

Pedro, Sukhi and Debnil  
CS247 - P4.3 Skeleton

### ***Wireframe and prototype***

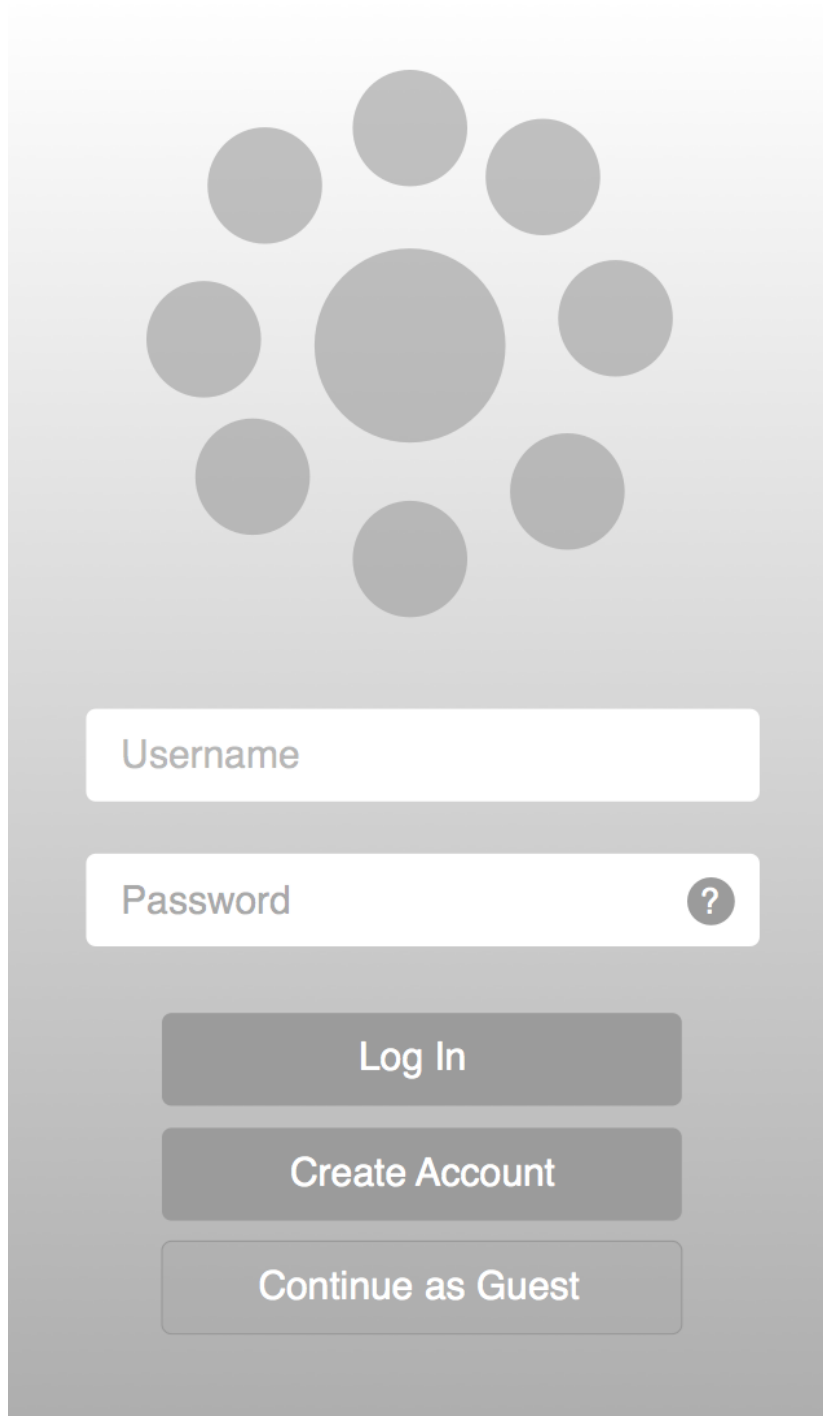
The skeleton developed and shown below is a preliminary collection of design decisions still under revision and going through iterations. The frame is in gray scale, meaning that the colors in the real implemented app are not being displayed here.

We also created a inVision wireframe to allow for interactivity. Please keep in mind that the screens were designed for an iPhone/smartphone screen - so for better visualization, change browser size to reflect the design.

Invision link: <http://invis.io/N62C3FCZ5>

Here we offer a screen by screen walkthrough of how we envision the app.

Upon opening the application, our users are prompted with a home screen (Fig 1) where they can login, create an account or just continue as a guest. At the top of the screen, the user sees the application logo.

A grayscale mockup of a mobile application's home/login screen. At the top center is a logo consisting of a large circle surrounded by eight smaller circles. Below the logo are three input fields: a 'Username' field, a 'Password' field with a question mark icon on the right, and three buttons stacked vertically: 'Log In', 'Create Account', and 'Continue as Guest'. The background is a light gray gradient.

Username

Password ?

Log In

Create Account

Continue as Guest

Fig 1 - Home/login page

Following the login, users are sent directly to the menu area (Fig 2) where they are presented with a wheel/menu that allows them to select a given category/feeling (grief, friendship, ambition, etc) to reflect upon during the experience. The user has on the top right corner the menu, that when clicked will show a drop down menu (Fig 3) with options like “Setting”, “Preferences”, etc. On the right hand side, the user can see a little paper airplane that will direct to the Notes/Messages page (Fig 6/7) that will be further described soon.



Fig 2 - Main menu

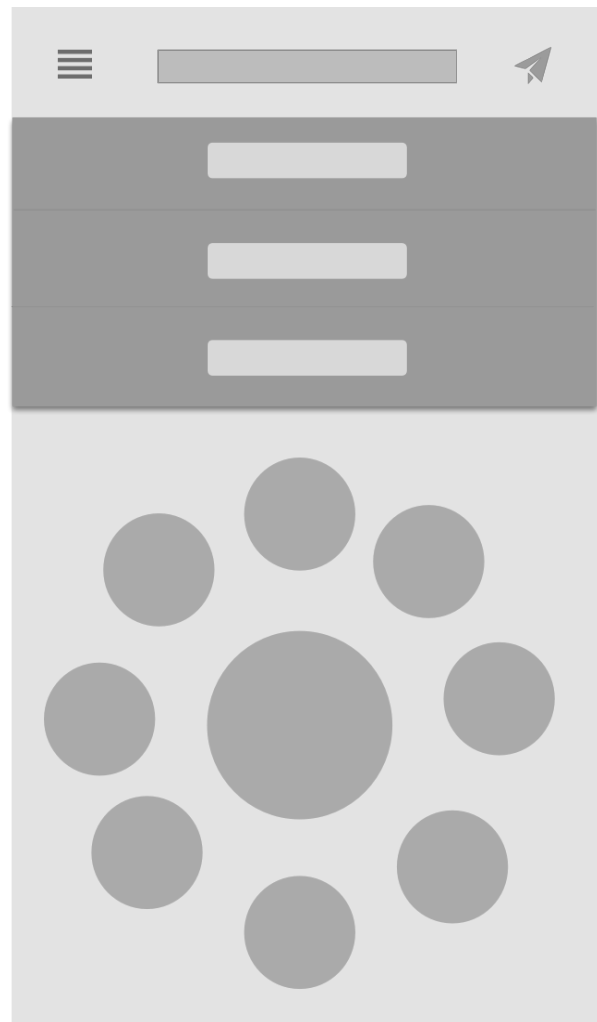


Fig 3 - Main menu with dropdown options

Upon selecting an option, the user is directed to the main page of the application - the Thumb page (Fig 4). Here the user can see a circle that will show the thumbprint of the person he/she is connected to and where he/she is supposed to also put their thumb. The user will see here the name of the person he is connecting with below the circle.

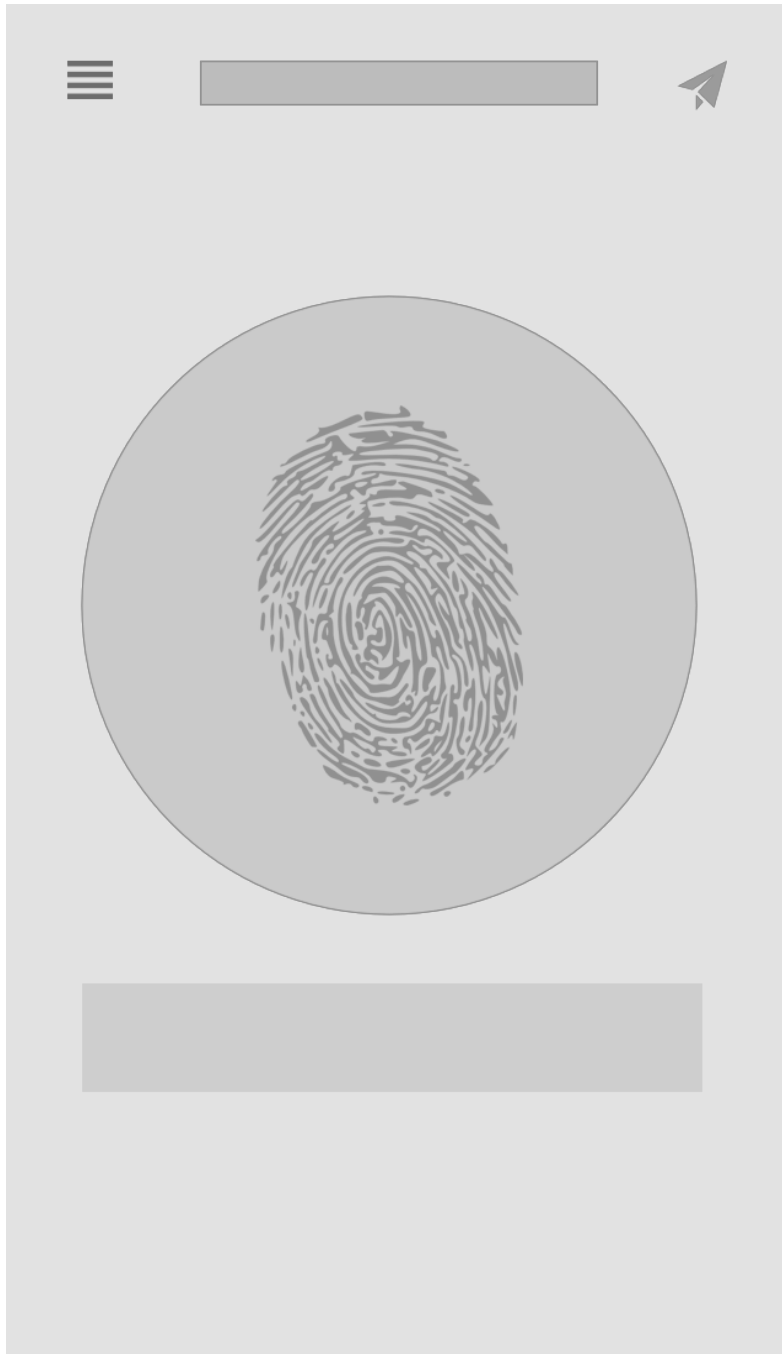


Fig 4 - Thumb Page

Following the main interaction, the user is prompted with a screen (Fig 5) the asks them to share a note with a message about what they are feeling or how they felt during such experience. To send the message, all the user has to do is click the paper plane on the bottom off the screen.

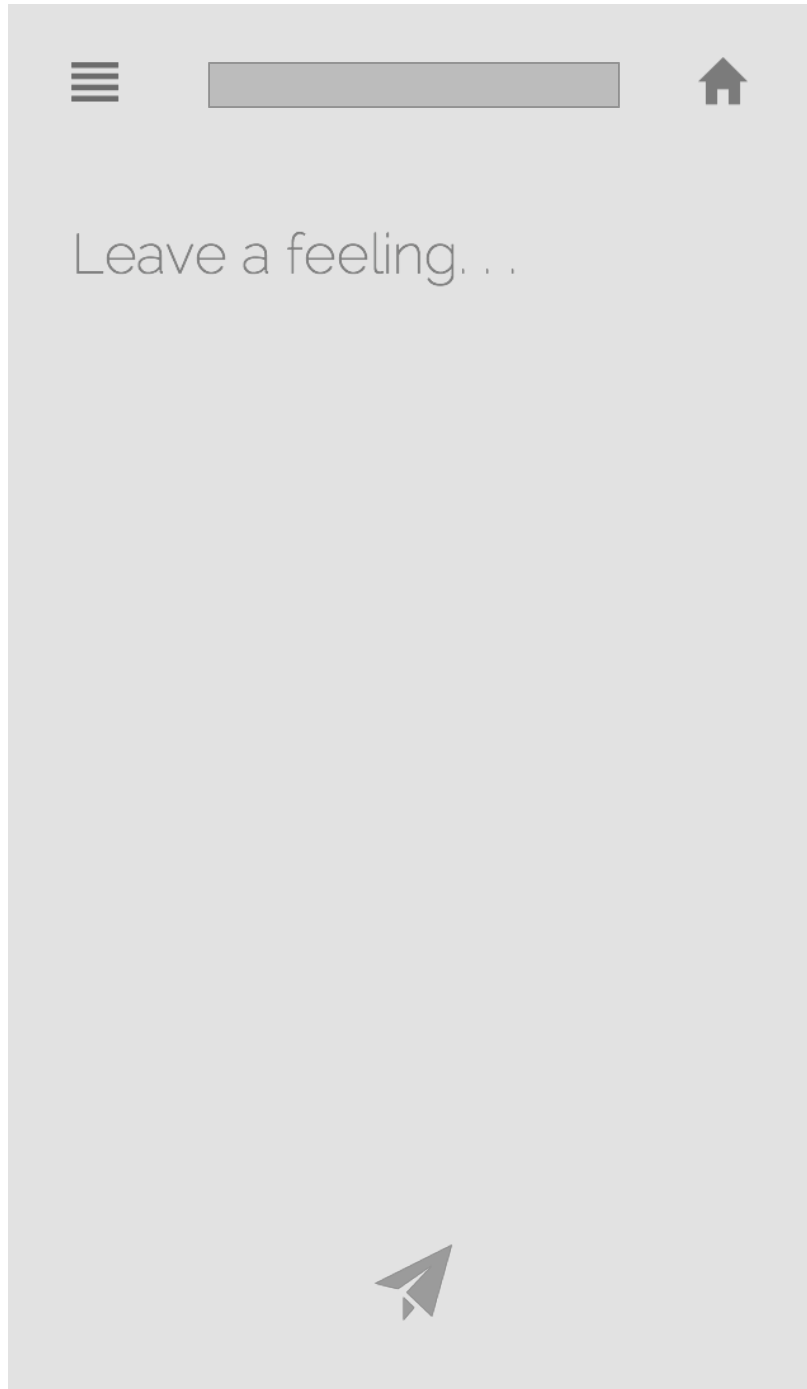


Fig 5 - Message page

Lastly, after sending the message, the user will be redirected to his page of sent/received messages. To toggle between sent and received, he can simply click the buttons on the top of the screen and the messages displayed will be smoothly swapped.

Important to notice that on the top right hand corner of the screen, we see now a home button that will redirect users to the Main Menu again.

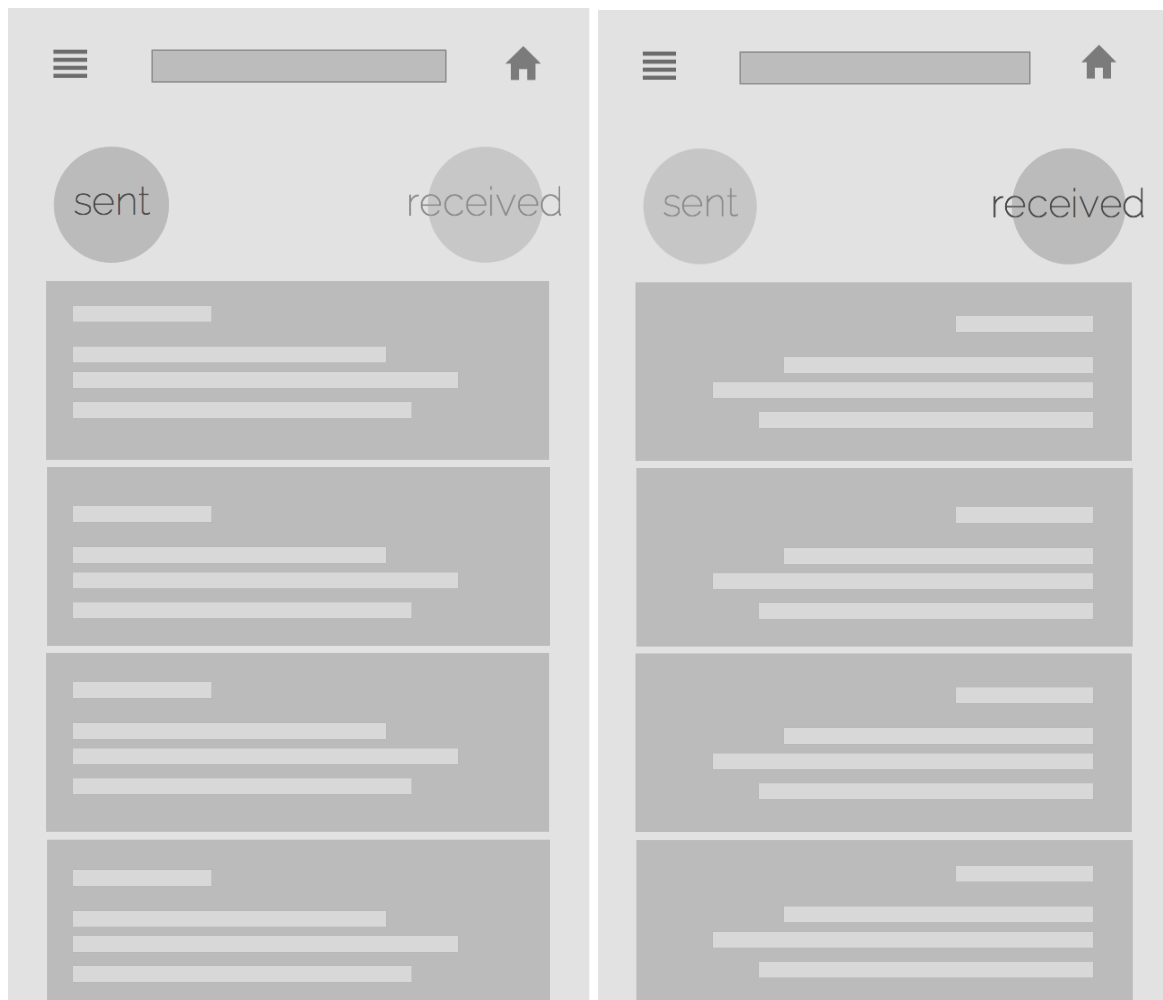


Fig 6 - messages sent and received