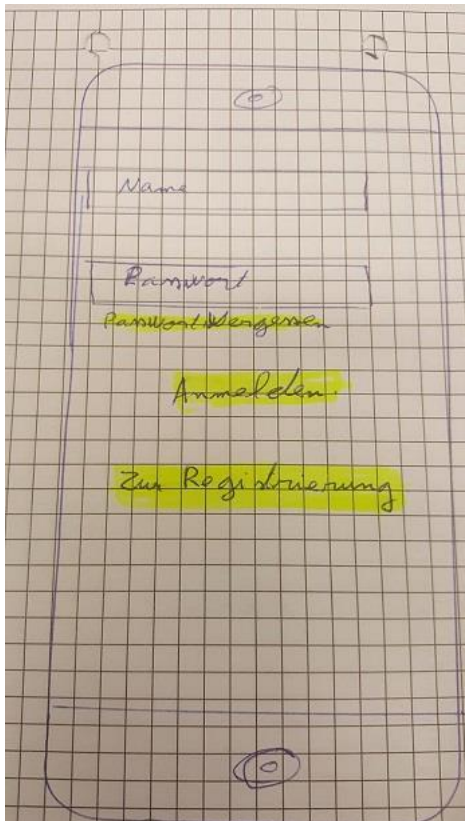


UI DESIGN : CHATBOT

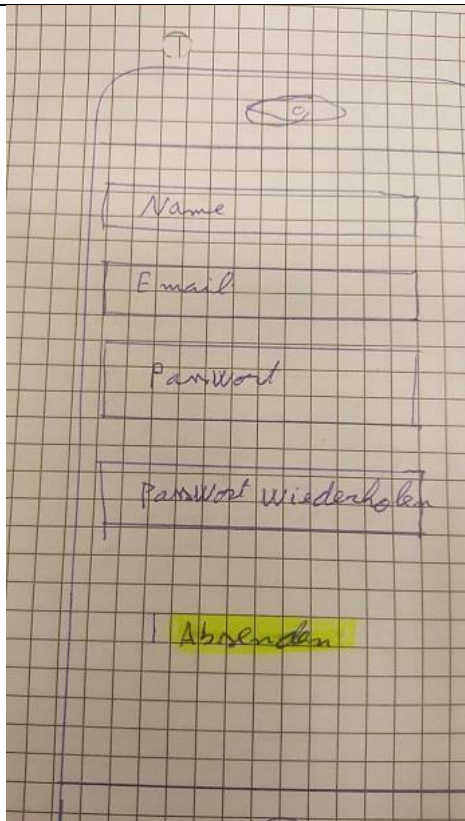


This is the Login part (Get started)

The user need to login but putting his name or password than click on the “Anmelden Button”

Another part in the same UI is when the user is connecting to the chatbot app for the first Time and he want to register:” Zu Registrierung”

There is under the Password a “password vergessen” button so when the user forgets his password he can go into this method.



This is the interface that the user gets when he wants to register for the first time in the chatbot app.
there is 4 fields, one to write his name, the other to write his email and two other fields for password verification

An “Absenden” button to send the details for verification in our Backend

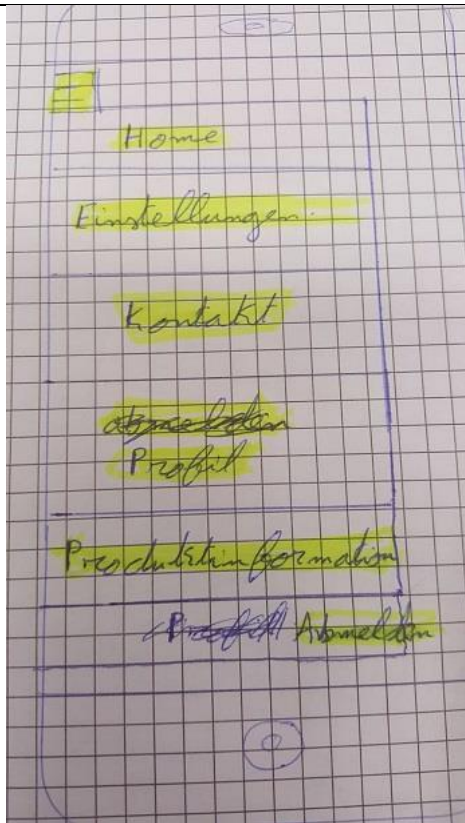


After the Login, this interface will provide to the user a Menu Button up, left

There is a Thema Button with a Label for the general Questions.

if the user wants to send a Question there is a text label to write his questions.

an “Absenden” Button to send the questions to our Backend.



The Menu Interface:

6 buttons:

a Home button to get to the main menu.

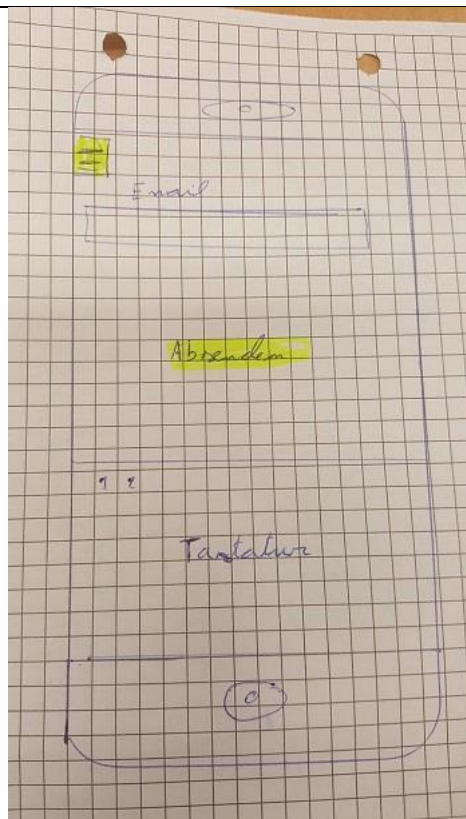
“Einstellungen” settings to change the language and choose the discussion field.

“kontakt” the user can take contact with Th Brandenburg responsible.

“Profil” the user can check his profile and change things

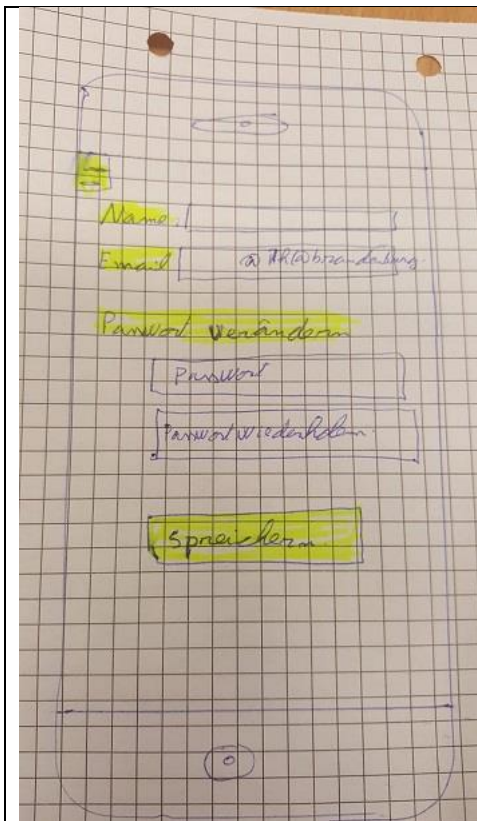
“ProduktionsFormation” tips on how to use the chatbot app

“Abmelden” logout button



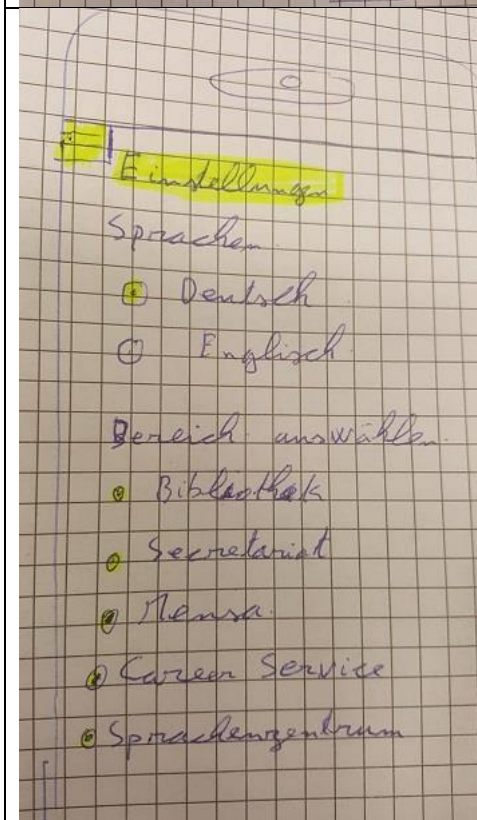
After the user click on “password Vegessen” a menu will open where he can write his email with a label and a keyboard will show.

An “absenden” Button to send the information (e-mail)



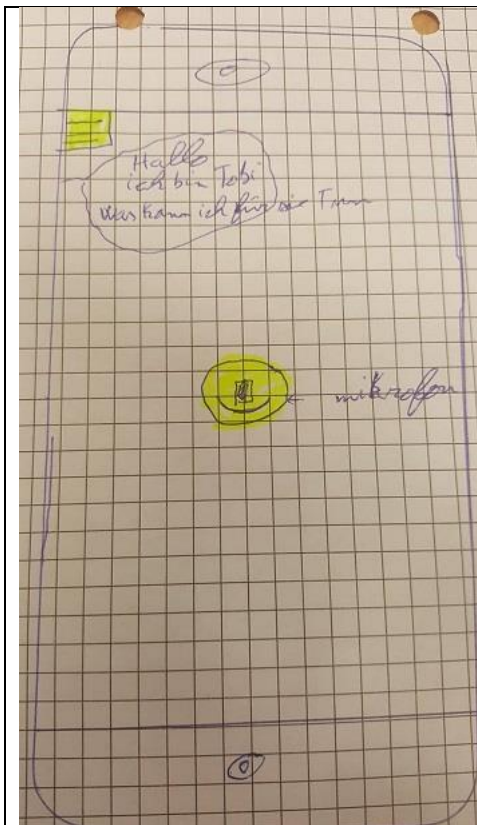
Change Password:

Two labels where the user writes his name and email than two other labels to change the password a register button to save the changes.



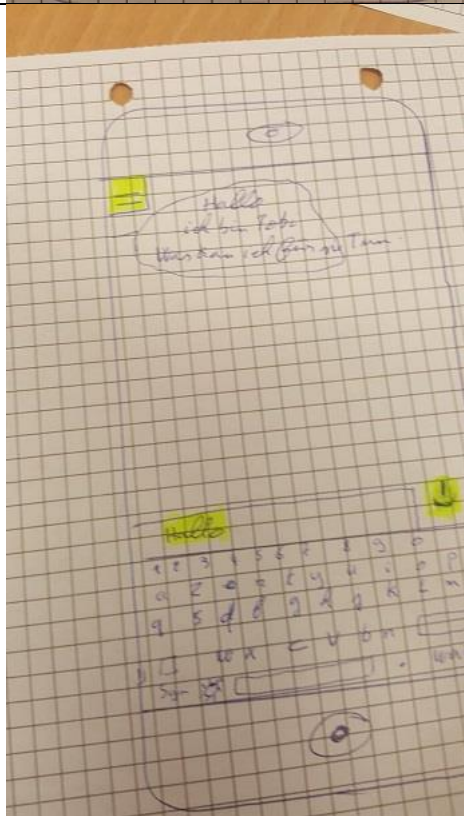
Einstellungen Menu:

The user can choose the language and check it.
The user can choose the field that he want to ask questions about it.



The user can use the micro to send audio input.

a button with a micro icon will show to the user.



The user can choose to give text input, so a keyboard will show to the user needs (he can swipe between micro and keyboard input).