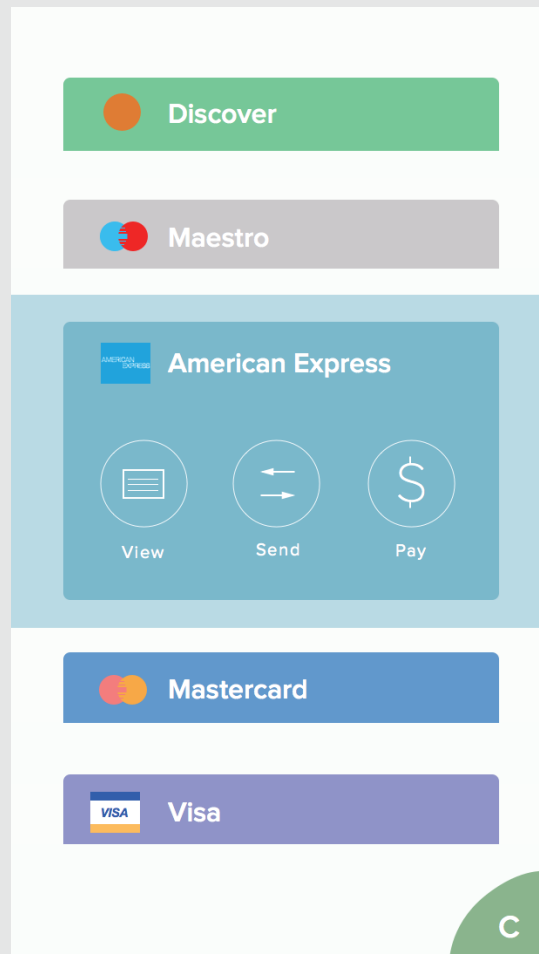
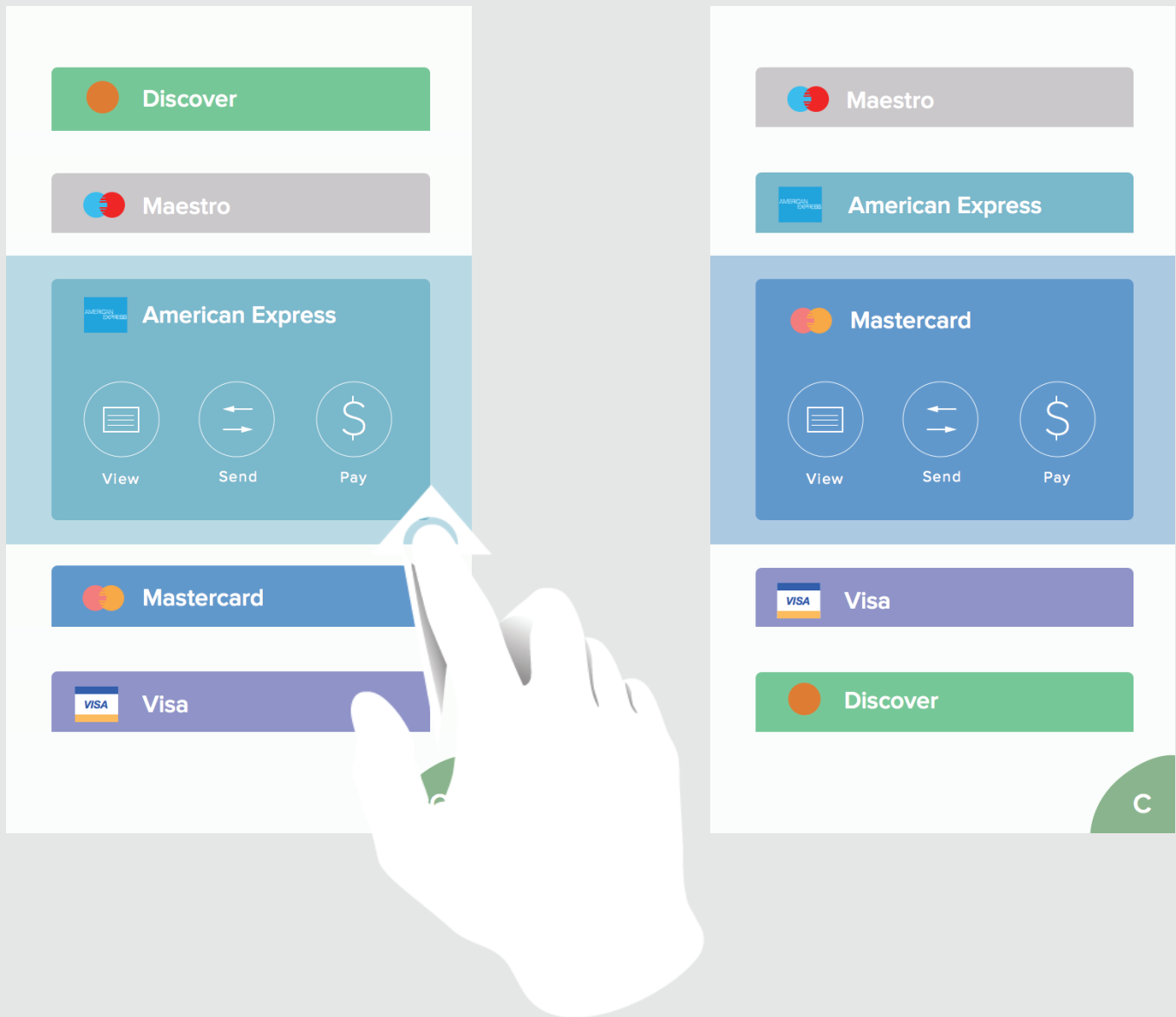


The Wallet Utility



The wallet application has four main functionalities: providing collection space for the cards a user owns, viewing payment history for each card, sending and requesting money to contacts, and paying with the card on an NFC reader.

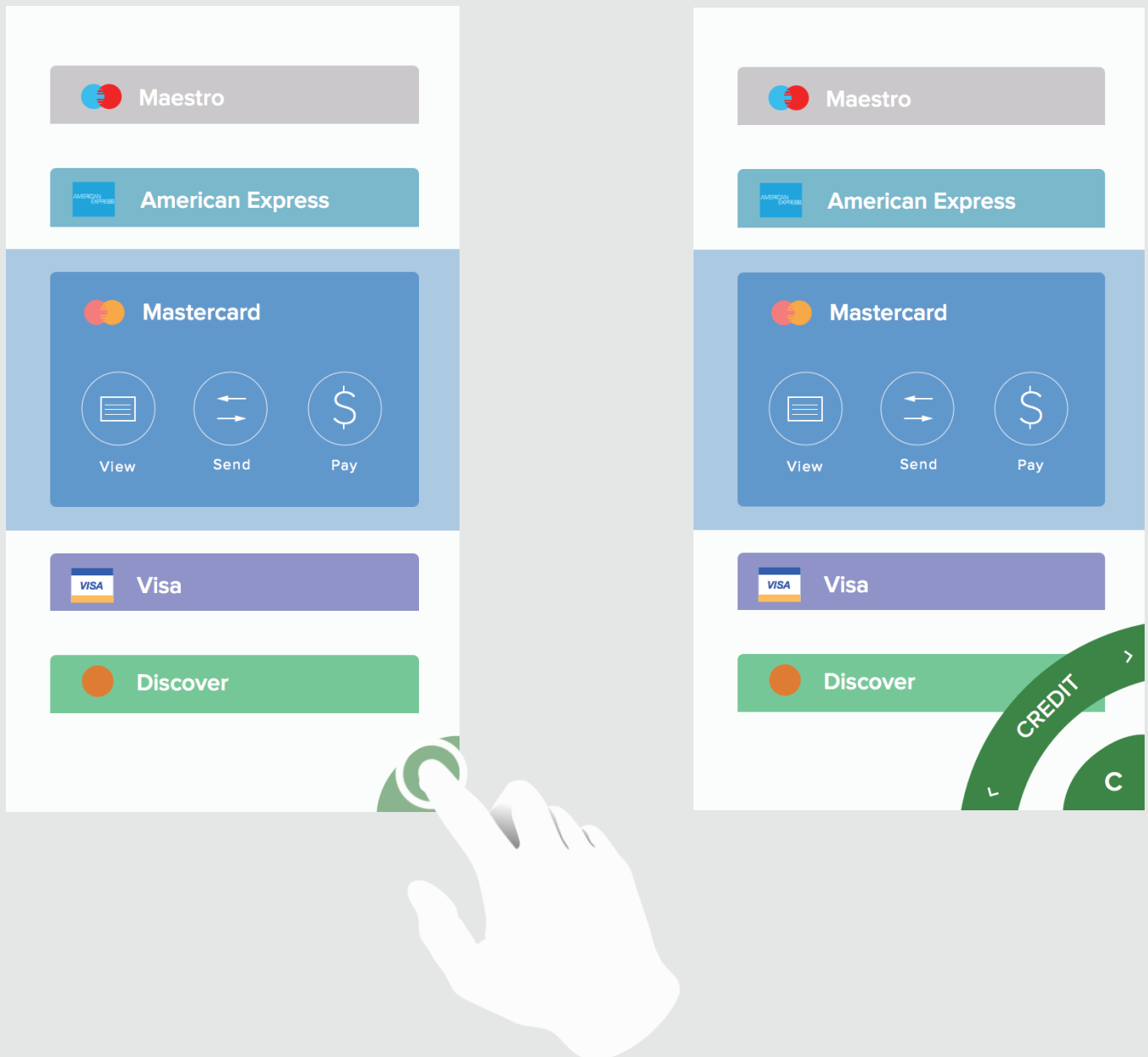
Wallet (Home)



Wallet Navigation

Navigating through cards is accomplished by scrolling up or down in a roulette-like motion. The highlighted card is in the center of the screen, where more options (view, send, pay) are available to the user.

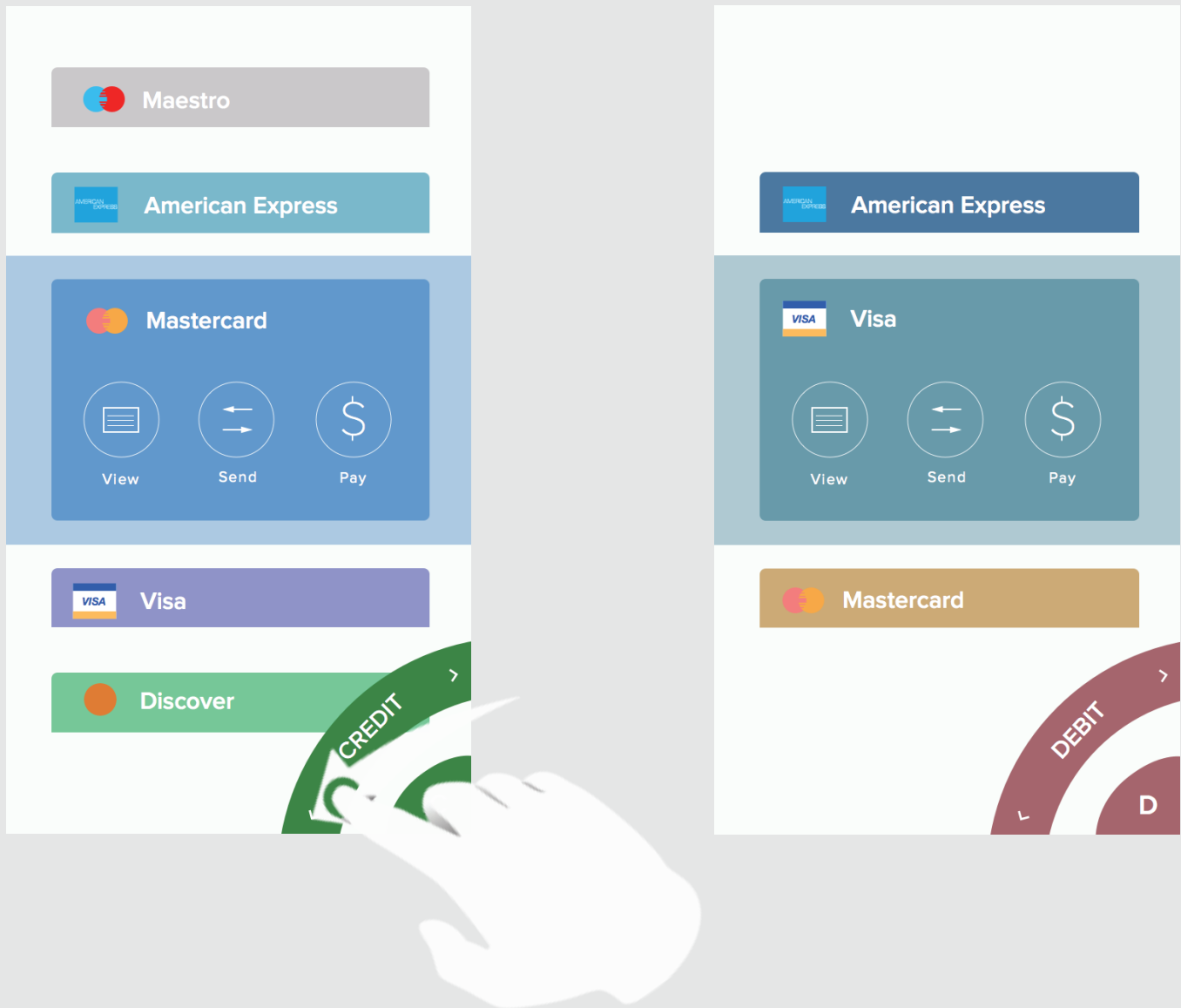
Wallet (Home)



Open Category

To change the card category between credit, debit, gift, and all, tapping on the semi-transparent icon in the bottom right corner brings up the category panel.

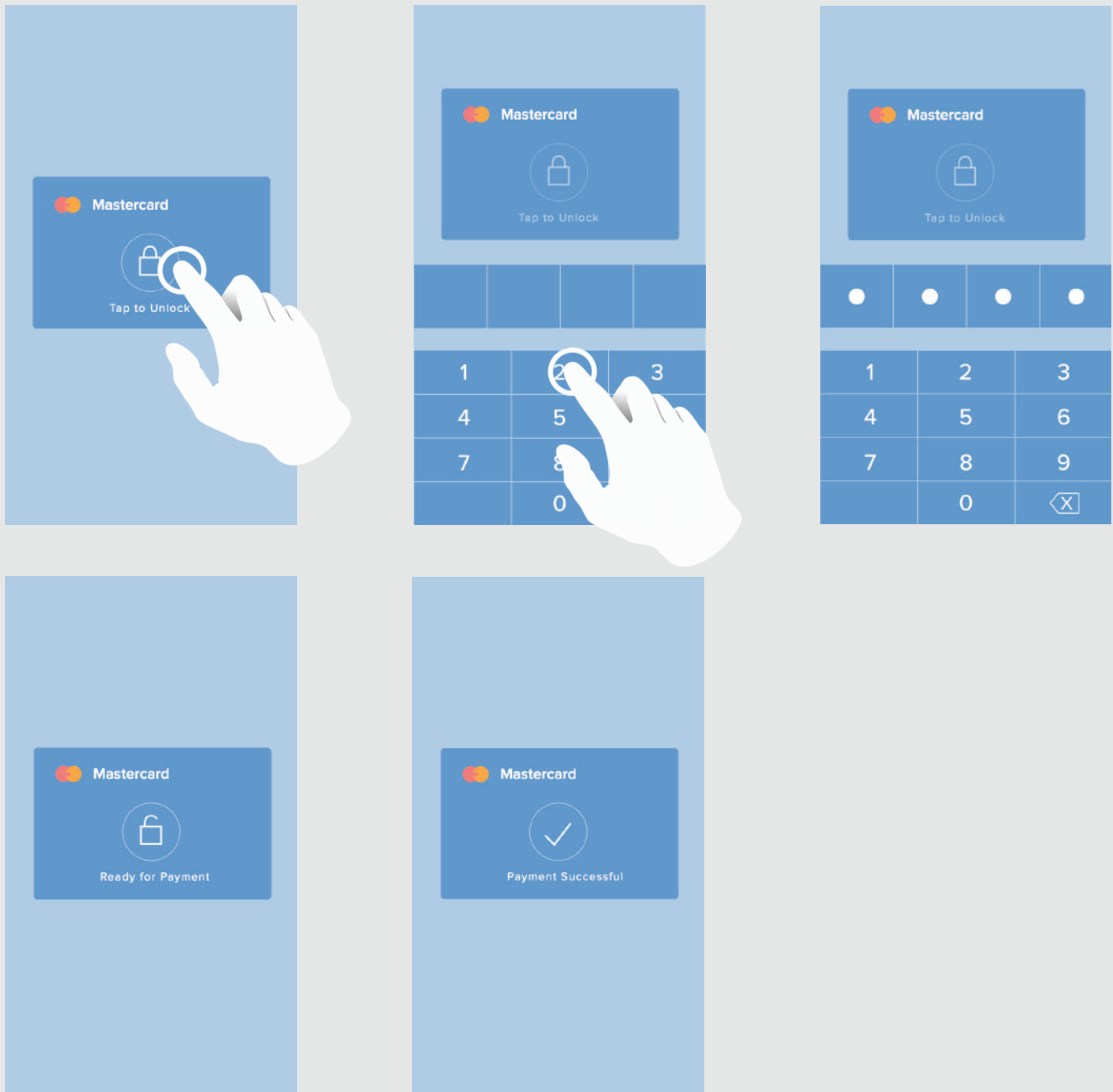
Wallet (Home)



Change Category

Once the category menu is opened, users can swipe or touch left or right to change the category.

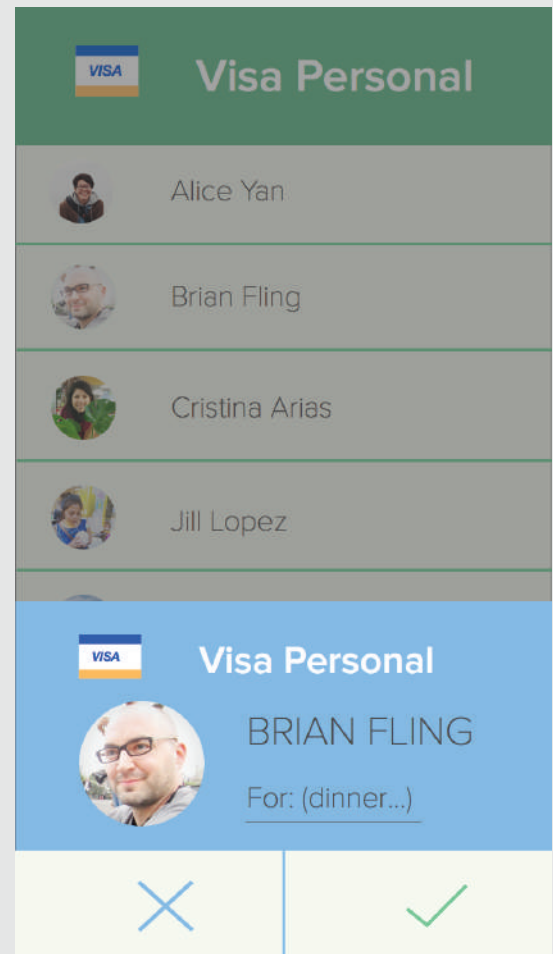
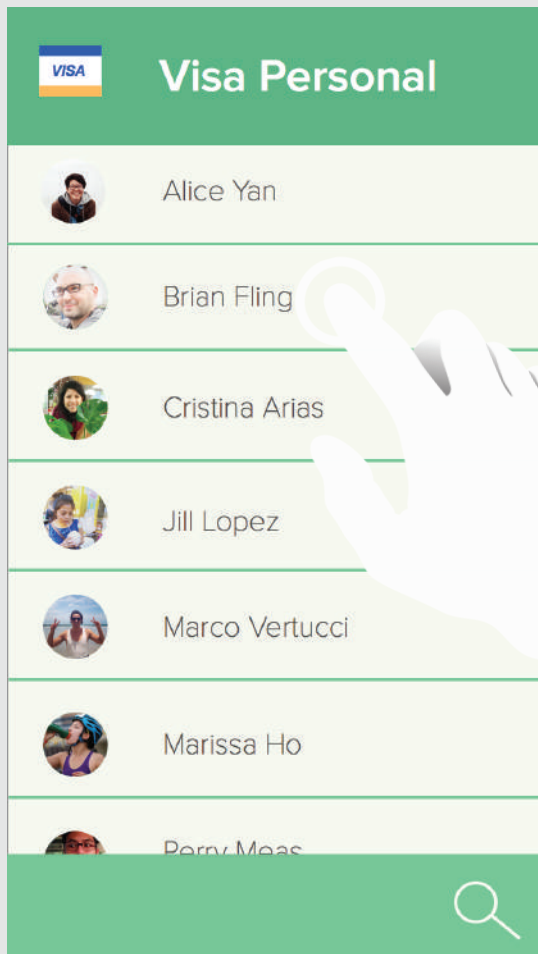
Wallet (Pay)



Making a Payment

To make a payment, users confirm the card choice (by tapping), type their pin number, tap their phone to the NFC reader, and receive verification.

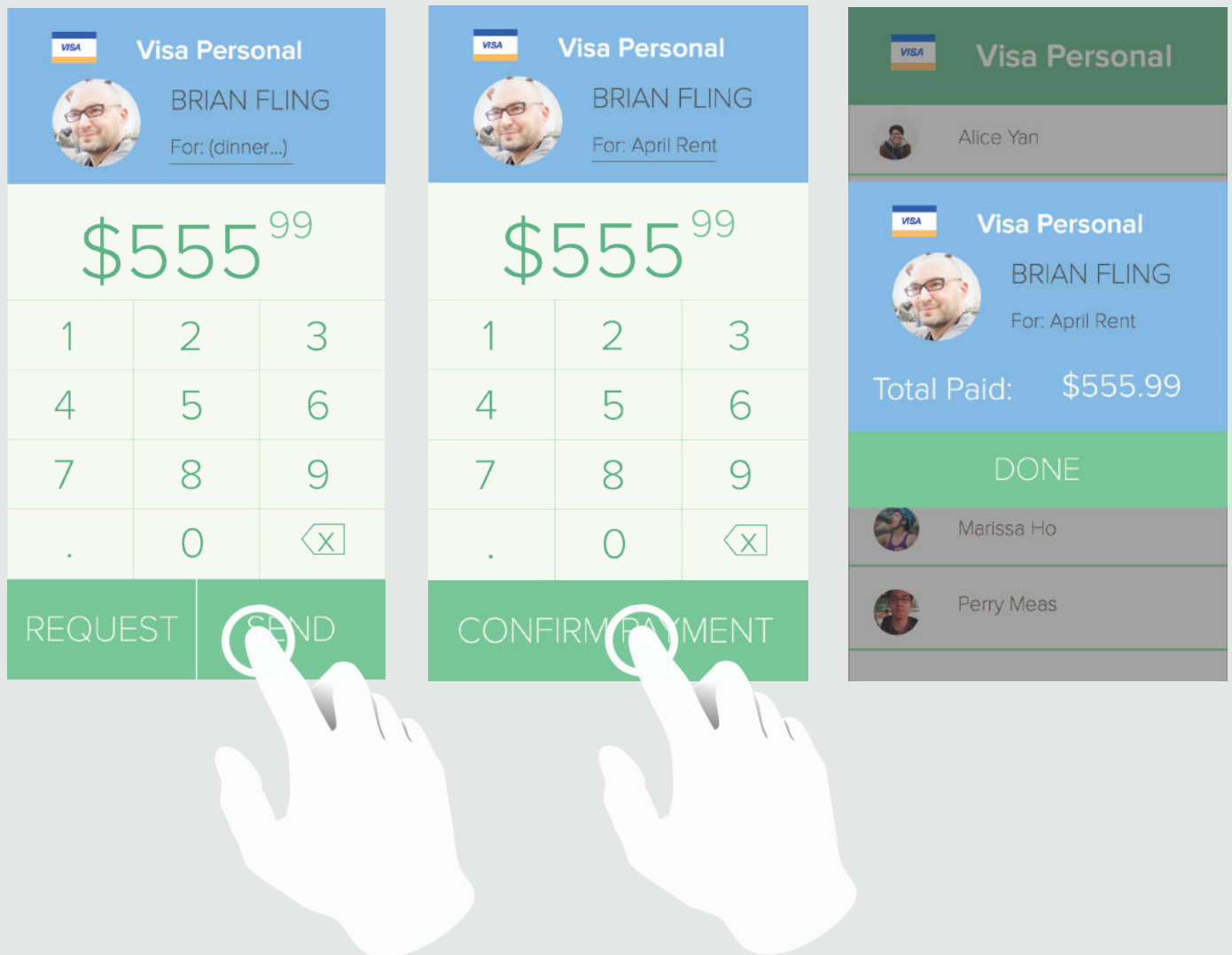
Wallet (Send)



Selecting a contact

The user's contacts are presented in an ordered list view and are selected by tapping. A search feature is also available to use. A confirmation appears when a contact is selected. The reason for the transaction can be edited by tapping the "For:" input.

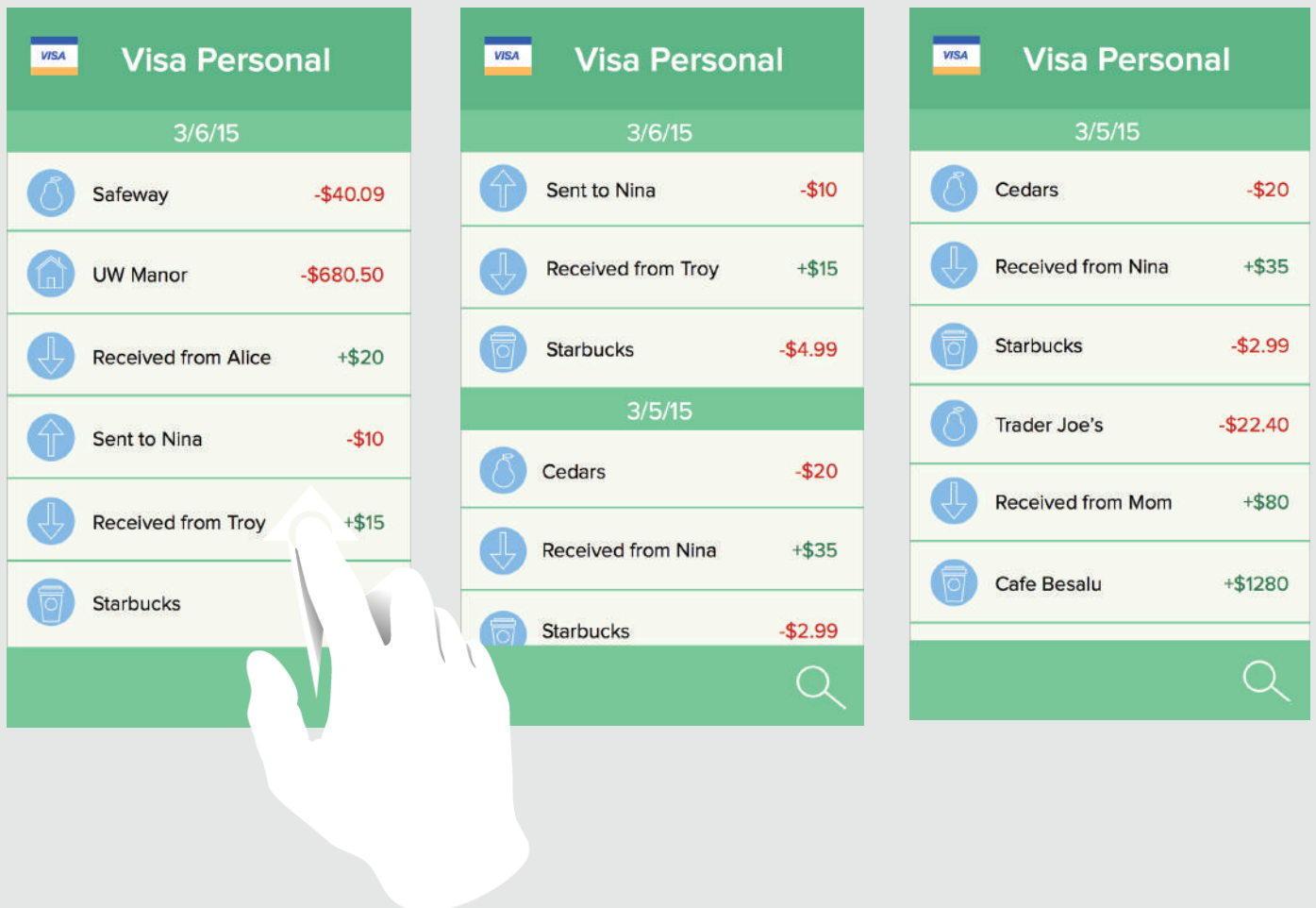
Wallet (Send)



Sending/Requesting

The user can then input an amount of money and select to either request or send the amount to their contact. The user must then confirm their payment by tapping again (to ensure there are no mistakes). A receipt will appear after the transaction has completed.

Wallet (View)



Viewing Payment History

The history of the user's card is displayed by day in a scrollable list, with the most recent date at the top. Alternatively, the user can use a search feature to look up a transaction. As the user scrolls down, the next date appears in a header. This header will stick to the screen when it reaches the top.

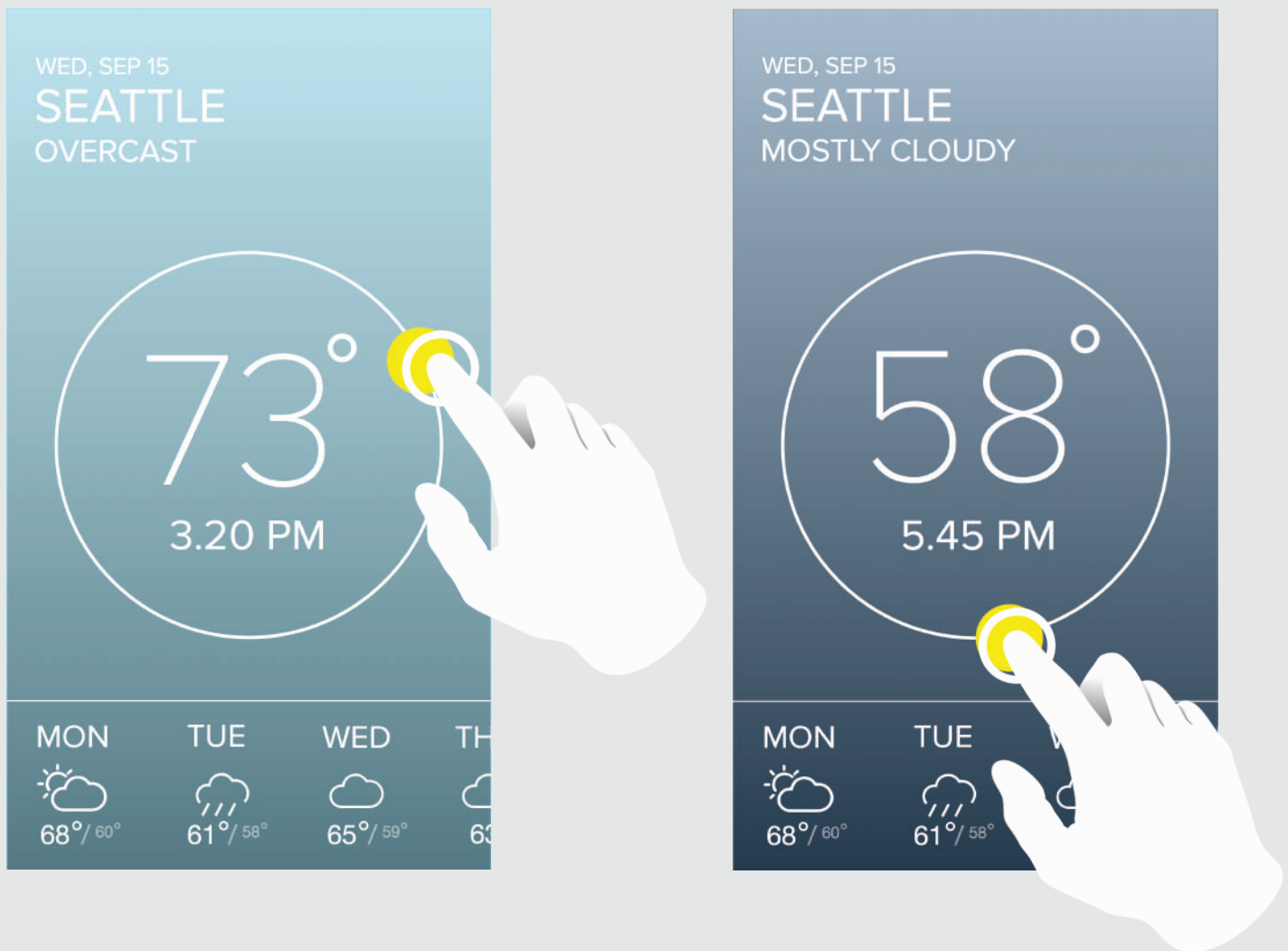
Weather (Home)



Home

The Weather home page features date, time, weather condition- and a portion of the screen allotted towards future weather predictions at the bottom of the screen. In the center there is a radial dial that allows users to scan for the exact weather condition at the specified time. This app aims to achieve simplicity while still providing the complex information for weather.

Weather (Radial Time/Weather change)



Radial Drag

The central feature to the Weather application is its center radial dial that allows users to view weather at the specified time. This feature fits nicely with the Orbit OS theme as it mimics the Sun's progression throughout the day. When the user scans through the dial the time, weather, and background display changes accordingly.

Wallet (Week View)



Week View Swipe

To view a larger time frame for future weather, a swipe left gesture will display more dates and their weather predictions. As the example above demonstrates, the Mon-Thu time frame is shifted to Thu - Sun with this gesture.

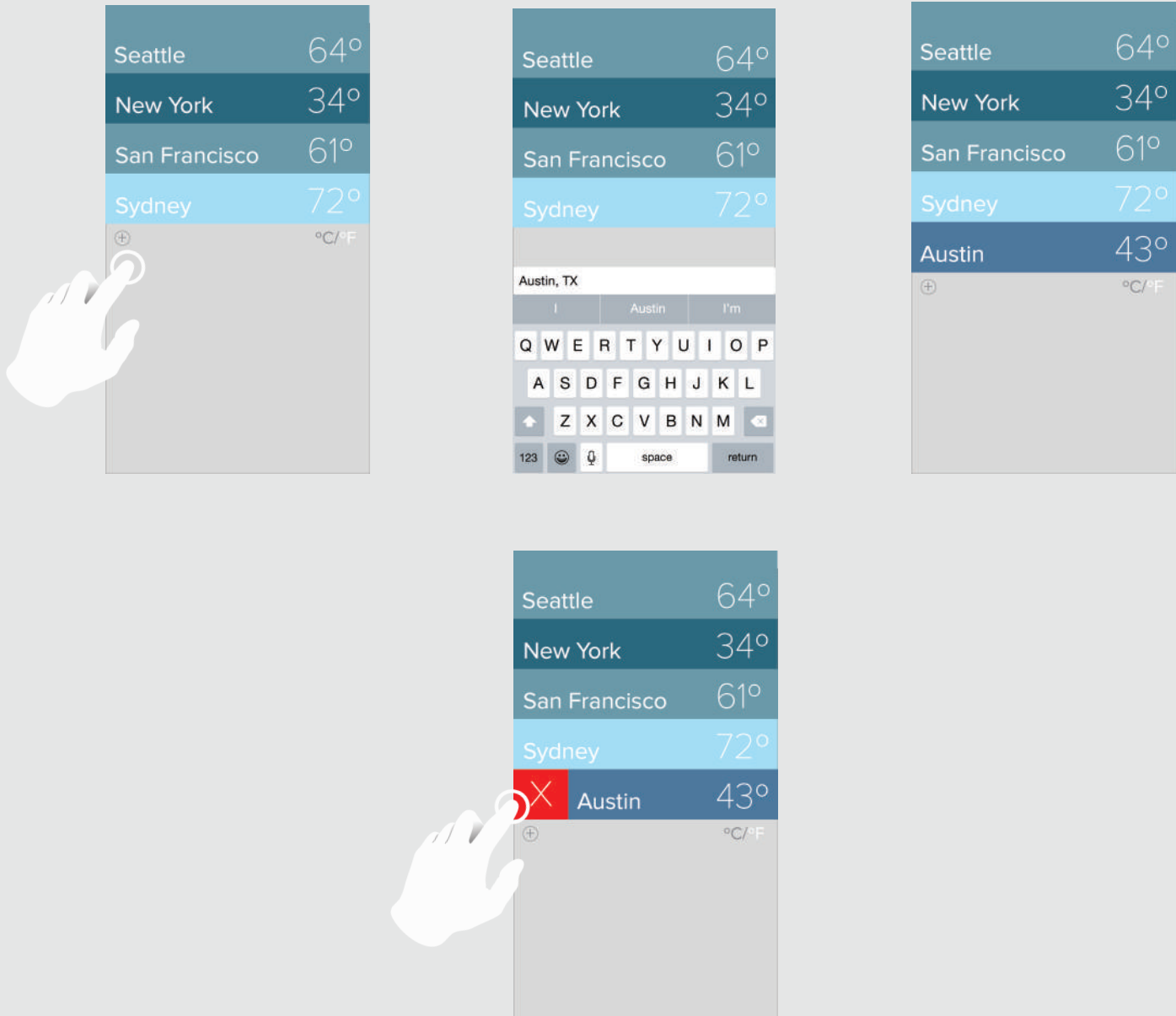
Weather (Backgrounds)



Background Hues

The background of the Weather app is dependent on the current weather and time of day. The gradient color hues originate from the style guide, but change dramatically depending on the time of day and weather. This allows the user to get a better understanding of current weather conditions.

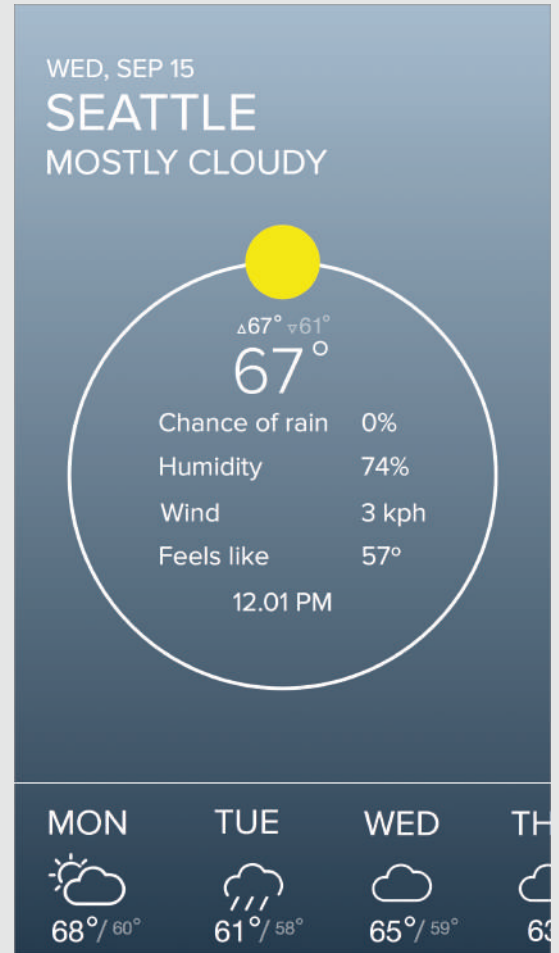
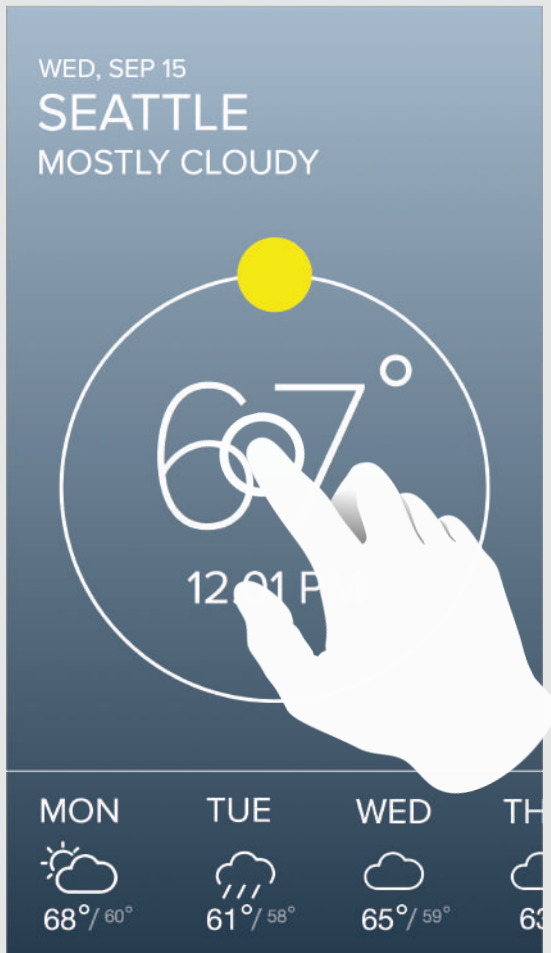
Weather (City List)



City List

Weather's city list allows users to quickly navigate through a collection of stored locations. By tapping on a plus symbol, a keyboard pops out and the user can search and save a location for future use. To delete a city for the list, simply swipe right on a city and tap the red delete icon.

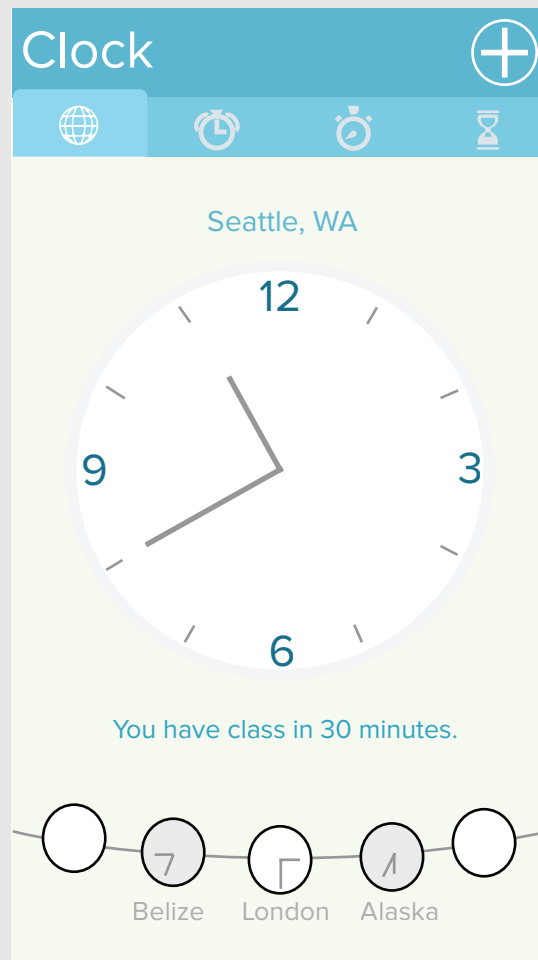
Weather (Center Info)



More Information

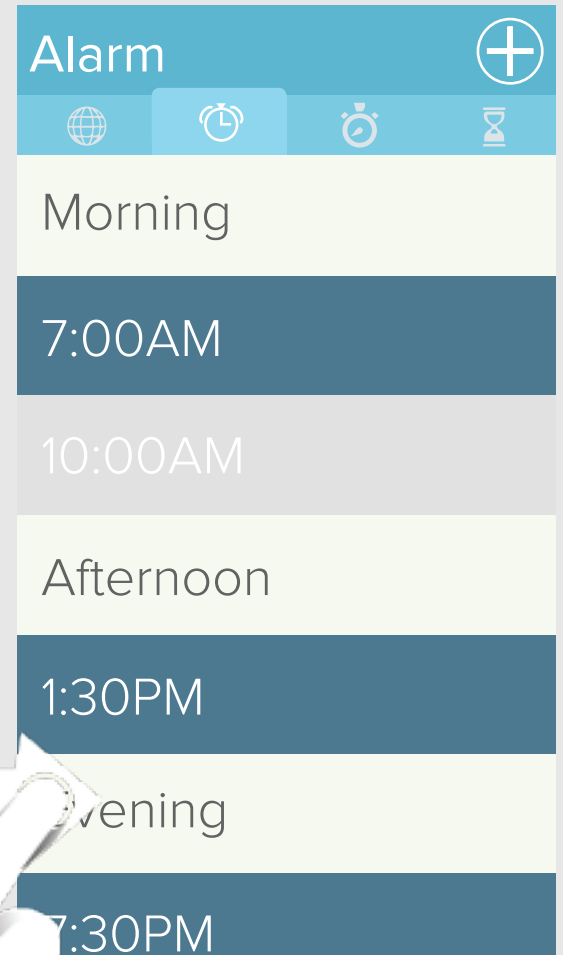
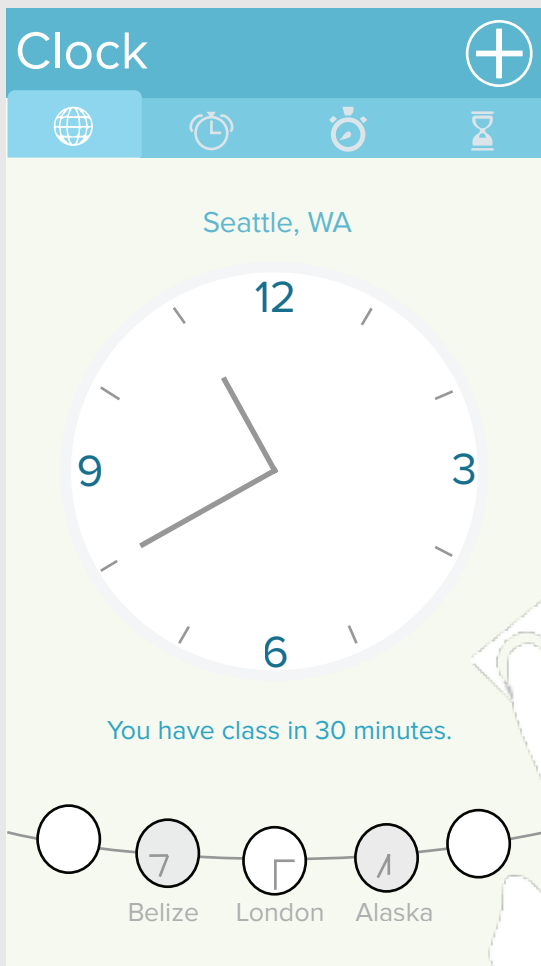
To find out more in depth statistics and information about the current weather, tapping inside the radial dial changes the content. This can quickly aid those who are interested in information such as humidity, wind, and chance of rain. Tap inside the radial menu once more to bring back the large temperature display.

The Clock Utility



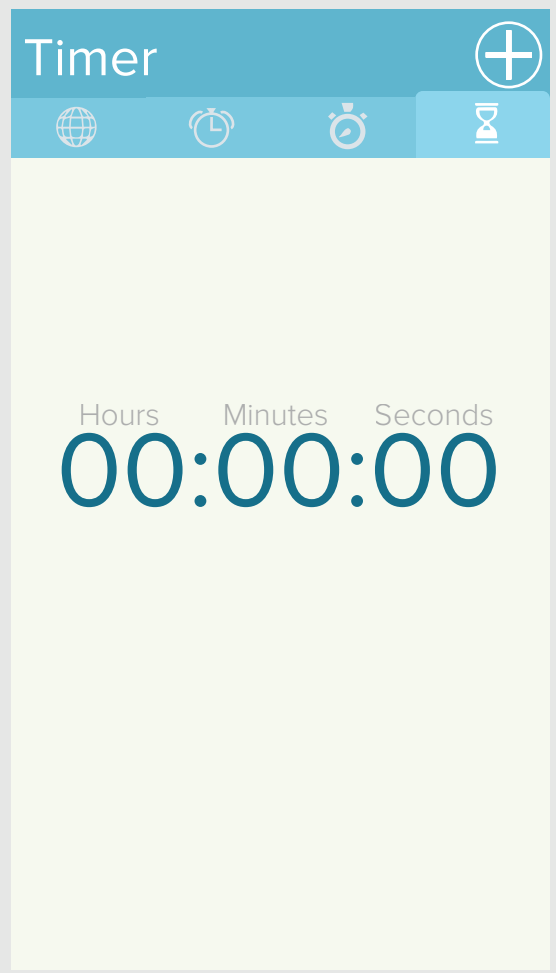
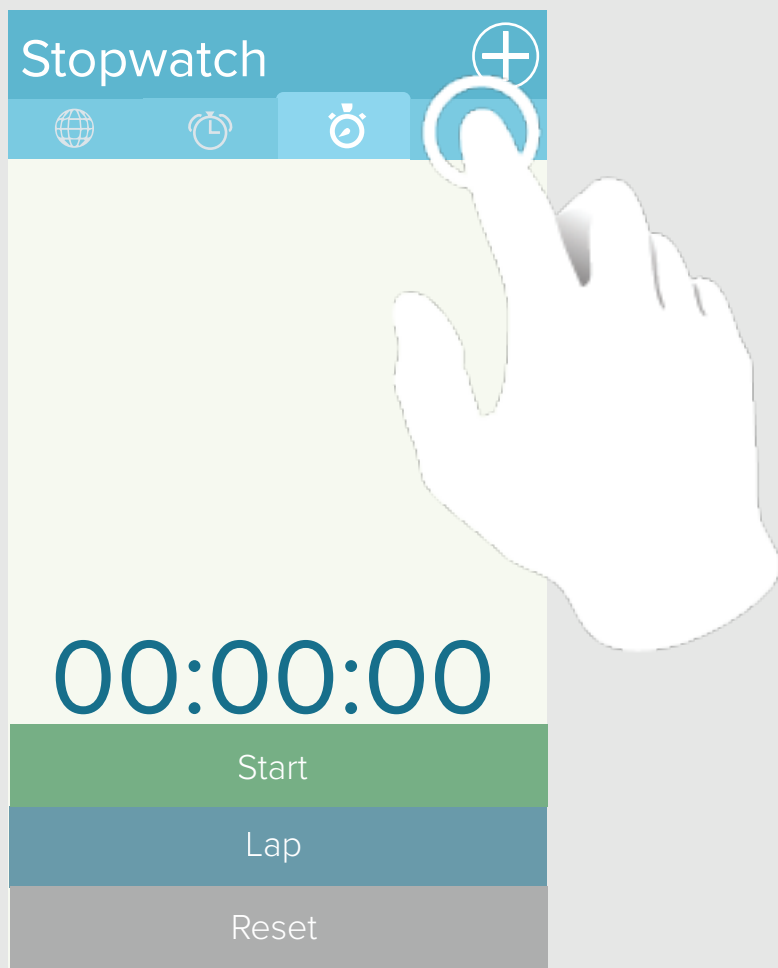
The clock utility contains four sub utilities related to various types of clocks; the world clock, the alarm clock, the stop watch, and the timer. This utility has been designed with the idea that items most needed by the user should be as close to the “green” zone as possible (the green zone being the most reachable area according to the heat map that the Orbit design language is based on). The following pages demonstrate not only the design of the utility, but the interactions of the utility as well. Each design choice and interaction can be justified by the “green” zone and other patterns dictated by the design language.

Tab Interactions



Changing Tabs

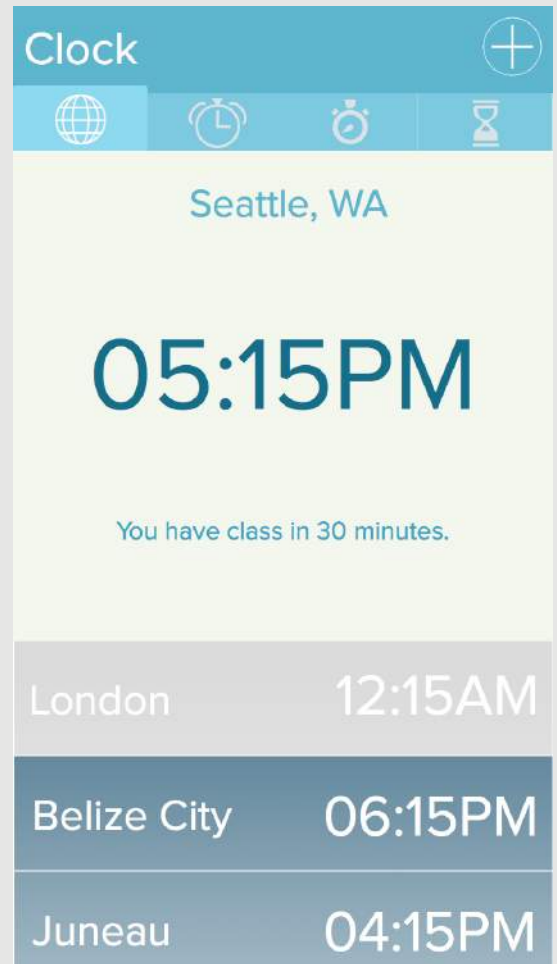
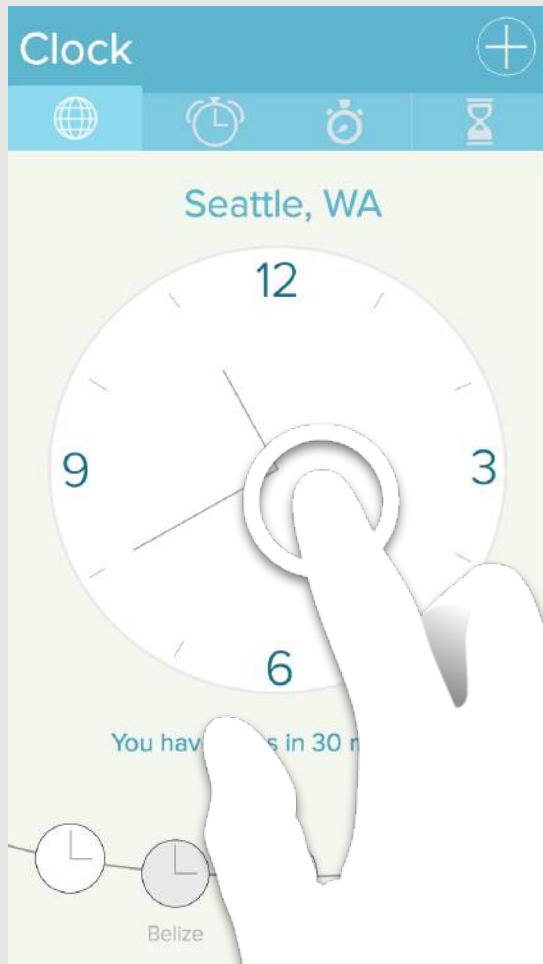
Once inside the clock application tabs can be accessed and switched between in two ways. A swipe from the far left or right edge of the screen will move the user to the next tab.



Changing Tabs

A tap on the tab the user wishes to go to next will also move the user to that tab.

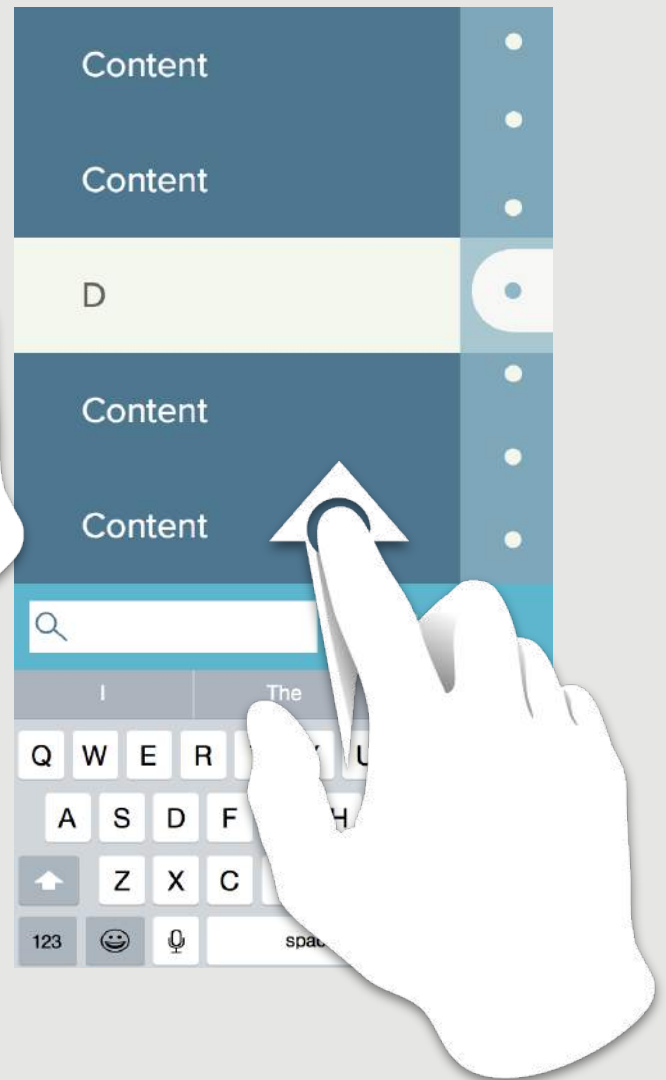
World Clock Interactions



Switching Views

The default world clock view is an analog clock view. Tapping in the clock area changes that view to a digital view. Access to different views should be quick and easy for the user; thus, it should be near the “green zone” of the screen.

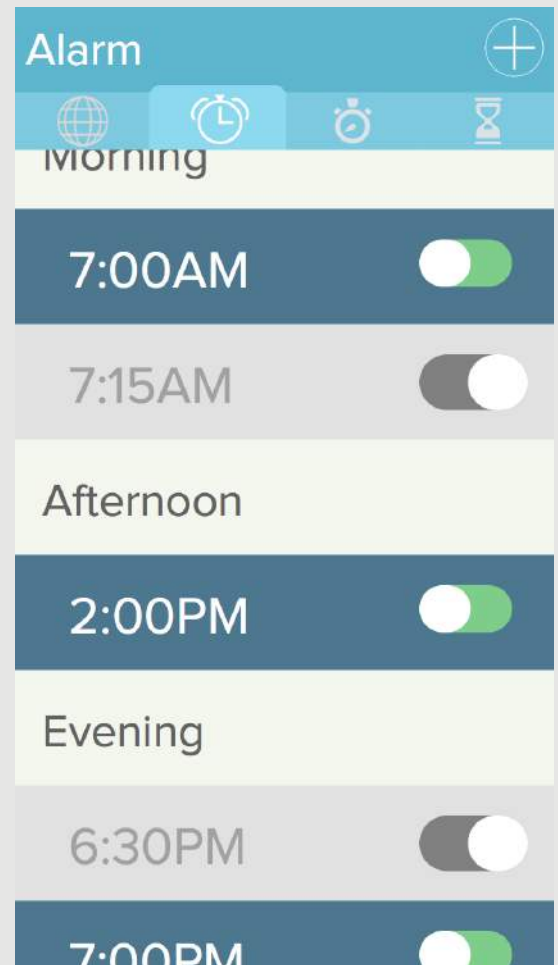
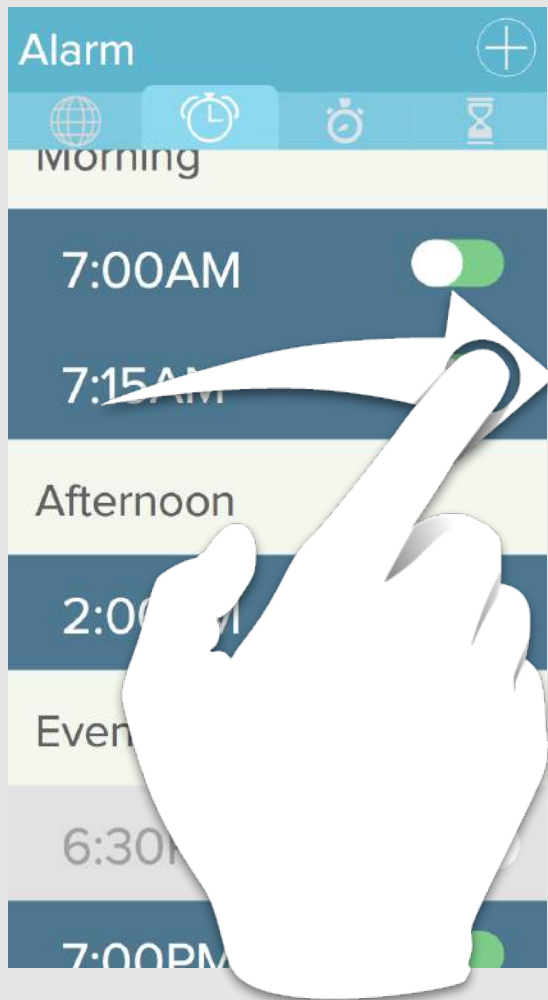
World Clock Interactions



Adding Clocks

To add a new world clock, simply tap the add button on on top. It will take you to a new page with a list of cities. You can either search through the cities by swiping up/down the list or search using the search bar. The search bar is located at the bottom of the screen so that it is easy to access. It is located within the “green” zone of the screen and adheres to the design language.

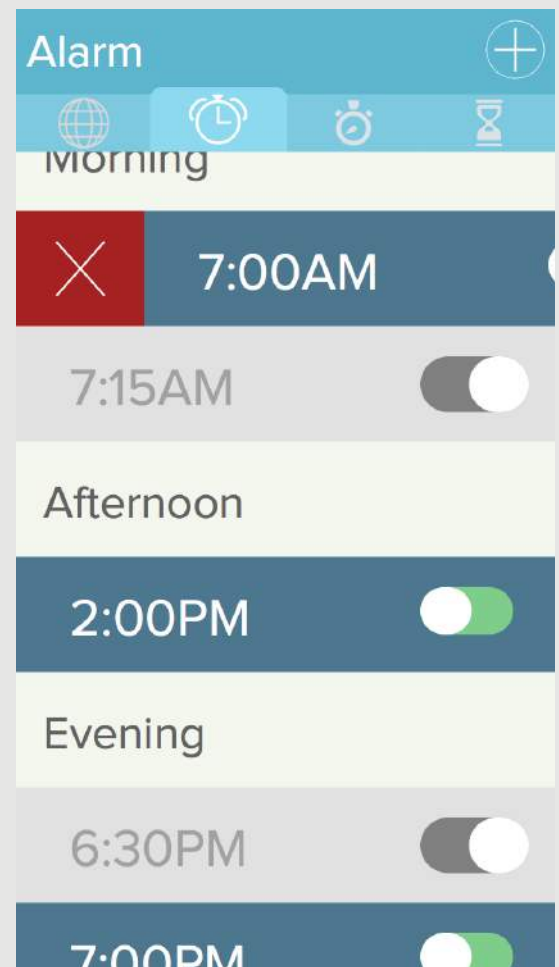
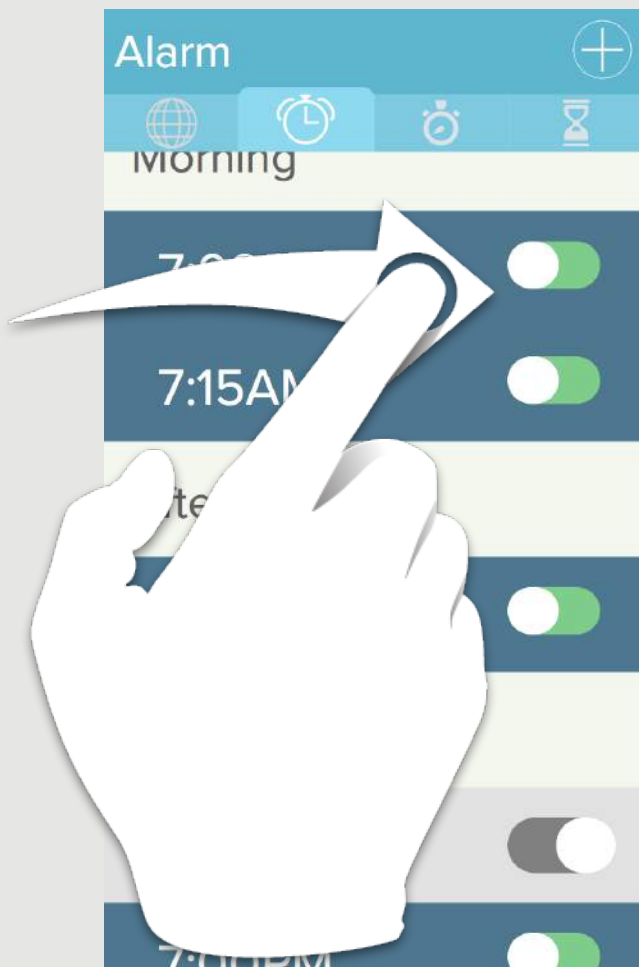
Alarm Clock Interactions



Inactivating Alarms

The interaction for inactivating an alarm is a swipe to the right. The tab for that alarm will also change colors to gray to show the user that it has been successfully turned inactive.

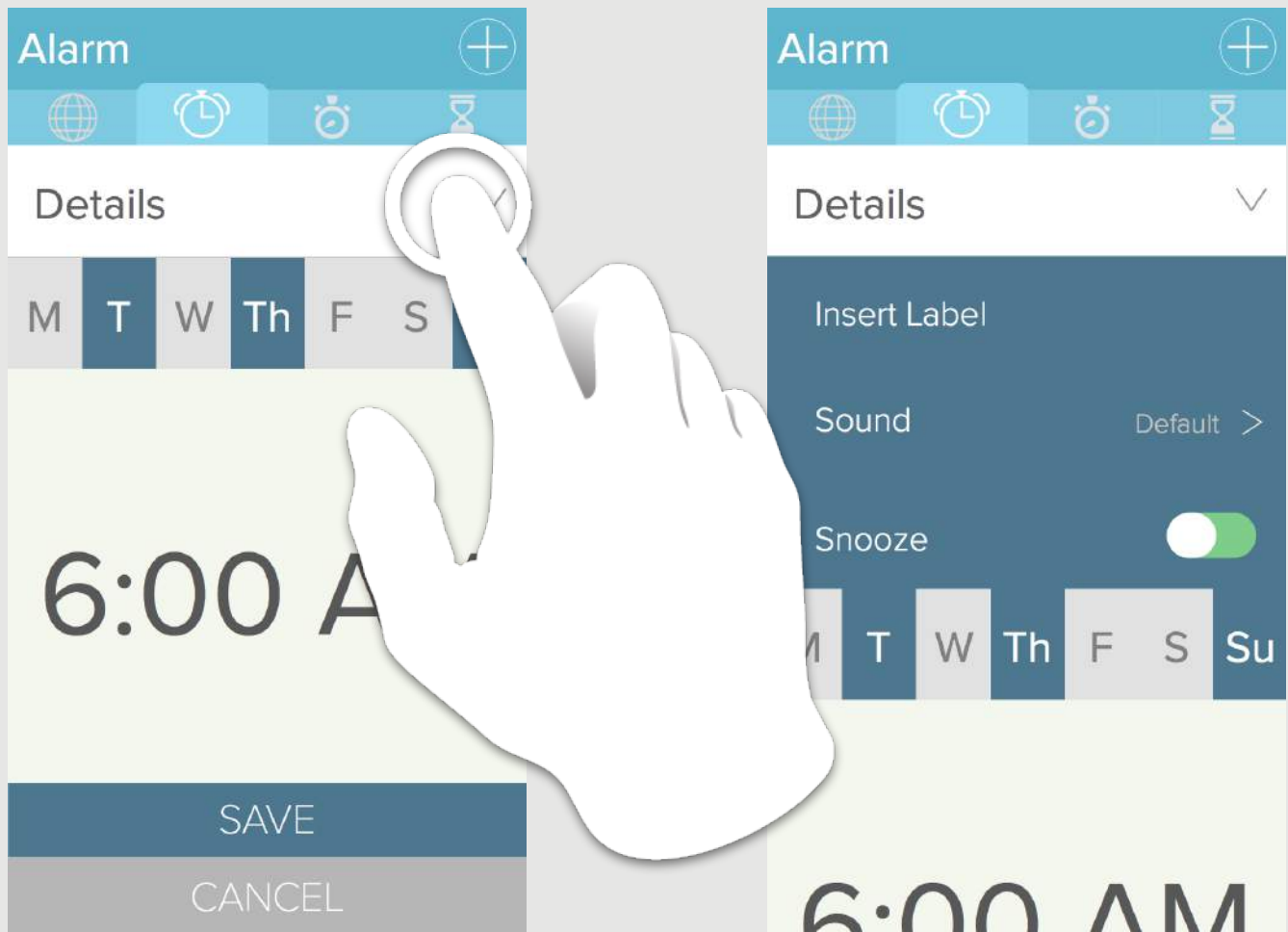
Alarm Clock Interactions



Deleting Alarms

The interaction for deleting an alarm is a swipe to the right. It will pull the tab to the right and a red box with an “X” will appear. The user can either continue pulling the tab to the right or tap the red box to delete the alarm.

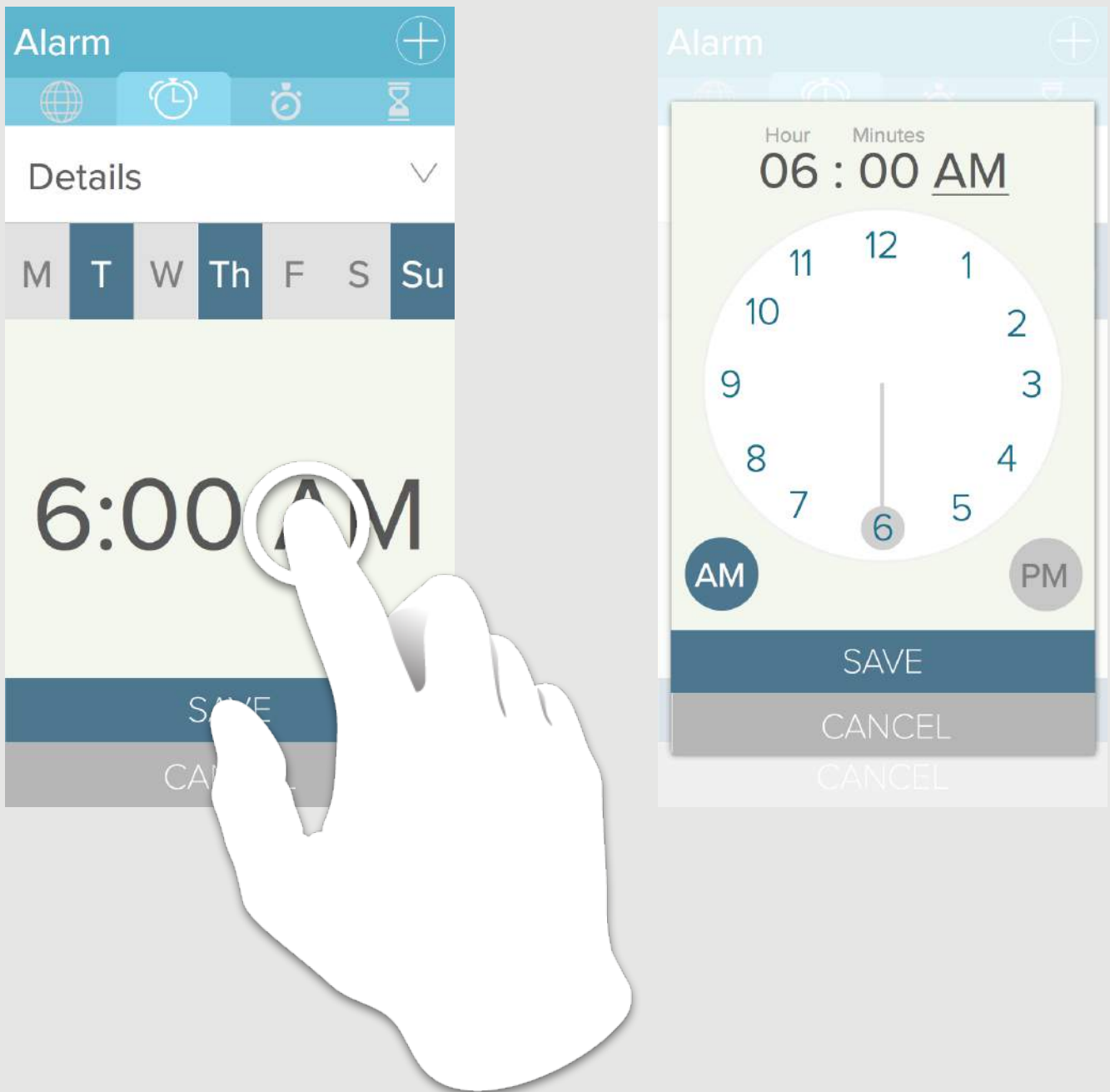
Alarm Clock Interactions



Alarms - Details

Adding a label for the alarm, setting the alarm sound, or setting it to snooze are all hidden by default. Tapping on the “details” area will show how to insert a name for the alarm, the sound settings, and the snooze option. The most important aspects of creating an alarm should easily be seen and accessed like setting the alarm or what days the alarm would be repeated.

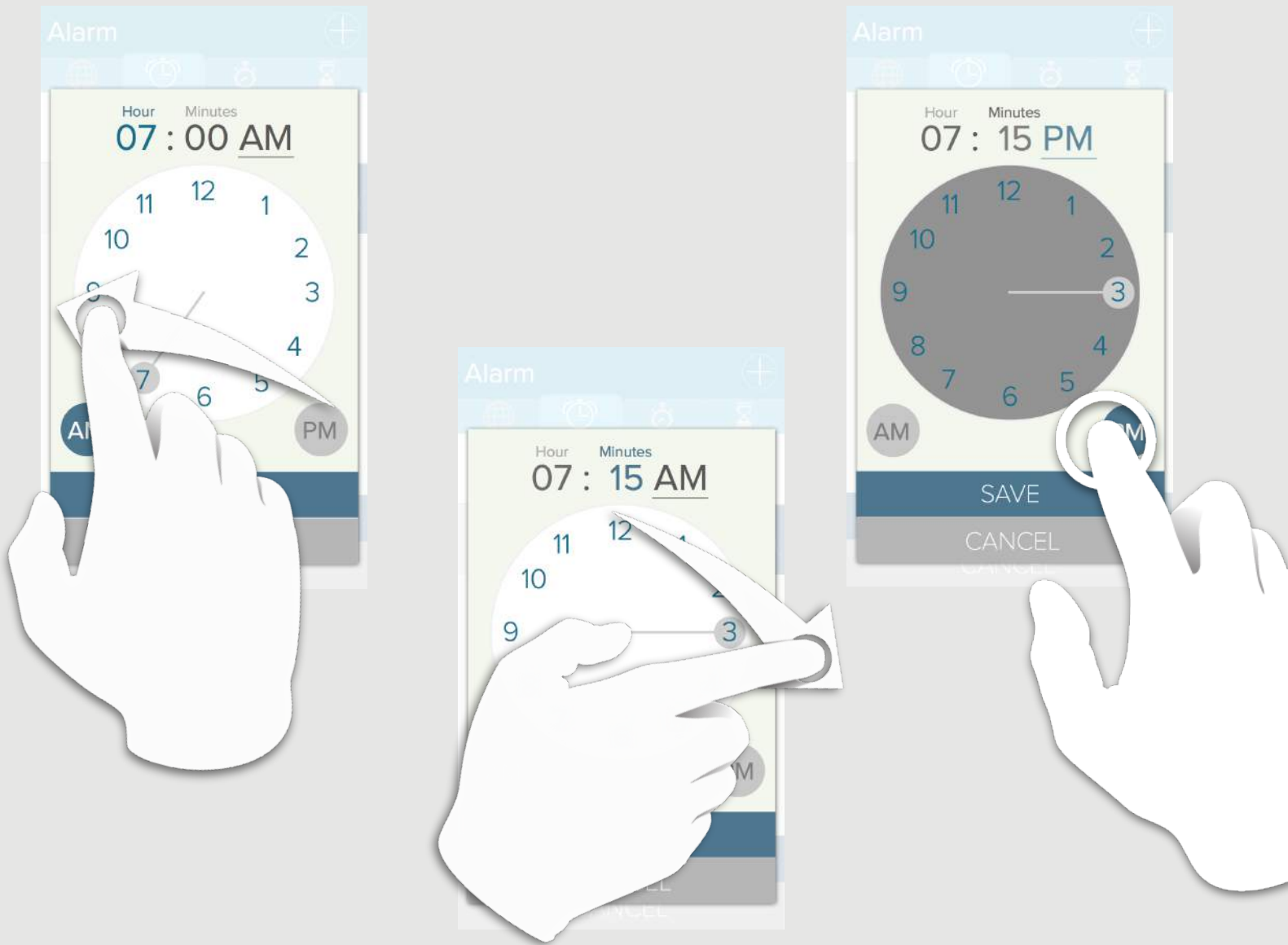
Alarm Clock Interactions



Alarms - Adding an alarm

To adhere to the design language, we wanted easy and efficient access to setting an alarm. Instead of having the time at the top of the page, it is located at the bottom of the page in the “green” zone of the screen. Tapping on this area will lead the user to adding a new alarm with a new pop-up window.

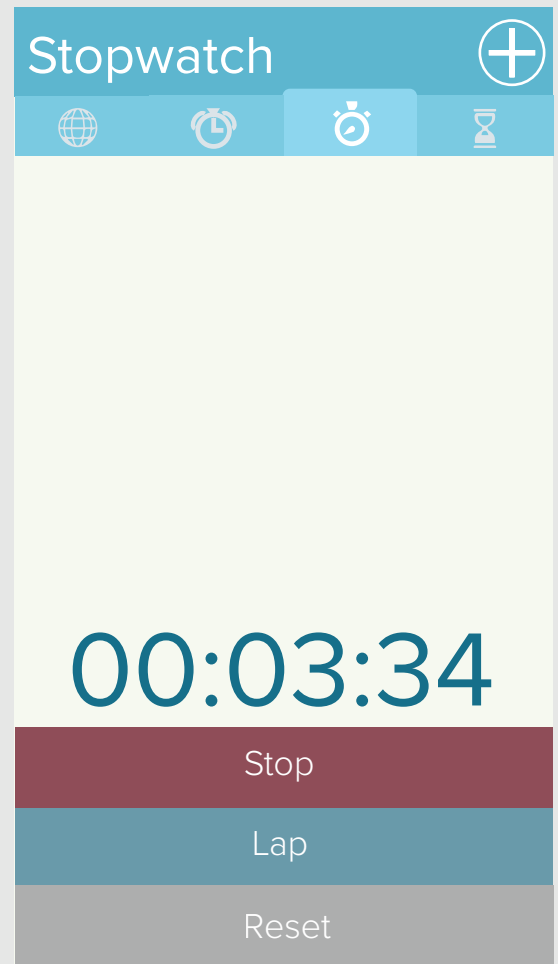
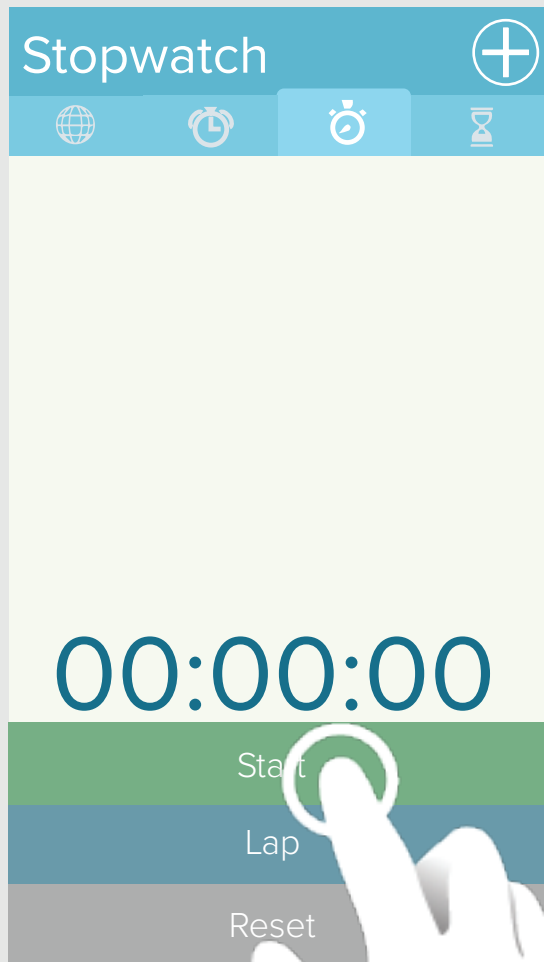
Alarm Clock Interactions



Alarms - Setting an alarm

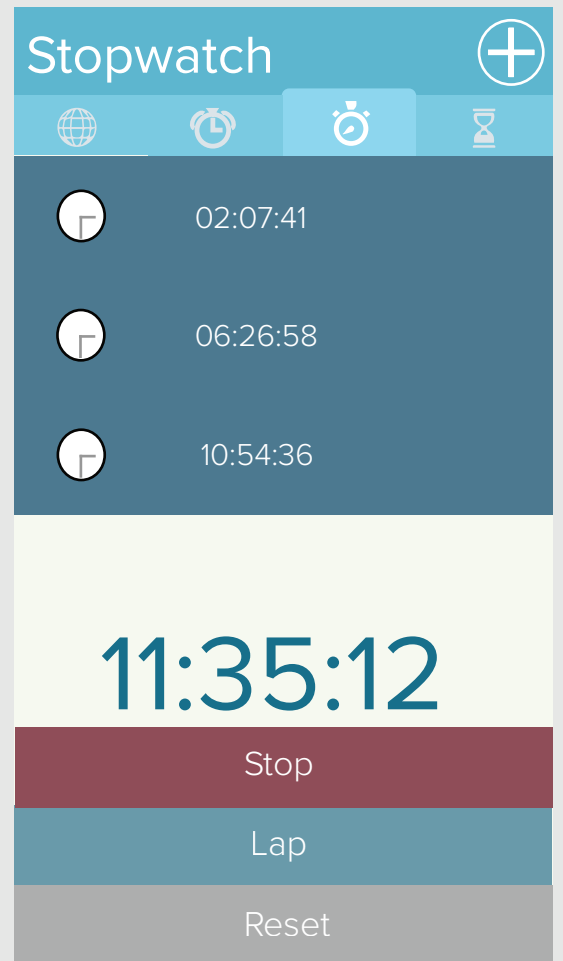
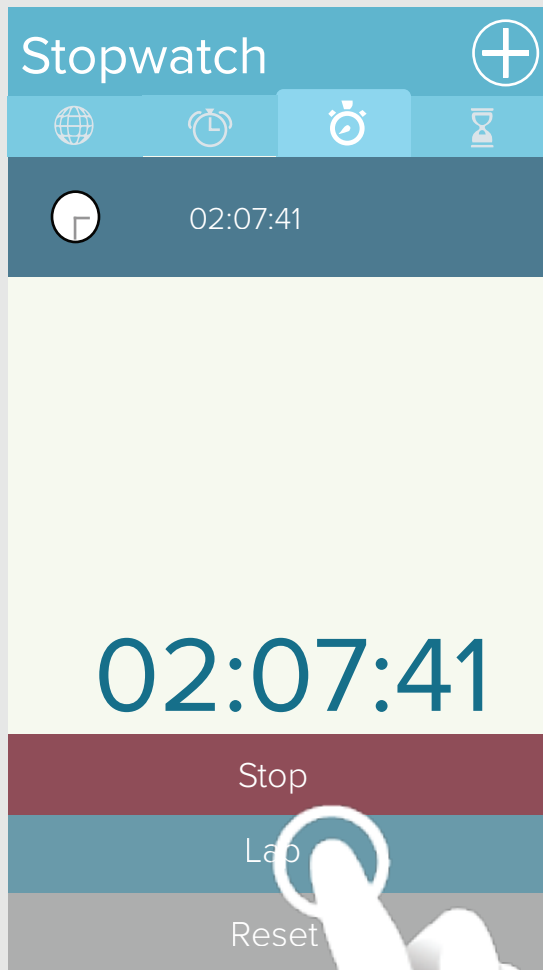
(From left to right). To set an alarm, the user just has to spin the dial to the right hour/minute. For example, to set the hour alarm, the user spins the clock handle to the appropriate hour. Then, the user can click on the minutes timer of the clock and set the minutes. The user can spin the handle any direction they choose. All of the necessary features that the user needs are within reach, making it easy to set up an alarm. If the user wants to set the time for PM, the user taps on the PM button, making the clock face turn dark grey to indicate a PM alarm.

Stop watch Interactions



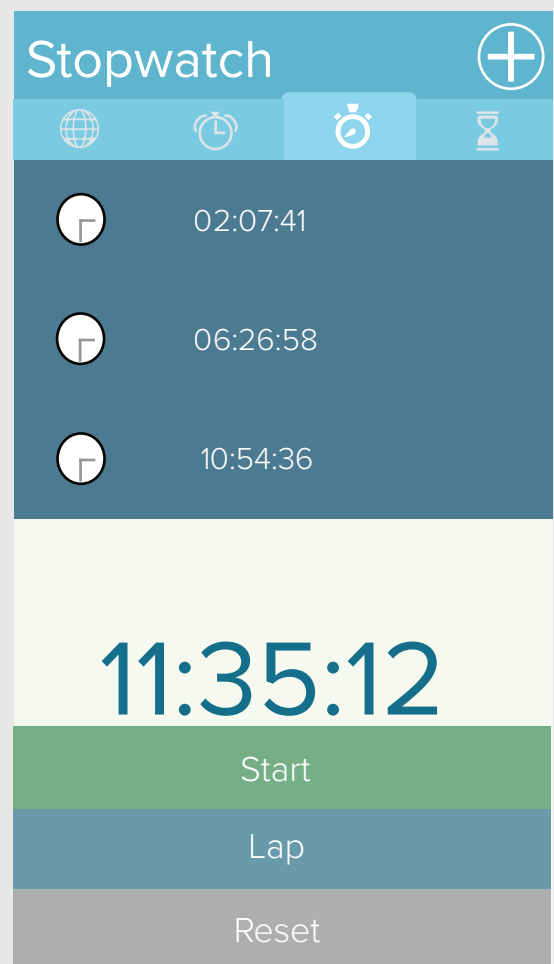
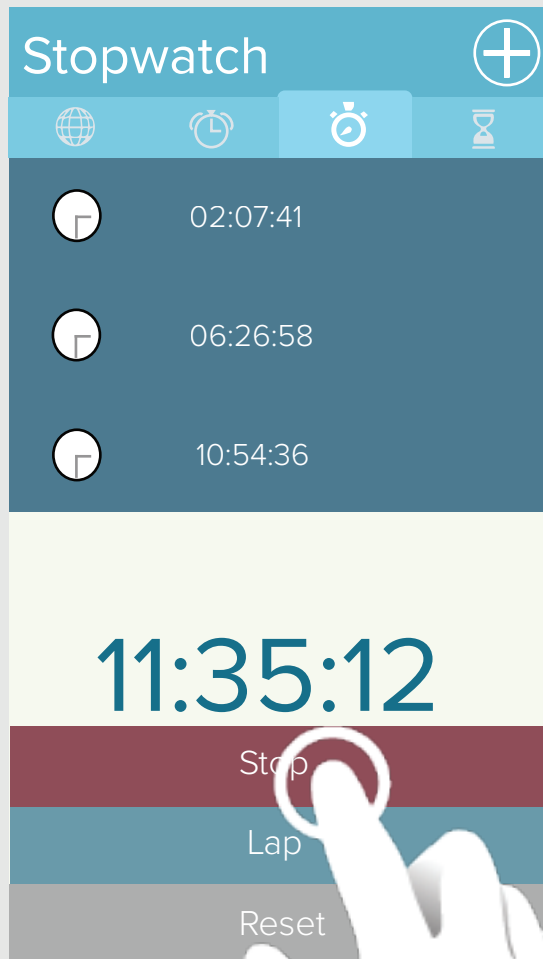
Starting the watch

The stop watch counts up to 100 minutes starting from 0. The counting begins when the user taps the start button. Once the start button is tapped, it changes to a stop button.



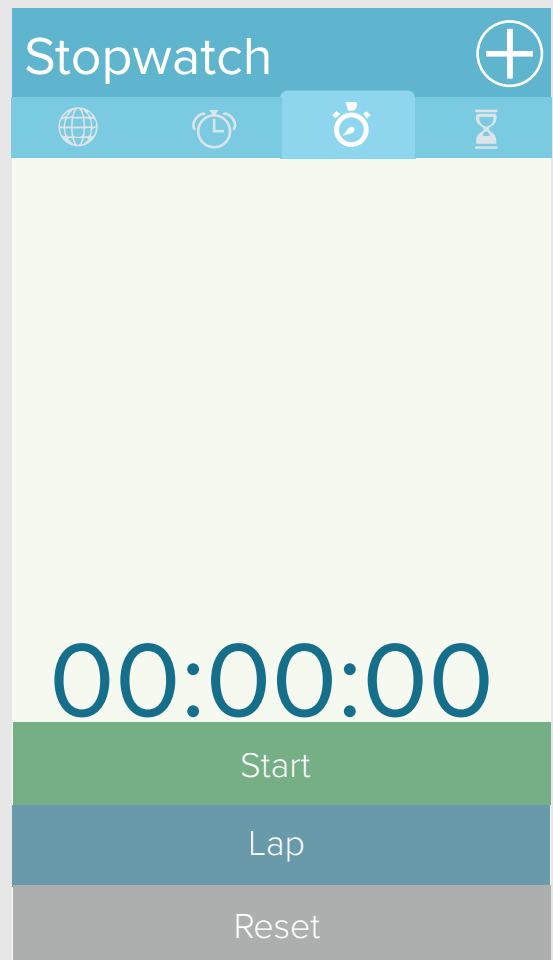
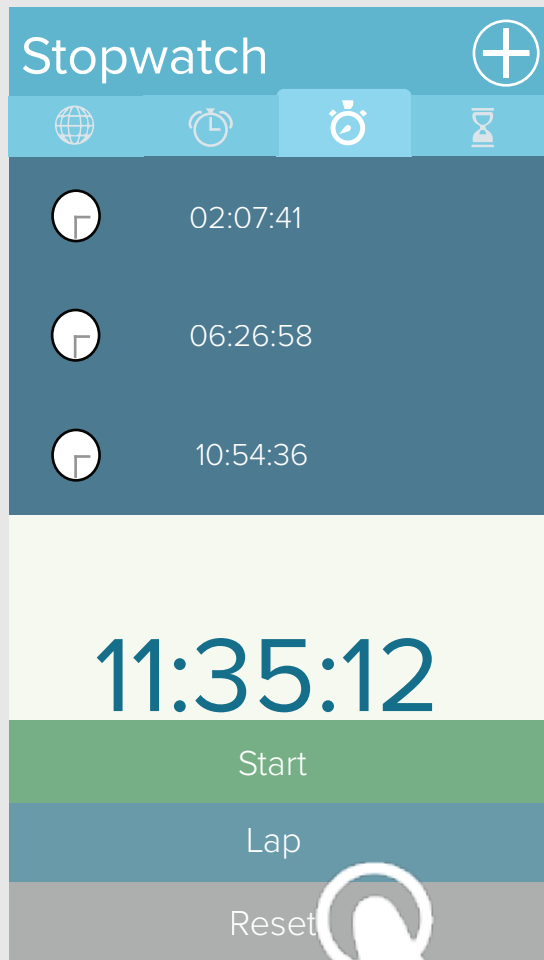
Marking intervals

The stop watch can mark intervals of time by the user tapping the lap button. This button creates a list item in the top part of the screen with the exact amount of lapsed time that was showing when the lap button was tapped.



Stopping the watch

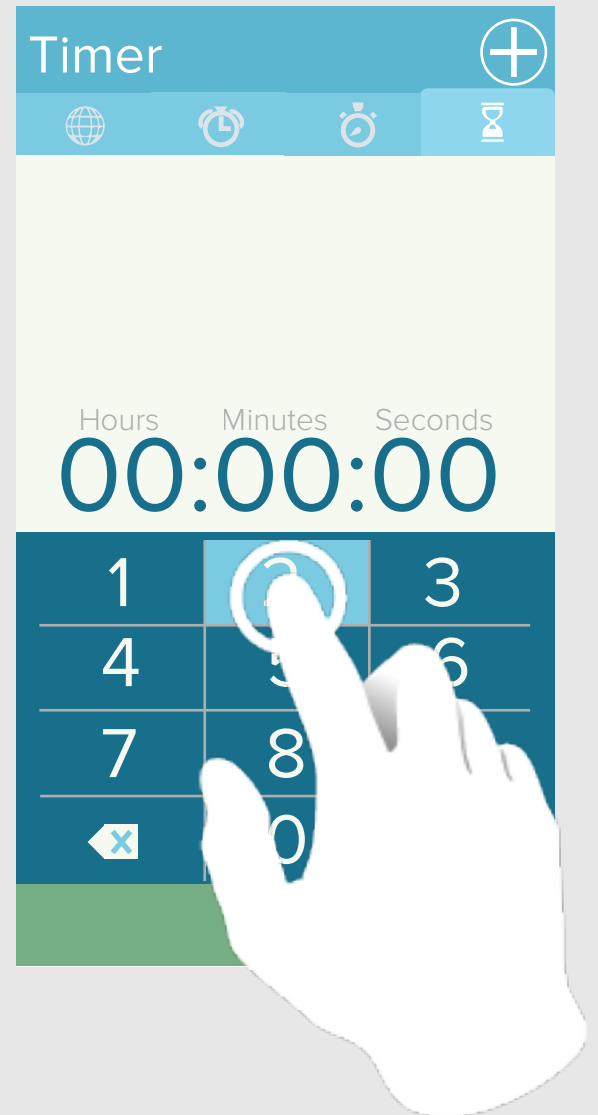
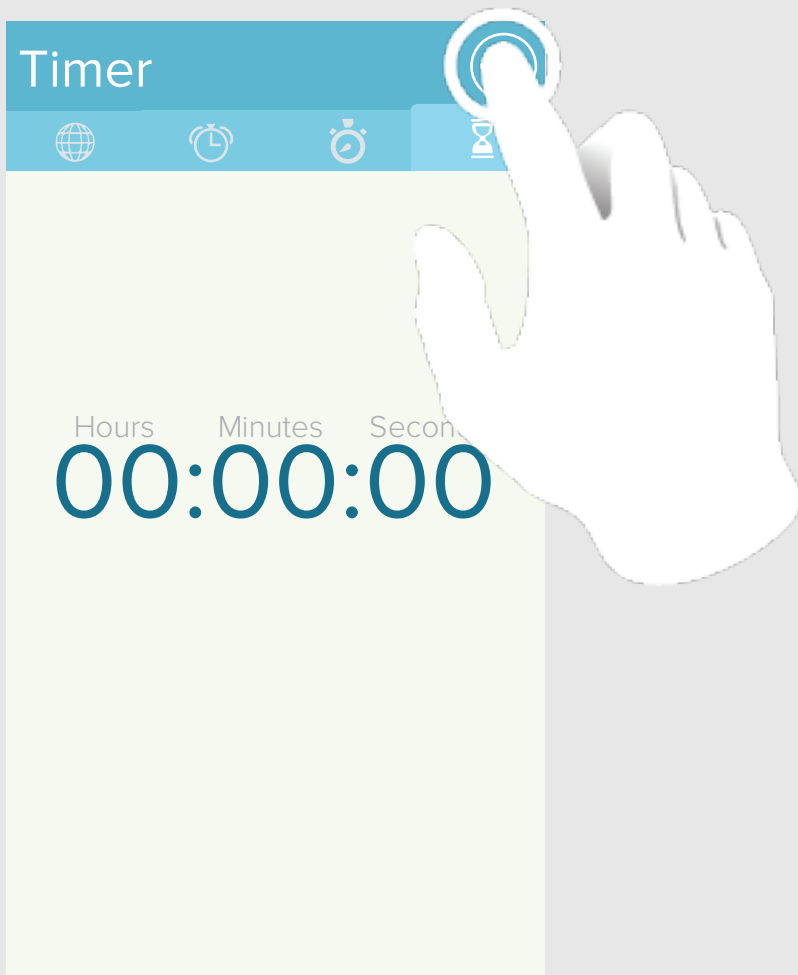
The time counter can be stopped by tapping the stop button. This stops the time count on the primary time lapse display and maintains the list of laps. Once the stop button is tapped it is changed to a start button.



Resetting the watch

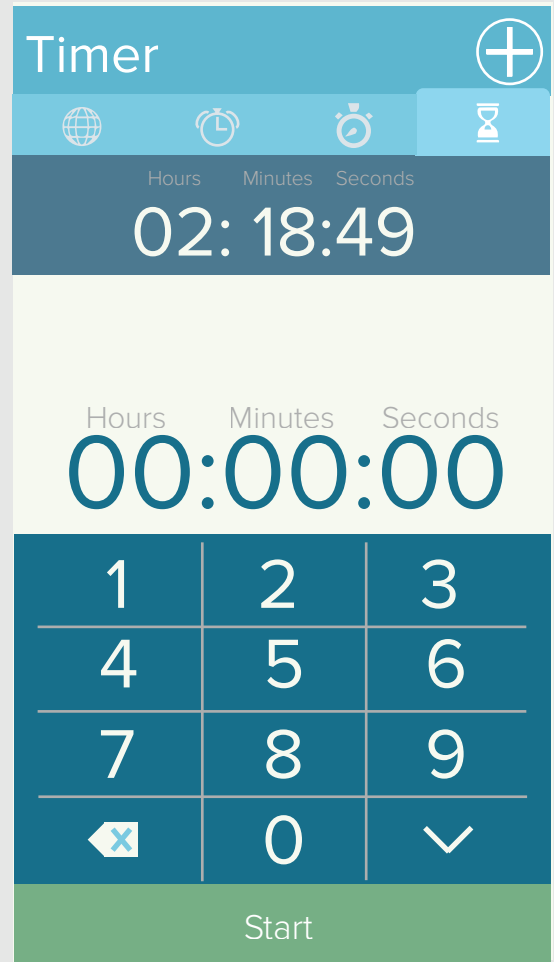
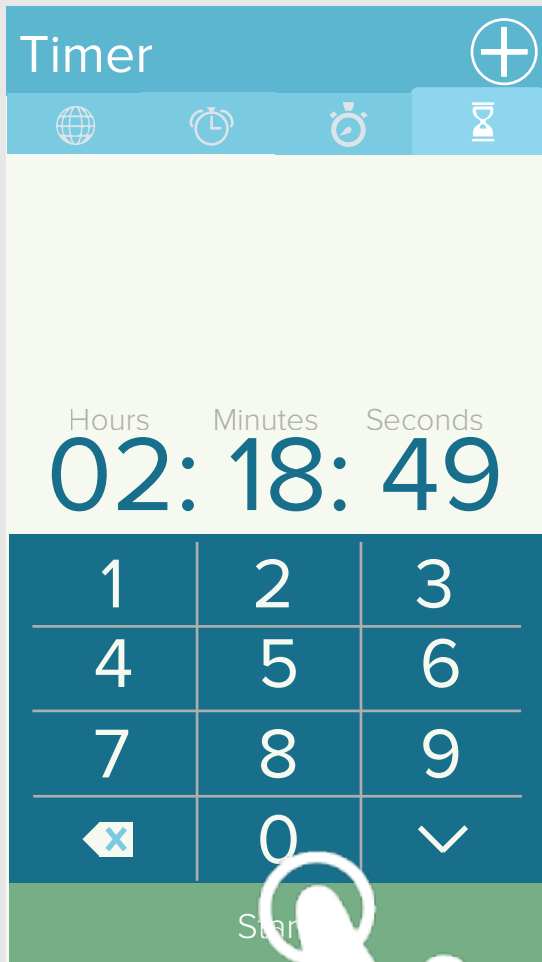
The time counter can be reset by tapping the reset button. This clears all laps in the interval list and sets primary time lapse display back to 0.

Timer Interactions



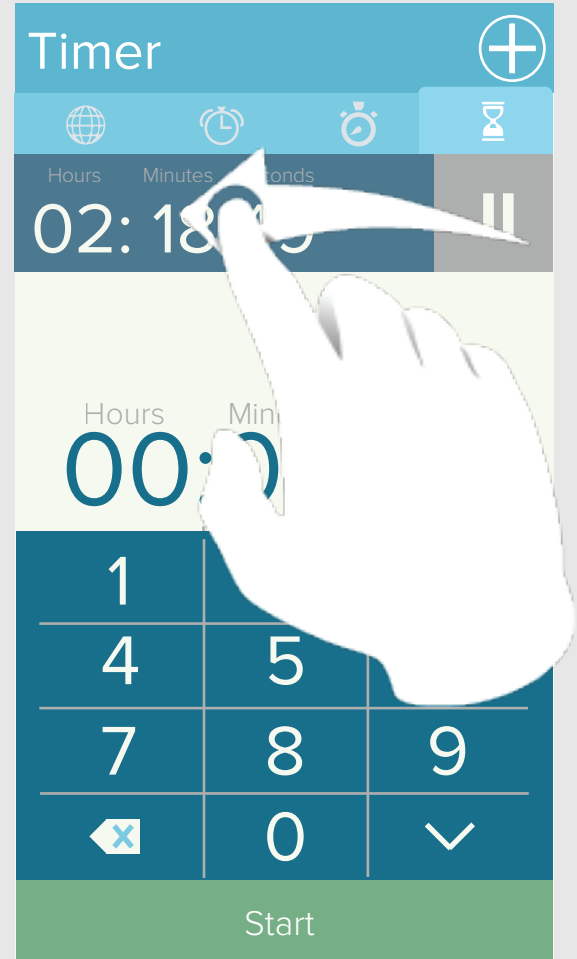
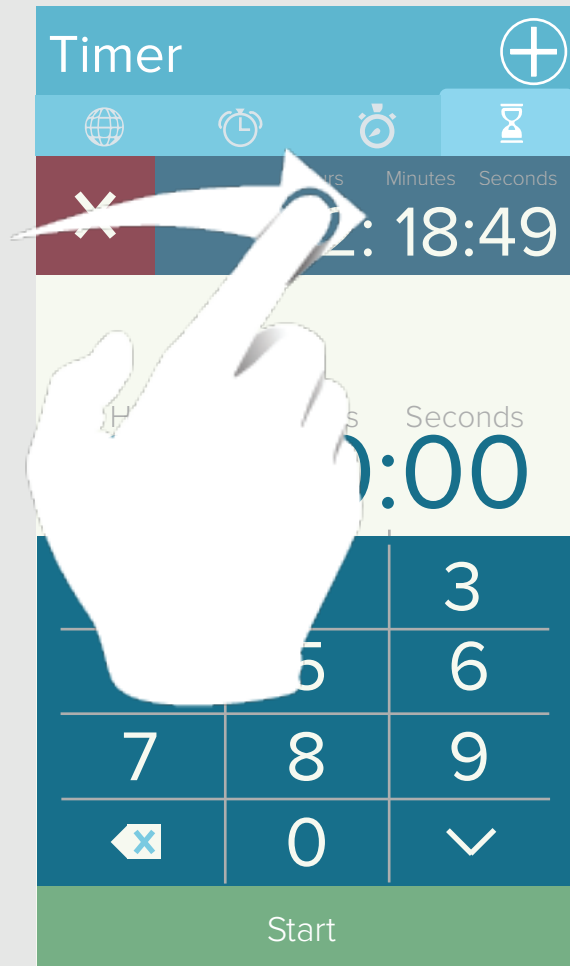
Setting a timer

A new timer can be added by tapping the plus icon in the top right corner of the applicaiton. This brings up the keypad where the user can dictate a length of time to count backwards from.



Starting a timer

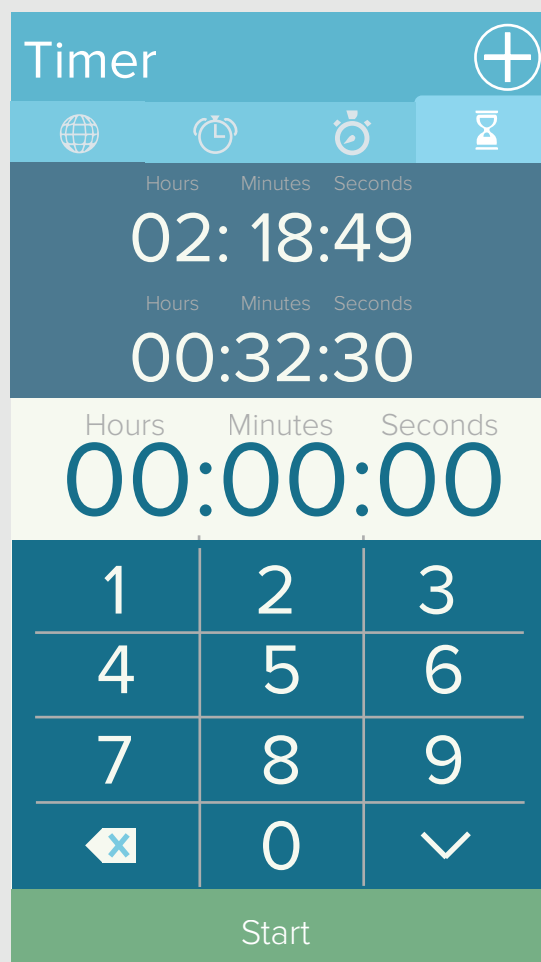
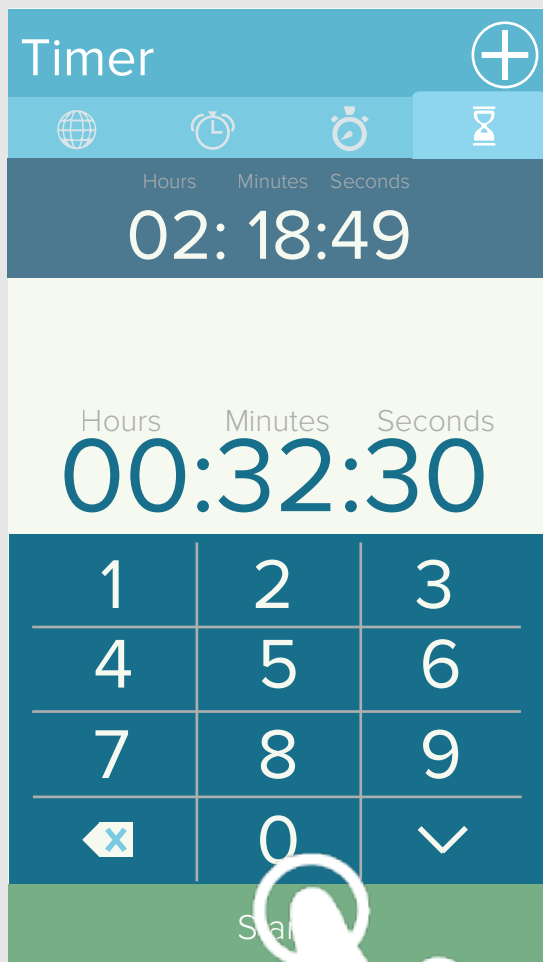
Once the proper length of time is shown on the screen, tapping the start button will add the timer to a list in the top half of the screen and begin the count down.



Pausing and Resetting

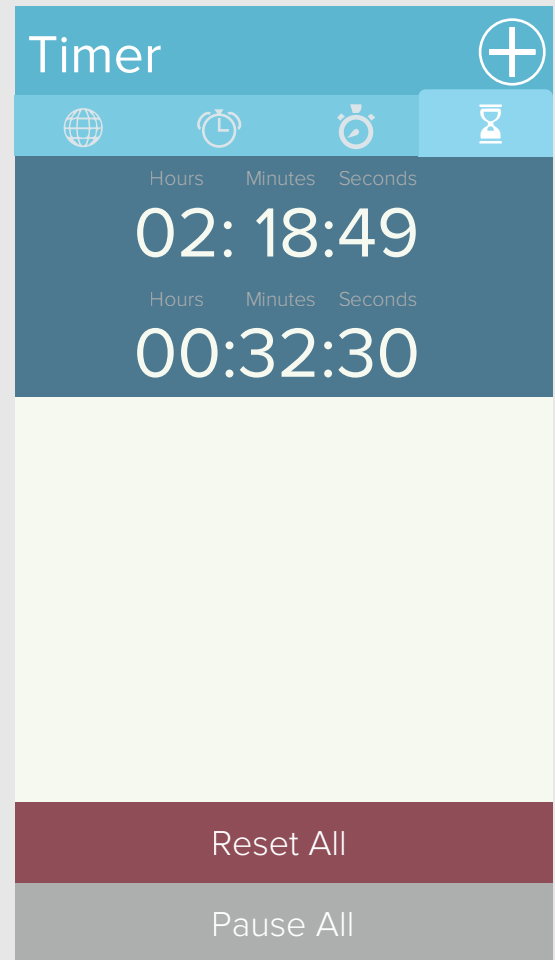
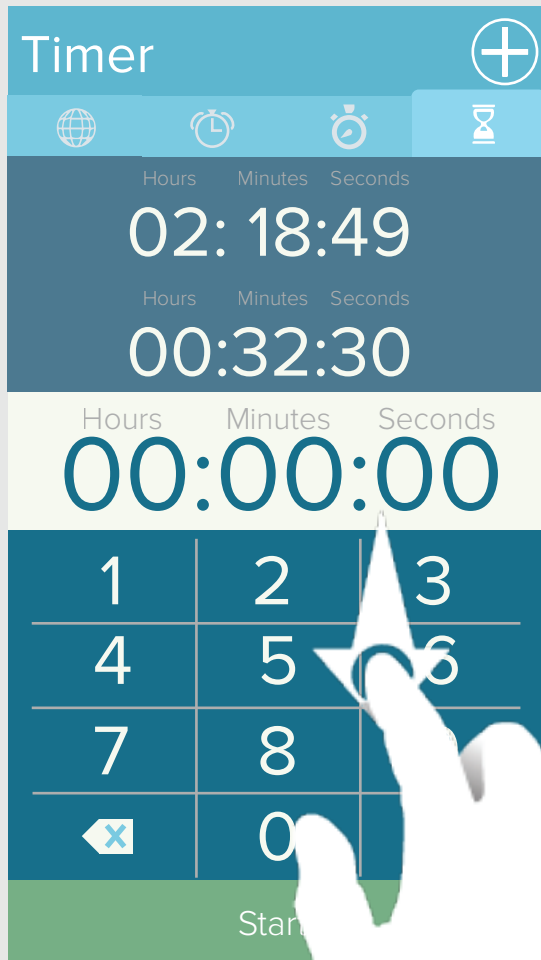
A timer can be reset (or removed) by swiping the list item that represents the timer toward the right of the screen. This reveals an 'X' icon which can be tapped to reset the timer.

A timer can be paused by swiping the list item that represents the timer toward the left of the screen. This reveals a pause icon which can be tapped to temporarily pause the count down.



Multiple timers

Other timers can be set while the first timer is running through the same avenues as the first timer. Tapping start will add that other timer to the list and both will count down.



Bulk actions

Swiping the keypad area down will close the add timer ability and reveal the bulk action buttons.

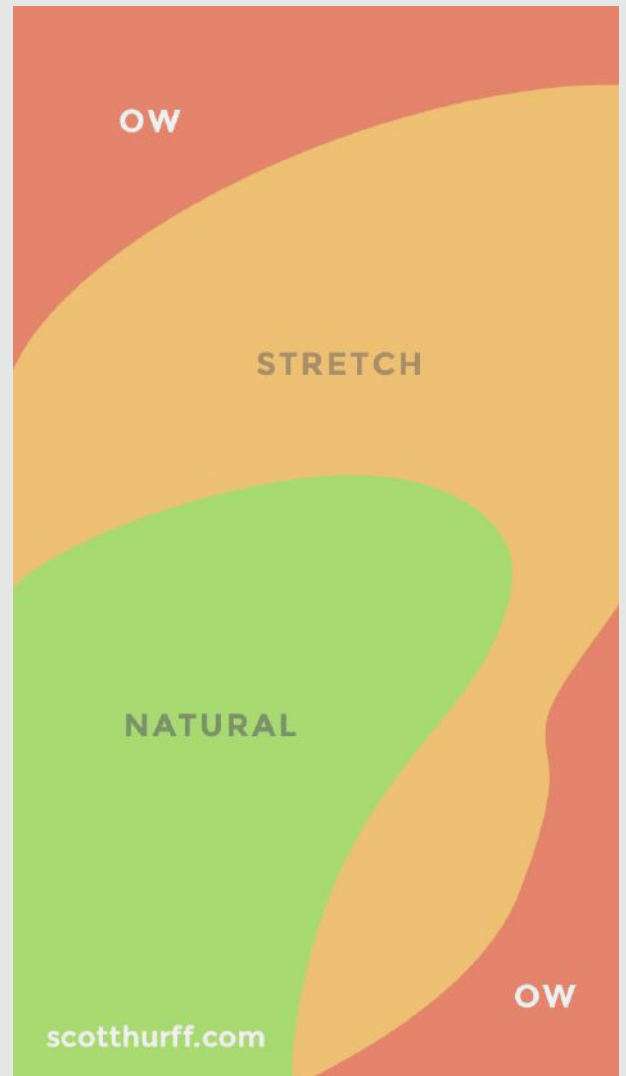
Tapping the reset all button will clear all timers in the list.

Tapping the pause all button will temporarily pause the count down of all timers in the list.

Calculator Utility

Marissa Ho

Scientific Calculator (Default)



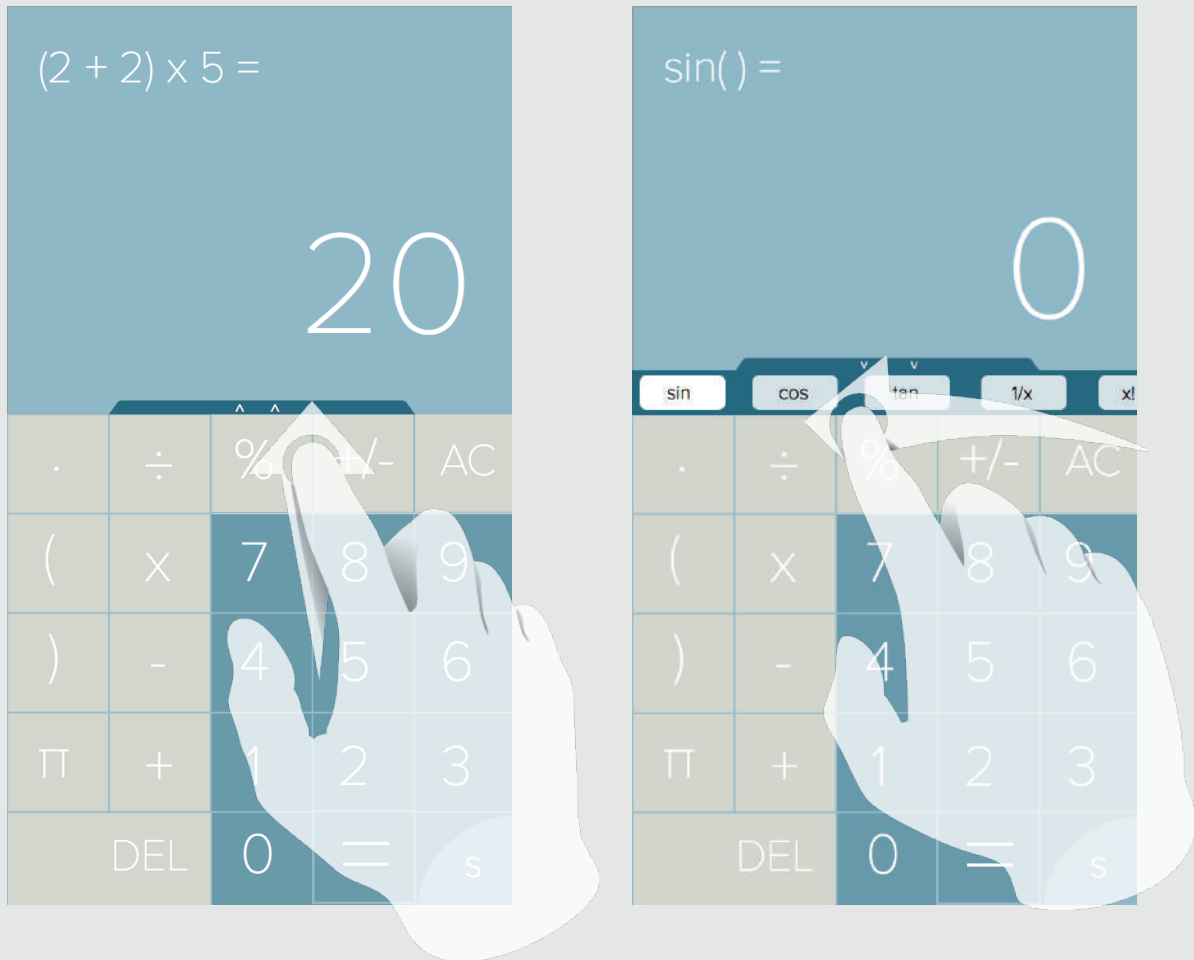
The Scientific Calculator is the default calculator for this app. Unlike existing Calculator utility apps, this utility incorporates different calculator modes to adhere to popular use cases when performing calculations. The other modes can be accessed by swiping up, diagonally from the right corner. In order to streamline basic calculations, the left screen will always be the default upon opening the app. On the right is a heatmap displaying the comfort level of accessing certain regions of the screen (the inspiration for the Orbit design language).

All Calculator Modes



The user can swipe between 3 main calculator modes. These modes include: Scientific (for basic and advanced math computations), Currency (for money calculations), and Draw (for edge cases like fraction computations and speedy measurement conversions). When changing the calculator mode, all other buttons become inactive. This can be interpreted from the blurred black background. To select a mode, the user will single tap the orbit ring.

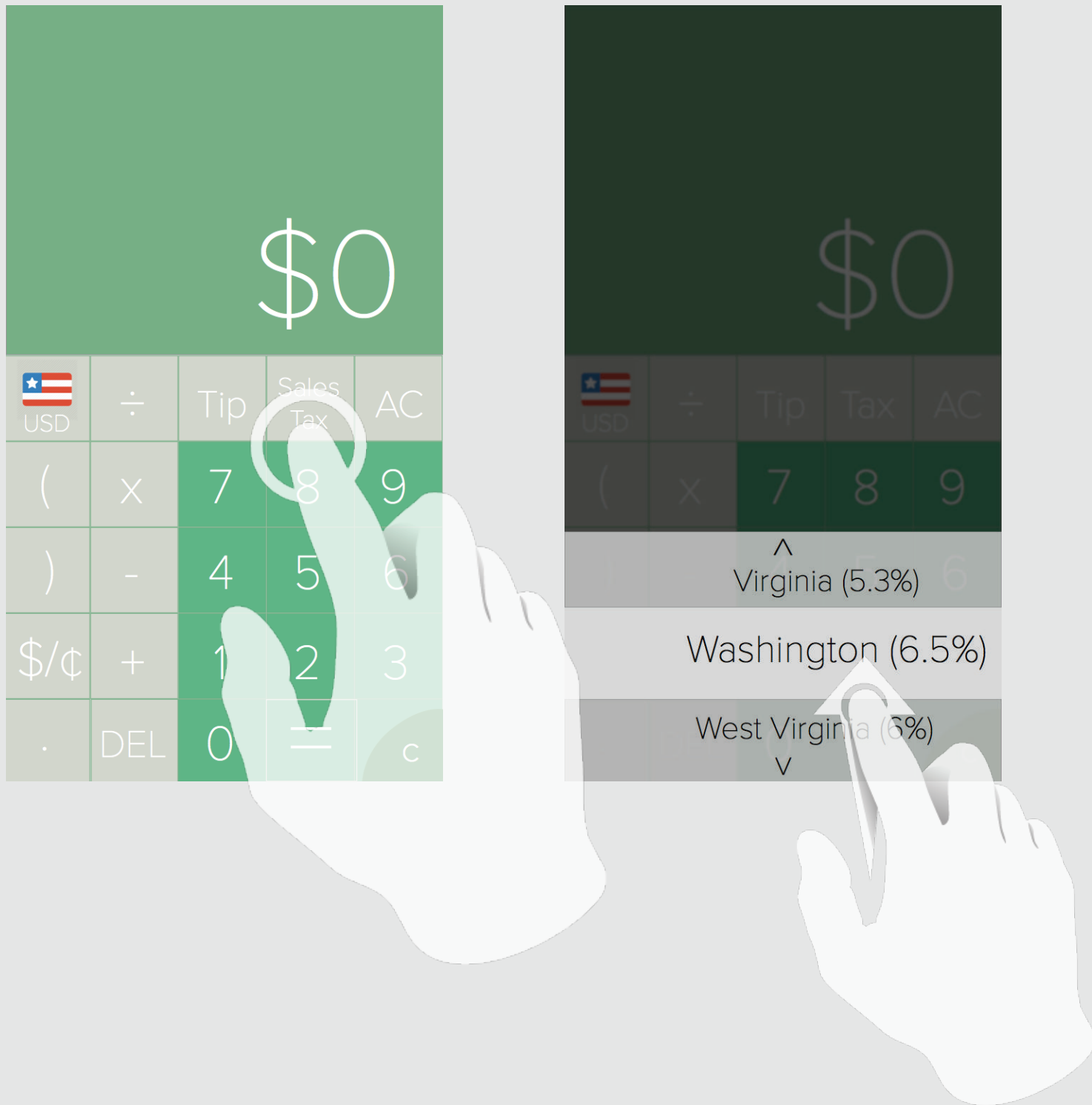
Advanced Functions Tab



In Scientific Mode, additional advanced functions can be accessed by swiping up on the dark blue tab. When access to advanced functions is not needed, the user can swipe down again to hide the functions. He or she can also scroll left or right to see the advanced functions. Lastly, a single tap will select the wanted function. I chose to present functions this way, because the user can immediately see that he or she has some type of hidden options/buttons.

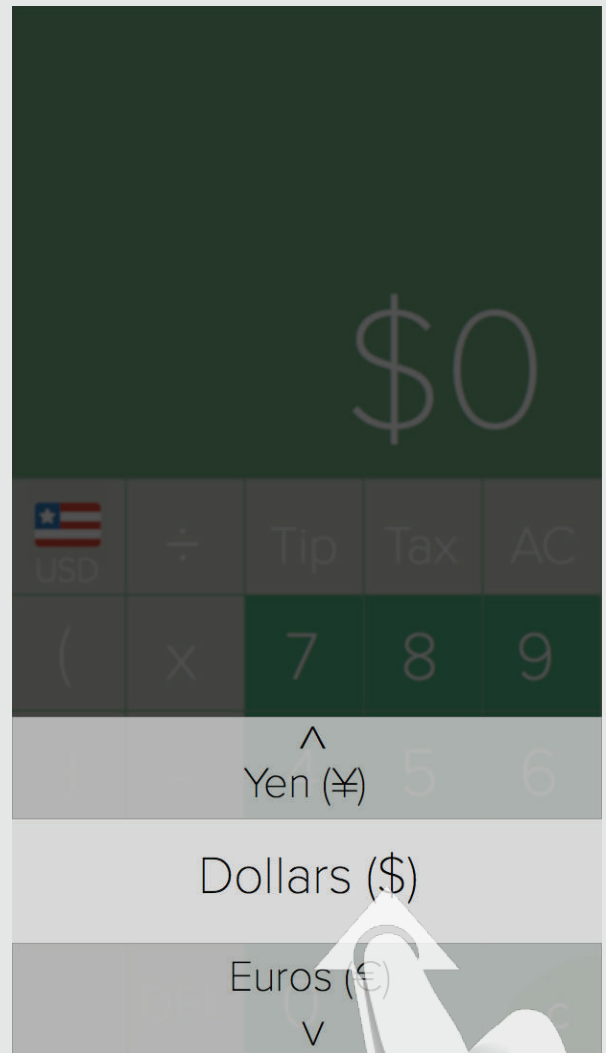
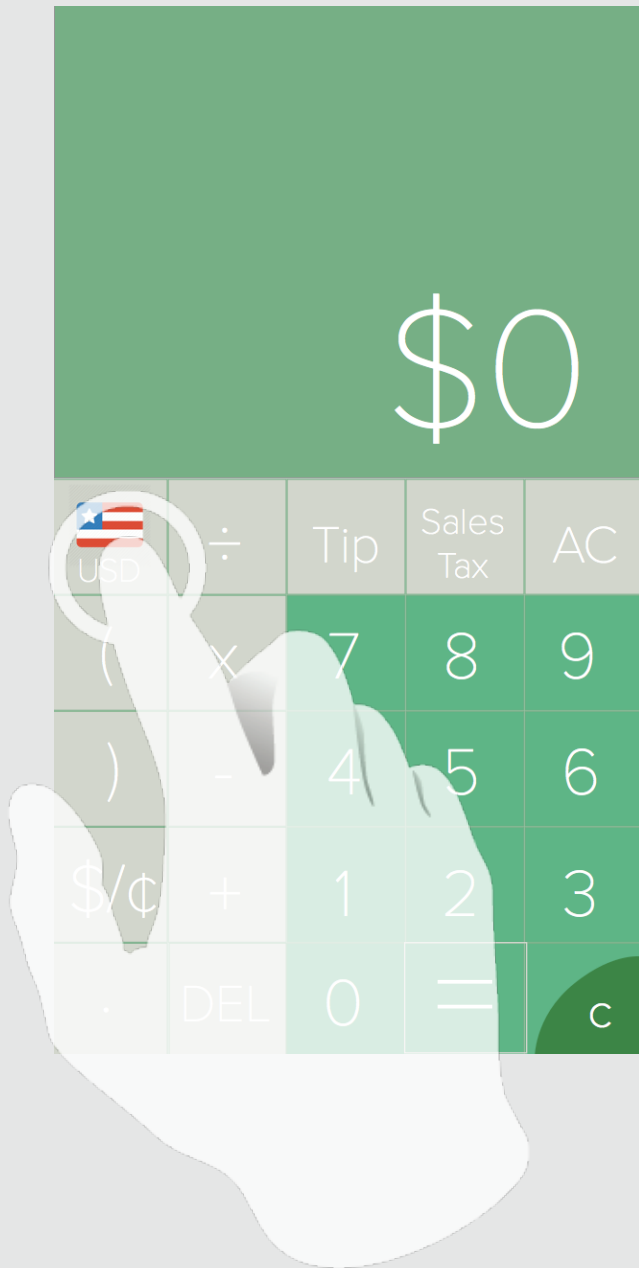
Other calculator apps, required the user to turn the phone to a landscape orientation in order to access adv. functions. The tab above gives more transparency to the advanced functions, hence, more intuitive.

Currency Caculator (Sales Tax Function)



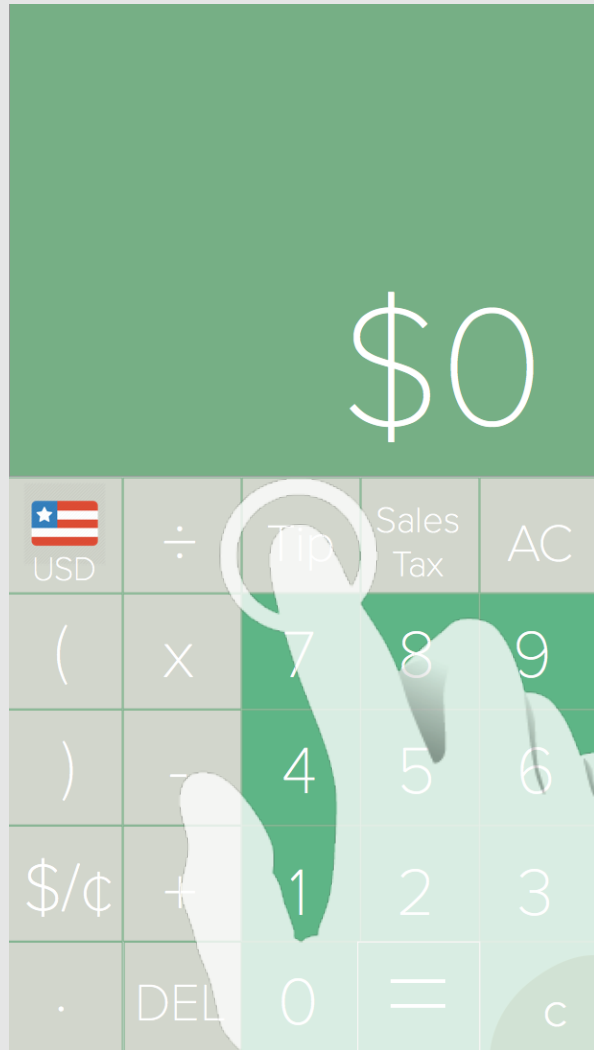
The Currency Calculator allows quicker money computations. The look of the mode is similar to the Scientific mode, however there are 3 main options presented. On the left, if the user selects the Sales Tax button, he or she can select the appropriate state to use in the computation. This is only for US Dollar computations. A state is selected by a single tap, and the user can scroll between states by swiping up or down.

Currency Caculator (Country Selector)



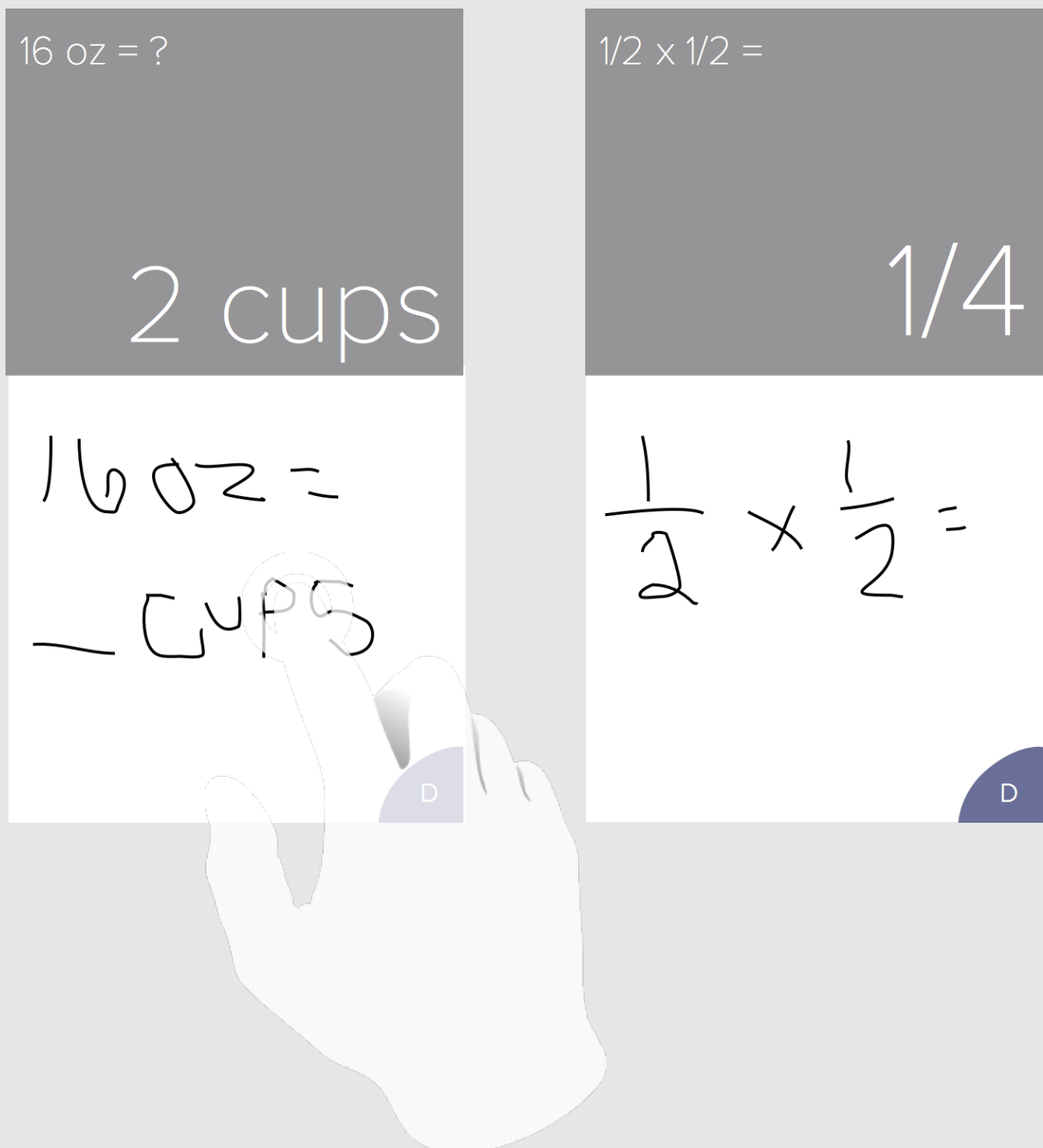
Similarly to selecting a Sales Tax, a currency type can be selected by tapping the button with the flag icon. Depending on the country selected, the flag and abbreviation will change. The user can use the slider to scroll between the various currency options. Lastly, the user will use a single tap to select the type of currency.

Currency Caculator (Tip Function)



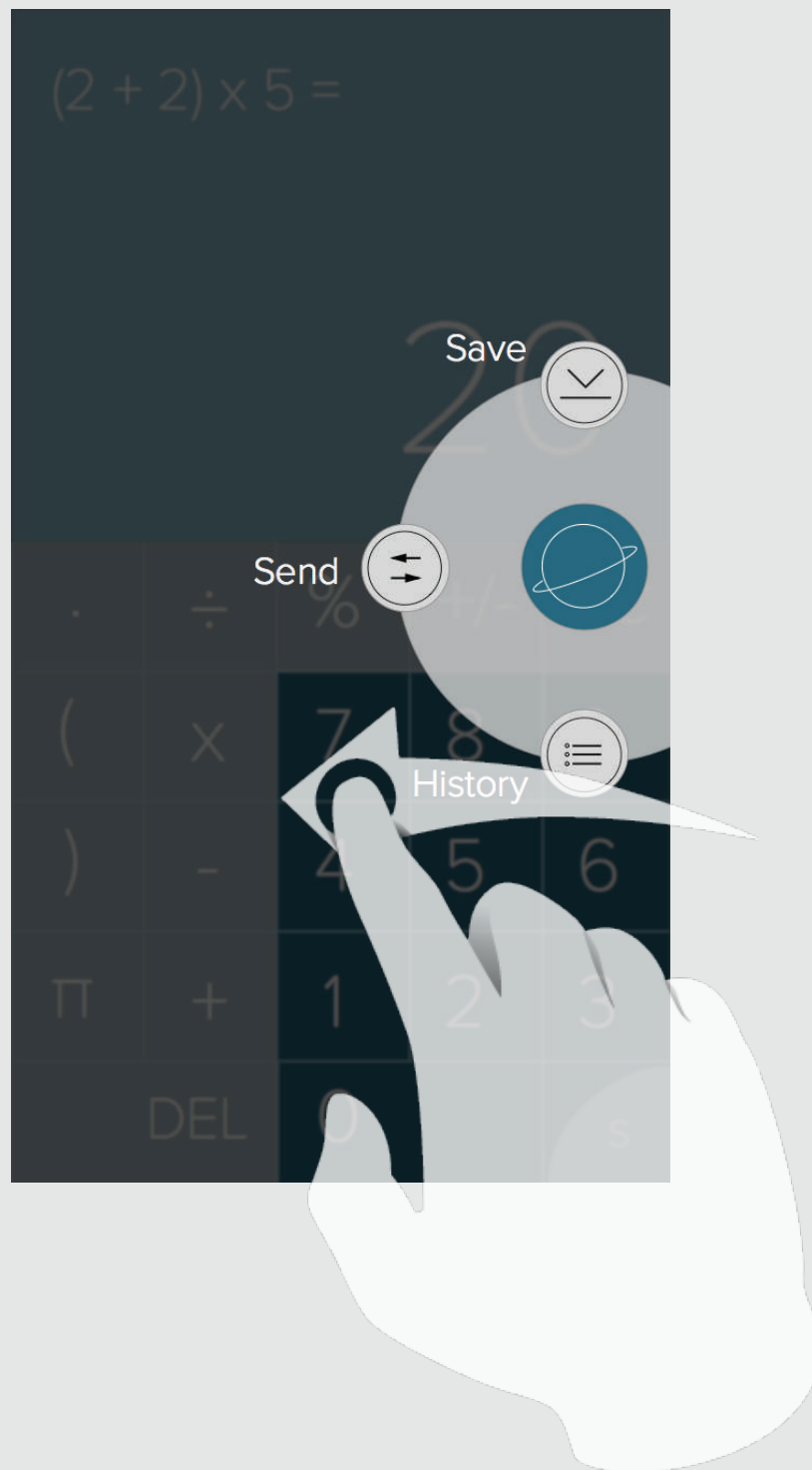
To calculate a Tip for a bill, the user can use a single tap on the Tip button, and then use the number pad to determine the percent tip that should be calculated. This function is meant to streamline calculating a tip in a way that makes more sense to the user. After the equals button is selected the Tip(15)% would show a \$3.00 beneath it.

Drawing Calculator



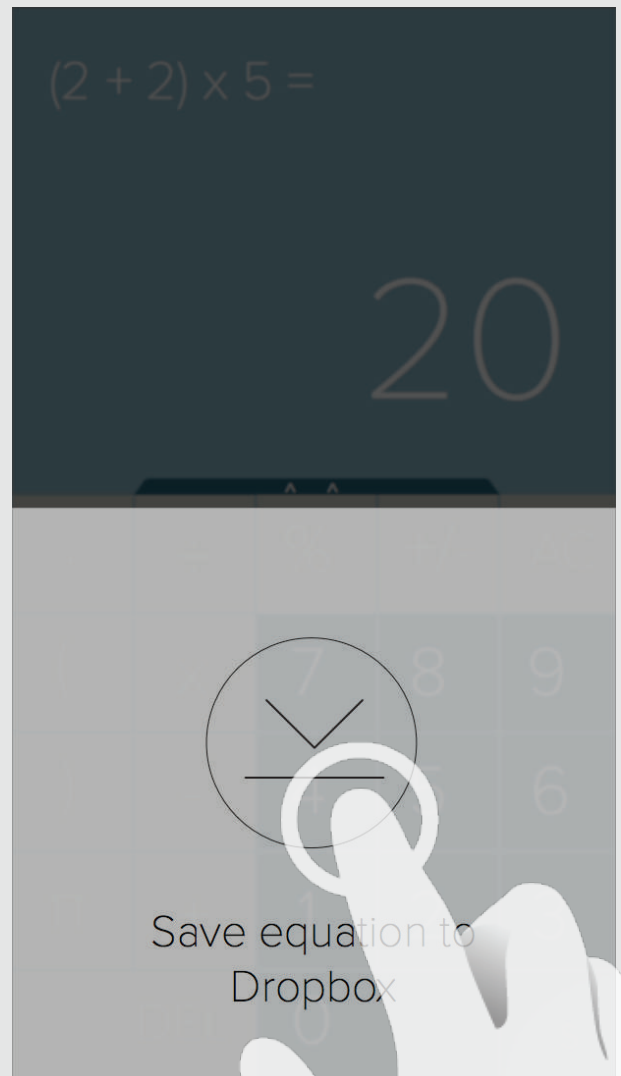
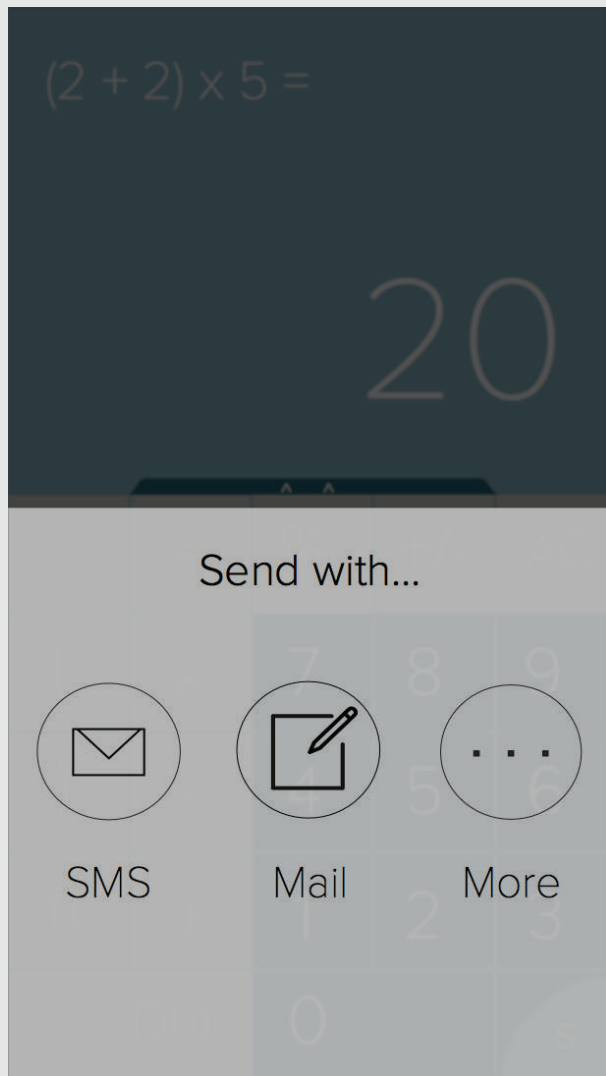
The Drawing Mode is meant for equations that are difficult to input in a calculator. Instead of worrying about correctly placing parentheses, the user can enter fractions and other equations by pressing on the whitespace and using his or her finger to draw the equation. The calculator will detect when an equals sign is drawn and then provide the answer to the user.

Bubble Bar Options



The bubble bar of additional options is hidden off the screen until it is swiped left into the screen. There the user has options to either save a computation, send a computation, or view the ticker tape history of all computations he or she has done. If no options are selected, the bubble bar can be hidden again by swiping right. When the bubble bar is active, no other buttons underneath can be activated. Bubble bar options are selected with a single tap.

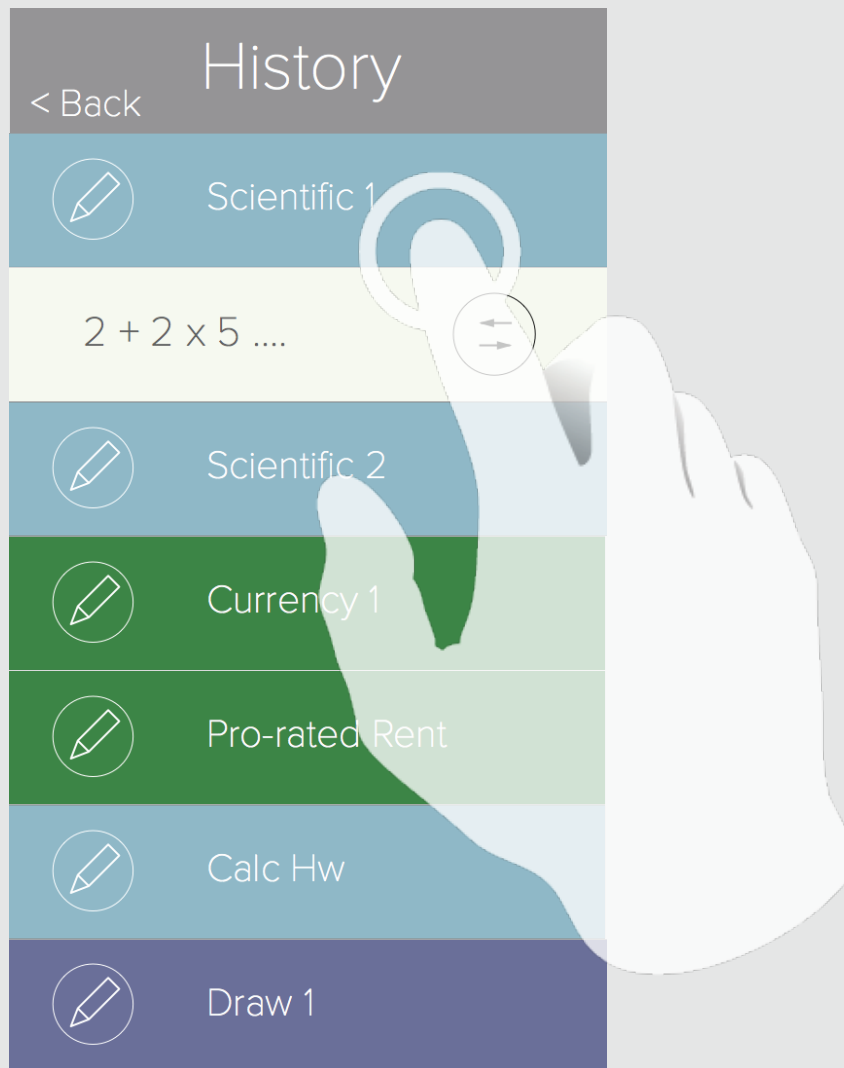
Save & Send Options



On the left is the send option for the Calculator. if 'Send' is selected, a modal slides up from the bottom with further options. From here, the user can choose to send via SMS text message, Email message, or select 'More' for additional options. Each of these buttons are selected with a single tap, and direct the user out of the application.

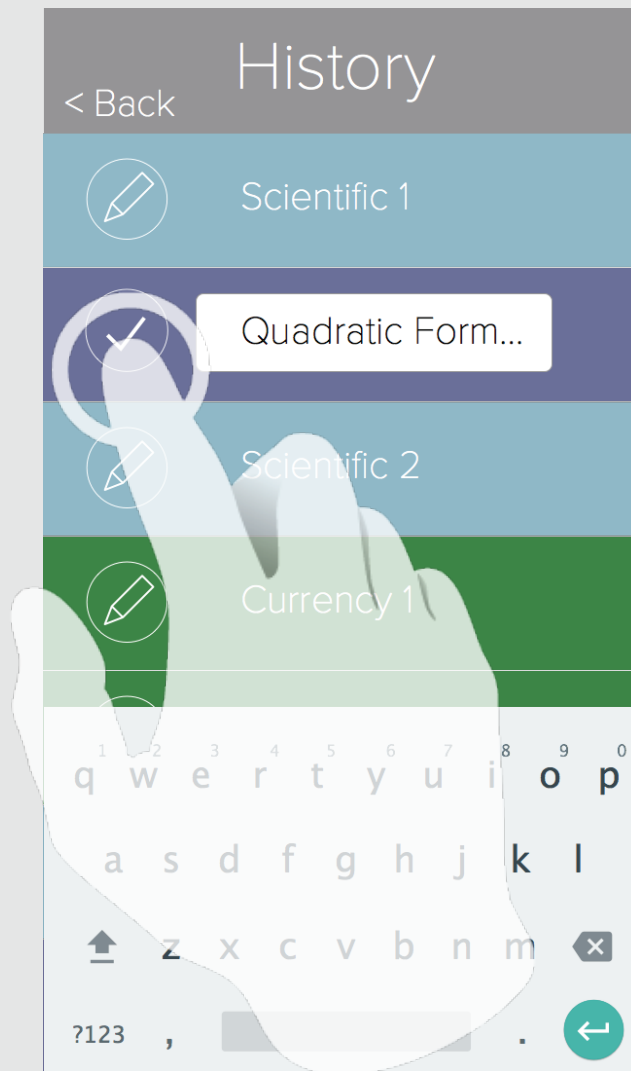
On the right is the save option. This will allow the user to save the current equation to the cloud. This button is also selected with a single tap.

History List Option (View/Send)



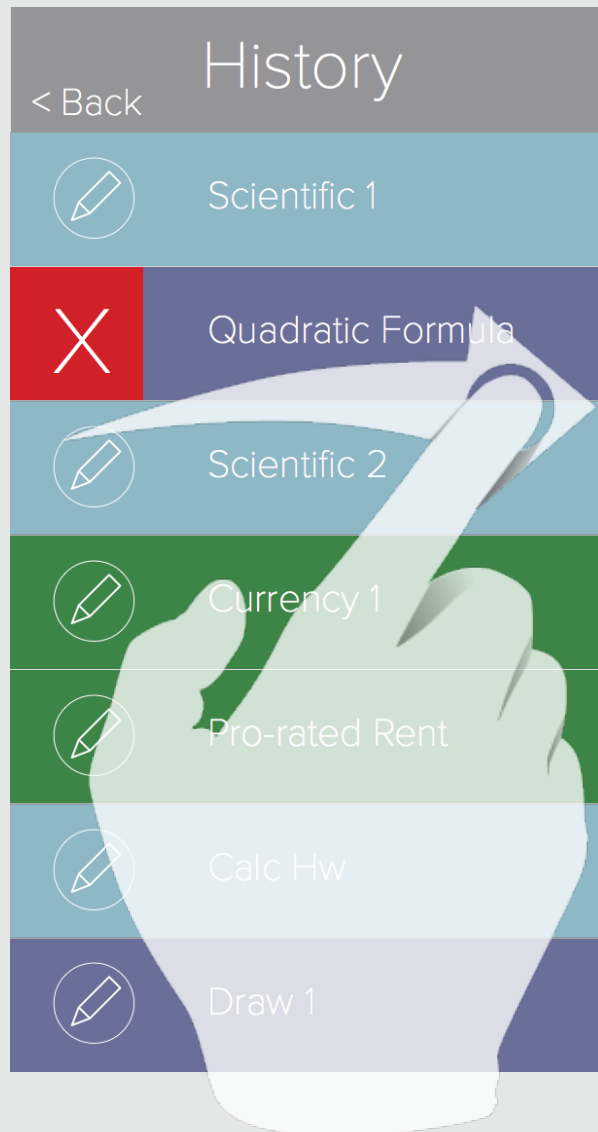
History list is the third option from the bubble bar. If the user taps on the list item, a white bar will toggle beneath it and show a preview of the equation. From here, the user can also send the equation by using a single tap on the send button. Another tap on the list item will toggle the preview shut.

History List Option (Rename)



If the user would like to change the default name of a list item, he or she can do so by using a single tap to select the pencil icon (Edit button). From here, a keyboard will slide up, and the user will be able to change the name. When the user is finished, he or she can select the checkmark button, and the list item will return to its normal state.

History List Option (Delete from list)



If the user would like to delete a list item, he or she can swipe right to unveil a red delete button. A single tap on the delete button will permanently remove the list item. Otherwise, the user can swipe left on the list item to hide the delete button. This will not interfere with the bubble bar interaction, because the bubble bar can only be accessed when in a calculator mode. To return to a calculator mode, the user can tap on the 'Back' button.