

Friend Locator

The background of the slide is a dark, purple-toned image. It features the silhouettes of a crowd of people with their arms raised in the air, suggesting a concert or a social gathering. Interspersed among the silhouettes are numerous bright, out-of-focus circular light spots (bokeh) in shades of yellow, orange, and white. Two prominent, bright light sources in the lower half of the image create a strong lens flare effect, with multiple concentric circles radiating from them.

Design documentation

Version 1.0 October 5th 2014

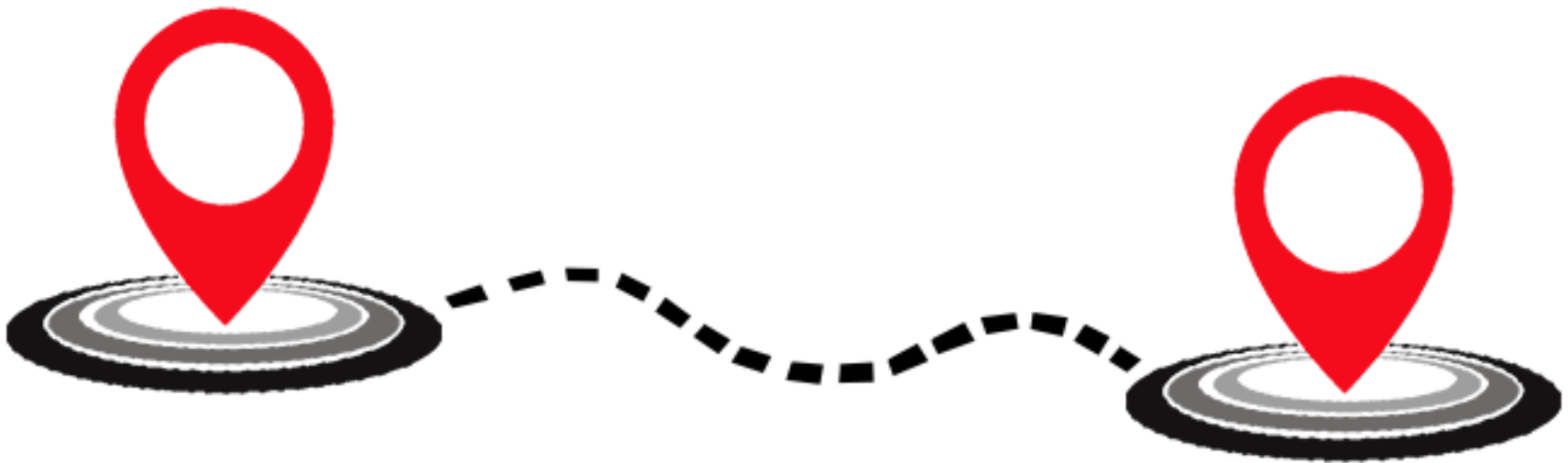
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Overview

Imagine yourself in an outside Rock festival or a Golden Gate park trying to locate your friend. It is hard when there is no easy point of reference around.

Friend Locator comes to help here. The main idea of the application is to show how far your friend is, together with 2 points on the map approaching each other.



Use Cases

1. Sign-in and Registration

As a user I would like to sign in to Friend Locator.

1. I would like to enter my email address and password to sign in.

As a user I would like to register to Friend Locator if I have no account.

1. I would like to enter name, email and password for registration.

As a user I would like to recover my lost password.

1. I would like to enter my email address to recover my lost password.
2. I would like to receive a password recovery email.
3. I would like to enter a new password.

2. Friends List

As a user I would like to see all my friends in a Friend List.

1. I would like to see an icon next to friend's name if the friendship is approved.
2. I would like to see no icon next to friend's name if the friendship is pending.

As a user I would like to add my friends to the Friends List.

1. I would like to add friends by their email address.
2. I would like friend to be able to approve/decline my invitation.

As a user I would like to remove friends from the Friends List.

As a user I would like to see pending friend invitations when I login.

1. I would like to Accept friend invitation.
2. I would like to Decline friend invitation.

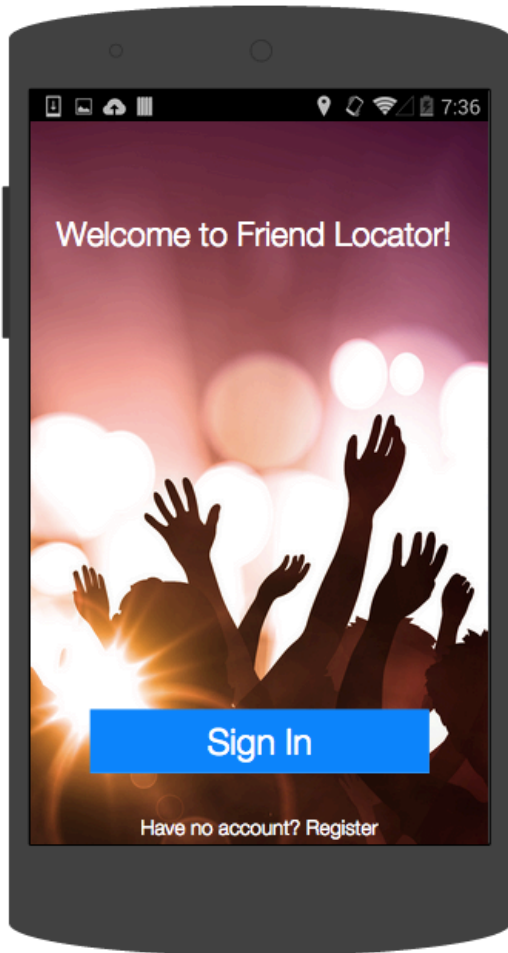
3. Map

As a user I would like to locate my friend I am looking for in a crowded place.

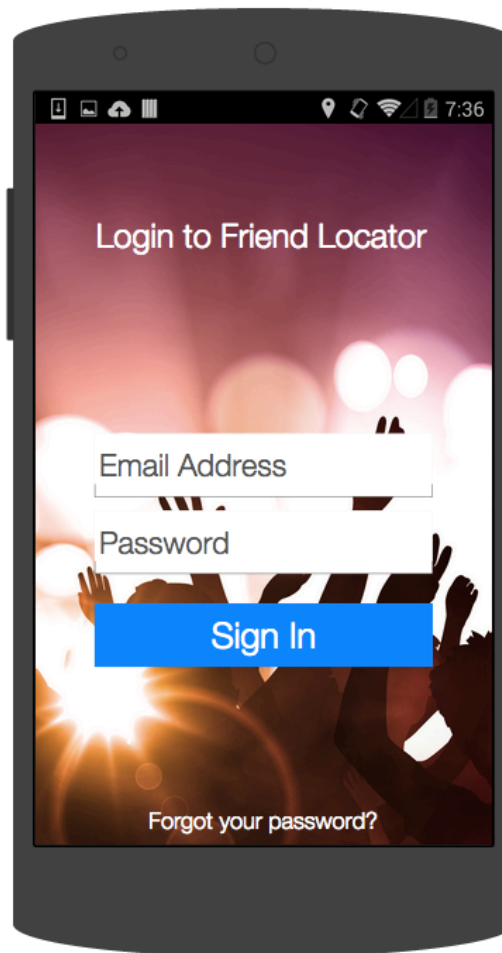
1. I would like to click on a friends name to connect with me.
2. I would like to see confirmation message when I click on the friend's name.
3. I would like a friend to approve/decline the invitation to connect with me.
4. Once approved I would like to see 2 dots on a map (my friend and me) and the distance between them.
5. I would like the distance to be re-calculated when we are getting closer to each other.
6. I would like to cancel the connection.

Key Flows

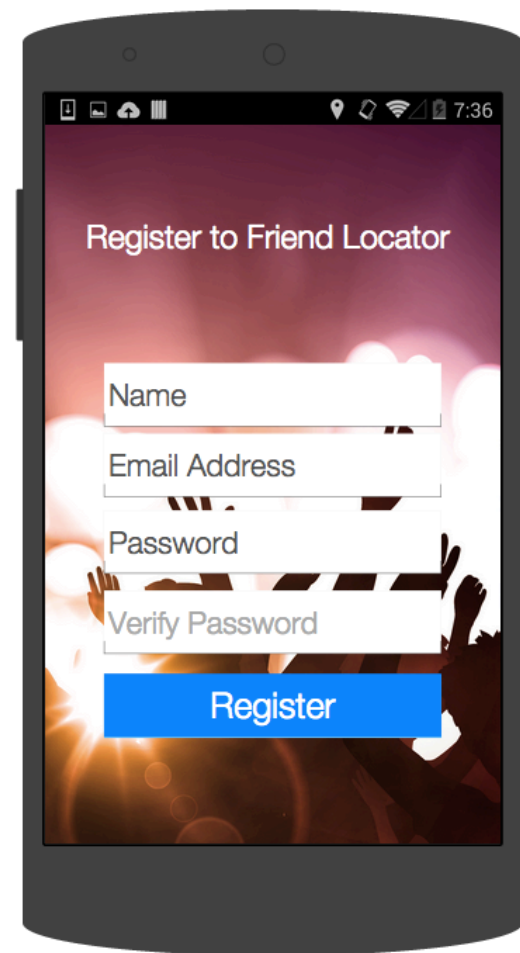
1. Sign-in and Registration



(1) Welcome Screen



(2) Sign-in Screen

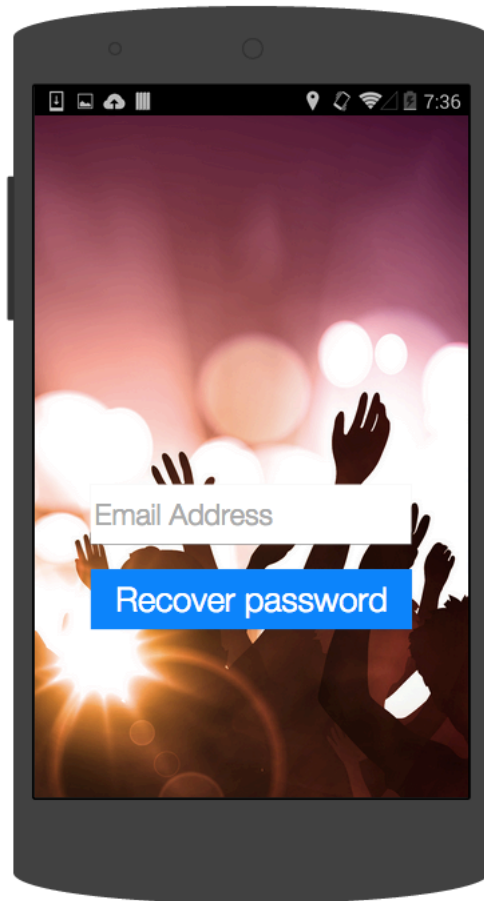


(3) Registration Screen

Application is launched to Welcome screen.

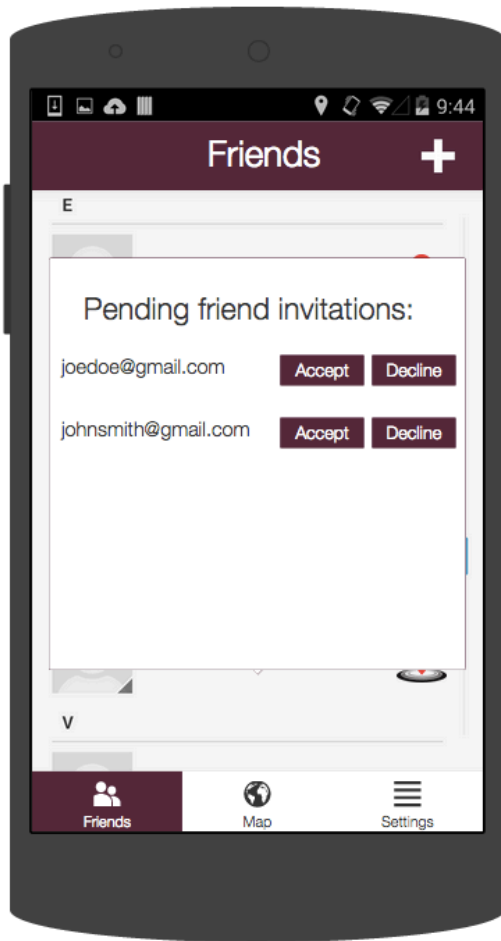
Welcome screen (1) has a SIGN-IN button and REGISTER link.

1. If user has an account he/she taps SIGN-IN button - the SIGN-IN screen (2) with the login form is opened.
2. If user has no account he/she taps REGISTER link - the REGISTRATION screen (3) with the registration form is opened.
3. If user cannot remember his/her password he/she can tap "FORGOT YOUR PASSWORD?" link - the PASSWORD RECOVERY screen (4) with password recovery form is opened.

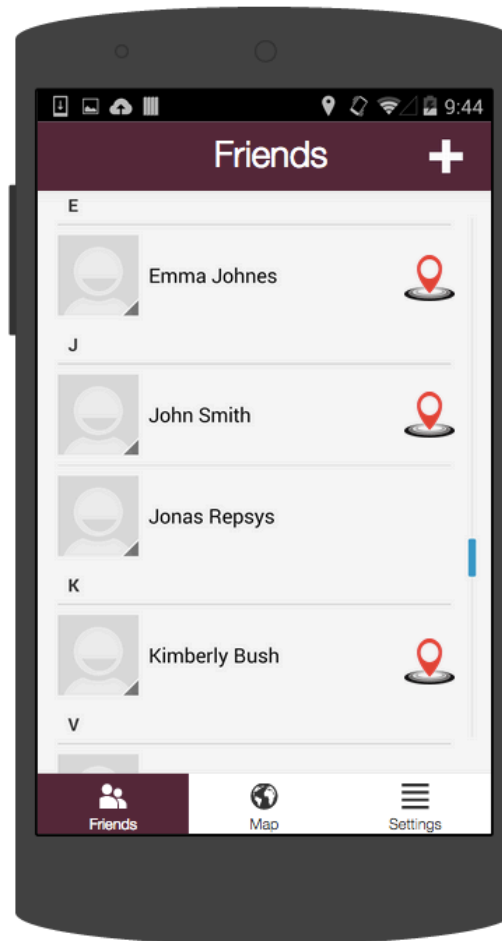


(4) Password recovery screen

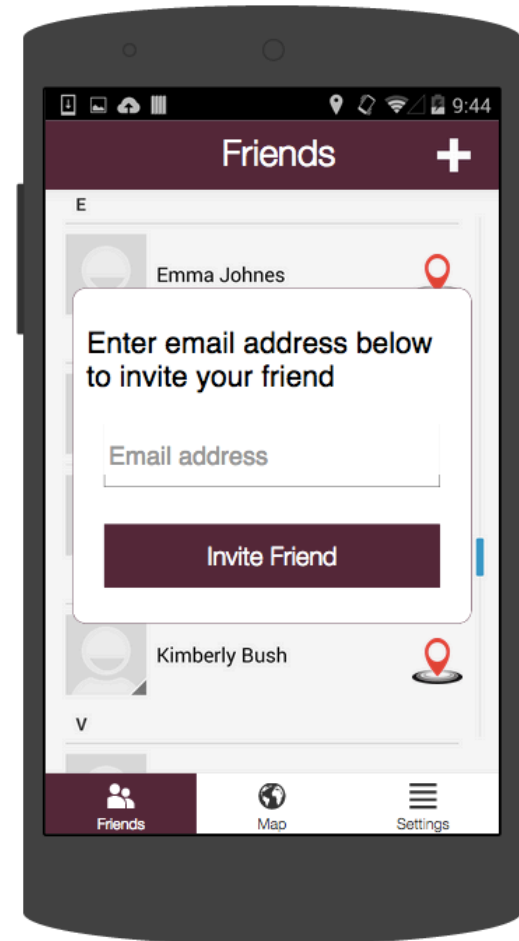
2. Friends List



(5) Pending friend invitations dialog



(6) Friends list screen



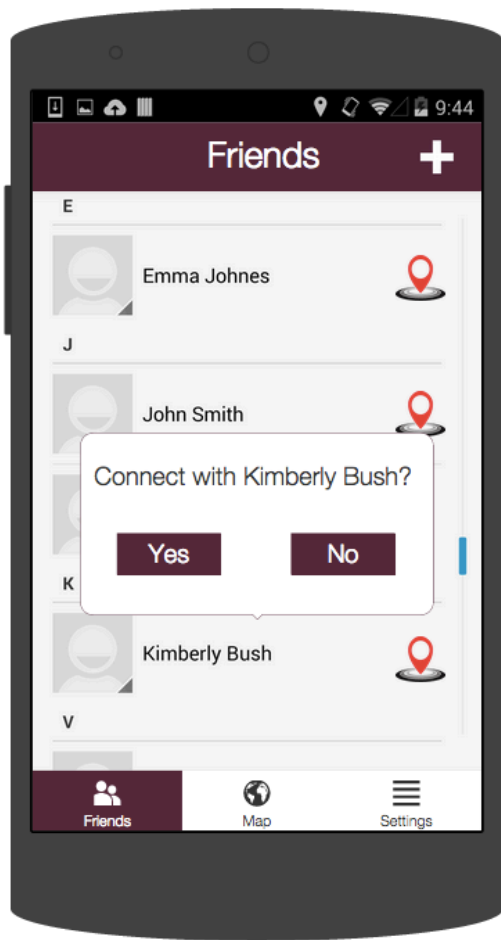
(7) Invite a friend dialog

1. After successful sign-in user is redirected to Friends screen (6), which lists all the user's friends.
2. If user has any invitations pending they will be displayed in the pop up dialog (5).
3. User has an option to ACCEPT or DECLINE invitations.
4. User also can invite other users to become his/her friends by tapping PLUS icon on the top right on the screen.
5. On the tap of the PLUS icon pop up dialog opens (7) where the user can enter his/her friend's email address and tap INVITE FRIEND button.
6. Friends who approved the invitation will be listed with the icon on the right of their name.

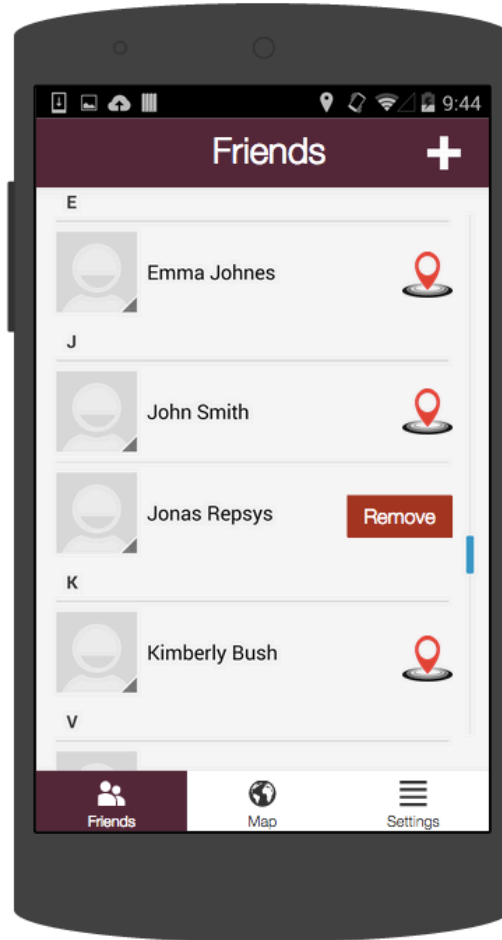
Every screen has 3 tabs on the bottom: FRIENDS, MAP and SETTINGS. User can navigate through the screens by tapping the tabs.

User can tap friend's name to invite him/her to CONNECT, which would open a dialog (8) with YES and NO buttons asking if user wants to CONNECT with a friend.

User can remove a friend by swiping friend's name from right to left, which would show REMOVE button (9).

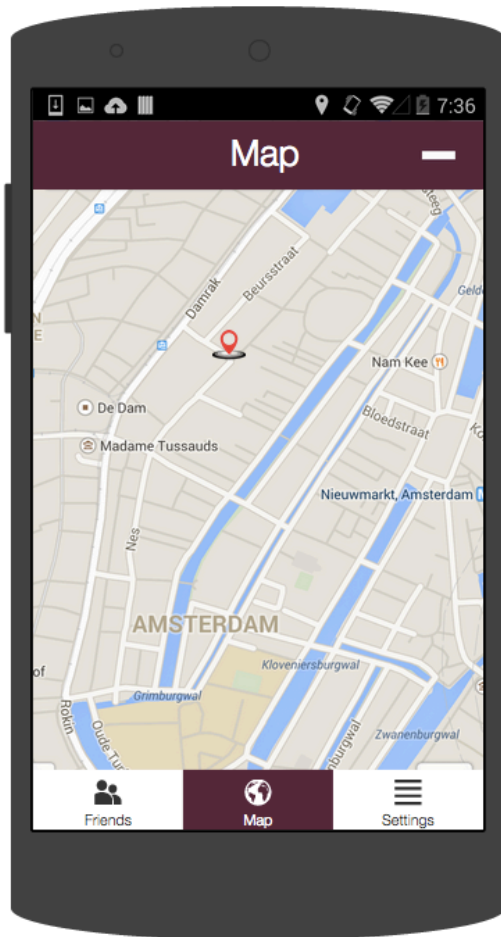


(8) Connect with a friend dialog

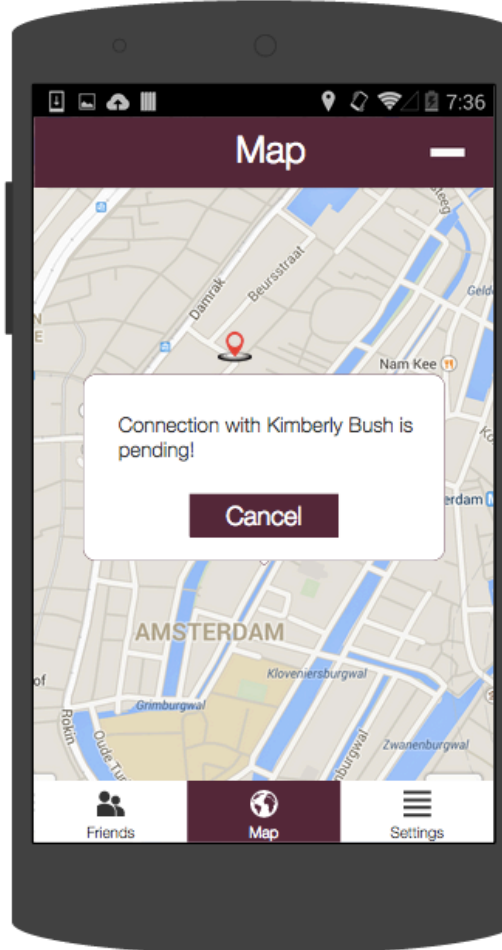


(9) Friends screen with Remove button

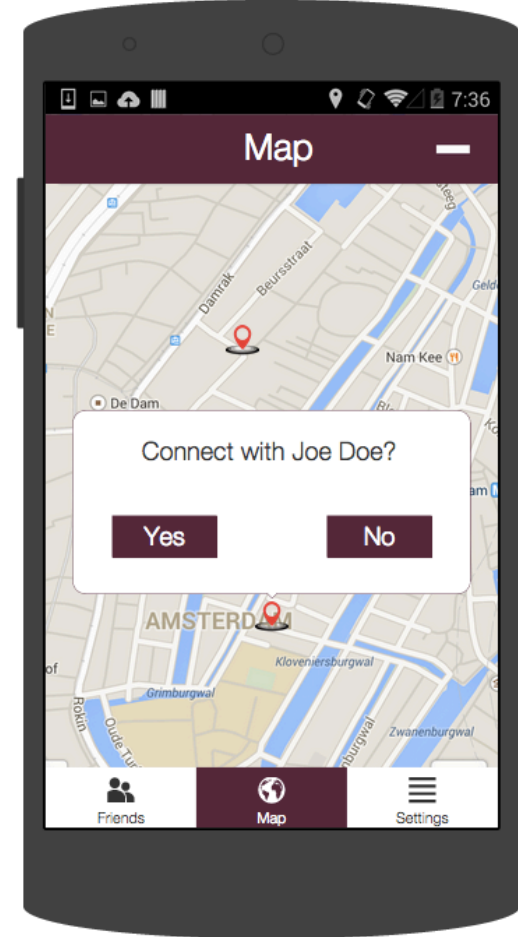
3. Map



(10) Empty Map Screen



(11) (USER) Connection pending dialog screen



(12) (FRIEND) Connect with friend dialog screen

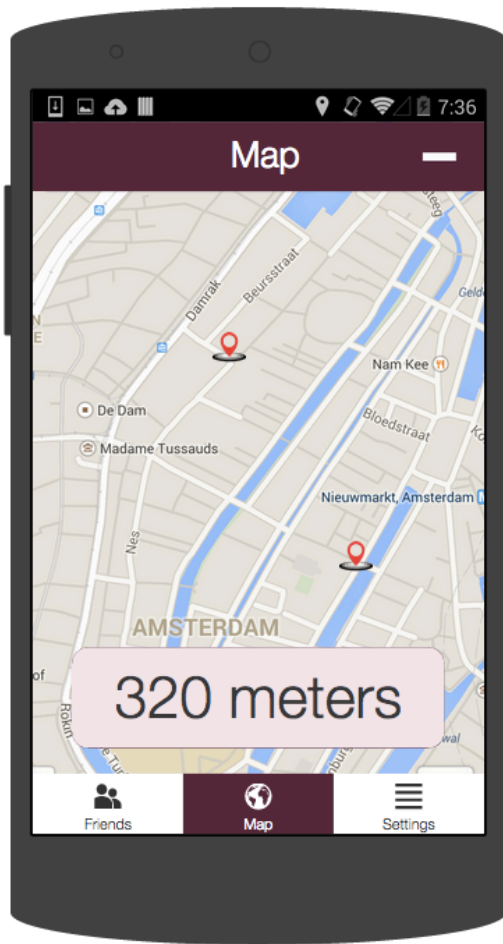
(USER) If user taps friend's name and then taps YES on Connect with friend dialog (8) he/she is redirected to the map screen showing INVITATION PENDING dialog (11).

(FRIEND) At the same time the friend would receive a notification message saying friend wants to connect with him/her.

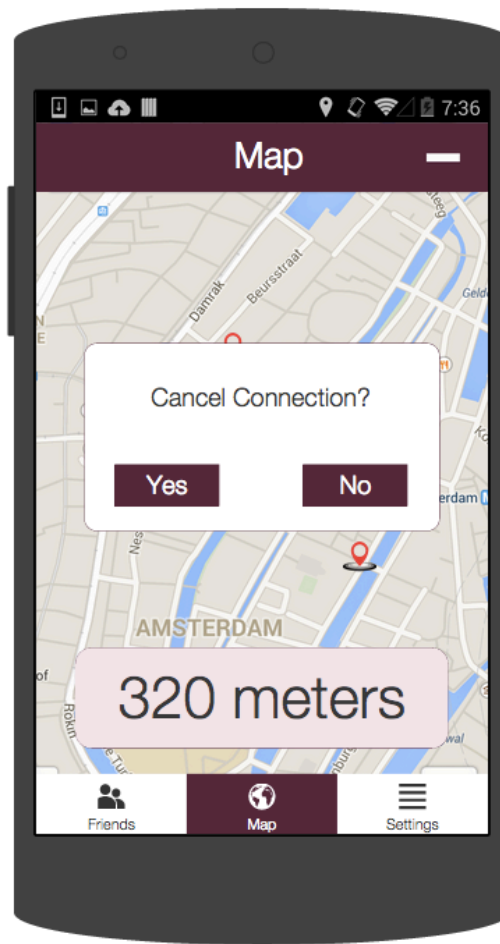
If user has Friend Locator application open he/she would see the dialog pop-up (12) asking if he/she wants to connect with a friend.

Upon approval the tracking would be activated.

Upon tracking activation both users - USER and a FRIEND would see a map with 2 icons (13) - one representing a user and the other representing a friend. Also they would see a distance between them, which would be recalculated upon their movement.



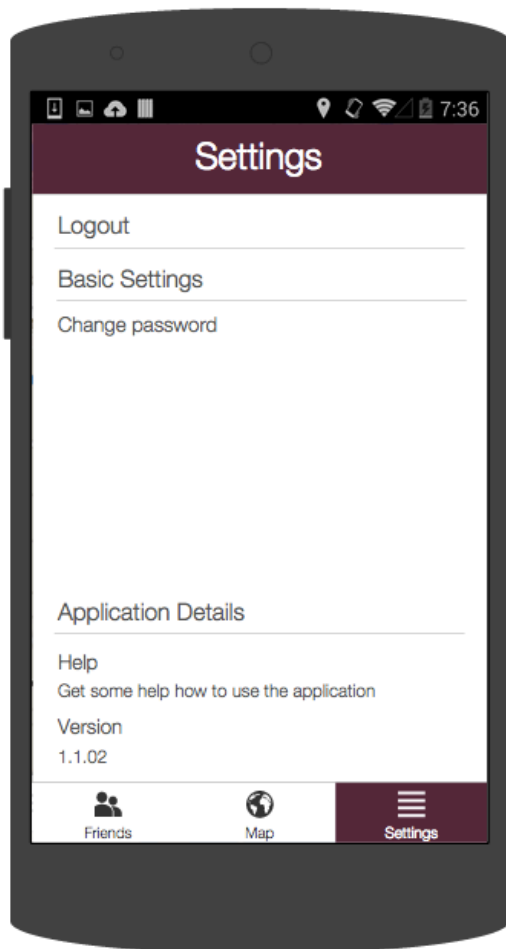
(13) Map screen with user tracking



(14) Cancel connection screen

At any given time any of the users can cancel the connection by tapping MINUS icon on the top right of the map screen.

The last is SETTINGS screen (15), which will have LOGOUT button as well as CHANGE PASSWORD button.



(15) Settings screen

Settings screen will also have a help link and application version.

Notes and Comments: