Proposed Wireframe: Scale

5 ─────────────────────────────────────

CREATE YOUR ACTIVITY PLAN **6**

MM   DD

7 ▲   ▲   [ ]

[ ]   [ ]

▼   ▼

Create **8**

LSC **9** ((•)) ⬤   ? **10** MCCC

Hi! I'm Tiny! I'll be helping you plan your activities. But first, **2**

↻ **4**   ▲▼ **3**

1

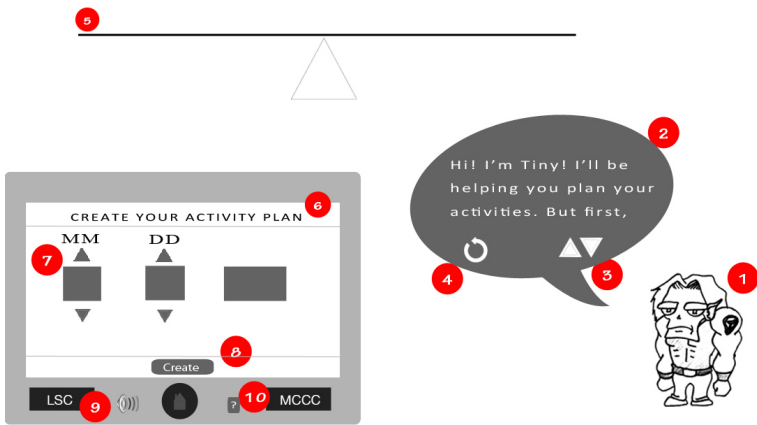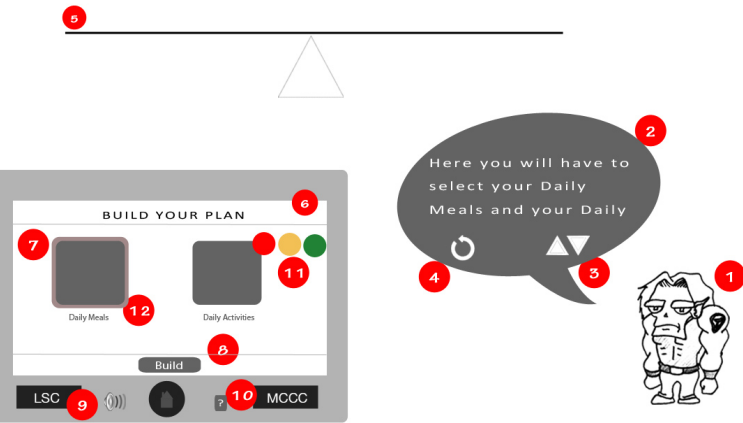**1** Tiny walks onto the screen and introduces himself as the person who will guide the user through their exercise plan. He will explain the importance of fitness/health; also, he wil explain the basics i.e. What is a Calorie, etc.

2 This bubble will encompass Tiny's speech. As he speaks, the text will appear in intervals. Also, the words wil be scrolling upward when down arrow is clicked.

3 These buttons will alow the user to scroll up/down to the next/previous lines after they are done reading what is currently on-screen.

4 This is the replay button. If the user would like Tiny to repeat what he has just said, they click this for the audio to replay.

5 This is the physical representation of the scale, which will teeter once the user adds/subtracts foodstuffs/activities.

6 Title of the screen the user is currently on.

7 This is the first screen on the interface. The user must complete this before moving on; they must select the date for which they plan on doing their activities. The Month option will go from 1-12 and loop back to 1. The Date option will go from 1-31 and loop back to 1.

8 After the user has selected the date for their activity(ies), they clik this to proceed.

9 This allows the user to mute the audio of Tiny's narration, which will play by default. The audio will be reading what is in the speech buble, at any given moment.

10 This is a help button which wil assist the user with what is on-screen/give them further instruction/explanation of what is on-screen.
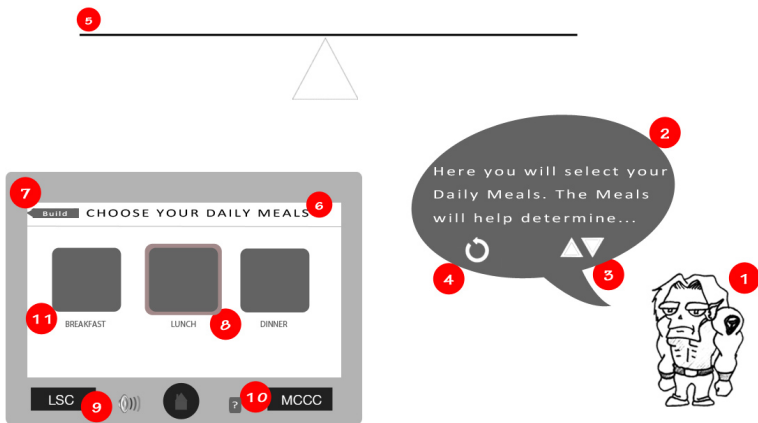
1_Start

Proposed Wireframe: Scale

BUILD YOUR PLAN

Daily Meals

Daily Activities

Build

LSC

MCCC

Here you will have to select your Daily Meals and your Daily

1 Tiny will explain what is expected of the user on the nav. He will state that the user must choose and complete some/all of either option in order to move on to the next step of the app.

2 This bubble will encompass Tiny's speech. As he speaks, the text will appear in intervals. Also, the words wil be scrolling upward when down arrow is clicked.

3 These buttons will alow the user to scroll up/down to the next/previous lines after they are done reading what is currently on-screen.

4 This is the replay button. If the user would like Tiny to repeat what he has just said, they click this for the audio to replay.

5 This is the physical representation of the scale, which will teeter once the user adds/subtracts foodstuffs/activities.

6 Title of the screen the user is currently on.

7 The user must complete the information on this scren, whether it be partial or full information. The user wil not be able to move forward until at least some of the information is complete.

8 This button wil remain inactive until the user has completed at least some of the information required to proceed.

9 This allows the user to mute the audio of Tiny's narration, which will play by default. The audio will be reading what is in the speech buble, at any given moment.

10 This is a help button which wil assist the user with what is on-screen/give them further instruction/explanation of what is on-screen.
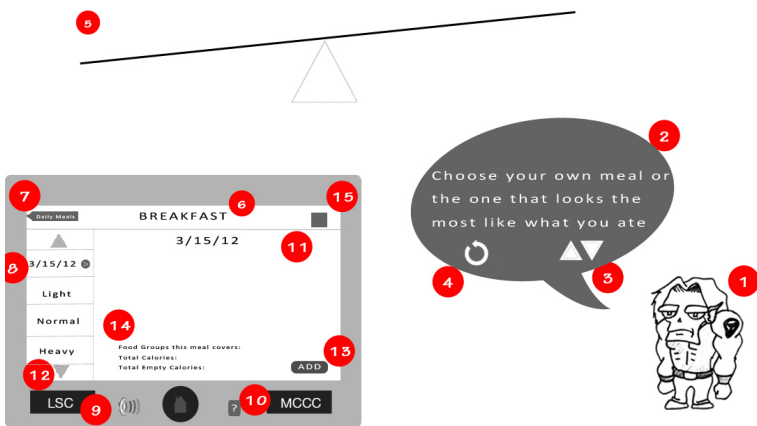
11 The red circle in the corner of the box indicates that NO information has been provided. The yelow indicates that SOME has been provided and the green indicates that the information has been fuly and succesfuly provided.

12 This is the hover state.

Proposed Wireframe: Scale

Here you will select your Daily Meals. The Meals will help determine...

Build CHOOSE YOUR DAILY MEALS

BREAKFAST   LUNCH   DINNER

LSC   MCCC

1. Tiny will explain what is expected of the user on the nav. He will state that the user must choose at least one of the meal options in order to continue with the app.

2. This bubble will encompass Tiny's speech. As he speaks, the text will appear in intervals. Also, the words wil be scrolling upward when down arrow is clicked.

3. These buttons will alow the user to scroll up/down to the next/previous lines after they are done reading what is currently on-screen.

4. This is the replay button. If the user would like Tiny to repeat what he has just said, they click this for the audio to replay.

5. This is the physical representation of the scale, which will teeter once the user adds/subtracts foodstuffs/activities.

6. Title of the screen the user is currently on.

7. The user may return to the previous screen.

8. This is the hover state.

9. This allows the user to mute the audio of Tiny's narration, which will play by default. The audio will be reading what is in the speech buble, at any given moment.

10. This is a help button which wil assist the user with what is on-screen/give them further instruction/explanation of what is on-screen.

11. Here the user wil have the option to click on either Breakfast, Lunch, or Diner and select their own meals or meals that correspond close with what they have eaten that day.
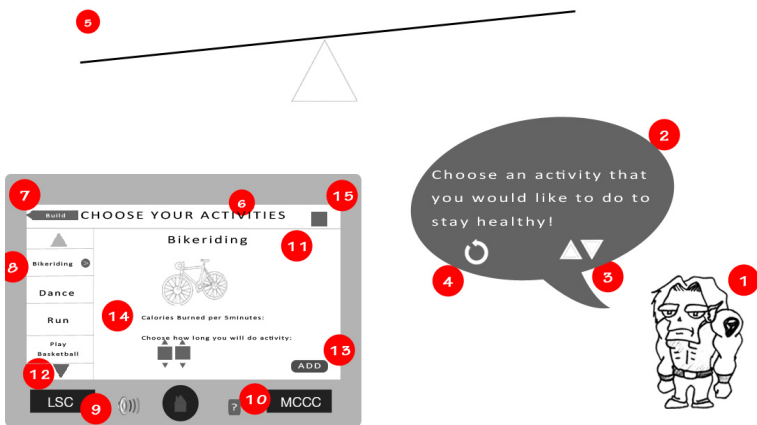
3_choosedailymeals

Proposed Wireframe: Scale

BREAKFAST
Daily Meals
3/15/12

3/15/12

Light

Normal

Heavy

Food Groups this meal covers:
Total Calories:
Total Empty Calories:

ADD

LSC   MCCC

Choose your own meal or the one that looks the most like what you ate

1. Tiny will explain what is expected of the user on the nav. He will state that the user must choose at least one of the meal options in order to continue with the app.

2. This bubble will encompass Tiny's speech. As he speaks, the text will appear in intervals. Also, the words wil be scrolling upward when down arrow is clicked.

3. These buttons will alow the user to scroll up/down to the next/previous lines after they are done reading what is currently on-screen.

4. This is the replay button. If the user would like Tiny to repeat what he has just said, they click this for the audio to replay.

5. After the user hits 'ADD,' the Breakfast wil apear on the scale, causing it to bring one side down.

6. Title of the screen the user is currently on.

7. The user may return to the previous screen.

8. This is the hover and clicked state of this menu item. Once clicked, the information will display in the next 2/3 of the nav.

9. This allows the user to mute the audio of Tiny's narration, which will play by default. The audio will be reading what is in the speech buble, at any given moment.

10. This is a help button which wil assist the user with what is on-screen/give them further instruction/explanation of what is on-screen.
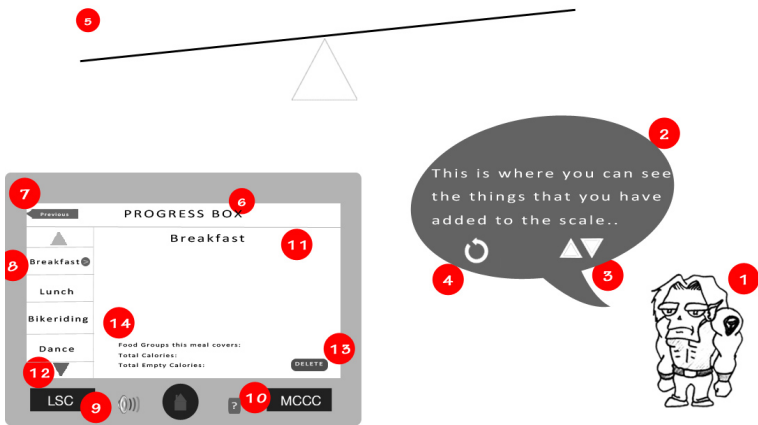
11. This is where the content of the selected meal wil appear.

12. These are scroll buttons. They are inactive until there is aditional information.

13. This will add the selected meal to the graphic of the seesaw.

14. Contains the relevant information about the meal.

15. This is the progres box. If at any moment, the user wants to delete something from the seesaw in order to replace it, they click this and they will be able to do so.

3a_breakfastexample

Proposed Wireframe: Scale

CHOOSE YOUR ACTIVITIES

Build

Bikeriding

Dance

Run

Play Basketball

Bikeriding

Calories Burned per 5minutes:

Choose how long you will do activity:

ADD

LSC   MCCC

Choose an activity that you would like to do to stay healthy!

1. Tiny will explain what is expected of the user on the nav. He will state that the user must choose at least one acitivity in order to continue with the app.

2. This bubble will encompass Tiny's speech. As he speaks, the text will appear in intervals. Also, the words wil be scrolling upward when down arrow is clicked.

3. These buttons will alow the user to scroll up/down to the next/previous lines after they are done reading what is currently on-screen.

4. This is the replay button. If the user would like Tiny to repeat what he has just said, they click this for the audio to replay.

5. After the user hits 'ADD,' the Breakfast wil apear on the scale, causing it to bring one side down.

6. Title of the screen the user is currently on.

7. The user may return to the previous screen.

8. This is the hover and clicked state of this menu item. Once clicked, the information will display in the next 2/3 of the nav.

9. This allows the user to mute the audio of Tiny's narration, which will play by default. The audio will be reading what is in the speech buble, at any given moment.

10. This is a help button which wil assist the user with what is on-screen/give them further instruction/explanation of what is on-screen.

11. This is where the content of the selected activity will appear.

12. These are scroll buttons. They remain inactive until needed.

13. This will add the selected activity to the graphic of the seesaw.

14. Contains the relevant information about the activity. Also, the user will choose how long they will do the selected activity.

15. This is the progres box. If at any moment, the user wants to delete something from the seesaw in order to replace it, they click this and they will be able to do so.

4_chooseactivities

Proposed Wireframe: Scale

PROGRESS BOX

Breakfast

Previous

Breakfast
Lunch
Bikeriding
Dance

Food Groups this meal covers:
Total Calories:
Total Empty Calories:

DELETE

LSC

MCCC

This is where you can see the things that you have added to the scale..

1. Tiny will explain that this is the place wehr the user may delete any unwanted information.

2. This bubble will encompass Tiny's speech. As he speaks, the text will appear in intervals. Also, the words wil be scrolling upward when down arrow is clicked.

3. These buttons will alow the user to scroll up/down to the next/previous lines after they are done reading what is currently on-screen.

4. This is the replay button. If the user would like Tiny to repeat what he has just said, they click this for the audio to replay.

5. After the user hits 'ADD,' the Breakfast wil apear on the scale, causing it to bring one side down.

6. Title of the screen the user is currently on.

7. The user will be taken to the screen they were on directly before this one.

8. This is the hover and clicked state of this menu item. Once clicked, the information will display in the next 2/3 of the nav.

9. This allows the user to mute the audio of Tiny's narration, which will play by default. The audio will be reading what is in the speech buble, at any given moment.

10. This is a help button which wil assist the user with what is on-screen/give them further instruction/explanation of what is on-screen.

11. This is where the content of the selected item will appear.

12. These are scroll buttons. They are inactive until there is aditional information.

13. This will delete the selected item from the graphic of the seesaw.

14. Contains the relevant information about the meal.

5_progressbox