

Settings Detailed Wireframes

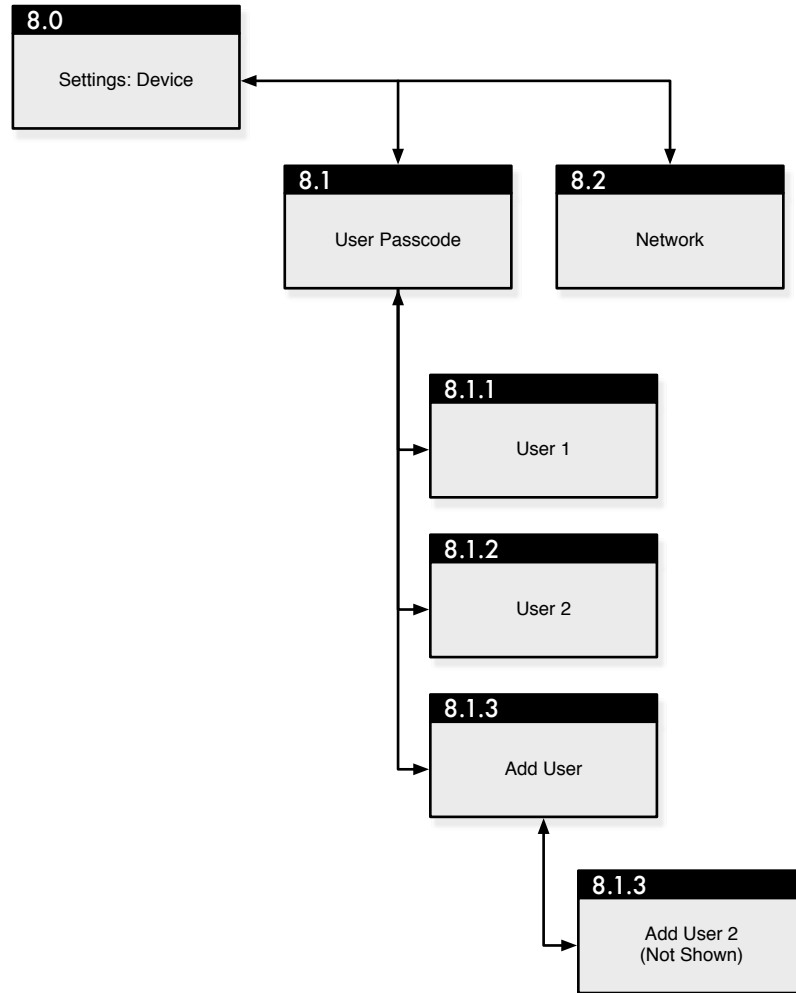
Created: Wed Feb 17 2010
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Last Modified: Fri Feb 26 2010

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Settings Section Sitemap



Page Title: Settings, Settings: 8.0 Device

Page Description:

This is the 'home' page for Settings, the default landing view when user chooses "Settings" from the dock.

How User Got Here:

The user has chosen "Settings" from the dock or, if already in Settings, has chosen "Device" from the header tabs.

Page Elements:

Header: Header consists of the Settings label and three tabs taken from the standard interface, **Device (Tab)**, **User (Tab)** and **Network (Tab)**.

Body: The body of the page is made up of a number of interactive elements that allow the user to choose the settings for their device.

System Bar: Standard Skiff System Bar at bottom.

Section Navigation Elements:

Device (Tab): On click the device displays the : Device page to the user and the **Device (Tab)** is shown as active.

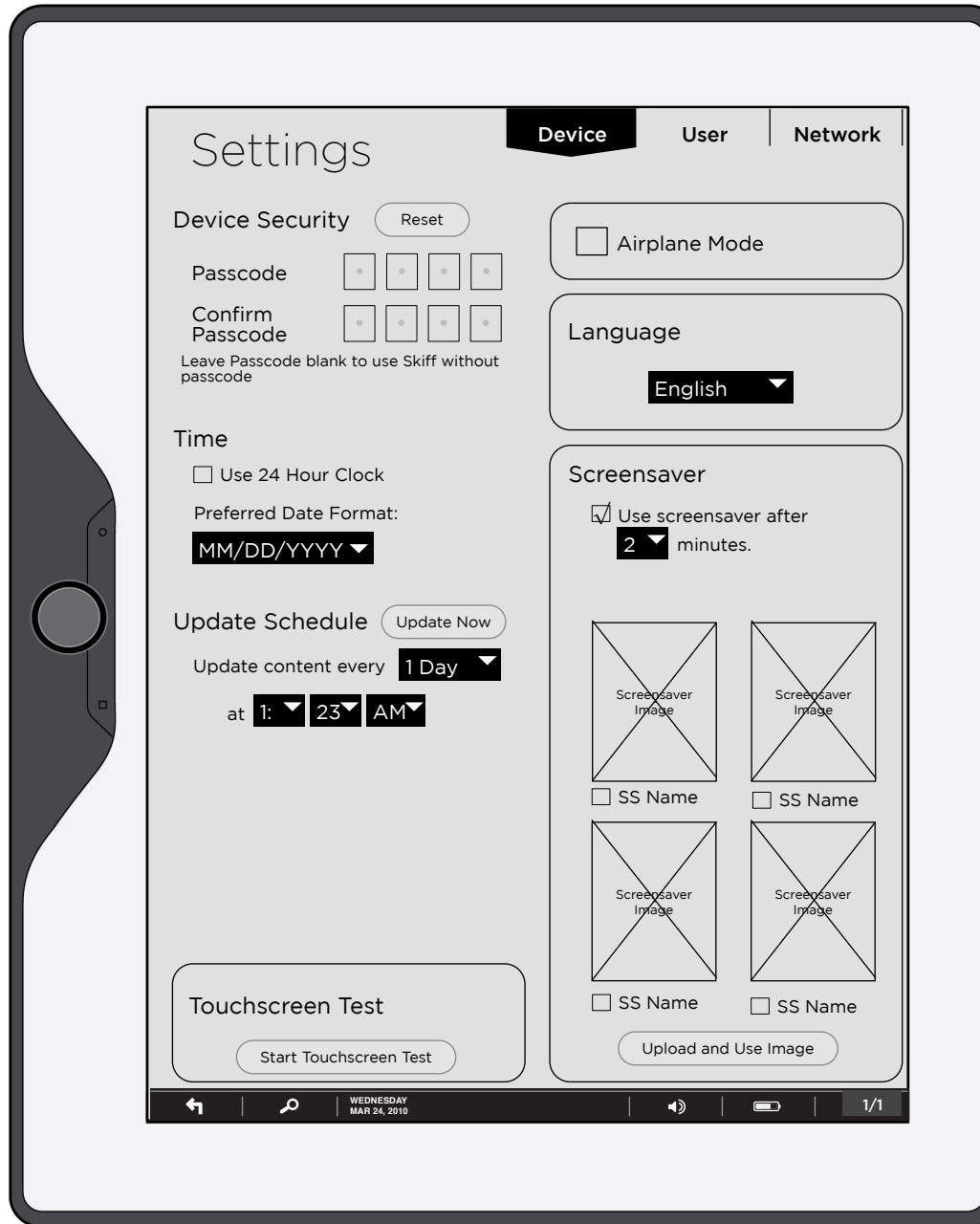
User (Tab): On click the device displays the : User Passcode page and the **User (Tab)** is shown as active.

Network (Tab): On click the device displays the : Network page and the **Network (Tab)** is shown as active.

System Responsibilities:

Passcode Match: System must ensure Passcode and Passcode Confirm match. If they do not, Passcode and Confirm Passcode are blanked and alert tells user that codes did not match.

Calendar Logic: System should disallow a date that does not exist (February 31st, for example) and automatically move date dropdown to the nearest real date in the selected month.



Page Specific Interactive Elements:

Reset (Button): On click - Passcode and Confirm Passcode are blanked and made active, allowing user to enter a new passcode. Cursor is placed in first code blank and keyboard is called.

Passcode Blanks: Not clickable. As user enters a number or letter in keyboard, device shows number or letter for 3 seconds and then changes it to a bullet. On completion of Passcode, cursor goes to Confirm Passcode.

Use 24 Hour Clock (checkbox): By default this is unchecked and 12 hour AM/PM format is used. On check the display of time is changed to a 24 hour format. In addition the Schedule Hour range is changed to 0-23

Preferred Date Format (Dropdown): Offers the user to choose various date formats to be used in annotations and in system time display. (List of possible values to follow).

Update Now (Button): On click, the system attempts to connect to the server to check for new content and to download that content if available.

Schedule Day (dropdown): On click, this menu displays a list of frequencies by day in common language, i.e. {12 hours, 1 day, 2 days, 3 days... 1 week} ranging from every 12 hours to 1 week. (This range may need to be addressable due to business constraints).

Schedule Hour, Minute Meridian (dropdowns): On click these items display the hour, minute and AM/PM when an auto update for content will be performed. Note the **Schedule Hour** can change its range of values based on the **Use 24 Hour Clock checkbox**.

Airplane Mode (Checkbox): This box is unchecked by default. On check, WiFi and 3G are both disabled. On Uncheck, WiFi and 3G return to their previous settings.

Language (Dropdown): On click this dropdown displays language choices for use in the system. (List of possible values to follow).

Use screensaver (checkbox) : on select, screensaver is engaged after {user chosen} minutes of inactivity. When deselected, screensaver is not used.

Screensaver Minutes (dropdown): ranging from 1 to 15, this sets the length in minutes of inactivity that will trigger the screensaver (and passcode lock if in use).

Touchscreen Test (Button): On click this button begins the Touchscreen / Calibration function

Page Title: Settings: 8.1 User Passcode

Page Description:

This is the User Preferences start for a multi-user Skiff. Operator must enter a passcode to continue further with this user profile. By default, on landing, user is taken to the first user on the list.

How User Got Here:

User has pressed the User (Tab) at the top right of the screen AND the user

Page Elements:

Header: Header consists of the Settings label and three tabs taken from the standard interface, **Device (Tab), User (Tab) and Network (Tab).**

Body: The body of the page is made up of a number of interactive elements that allow the user to customize their Skiff experience.

System Bar: Standard Skiff System Bar at bottom.

Section Navigation Elements:

Device (Tab): On click the device displays the : Device page to the user and the **Device (Tab)** is shown as active.

User (Tab): On click the device displays the : User Passcode page and the **User (Tab)** is shown as active.

Network (Tab): On click the device displays the : Network page and the **Network (Tab)** is shown as active.

System Responsibilities:

Passcode Acceptance: System is responsible for checking passcode on entry. If a match, user continues to page User 1. If not, an alert is given and user remains on this page and passcode is blanked.



Page Specific Interactive Elements:

User Icons (buttons): On click of each of these the information on the right is filled in with the appropriate **User Name, Email** and the passcode fields are blanked. List is in chronological order, with the first user created at the top and the last user created at the bottom.

Add User (button): On click user is taken to the Add User page.

User Passcode (fields): To edit a profile the user must enter their four digit passcode. On focus of the passcode field, the keyboard is displayed. On entry of single number or letter, the entry cursor is immediately moved to the next blank field to the right, the entered number or letter is shown in the original blank for 3 seconds in the field and then converted to a bullet.

On complete entry of all four blanks, passcode is checked against existing passcode. If it matches, user is taken to page User 1. If it does not match, passcode fields are blanked and an error message is displayed.

NOTE that if default user has employed a passcode, operators choosing "User" from the tabs lands on User Passcode. If they have no passcode, they land on User 1.

Page Title: Settings: 8.1.1 User 1

Page Description:

This is the landing page for user information once user has entered his/her passcode. On creation of a new user, the information here would be blank.

How User Got Here:

User has successfully entered a passcode for this user in page User Passcode OR has just created a new user OR has clicked user name/icon and user has not entered a passcode OR user has clicked the user tab and the default user (first in list) is not using a passcode.

Page Elements:

Header: Header consists of the Settings label and three tabs taken from the standard interface, **Device (Tab)**, **User (Tab)** and **Network (Tab)**.

Body: The body of the page is made up of a number of interactive elements that allow the user to customize their Skiff experience.

System Bar: Standard Skiff System Bar at bottom.

Section Navigation Elements:

Device (Tab): On click the device displays the : Device page to the user and the **Device (Tab)** is shown as active.

User (Tab): On click the device displays the : User Passcode page and the **User (Tab)** is shown as active.

Network (Tab): On click the device displays the : Network page and the **Network (Tab)** is shown as active.

System Responsibilities:

Email: System must check that all Email addresses are in valid format.

Passcode and Confirm Passcode: System is responsible for checking that these two field sets match on complete entry.

The wireframe shows a tablet interface for the 'Settings' application. At the top, there are three tabs: 'Device', 'User' (which is active and highlighted), and 'Network'. The main content area is divided into several sections:

- User List:** A vertical list of four user icons with names: Mary, Joe, Skeeter, and Alan. Below this list are two buttons: 'Add User' and 'Delete This User'.
- User Settings:** A section for configuring a user. It includes fields for 'User Name' (containing 'Joe') and 'Email' (containing 'Joe@schmoe.com'). Below these are four passcode input fields, a 'Reset' button, and a 'Confirm Passcode' field. A note below reads: 'Leave Passcode blank to use Skiff without passcode'.
- Skiff Store Settings:** A section for store settings. It includes fields for 'Email' (containing 'Joe@schmoe.com') and 'Password' (masked with dots). A note below reads: 'Leave Password blank to require password at time of purchase'.
- Link Other Accounts:** A section for linking external accounts. It contains two sub-sections: 'Facebook' and 'Reddit'. Each sub-section has fields for 'Email' and 'Password'. The Facebook 'Email' field contains 'Joe@schmoe.com'. A note below reads: 'Leave Password blank to require password at each use'.

At the bottom of the screen is a system bar with icons for back, search, date and time (WEDNESDAY MAR 24, 2010), volume, battery, and page number (1 / 2).

Page Specific Interactive Elements:

User Icons (buttons): On click of each of these the information on the right is filled in with the appropriate **User Name**, **Email** and the passcode fields are blanked. List is in chronological order, with the first user created at the top and the last user created at the bottom.

Add User (button): On click user is taken to the Add User page.

Delete User (button): On click a dialog box is revealed that asks user if they are sure they want to delete this user. If yes, then user is deleted, if no, then dialog is dismissed.

User Name (field): On focus (click or tab into) keyboard is displayed.

Email (field): On focus, keyboard is displayed.

Passcode, Confirm Passcode (fields): On focus, keyboard is displayed. On entry of single number or letter, the entry cursor is immediately moved to the next blank field to the right, the entered number or letter is shown in the original blank for 3 seconds in the field and then converted to a bullet.

On completion of both the Passcode and Confirm Passcode, system checks that the two entered passcodes match. If they match, passcode is changed to the new sequence. If they do not match, Passcode and Confirm Passcode fields are blanked and an alert message that they did not match is displayed.

Skiff Store Settings:

Email (field): on focus, keyboard is displayed.
Password (field) : on focus keyboard is displayed. As user enters letters or numbers they are shown for 3 seconds and then converted to bullets.

Link Other Accounts:

Email or Username: On focus, keyboard is displayed. If specified as an email address, system must check that entered string is in proper email format on loss of focus.

Password (fields) : on focus keyboard is displayed. As user enters letters or numbers they are shown for 3 seconds and then converted to bullets.

Pagination: pagination images are graphic only and do not respond to click, focus etc.

Page Title: Settings: 8.1.2 User 2

Page Description:

This is the second page of user settings.

How User Got Here:

User has flipped from page one of user settings to this page.

Page Elements:

Header: Header consists of the Settings label and three tabs taken from the standard interface, **Device (Tab)**, **User (Tab)** and **Network (Tab)**.

Body: The body of the page is made up of a number of interactive elements that allow the user to customize their Skiff experience.

System Bar: Standard Skiff System Bar at bottom.

Section Navigation Elements:

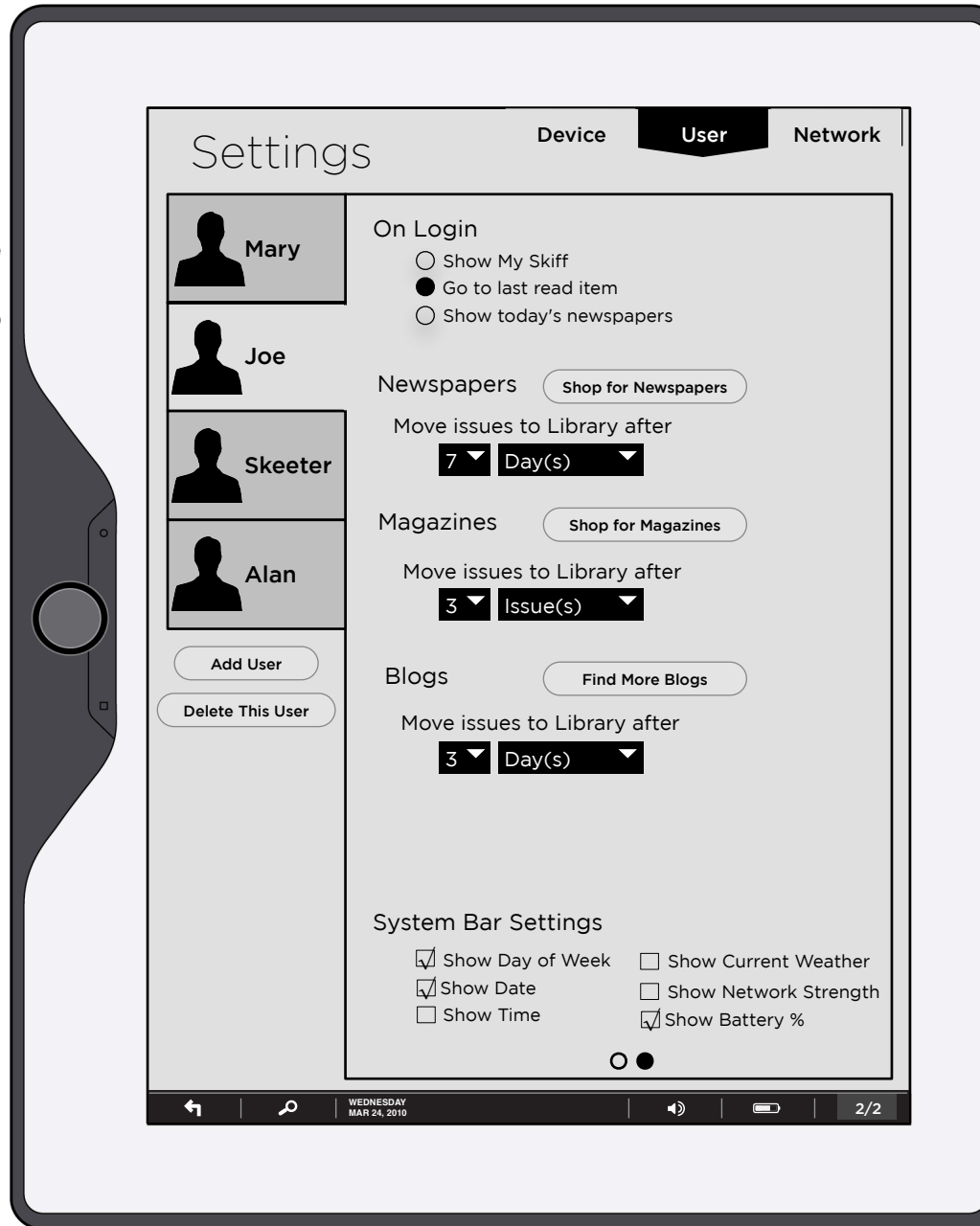
Device (Tab): On click the device displays the : Device page to the user and the **Device (Tab)** is shown as active.

User (Tab): On click the device displays the : User Passcode page and the **User (Tab)** is shown as active.

Network (Tab): On click the device displays the : Network page and the **Network (Tab)** is shown as active.

System Responsibilities:

None.



Page Specific Interactive Elements:

User Icons (buttons): On click of each of these the information on the right is filled in with the appropriate **User Name**, **Email** and the passcode fields are blanked. List is in chronological order, with the first user created at the top and the last user created at the bottom.

NOTE on click of user icon, screen refreshes to that user's page User Passcode or User 1, not to User 2

Add User (button): On click user is taken to the Add User page.

Delete User (button): On click a dialog box is revealed that asks user if they are sure they want to delete this user. If yes, then user is deleted, if no, then dialog is dismissed.

On Login (radio set): This section determines where user is taken on login. If Show My Skiff is chosen, user is immediately taken to that page. If 'last read item' is chosen, user is taken to the last page of the item they were reading when logged out. If 'today's newspapers' is chosen, user is shown the Reading pane of Newspapers section.

Default value is "Go to last read item"

Newspapers:

Shop for Newspapers (button): links to the Store: Newspaper section.

Number (dropdown): This dropdown runs from 1 to 7.

Week (dropdown): This dropdown lets user change the term used for when Newspaper issues are sent to the library. Options include Days(s) and Issue(s). Default is 7 Day(s).

Magazines:

Shop for Magazines (button): links to the Store: Magazines section.

Number (dropdown): This dropdown runs from 1 to 7.

Week (dropdown): This dropdown lets user change the term used for when magazine issues are sent to the library. Options include Days(s), Week(s) and Issue(s). Default is 3 Issue(s).

Find More Blogs (button): links to the Store: Blogs section.

Number (dropdown): This dropdown runs from 1 to 4.

Week (dropdown): This dropdown lets user change the term used for when Blog postings are sent to the library. Options include Days(s) and Posting(s). Default is 3 Day(s)

System Bar Settings (Checkbox): User can select/deselect items that will appear/not appear on the system bar at the bottom of the screen. As each item is selected/deselected the appropriate icon/data shall be displayed in the system bar.

Page Title: Settings: 8.1.3 Add User 1

Page Description:

This page is how the user can create a new user. User's are listed by short name (first name) on the left with an icon. User's are listed in creation date/time order.

How User Got Here:

User has pressed on the "Add User" button.

Page Elements:

Header: Header consists of the Settings label and three tabs taken from the standard interface, **Device (Tab)**, **User (Tab)** and **Network (Tab)**.

Body: The body of the page is made up of a number of interactive elements that allow the user to customize their Skiff experience.

System Bar: Standard Skiff System Bar at bottom.

Section Navigation Elements:

Device (Tab): On click the device displays the : Device page to the user and the **Device (Tab)** is shown as active.

User (Tab): On click the device displays the : User Passcode page and the User (Tab) is shown as active.

Network (Tab): On click the device displays the : Network page and the **Network (Tab)** is shown as active.

System Responsibilities:

Unique User: System must check that each user is unique on this device. In the event of duplicate first names (used as short names), the second and following identical short names will have a number added to his her short name (so the second Joe to sign up becomes Joe2).

Email: System must check that all Email addresses are in valid format.

Passcode and Confirm Passcode: System is responsible for checking that these two field sets match on complete entry.

The wireframe shows a mobile device screen with a 'Settings' app. At the top, there are three tabs: 'Device', 'User' (which is selected and highlighted), and 'Network'. The main content area is divided into two columns. The left column contains a list of users, each with a silhouette icon and a name: 'Mary', 'Joe', 'Skeeter', 'Alan', and 'New User'. Below this list are two buttons: 'Add User' and 'Delete User'. The right column contains the 'User Settings' form. It has a title 'User Settings' and several input fields: 'User Name' (pre-filled with 'New User'), 'Email', 'Passcode' (four empty boxes), and 'Confirm' (four empty boxes). A 'Reset' button is next to the confirm field. Below the passcode fields is a note: 'Leave Passcode blank to use Skiff without passcode'. Underneath is the 'Skiff Store Settings' section with 'Email' and 'Password' fields, and a note: 'Leave Password blank to require password at time of purchase'. The next section is 'Link Other Accounts' with a note: 'Leave Password blank to require password at each use'. It contains two sub-sections: 'Facebook' with 'Email' and 'Password' fields, and 'Reddit' with 'Username' and 'Password' fields. At the bottom of the screen is a system bar with a back arrow, a search icon, the date 'WEDNESDAY MAR 24, 2010', a volume icon, a battery icon, and the page indicator '1 / 2'.

Page Specific Interactive Elements:

All: This page and the subsequent user page function identically to the User 1 and User 2 pages except that the information is blank with the exception being that the **User Name (field)** is initially populated with "New User"

Page Title: Settings: 8.2 Network

Page Description:

This is the Network settings page.

How User Got Here:

User has clicked on the Network tab in the section navigation.

Page Elements:

Header: Header consists of the Settings label and three tabs taken from the standard interface, **Device (Tab)**, **User (Tab)** and **Network (Tab)**.

Body: The body of the page is made up of a number of interactive elements that allow the user to customize their Skiff experience.

System Bar: Standard Skiff System Bar at bottom.

Section Navigation Elements:

Device (Tab): On click the device displays the : Device page to the user and the **Device (Tab)** is shown as active.

User (Tab): On click the device displays the : User Passcode page and the User (Tab) is shown as active.

Network (Tab): On click the device displays the : Network page and the **Network (Tab)** is shown as active.

System Responsibilities:

Status: The system must keep track of the current IP address (if any) and the status of the 3G network.



Page Specific Interactive Elements:

Network Names (buttons): On click of network name, if the network does not require a password then it is joined.

If the network requires a password, a dialog box asking for security protocol (WEP, WPA, WPA2) with a field for the password is presented.

On successfully joining a network, the network that is joined gets a check mark next to its name.

Automatically join known networks (checkbox): On selection of this item (selected by default) any network that this device has already joined is joined automatically when in range. If more than one known network is available, the network with a higher signal strength is joined.

Disable WiFi (Button)/ Enable WiFi (Button): On click of this button, WiFi is disabled. If WiFi is disabled, this button changes its label to "Enable WiFi". On click of "Enable WiFi" the WiFi service is enabled.

Disable 3G (Button)/ Enable 3G (Button): On click of this button, 3G service is disabled. If 3G is disabled, this button changes its label to "Enable 3G". On click of "Enable 3G" the 3G service is enabled.