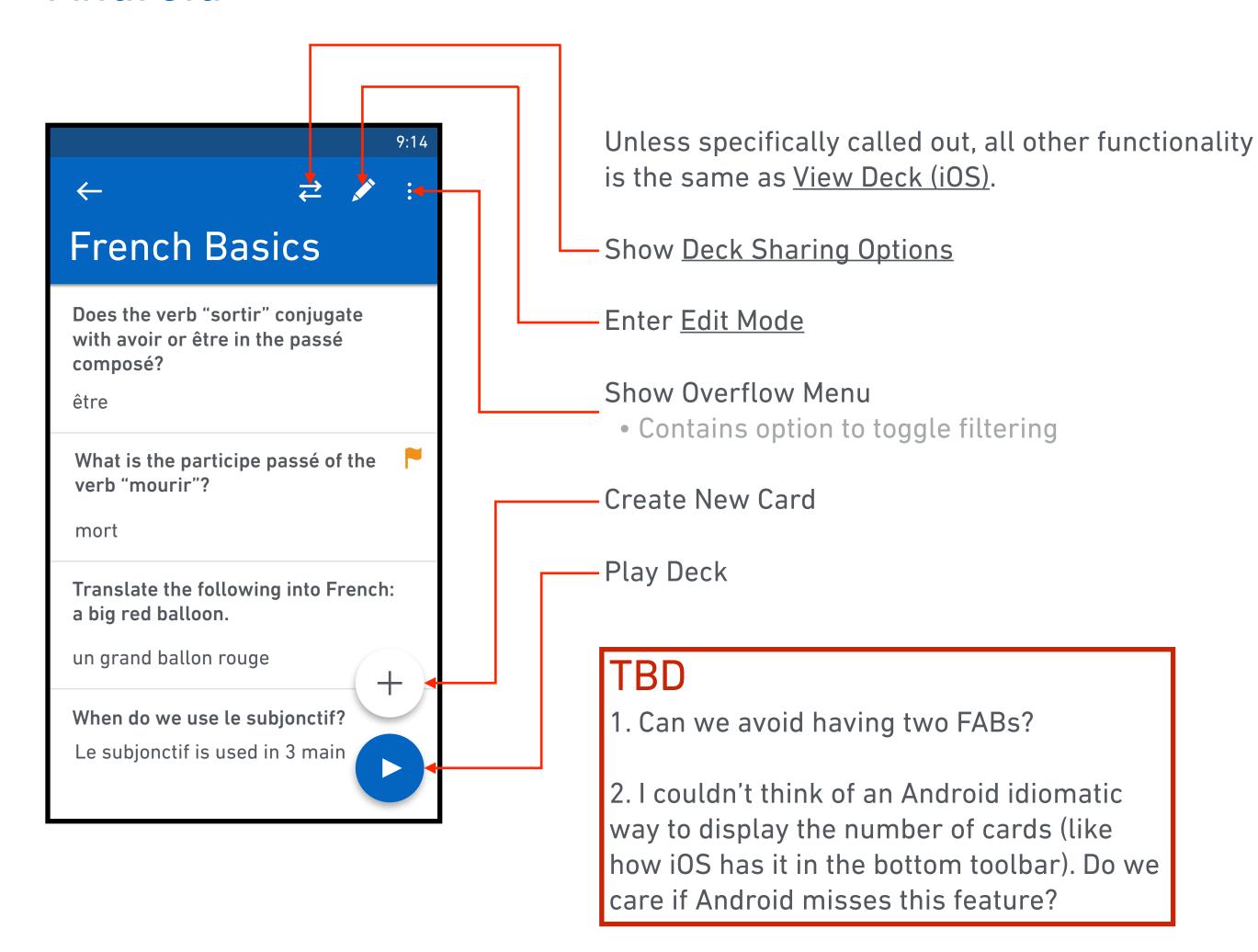
View Deck

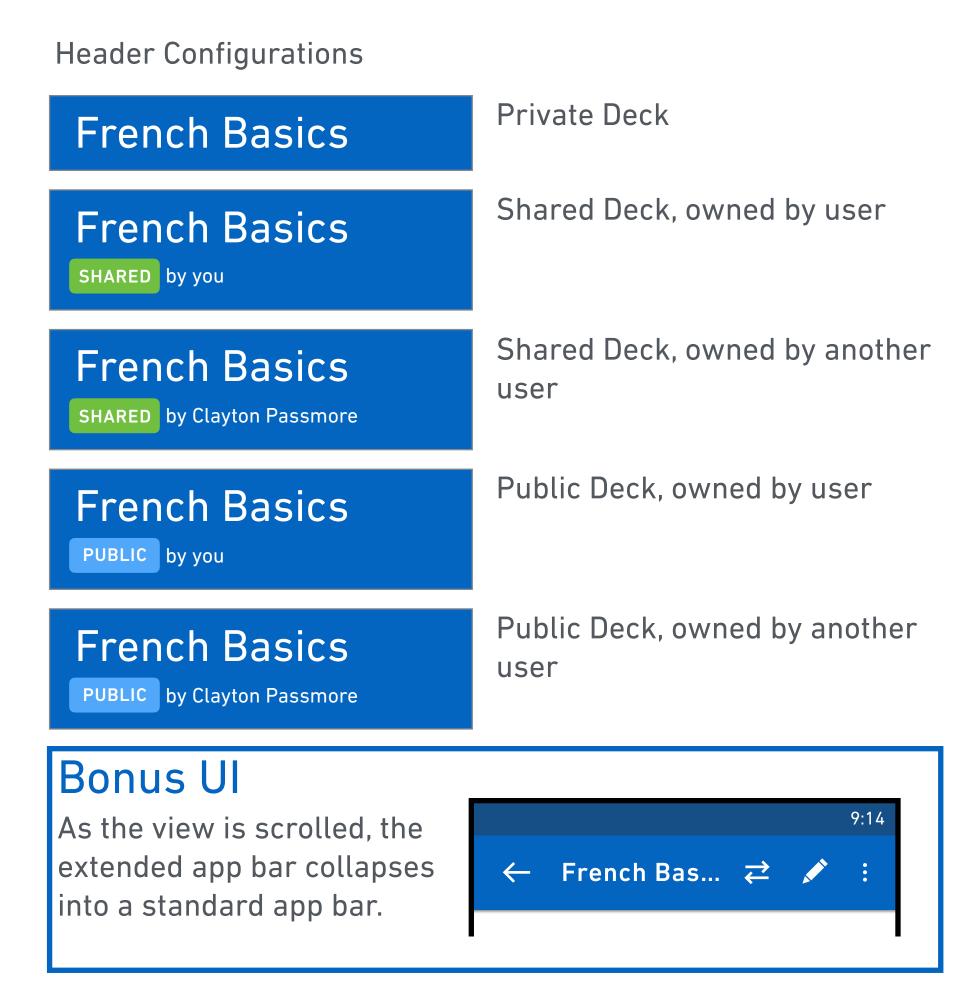
i05



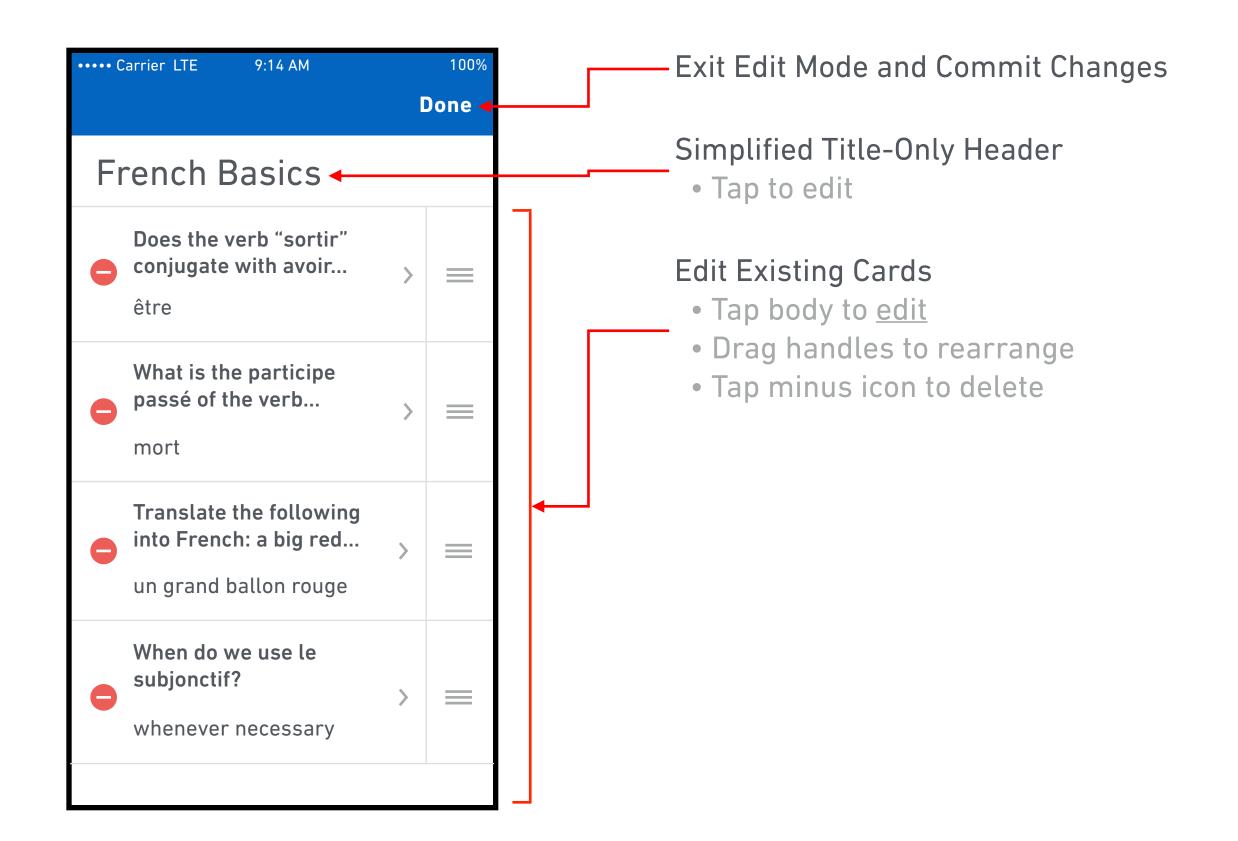
View Deck

Android



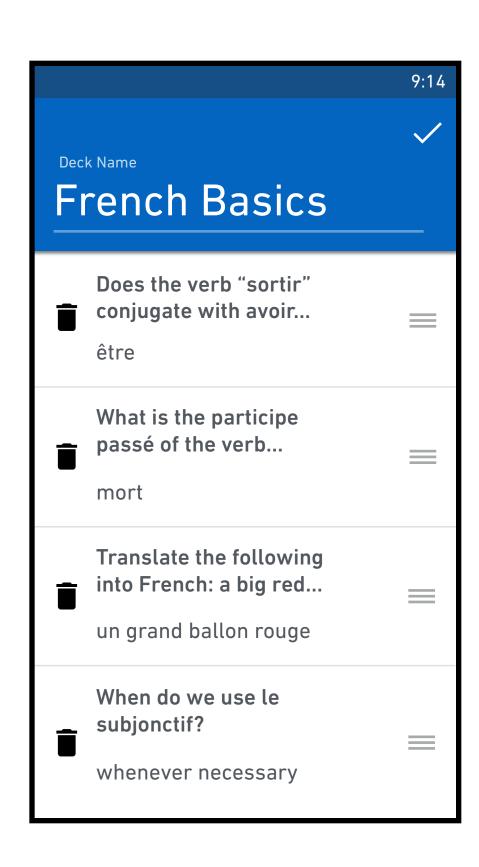


View Deck — Edit Mode ios



View Deck — Edit Mode

Android



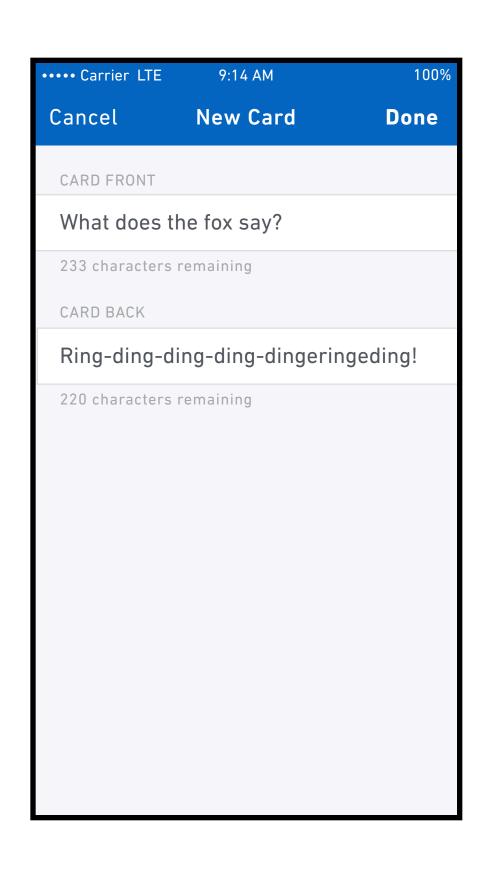
Unless specifically called out, all other functionality is the same as <u>View Deck — Edit Mode (iOS)</u>.

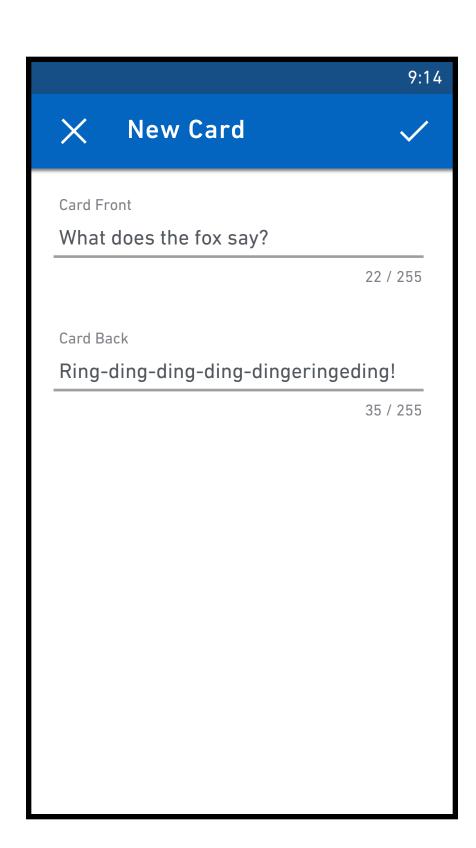
TBD

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





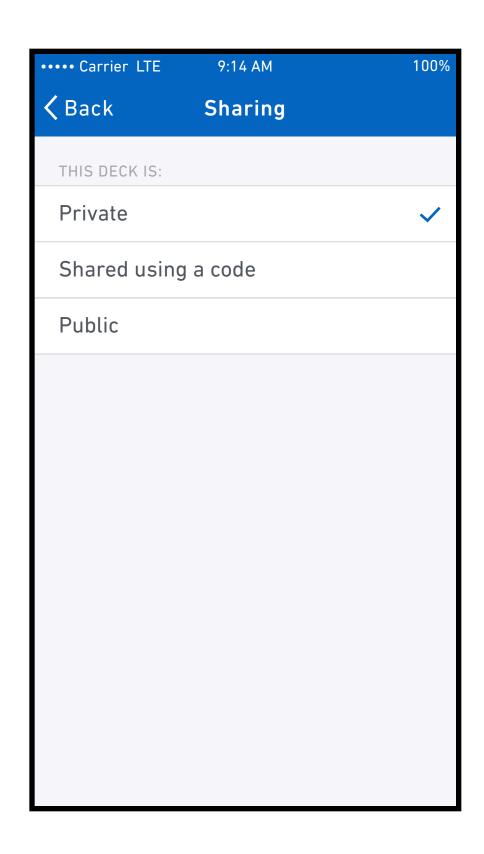
New cards are added to the bottom of the deck.

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

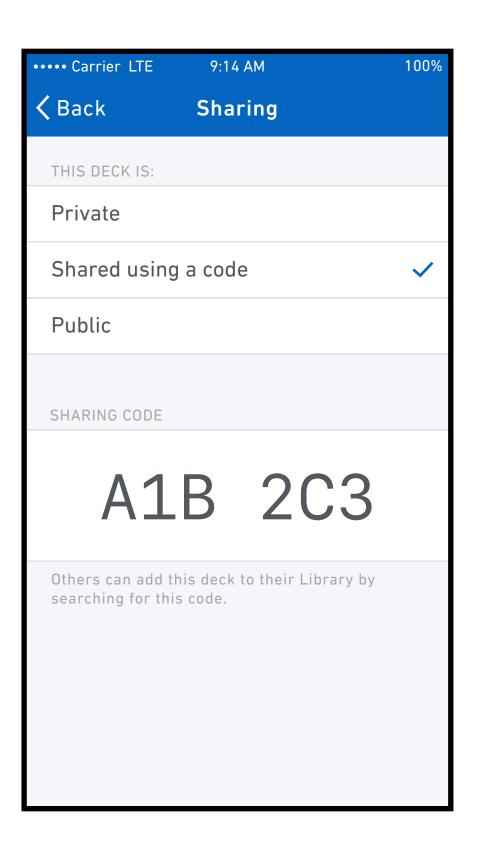
When editing an existing card, the title text changes to "Edit Card", but all other functionality remains identical.

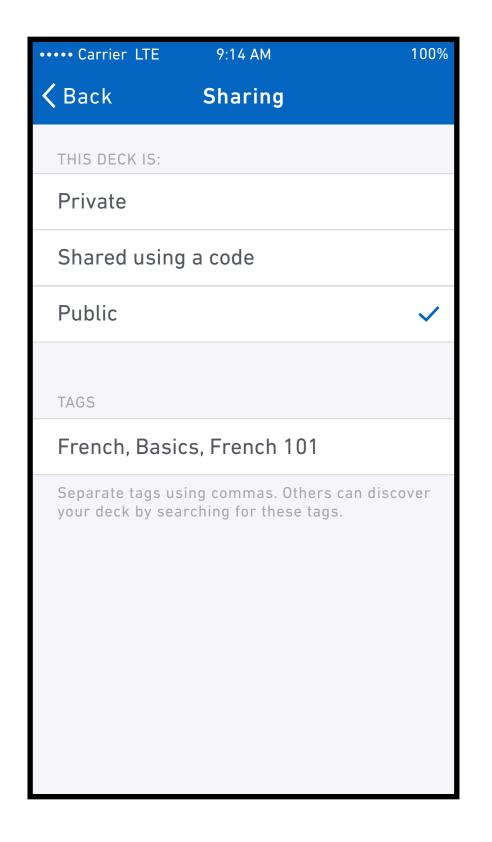
Deck Sharing Options

iOS & Android



Default State





On decks not owned by the current user, this screen shows only the current sharing status of the deck,

private copy of it.

radio list.

current sharing status of the deck, and either the Sharing Code or the list of tags.

When any change to the sharing

checkmark button first.

options is made, the change must

be confirmed by tapping a Done or

When a deck is changed to Private,

other users who have already seen

a message appears warning that

the deck may make their own

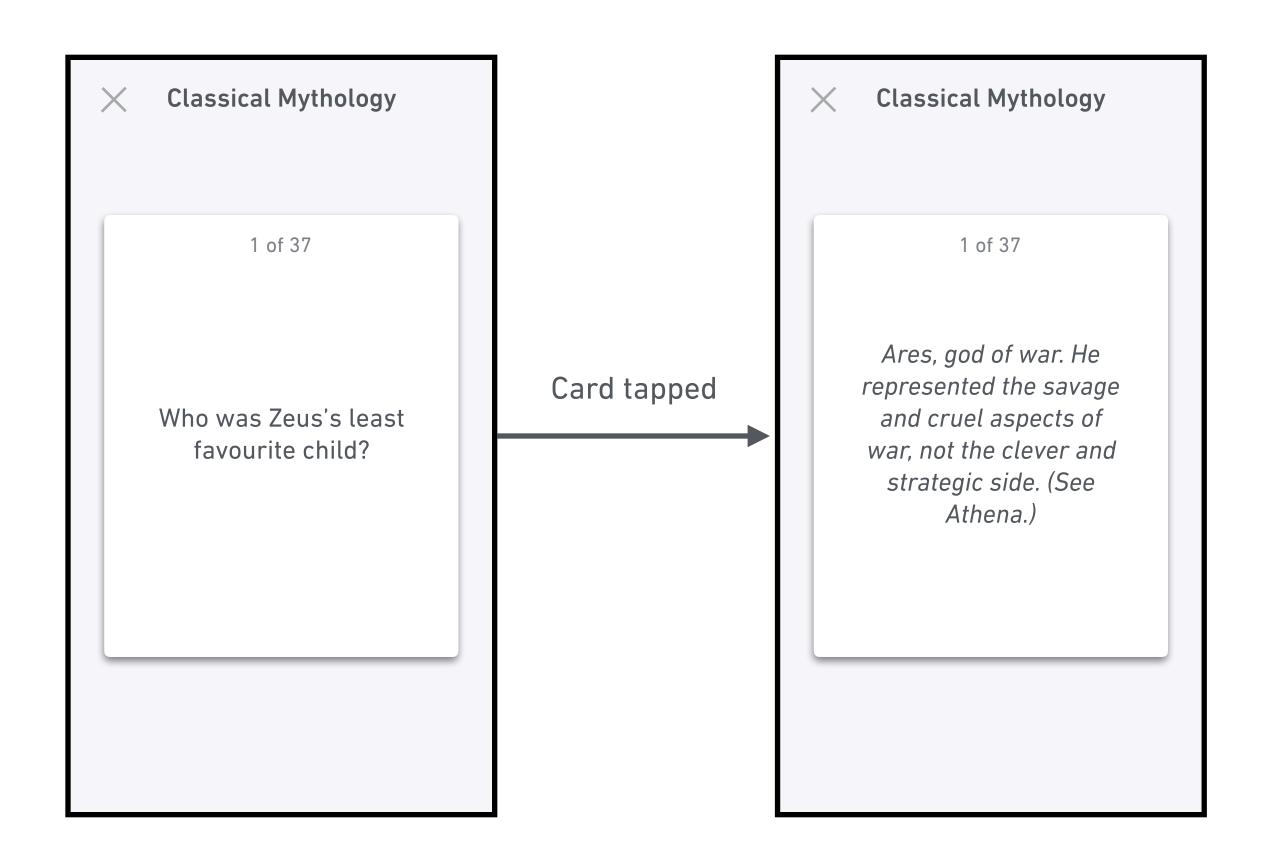
On Android, the interface operates identically, but is styled using Material Design and the list is a

Private Shared

Public

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.

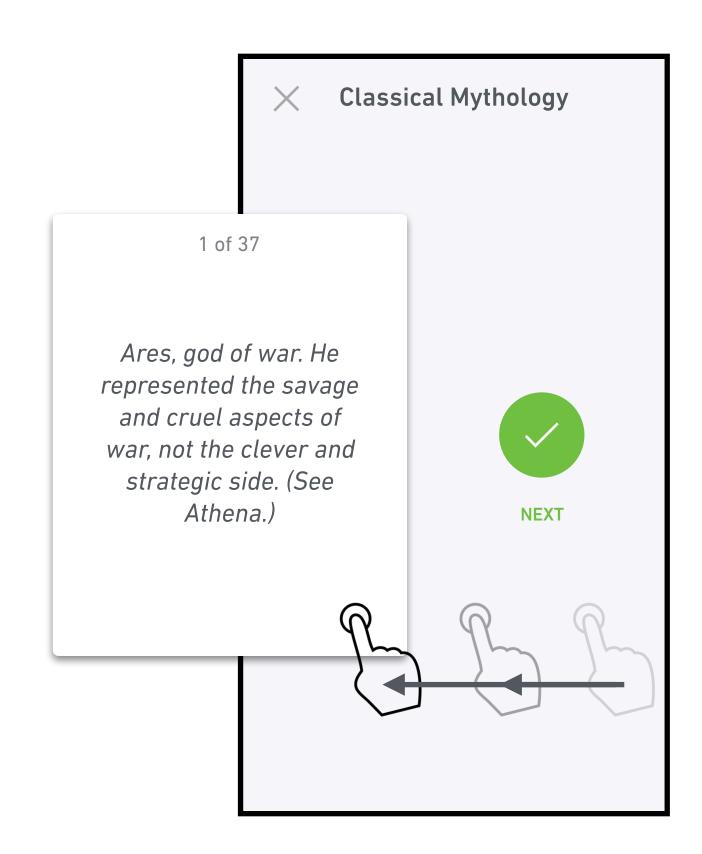
TBD

- 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

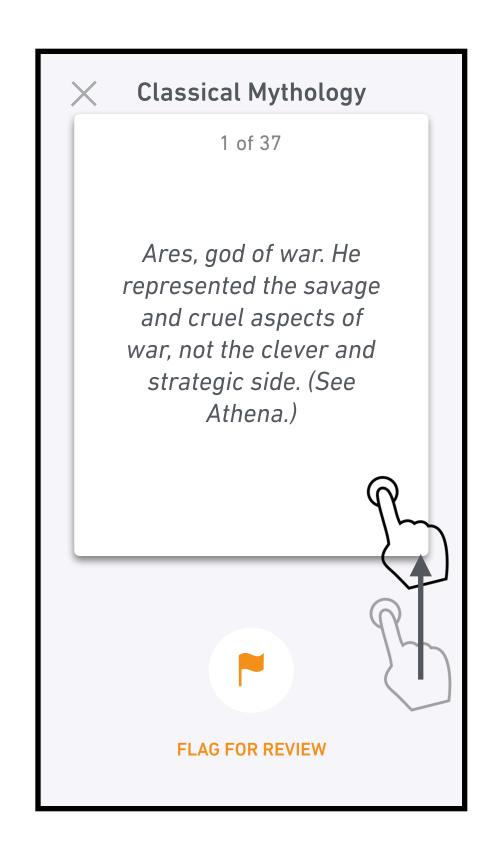
During Gesture Stage 1, a hint appears next to the card indicating the action which will be taken. If user lets go, then the card returns to its position at the centre of the screen.

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.

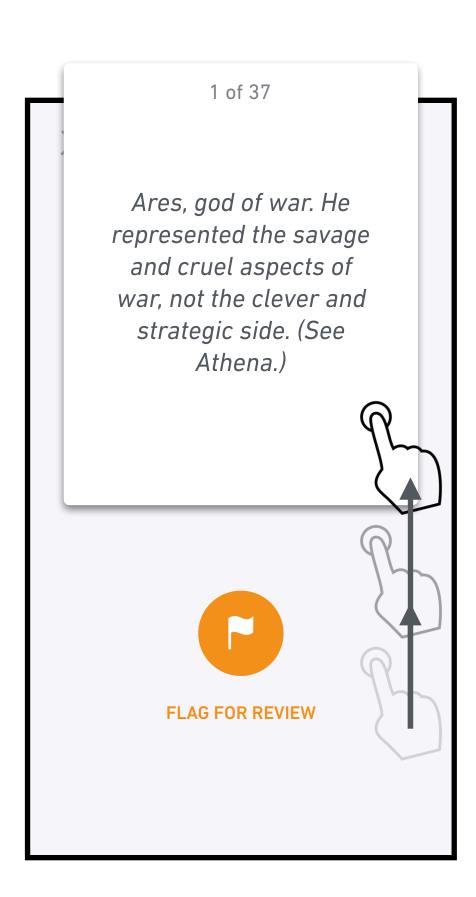
TBD

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

Play Deck (cont.)

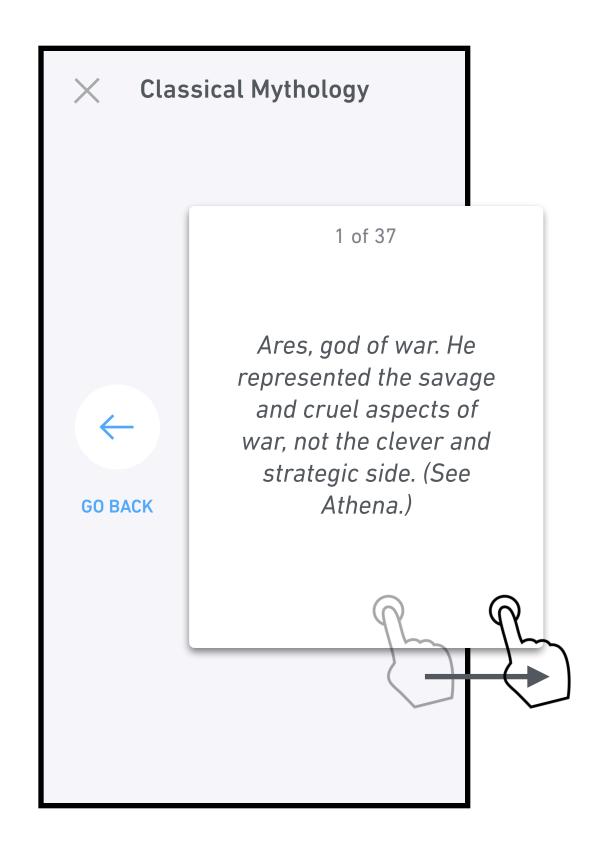


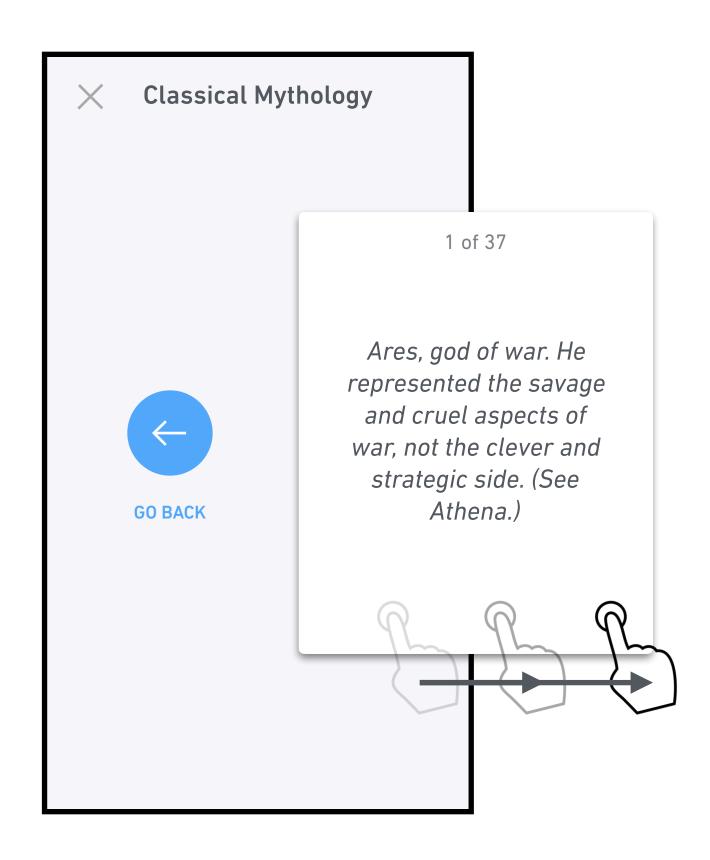
Gesture Stage 1



Gesture Stage 2

Play Deck (cont.)



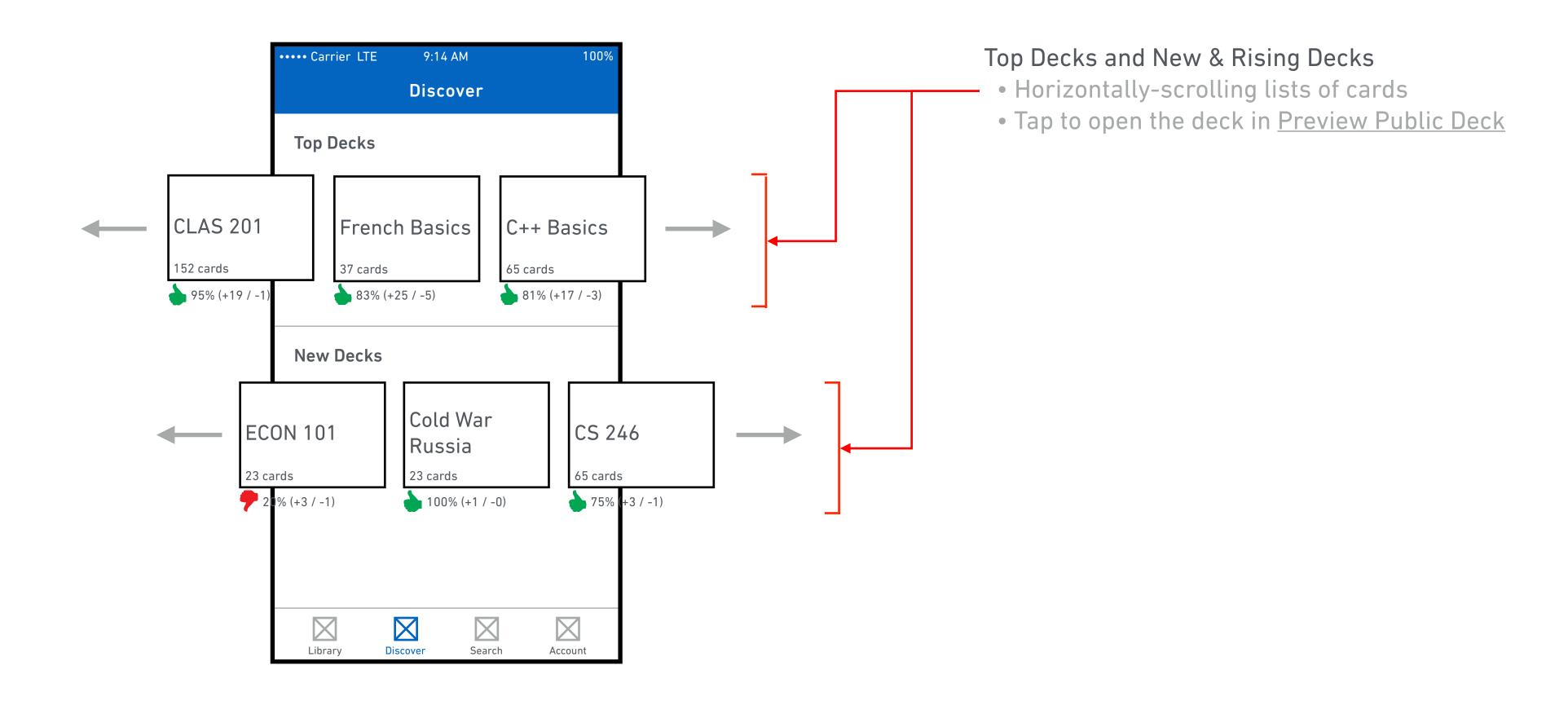


Gesture Stage 1

Gesture Stage 2

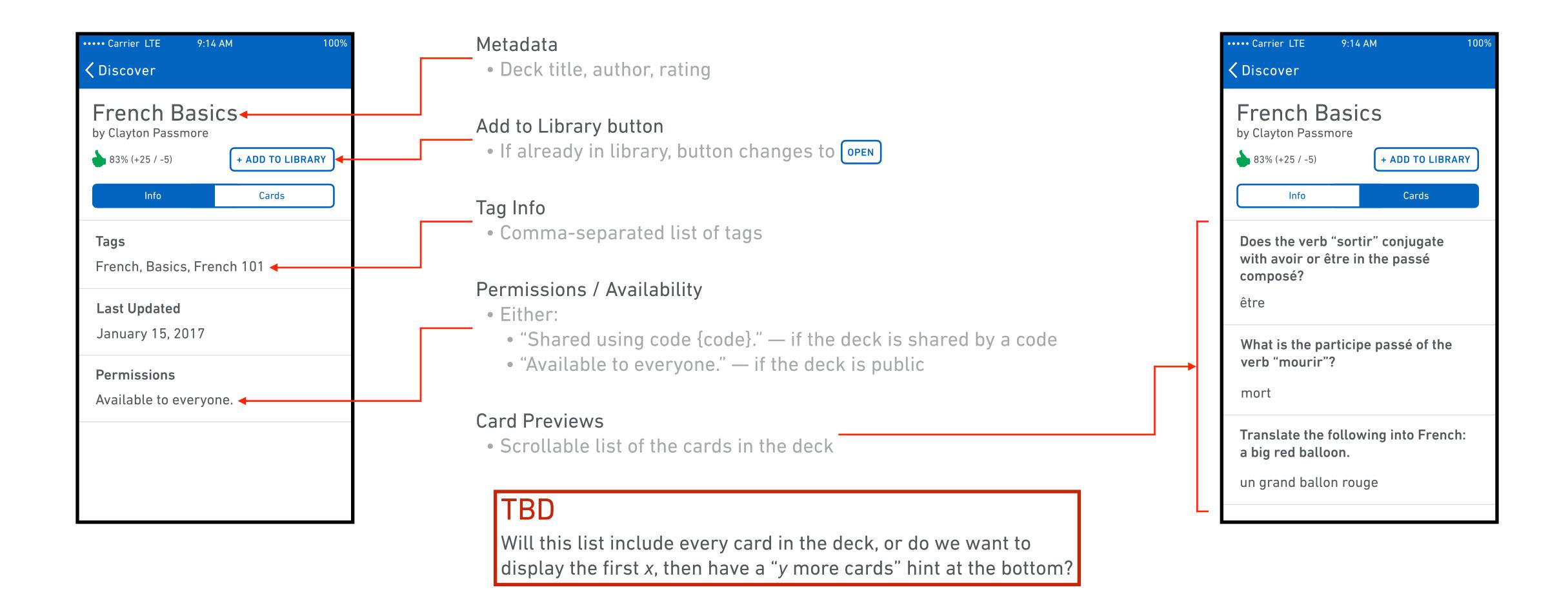
Discovery

Discover



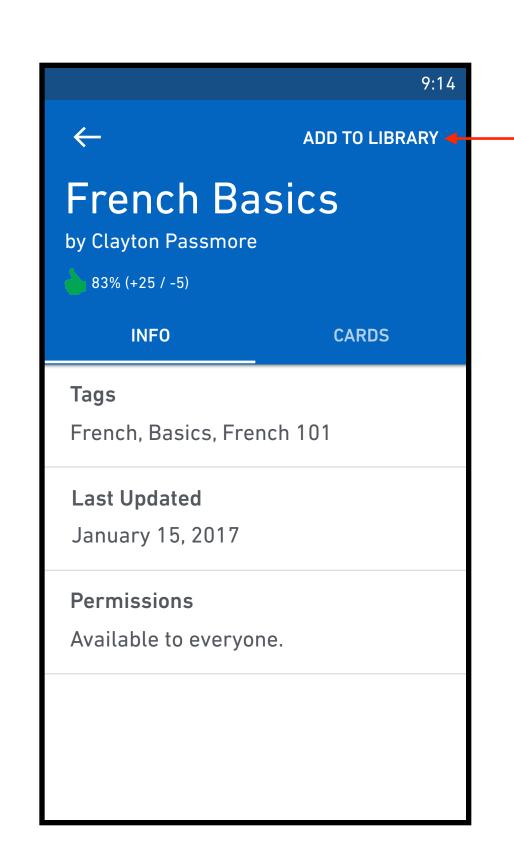
Preview Public Deck

i0S



Preview Public Deck

Android



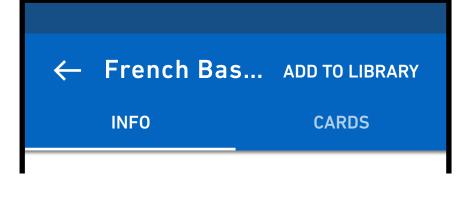
Unless specifically called out below, all other functionality is the same as <u>Preview Public Deck (iOS)</u>.

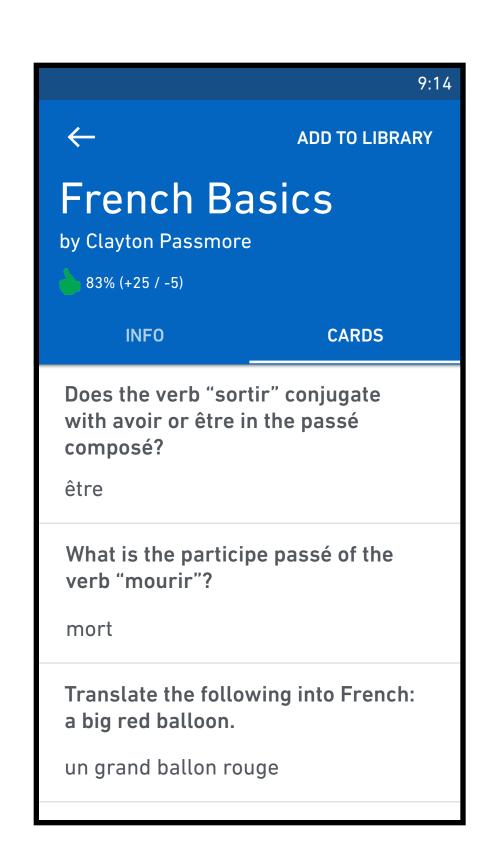
Add to Library button

• If already in library, button changes to OPEN

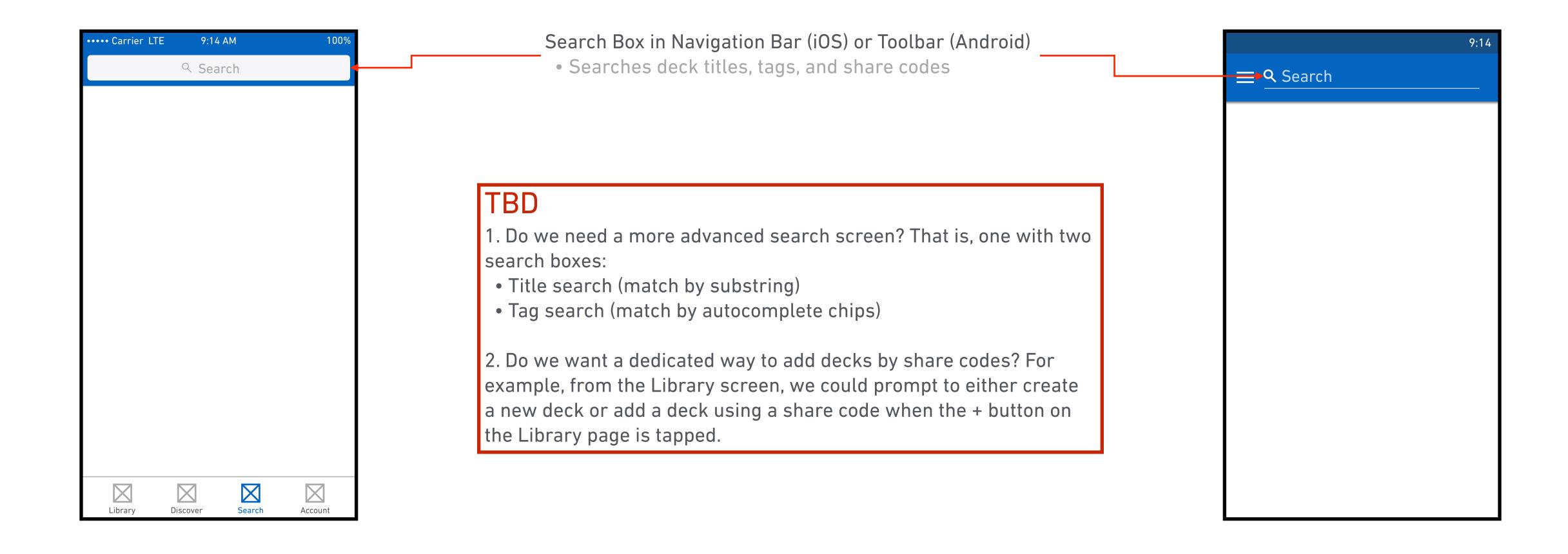
Bonus UI

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



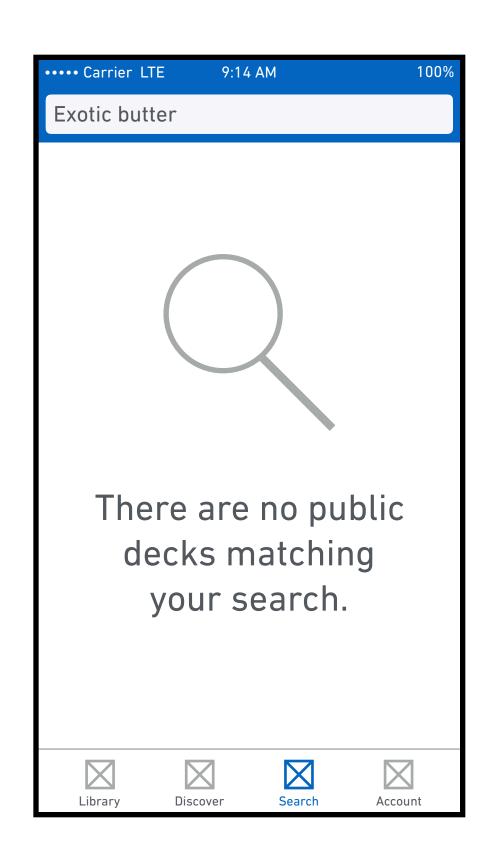


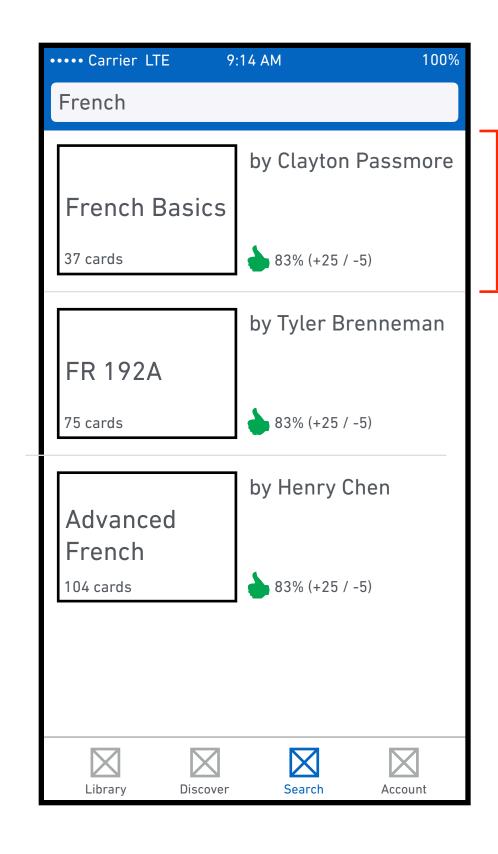
Search Query



Search Results

iOS & Android





Basic Deck Info

- Title, number of cards, author, rating
- Tapping any item opens the deck in Preview Public Deck

TBD

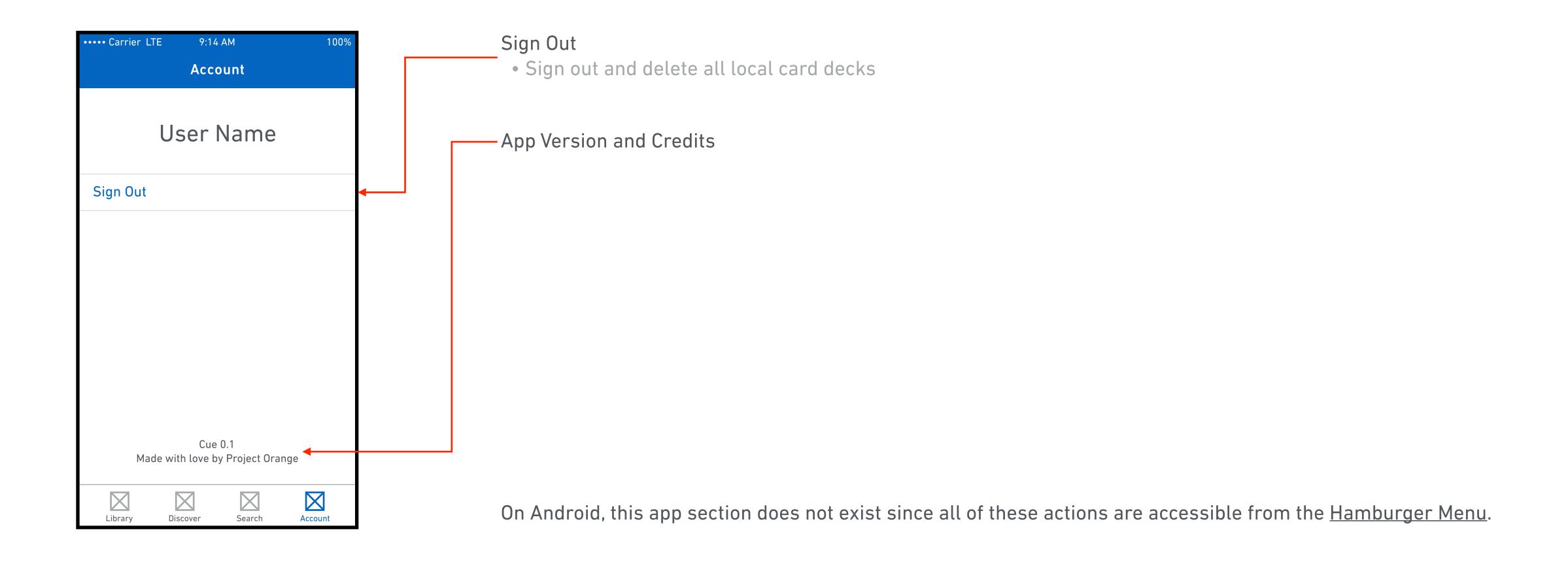
This search results list is kind of awkward since there isn't much to display.

Empty State

Filled State

Account (iOS Only)

Account iOS only



Remaining Items

- Transfer Ownership flow
- Play Deck setup interstitial

Assets



App Icon