A Native Mobile Application

Modification Date: **10/12/2013**
Creator:

Description:
Version History:
Stakeholders:

Development Team:

Overview

Business Motive

Nightlifers miss the opportunity to meet others with similar interests at venues and venues have the opportunity to create real-time relationships with their customers.

Goals

The primary objectives and intent of the TAPin project, including success metrics, are to:

- Intrigue people to create new friends in public places and expand their “in-person” social network.
- Allow a spot’s TAPin guests to become TAPin friends. In that situation, provide interactive capabilities to allow people to quickly and anonymously mature the relationship to ultimately meet each other.
- Expose venues to the opportunity of learning and interacting with their TAPin guests. Expanding on the concept of club member models for retail stores

Users

Users of the product or service, listed as segments, demographic and user roles:

Segments

- young adults (21-29)
- Night Life Audience (nightlifers)
- NYC location or other major cities

Roles

- Unregistered
- Registered

Validation of target segments still TBD. Segmentation information to be driven by the profile analysis of user base.

User Benefits

The overall value and concrete benefits a user will have when using the TAPin Mobile app:

- Drive in-person social networks through via digital interactions
- Meet people with common interests in real-time
- Future: Discover new people and places within their area

Designing the Experience

Summary

The TAPin experience reflected in this document as well as other artifacts reflects the goals of the stakeholders. However, adjustements, additionals and amendments may be necessary once the development team have reviewed it. The level of those are to be determined but should not change the brand integrity and experiential goals and objectives set forth.

The following pages in this document will provide a wealth of displays to express a mulititude of various states of UI elements. Additionally the functional specifications are provided to clarify user objectives, how the user interacts with the system and how the system responds to the user. It does not specify how the system should process and perform from a back-end perspective.

The Process

Here's a reflection of the design process for the development of the TAPin app:

- Project Canvas Definition
- Competitive Research
- Screen Flows: current
- Sitemap: Current and new
- Prototype
- Design Composites
- Functional Specifications

Design Goals

The primary objectives and intent of the design strategy are to engagingly drive:

- *Social: At every corner of the app there's a continuous opportunity to be socially engaged or aware*
- *Fun:* The choices in voice, colors and form provide a vibrantly engaging experience.
- *Ease of Use:* Information is organized and consolidated in a flattened manner to provide ease of navigational access and expedite use.

Optimization

The design has been primarily optimized for:

iPhone 5

- iOS6 optimized
- iOS7 adaptive

The design can also be adapted for:

Andriod

- Jelly Bean
- KitKat

The Prototype

A prototype has been developed prior to design to reveal design and user experience opportunities and rationalize the approach. As you will notice the prototype provides a general use case understanding. It does not represent what the final product should be. However:

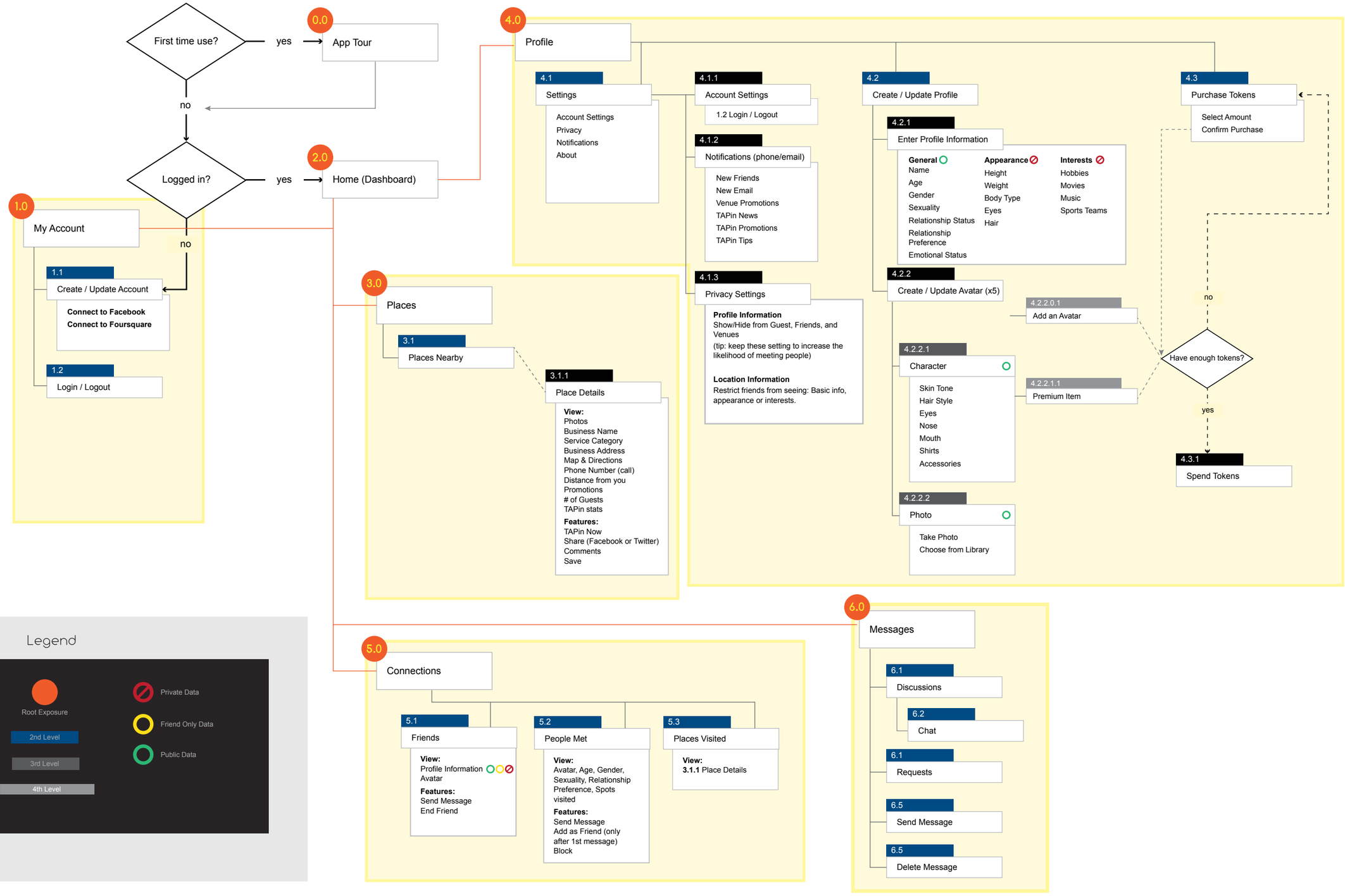
- There are more screens in the prototype then in this document
- The prototype provides a strong understanding of flow between screens
- The prototype combined with document should provide a holistic understanding of the experience

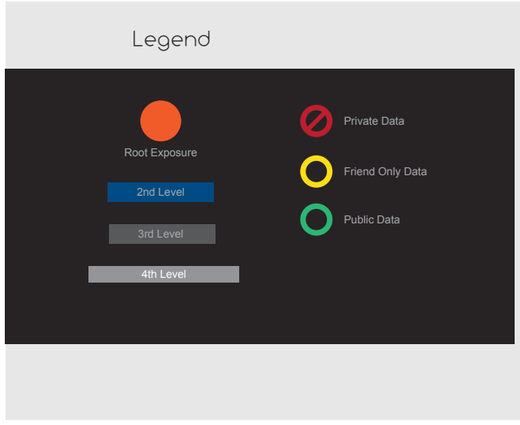
View the prototype

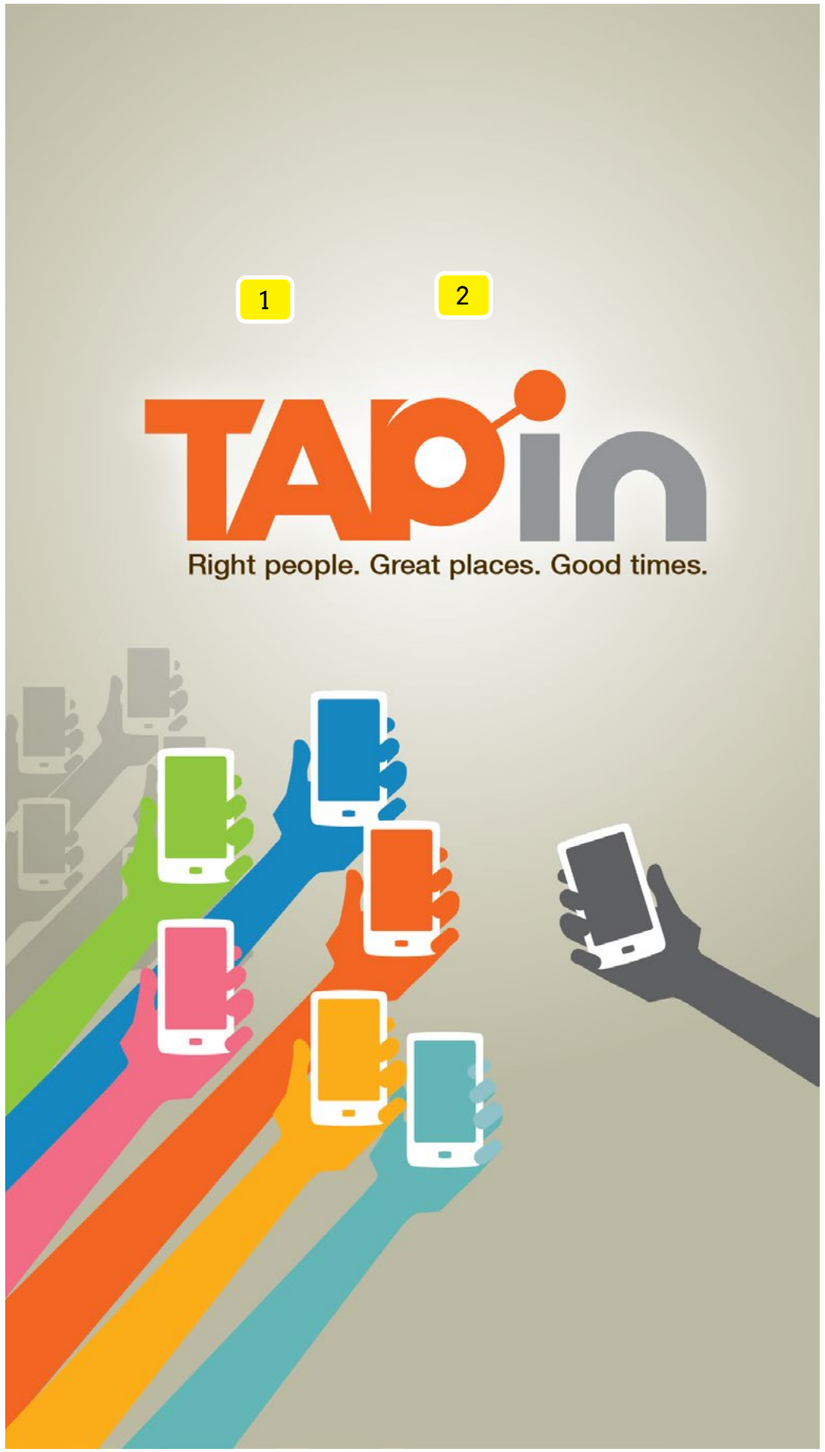
http://www.justinmind.com/usernote/tests/10915279/10915303/11036265/index.html

password: `iIokyn4e!`

The Sitemap


First time use?
yes
0.0
App Tour
no
Logged in?
yes
2.0
Home (Dashboard)
1.0
My Account
no
1.1
Create / Update Account
Connect to Facebook
Connect to Foursquare
1.2
Login / Logout
3.0
Places
3.1
Places Nearby
3.1.1
Place Details
View:
Photos
Business Name
Service Category
Business Address
Map & Directions
Phone Number (call)
Distance from you
Promotions
# of Guests
TAPin stats
Features:
TAPin Now
Share (Facebook or Twitter)
Comments
Save
4.0
Profile
4.1
Settings
Account Settings
Privacy
Notifications
About
4.1.1
Account Settings
1.2 Login / Logout
4.1.2
Notifications (phone/email)
New Friends
New Email
Venue Promotions
TAPin News
TAPin Promotions
TAPin Tips
4.1.3
Privacy Settings
Profile Information
Show/Hide from Guest, Friends, and Venues
(tip: keep these setting to increase the likelihood of meeting people)
Location Information
Restrict friends from seeing: Basic info, appearance or interests.
4.2
Create / Update Profile
4.2.1
Enter Profile Information
General
Name
Age
Gender
Sexuality
Relationship Status
Relationship Preference
Emotional Status
Appearance
Height
Weight
Body Type
Eyes
Hair
Interests
Hobbies
Movies
Music
Sports Teams
4.2.2
Create / Update Avatar (x5)
4.2.2.0.1
Add an Avatar
4.2.2.1
Character
Skin Tone
Hair Style
Eyes
Nose
Mouth
Shirts
Accessories
4.2.2.1.1
Premium Item
4.2.2.2
Photo
Take Photo
Choose from Library
4.3
Purchase Tokens
Select Amount
Confirm Purchase
no
Have enough tokens?
yes
4.3.1
Spend Tokens
5.0
Connections
5.1
Friends
View:
Profile Information
Avatar
Features:
Send Message
End Friend
5.2
People Met
View:
Avatar, Age, Gender, Sexuality, Relationship Preference, Spots visited
Features:
Send Message
Add as Friend (only after 1st message)
Block
5.3
Places Visited
View:
3.1.1 Place Details
6.0
Messages
6.1
Discussions
6.2
Chat
6.1
Requests
6.5
Send Message
6.5
Delete Message


Legend
Root Exposure
2nd Level
3rd Level
4th Level
Private Data
Friend Only Data
Public Data



Specifications

Objectives

To quickly and clearly express the TAPin brand and application use.

Interactions

1	ON APPLICATION START, IF first install or application update there is an animation build where each vibrant colored hand on the left slides in from the left, background hands slide in from the left while the dark gray hand slides in from the right, and lastly the logo and tagline fade into place. ELSE GO TO LOGIN SCREEN
2	ON PAGE UNLOAD the hands repeat the step 1 animation build in reverse leaving the logo and tagline in place.

Similar Displays

1.2	Login

	NODE	CATEGORY NAME	PAGE NAME	PAGE TYPE
6	**0**	N/A	Initialization	Custom

Specifications

Objectives

Utilize pre-existing social platforms' APIs to streamline account setup and expand TAPin's user adoption.

Please reference the prototype link and Facebook and Foursquare's API documentation.

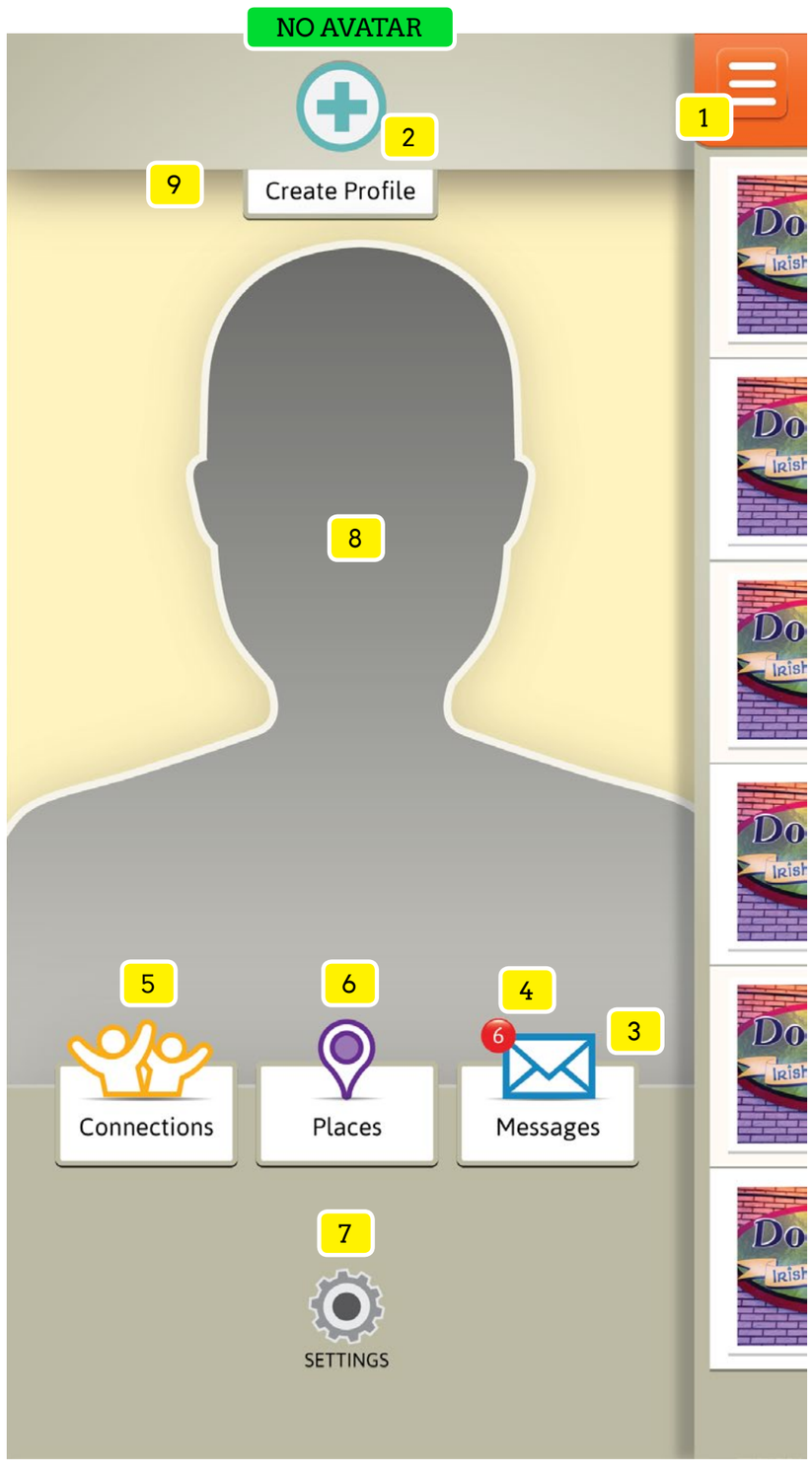
Interactions

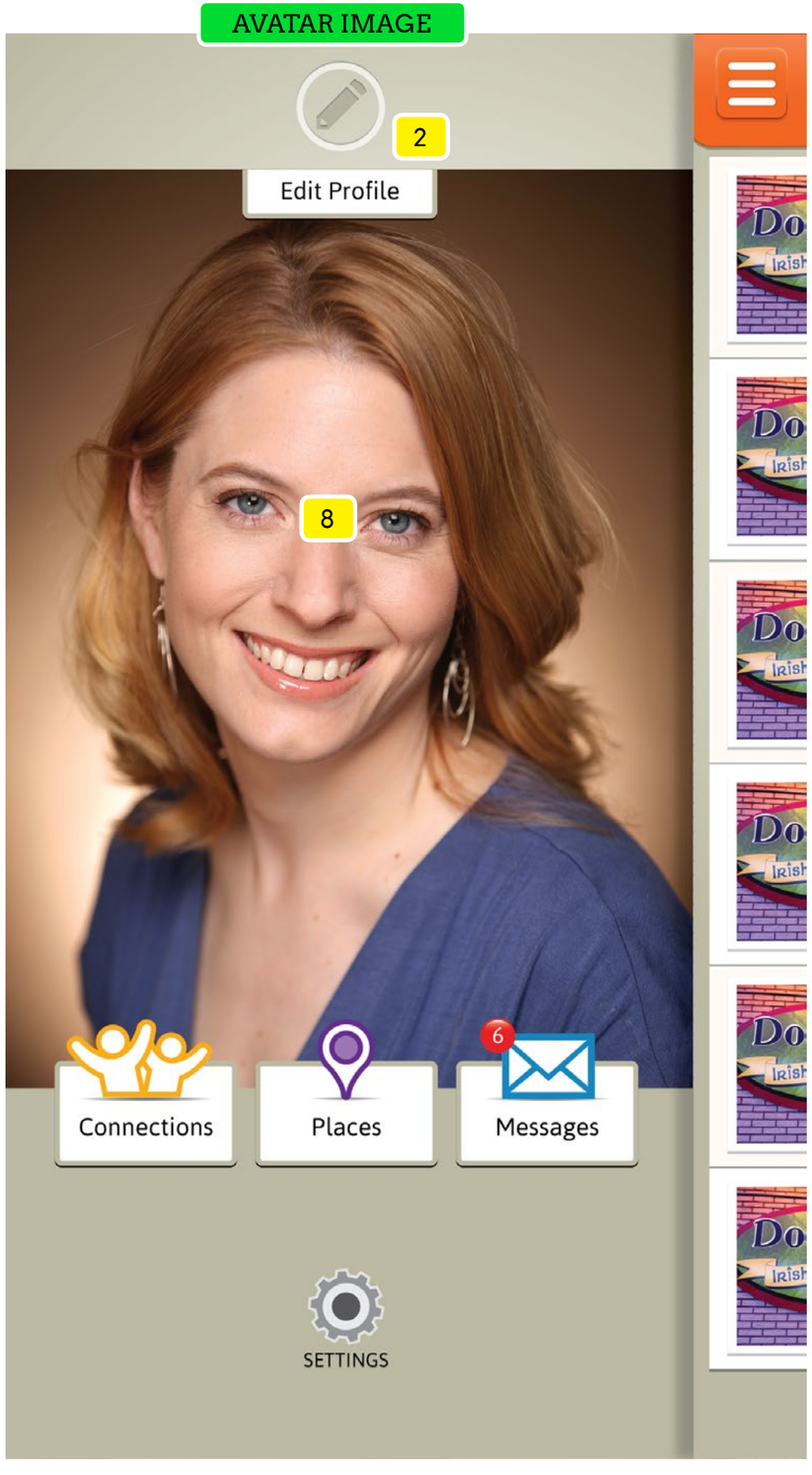
1	ON TAP goes to Facebook Attestation
2	ON TAP goes to Foursquare Attestation

Similar Displays

0	Initialization

	NODE	CATEGORY NAME	PAGE NAME	PAGE TYPE
7	**1.2**	My Account	Login	Custom





Specifications

Objectives

Gain broad activity view into key areas of the app to understand where to take action.

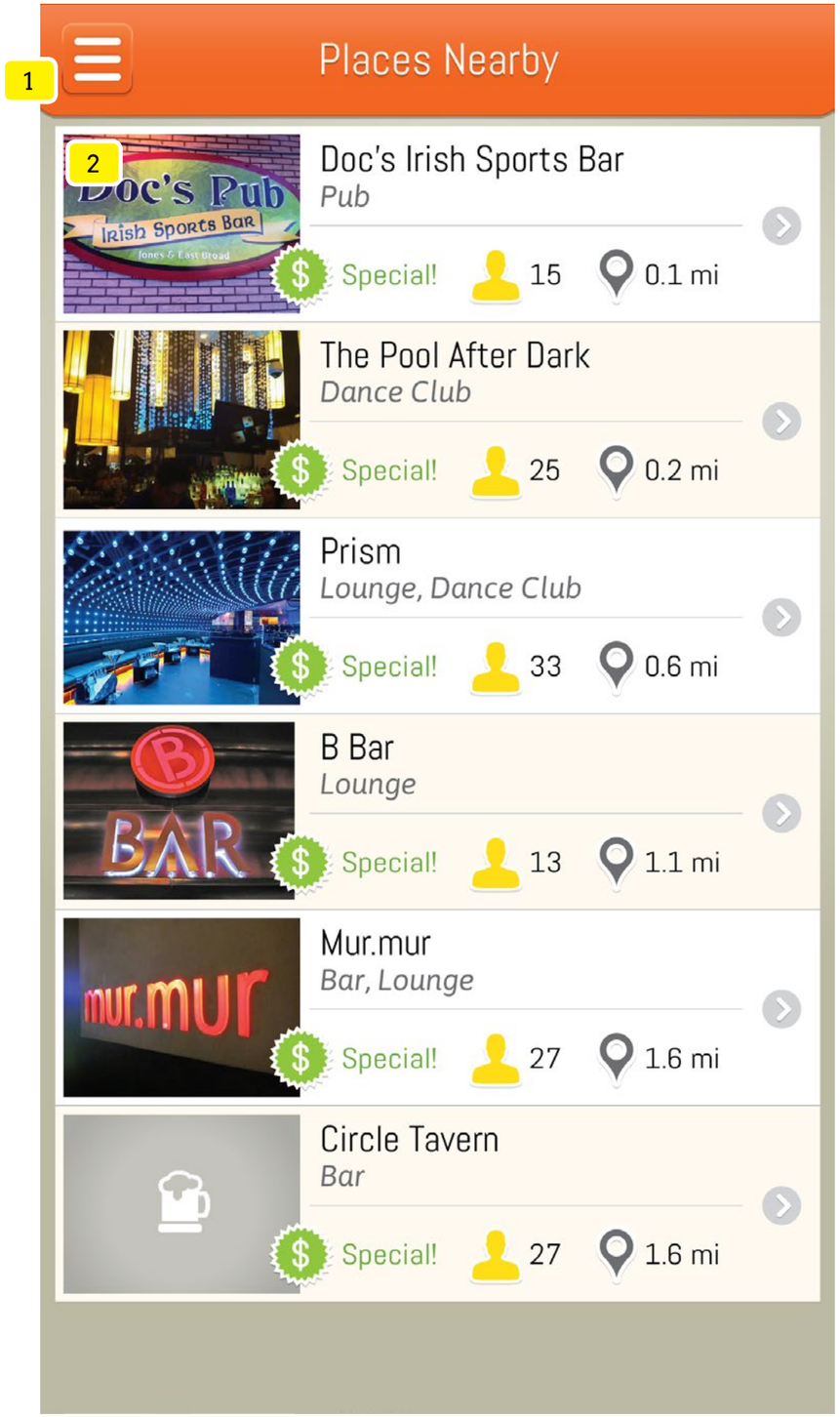
Interactions

1	ON TAP of drawer icon slides the foreground screen to the left side of screen.
2	ON PAGE LOAD IF the user has a profile created show the Edit icon ELSE show the Create icon. ON TAP goes to Create / Edit Profile page
3	ON TAP goes to Messages page
4	ON PAGE LOAD badge icon only appear if there's 1 or more unread messages. The numeric value of unread messages appears within the badge circular area
5	ON TAP goes to Connections
6	ON TAP goes to Places
7	ON TAP goes to Settings
8	ON PAGE LOAD show profile avatar (image or character). ON TAP goes to Create / Edit Profile page

Related Screens

4.2	Create / Edit Profile
6.0	Messages
5.0	Connections
3.1	Places Nearby
4.1	Settings

	NODE	CATEGORY NAME	PAGE NAME	PAGE TYPE
8	**2.0**	HOME	Home	Hub / Dashboard



Specifications

Objectives

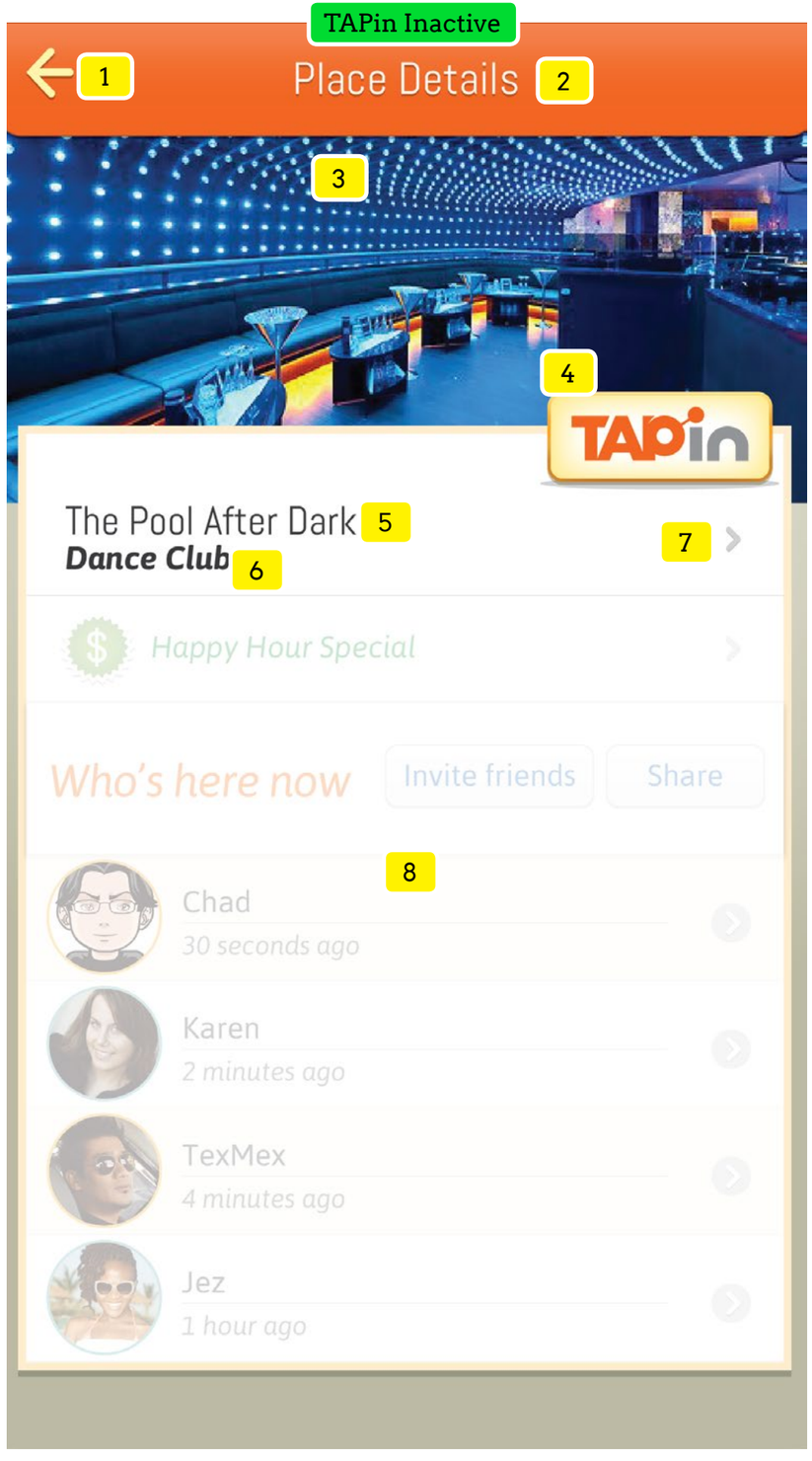
Quickly see nightlife venues nearby and explore the people there.

Interactions

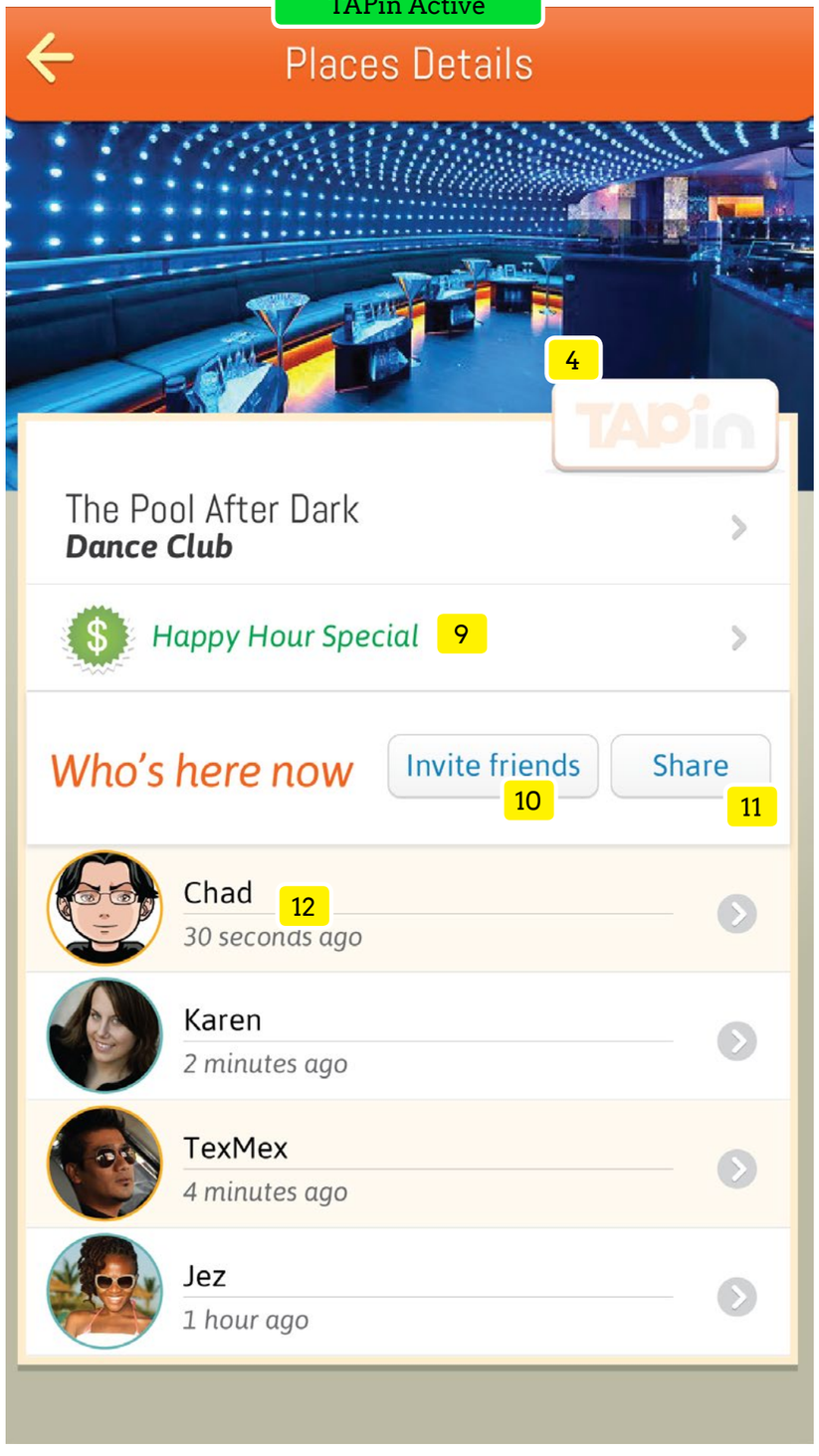
1	ON TAP of drawer icon slides the entire screen to the right of screen -40px to reveal the HOME screen.
2	ON PAGE LOAD incrementally shows 15 places SORTED by distance within a 1, 5, 10, 15+ mile radius. IF the venue has an uploaded image it wil appear ELSE a default icon graphic will appear. IF the venue has a promotion the promotion icon will appear. IF the venue has 0 or more guest the guest icon will appear with the numeric value. ON SWIPE UP scrolls the list items only. The header remains at a fixed position. WHEN the 10x list item enters the screen an additional 10 items load ON TAP of each place's container goes to Place Details

Similar Displays

TAPin Inactive



TAPin Active



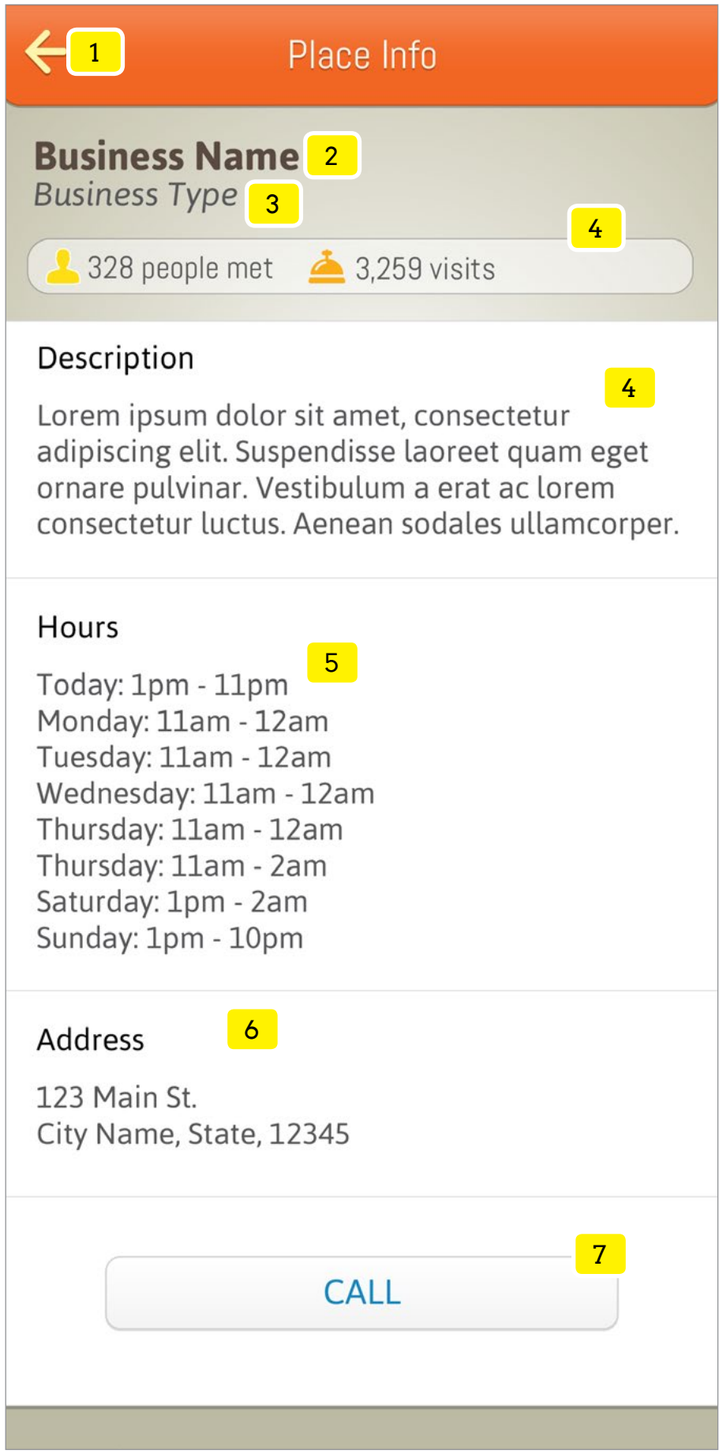
Specifications

Objectives

Gain broad view of activities within a venue. User must TAPin to take advantage of premium info.

Interactions

1	ON TAP goes to previous screen.
2	ON PAGE LOAD LABEL reflects venue name with elipse truncation as needed (. . .)
3	ON PAGE LOAD reveals default icon or image uploaded by venue
4	ON PAGE LOAD IF TAPin inactive, button will appear with 0% transparency, ELSE will appear with 20% transparency. ON TAP, IF TAPin Inactive, changes page state to TAPin Active
5	ON PAGE LOAD show venue name
6	ON PAGE LOAD show venue type
7	ON TAP goes to Place Info screen
8	ON PAGE LOAD, IF TAPin Inactive all elements reflected will appear with 20% transparency, ELSE, will appear with 0% transparency
9	ON PAGE LOAD, IF there's no promotion collapse this area, ELSE show promotion icon, and show promotion title provided by venue. ON TAP go to Place Promotion screen
10	ON TAP go to Invite Friends screen
11	ON TAP show Lightbox: Sharing
12	ON PAGE LOAD show avatar (image, character or default), name, and elapsed time from TAPin (in seconds, minutes, hours, days, months, or actual date. Items are SORTED from most to least recent TAPin. ON SWIPE UP scrolls all page items. The header remains at a fixed position. WHEN the 10x list item enters the screen an additional 10 items load ON TAP go to Person Met screen view



Specifications

Objectives

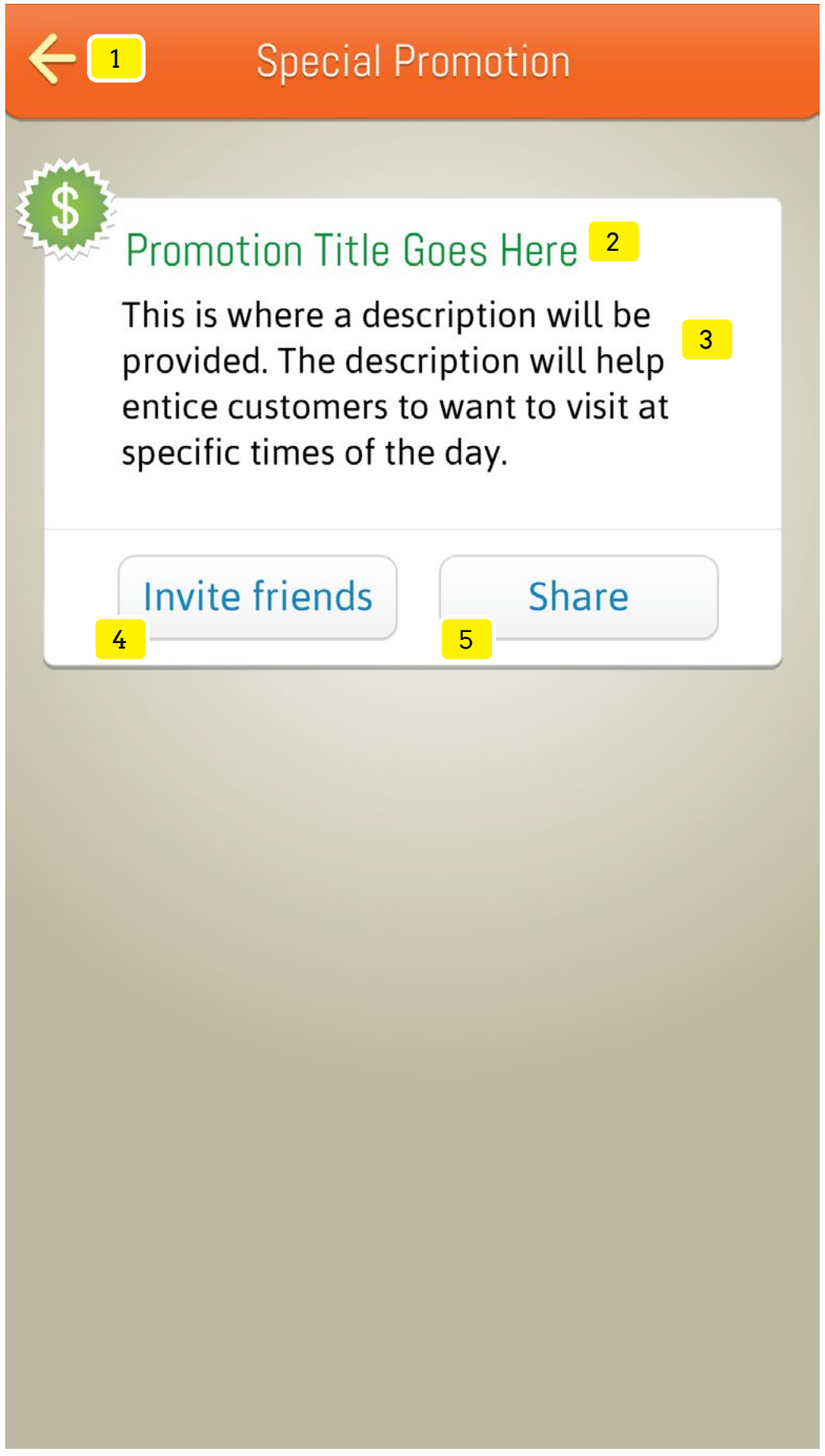
Learn about a venue in further detail, hours of operation, and address. User can then take actions to call them.

Interactions

1	ON TAP goes to previous screen.
2	ON PAGE LOAD show venue name
3	ON PAGE LOAD show venue type
4	ON PAGE LOAD show compiled stats for all the people who have me and amount of TAPins
5	ON PAGE LOAD show venue description
5	ON PAGE LOAD shows all the hours of operation with the first showing the current day (today)
6	ON PAGE LOAD show venue address information
7	ON TAP activate the lightbox alert to confirm or cancel the action

Similar Displays

	NODE	CATEGORY NAME	PAGE NAME	PAGE TYPE
11	**3.1.1.1**	PLACES	Information	



Specifications

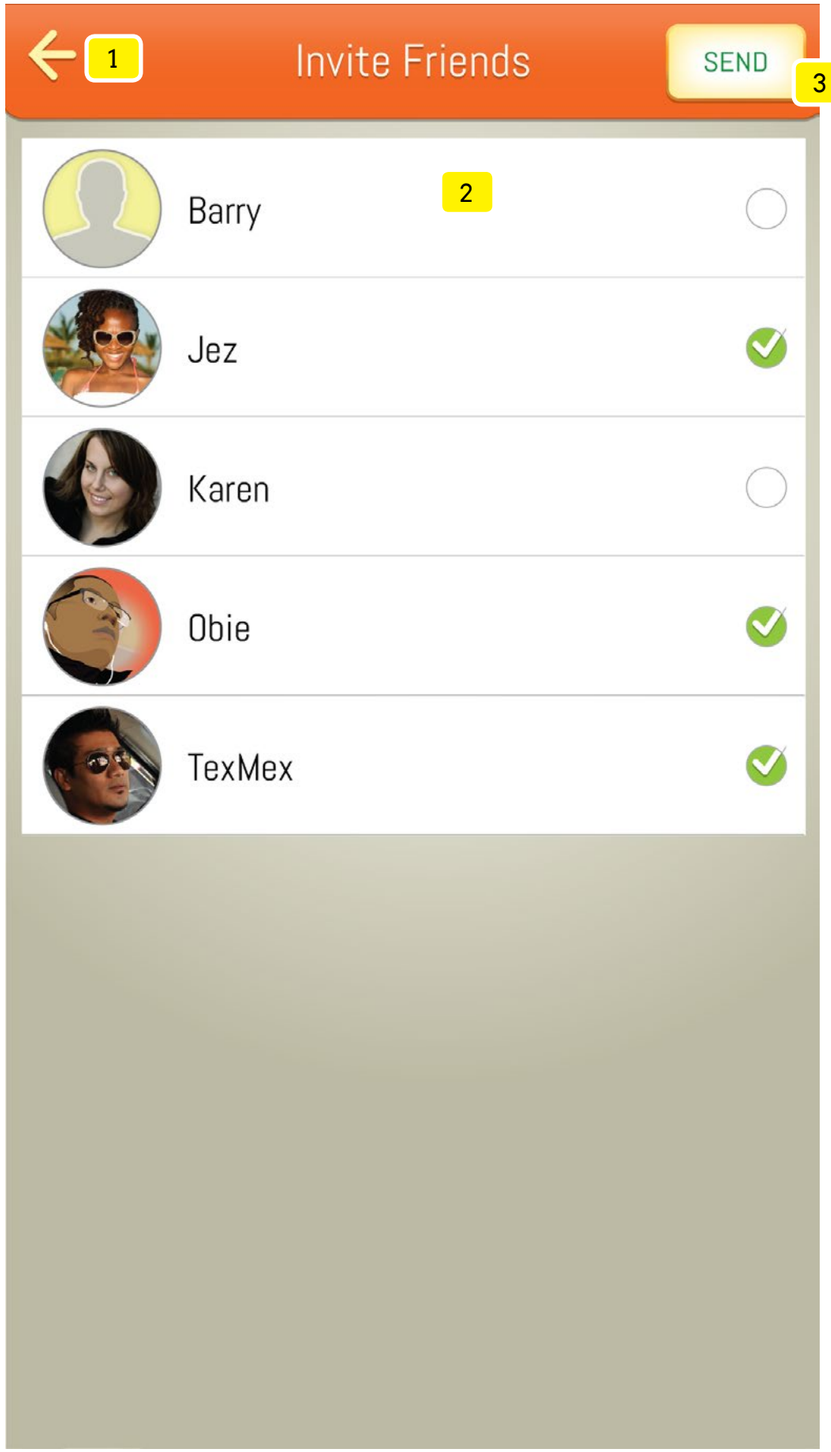
Objectives

Activate users to participate, invite friends and share the venues promotion.

Interactions

1	ON TAP goes to previous screen.
2	ON PAGE LOAD show promotion title
3	ON PAGE LOAD show promotion description
4	ON TAP goes to Invite Friends screen
5	ON TAP goes to Lightbox: Share

Similar Displays



Specifications

Objectives

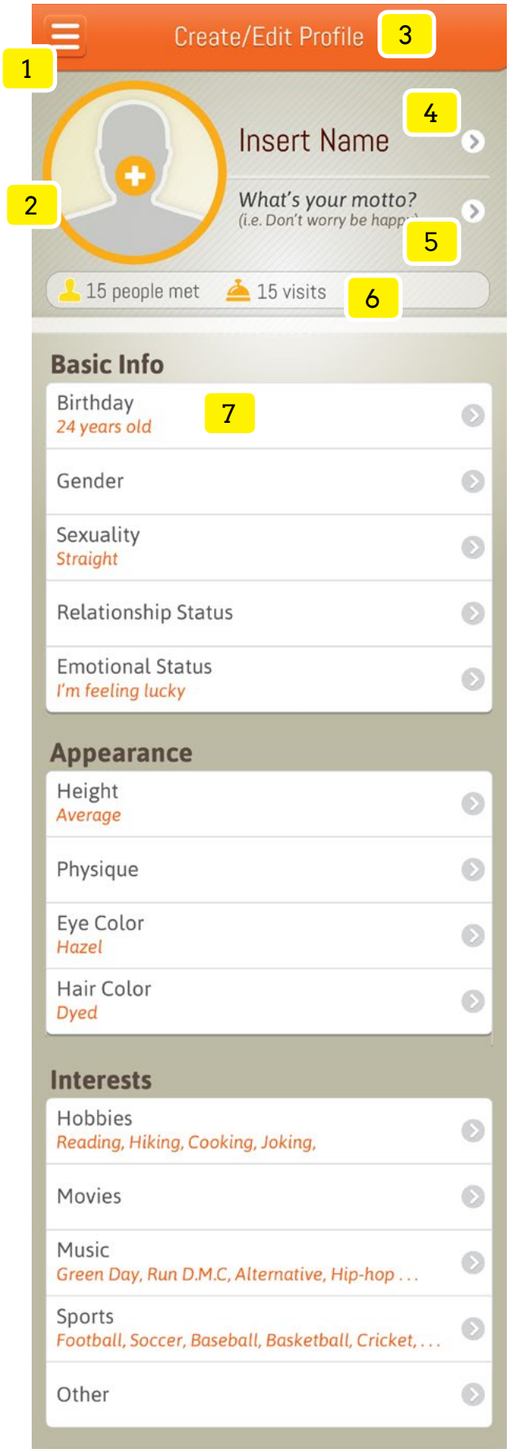
Select friends from an alphabetical list to be added to the invitation.

Interactions

1	ON TAP SLIDES right revealing the previous screen. without processing selections.
2	ON PAGE LOAD display friend avatar (image, character, or default) and name. SORT items alphabetically. ON SWIPE UP scrolls all page items. The header remains at a fixed position. WHEN the 10x list item enters the screen an additional 10 items load ON TAP toggles check or unchecked state within the group of selection. Only one answer can be selected.
3	ON PAGE LOAD button is disabled and 80% transparent IF there's less than 1 checked item ELSE the button will be enabled and display at 0% transparency ON TAP, IF button is enable, invitations are processed, the lightbox alert is displays confirming the invitations were sent, and then goes back to the previous screen.

Similar Displays

pg 15	Form: Multiple Choice



Specifications

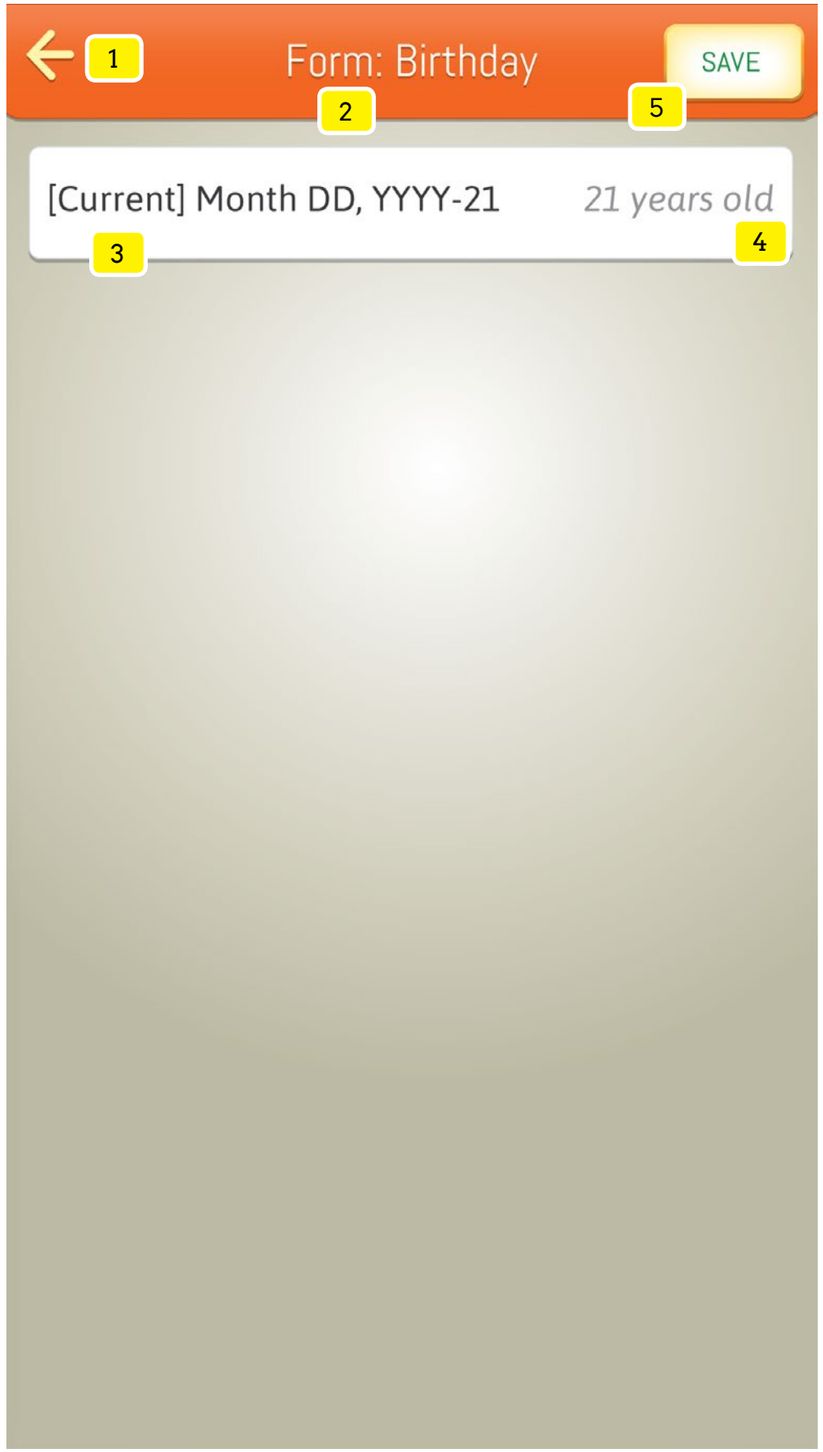
Objectives

The quickly complete the profile creation and editing process and to have a view into social stats.

Interactions

1	ON TAP of drawer icon slides the entire screen to the right of screen -40px to reveal the HOME screen.
2	ON TAP IF the user does not have a photo or character created, reveals OPTIONS which allow the user to CREATE A CHARACTER, TAKE A PHOTO, ADD PHOTO FROM LIBRARY, OR CANCEL IF the user has a photo but does not have a character created, reaveals the OPTIONS View Photo, Take a Photo, Add Photo from Library, Create a Character, or Cancel IF the user has created a character but does not have a photo, reveals the OPTIONS Edit Character, Take a Photo, Add Photo from Library and Cancel IF the user has both a photo and character already created and is currently using a photo, reveals the OPTIONS View Photo, Take a Photo, Add Photo from a Library, Use Existing Character and Cancel IF the user has both a photo and character already created and is currently using a character, reveals the OPTIONS Edit Character, Use Existing Photo, Take a Photo, Add Photo from a Library, and Cancel
3	ON PAGE LOAD, IF the user does not have a profile then the LABEL will say Create Profile ELSE Edit Profile
4	ON PAGE LOAD, IF the user does not have a profile then the LABEL will say Insert Name ELSE will reflect the name entered by the user.

Similar Displays



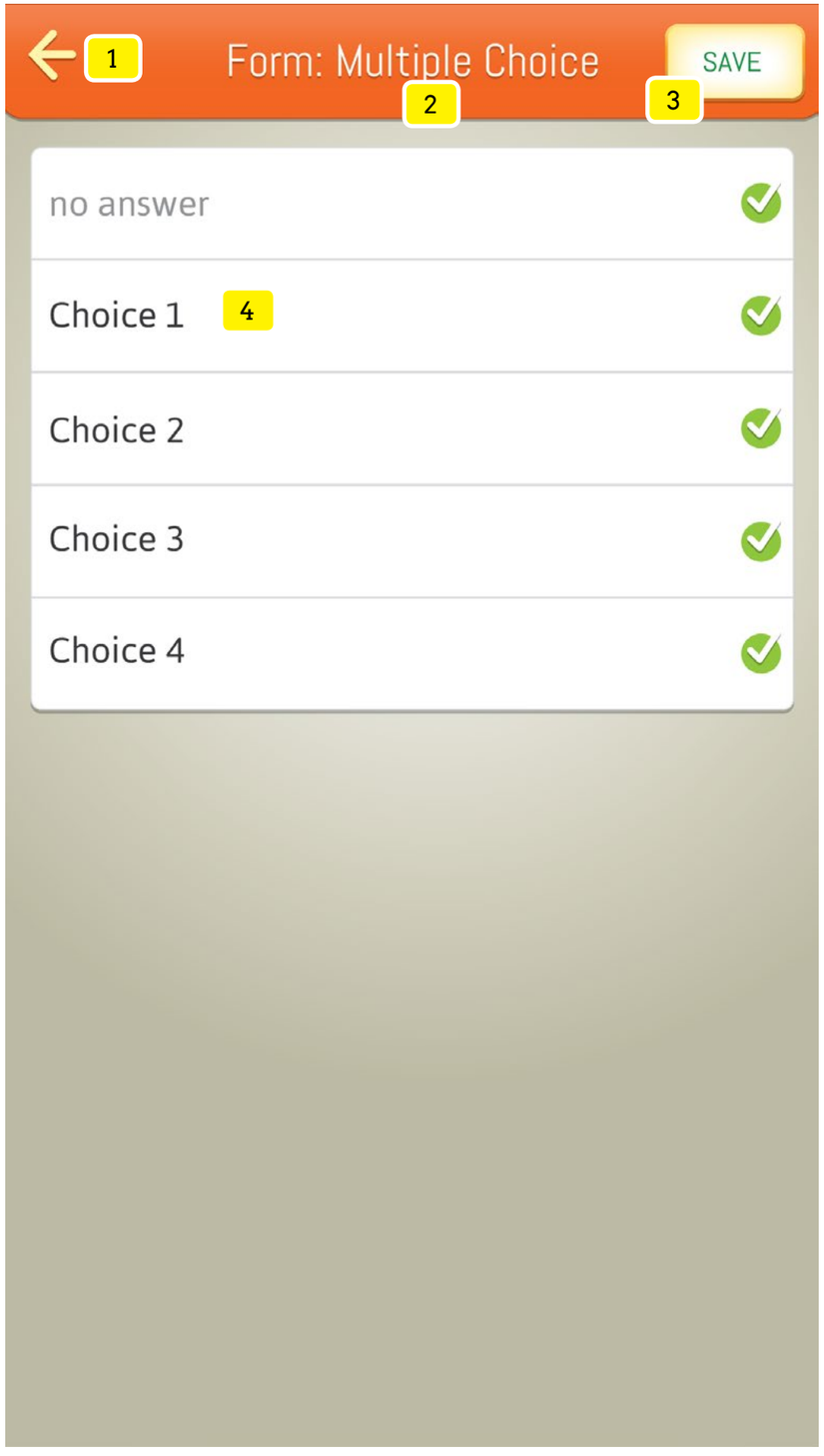
Specifications

Interactions

1	ON TAP goes to previous screen without saving any new or changed information
2	ON PAGE LOAD the form name will populate in the LABEL. In this case the label will be Birthday
3	ON PAGE LOAD IF the user has not created a profile, the default Month DD, YYYY will be the current date minus 21 years ON TAP shows the native date picker where the user can enter their date of birth
4	ON DATEPICKER ENTRY COMPLETE calculate the users current numeric age
5	ON TAP saves any new or changed information

Similar Displays

	NODE	CATEGORY NAME	PAGE NAME	PAGE TYPE
15	**N?A**	FORMS	Birthdate	Date Picker Form



Specifications

Objectives

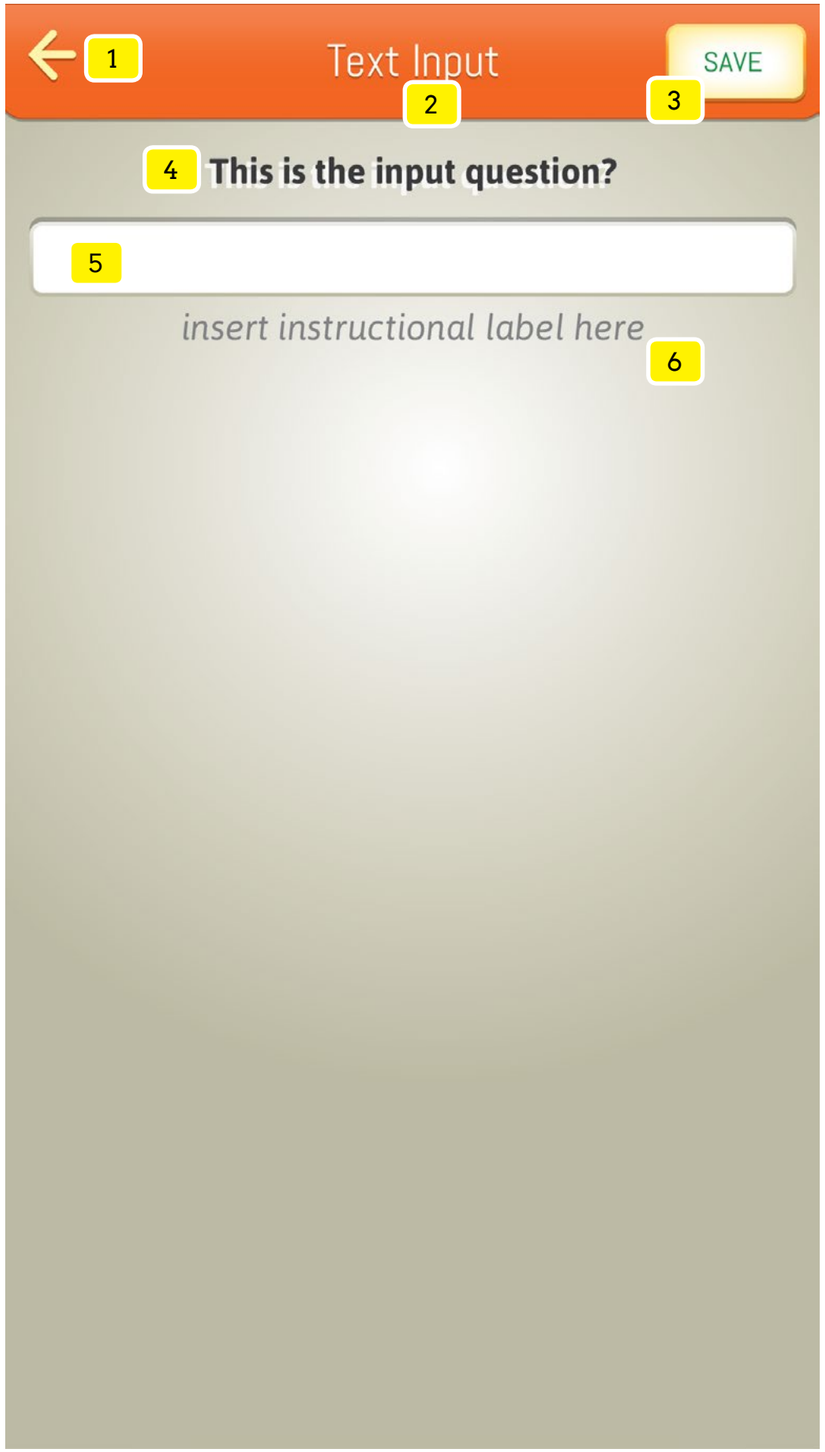
Make selection based on pre-defined answers. This ensure the form fill-in process is simple and fast.

Interactions

1	ON TAP goes to previous screen without processing selections.
2	ON PAGE LOAD display the name of the relevant form
3	ON TAP, selection is saved, a progress alert displays confirming the choice was saved, and then SLIDES right revealing the previous screen.
4	ON TAP toggles check or unchecked state within the group of selection. Only one answer can be selected. ON PAGE LOAD shows the last saved selection

Similar Displays

3.1.1.3	Invite Friends



Specifications

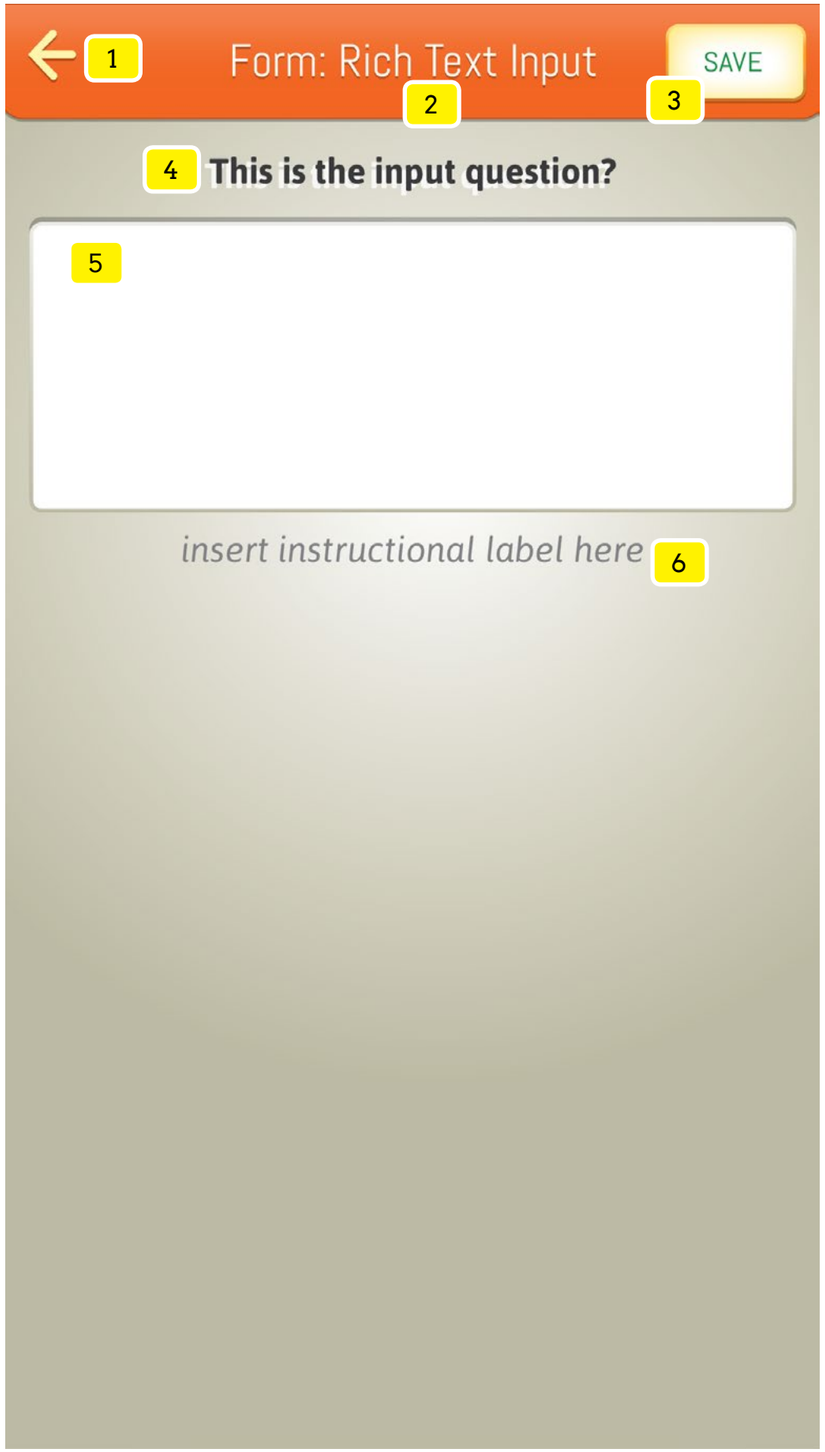
Objectives

Fill-in input field and save entry.

Interactions

1	ON TAP goes to previous screen without processing the user's entry.
2	ON PAGE LOAD display the name of the relevant form
3	ON TAP, selection is saved, a progress status alert displays confirming the input was processed and saved, and then the screen SLIDES right revealing the previous screen.
4	ON PAGE LOAD display the question which the user may enter into the INPUT field
5	ON TAP activates the native keyboard so the user can enter information into the input field (a character limit must apply) ON PAGE LOAD shows the saved input
6	ON PAGE LOAD shows any instruction text related to the field (i.e. max 40 character limit)

Similar Displays



Specifications

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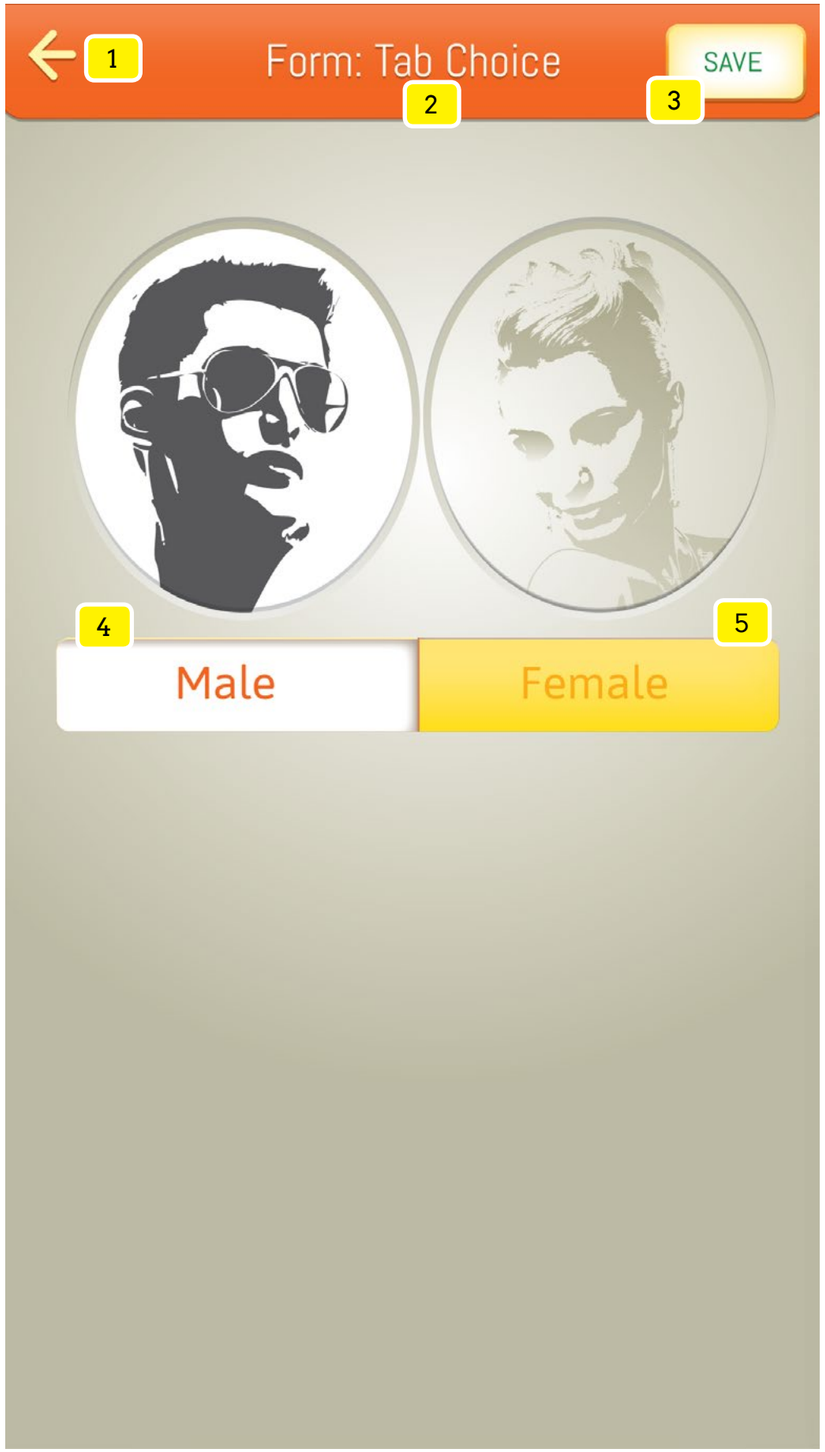
6	ON PAGE LOAD shows any instruction text related to the field (i.e. max 40 character limit)

Similar Displays



Specifications

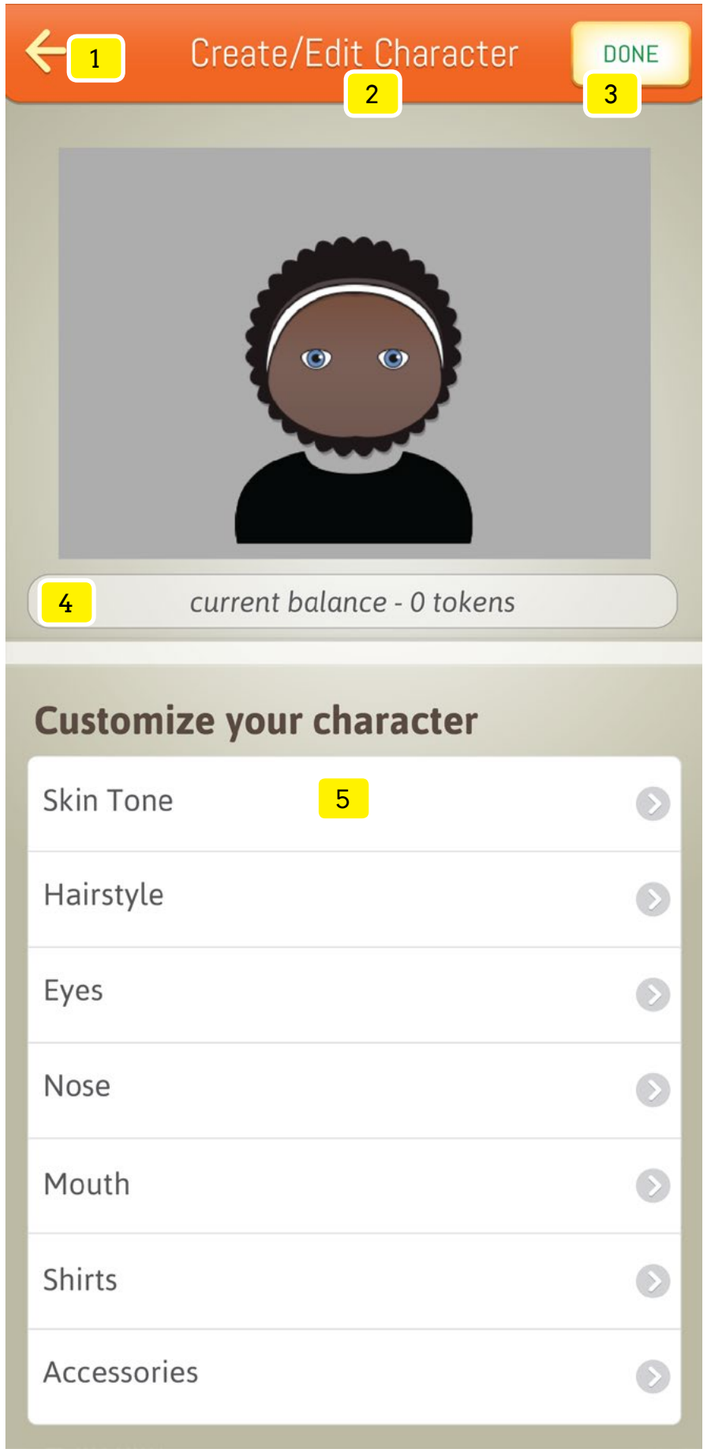
Objectives

Insert your objective here.

Interactions

1	ON TAP goes to previous screen without processing the user's entry.
2	ON PAGE LOAD display the name of the relevant form
3	ON TAP, selection is saved, a progress status alert displays confirming the input was processed and saved, and then SLIDES right revealing the previous screen.
4	ON TAP toggles the state of the button from deselected (yellow) to selected (white). The related graphic above also toggles from deselected (opaque background) to selected (white background). IF the button is in a selected state it can not be changed unless selecting element #5 ON PAGE LOAD this button is selected IF the user has not saved a different selection
5	ON TAP toggles the state of the button from deselected (yellow) to selected (white). The related graphic above also toggles from deselected (opaque background) to selected (white background). IF the button is in a selected state it can not be changed unless selecting element #4 ON PAGE LOAD this button is not selected IF the user has not saved a different selection

Similar Displays



Specifications

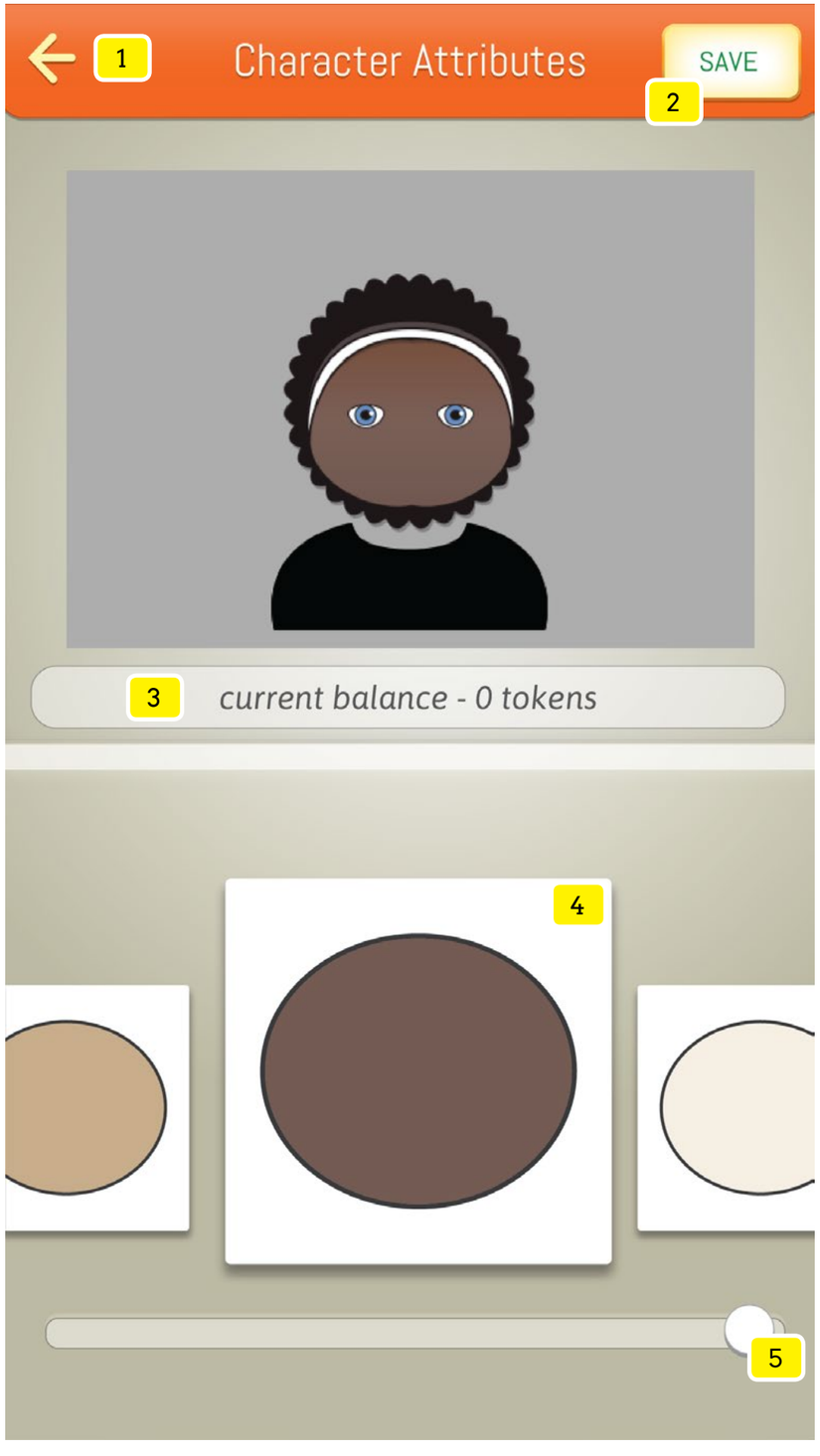
Objectives

Allow users to create a custom character.

Interactions

1	ON TAP goes to previous screen without processing the user's enties.
2	ON PAGE LOAD, IF the user does not have a character then the LABEL will say Create Character ELSE Edit Character
3	ON TAP, selection is saved, a progress status alert displays confirming the input was processed and saved, and then SLIDES right revealing the previous screen.
4	ON PAGE LOAD reveals the current token balance of the user. The following user flow after this action will remain the same as the currently developed app.
5	ON TAP of any character attribute proceeds the user to the character attribute edit

Similar Displays



Specifications

Objectives

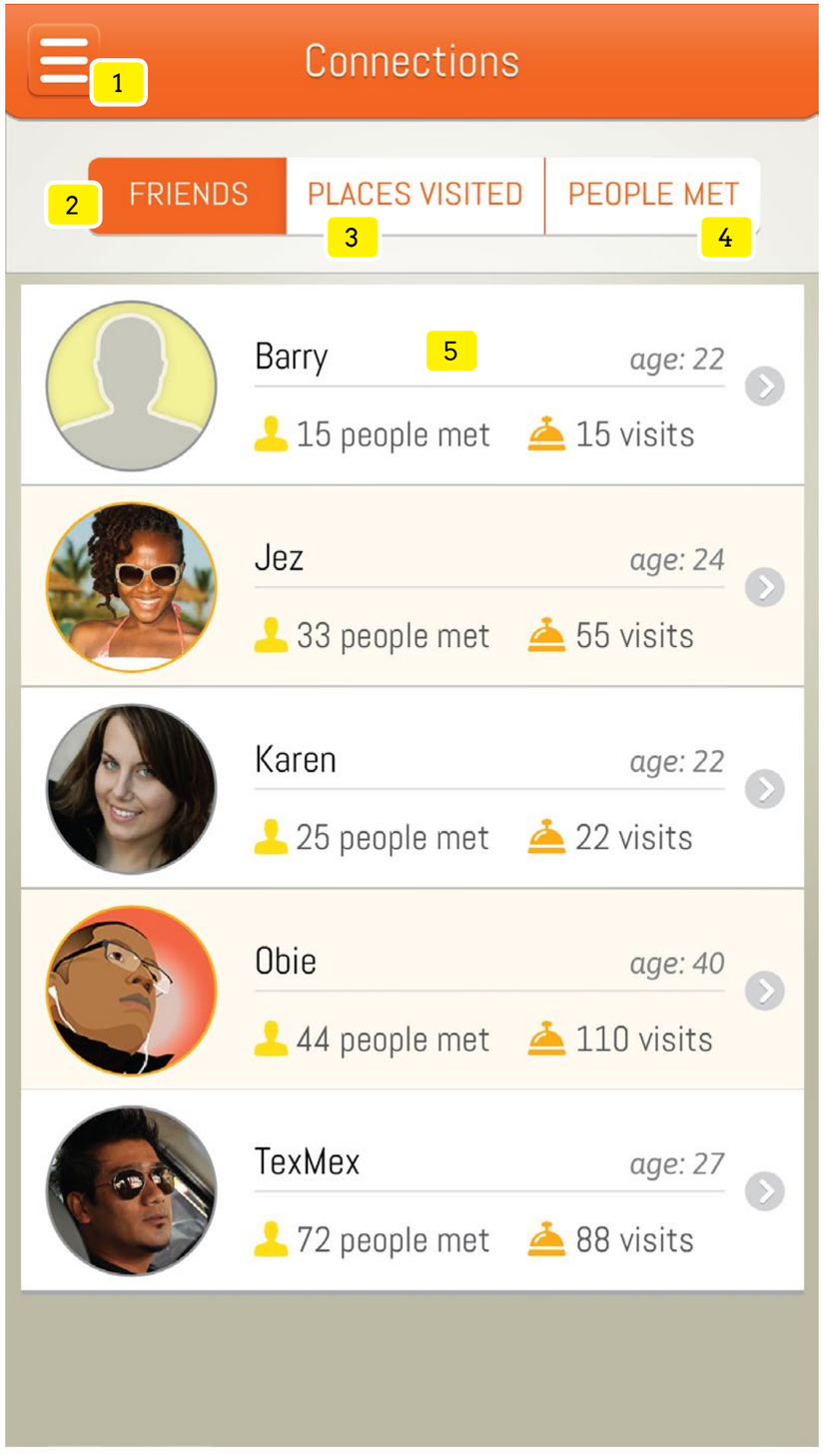
Quickly obtain and the attribute of a user's custom character.

Interactions

1	ON TAP goes to previous screen without processing the user's enties.
2	ON TAP, selection is saved, a progress status alert displays confirming the input was processed and saved, and then SLIDES right revealing the previous screen.
3	ON PAGE LOAD reveals the current token balance of the user. The following user flow after this action will remain the same as the currently developed app.
4	ON SWIPE LEFT slides the carousel to the left while moving #6 to the right. ON SWIPE RIGHT slides the carousel to the right while moving #6 to the left. ON TAP changes the character within the character display area to reflect what the user has tapped
5	ON DRAG LEFT slides the carousel to the left until reaching the first item ON DRAG RIGHT slides the carousel to the right until reaching the last item

Similar Displays

	NODE	CATEGORY NAME	PAGE NAME	PAGE TYPE
21	4.2.1.1.x	PROFILE	Character Attributes	



Specifications

Objectives

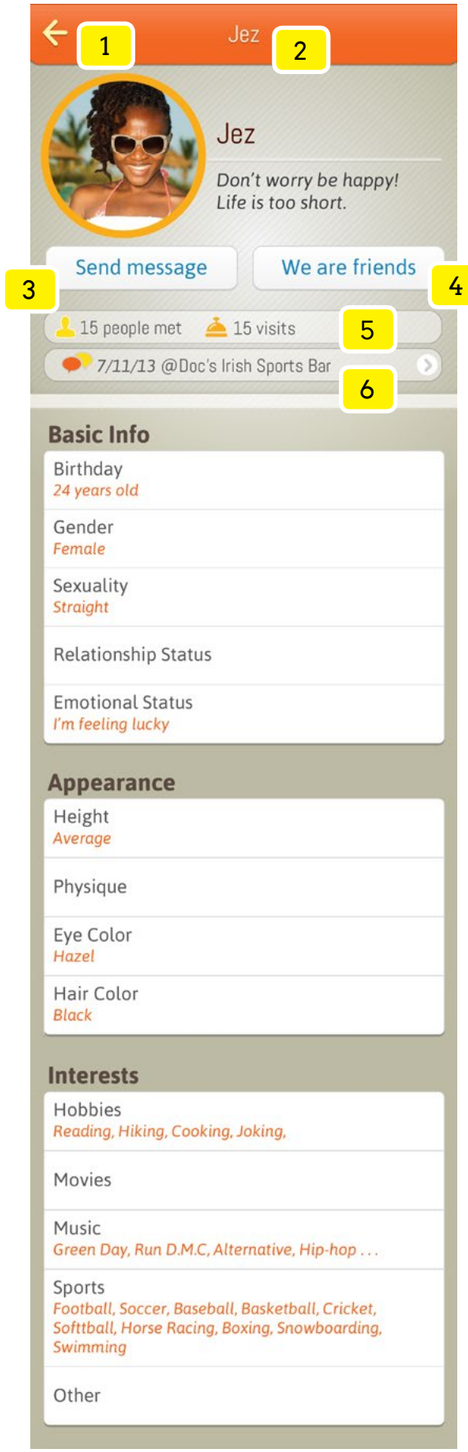
By being in the Connections area the user should be able to have a ongoing record and easy access to their experience from Friends made, places visited and people met.

From the Friends section the user is be able to see an alphabetical list of friends and be able to dive deeper into their profile and interactions with that person.

Interactions

1	ON TAP of drawer icon slides the entire screen to the right of screen -40px to reveal the HOME screen.
2	ON TAP toggles the state of the button from deselected (white) to selected (orange). IF the button is in a selected state it can not be changed unless selecting element #3 or #4. ON PAGE LOAD this button is default selected IF the user has not made a different selection only while in the CONNECTIONS
3	ON TAP toggles the state of the button from deselected (white) to selected (orange). IF the button is in a selected state it can not be changed unless selecting element #2 or #4. ON PAGE LOAD IF the user has made this as a previous selection only while in the CONNECTIONS it will display selected (orange).
4	ON TAP toggles the state of the button from deselected (white) to selected (orange). IF the button is in a selected state it can not be changed unless selecting element #2 or #4. ON PAGE LOAD IF the user has made this as a previous selection only while in the CONNECTIONS it will display selected (orange).

Similar Displays



Specifications

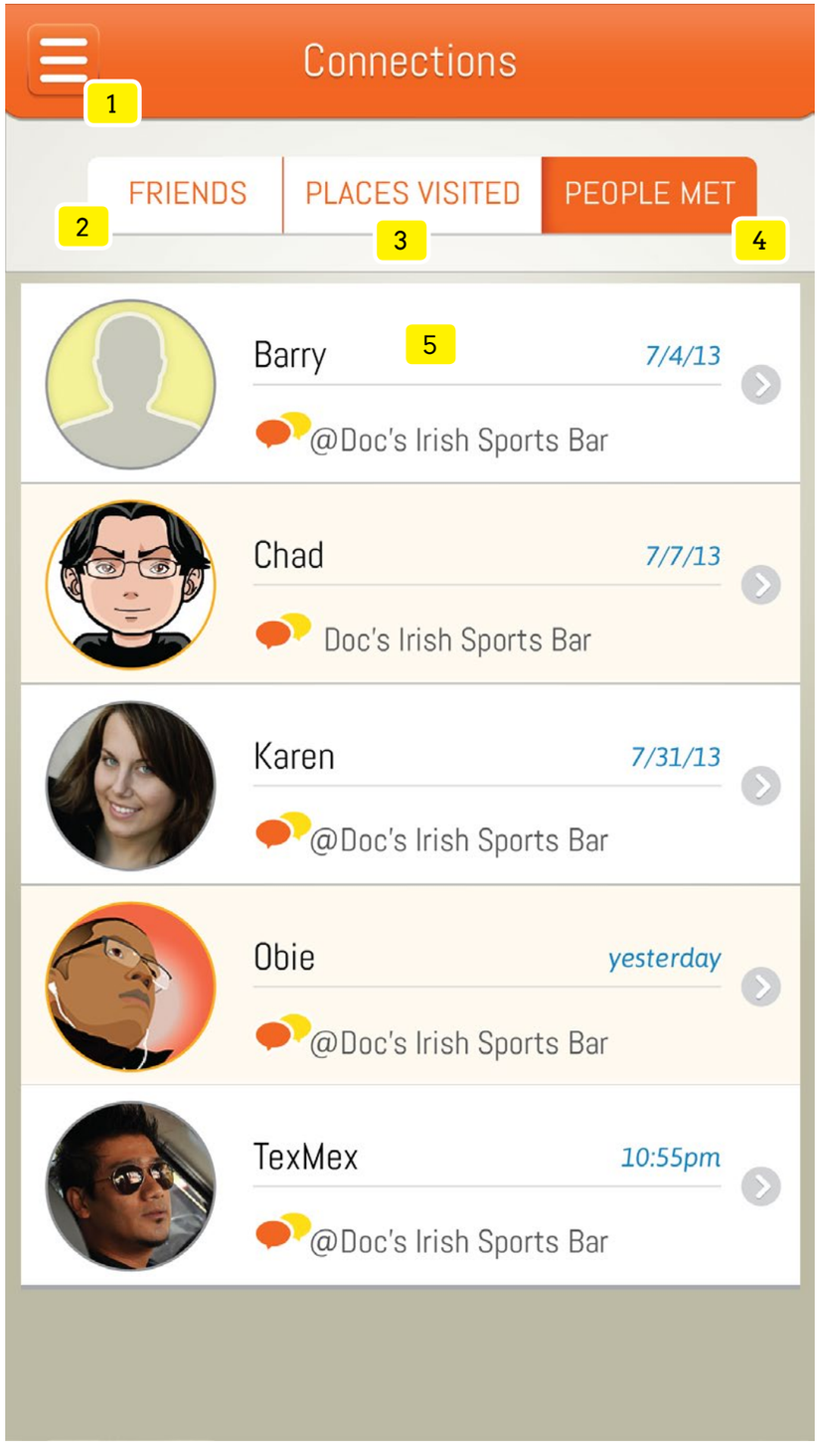
Objectives

View a friend's profile and interact with that person.

Interactions

1	ON TAP goes to previous screen
2	ON PAGE LOAD display the name of the friend selected on the previous screen
3	ON TAP display Lightbox: Send Friend Message screen.
4	ON TAP display Lightbox: Button Options UNFRIEND, BLOCK and CANCEL UNFRIEND: ON TAP No/Yes native alert dialog box displays with message "Are you sure you want to end this friendship? If you change your mind, you can meet and become friends later." ON CONFIRM(Yes) the person's profile is removed from the Friend list. ON CANCEL (No) closes the native alert dialog box and button options BLOCK: ON TAP No/Yes alert dialog box displays with message "Are you sure you want to block this person? Blocking will not allow either of you interaction now or in the future." ON CONFIRM (Yes) the person's profile is removed from the Friend list. ON CANCEL (no) closes the native alert dialog box and button options. CANCEL: ON TAP closes the Lightbox: Button Options
5	ON PAGE LOAD display total amount of people the friend has met. This includes the amount of people met who are now friends. Display total amount of TAPins amongst all venues.
6	ON PAGE LOAD display the date, elapsed months, elapsed days, elapsed hours or elapsed minutes or elapsed seconds from the actual time met. Concatenate "@" with the place where the user met that person. ON TAP go to Place Detail screen

Similar Displays



Specifications

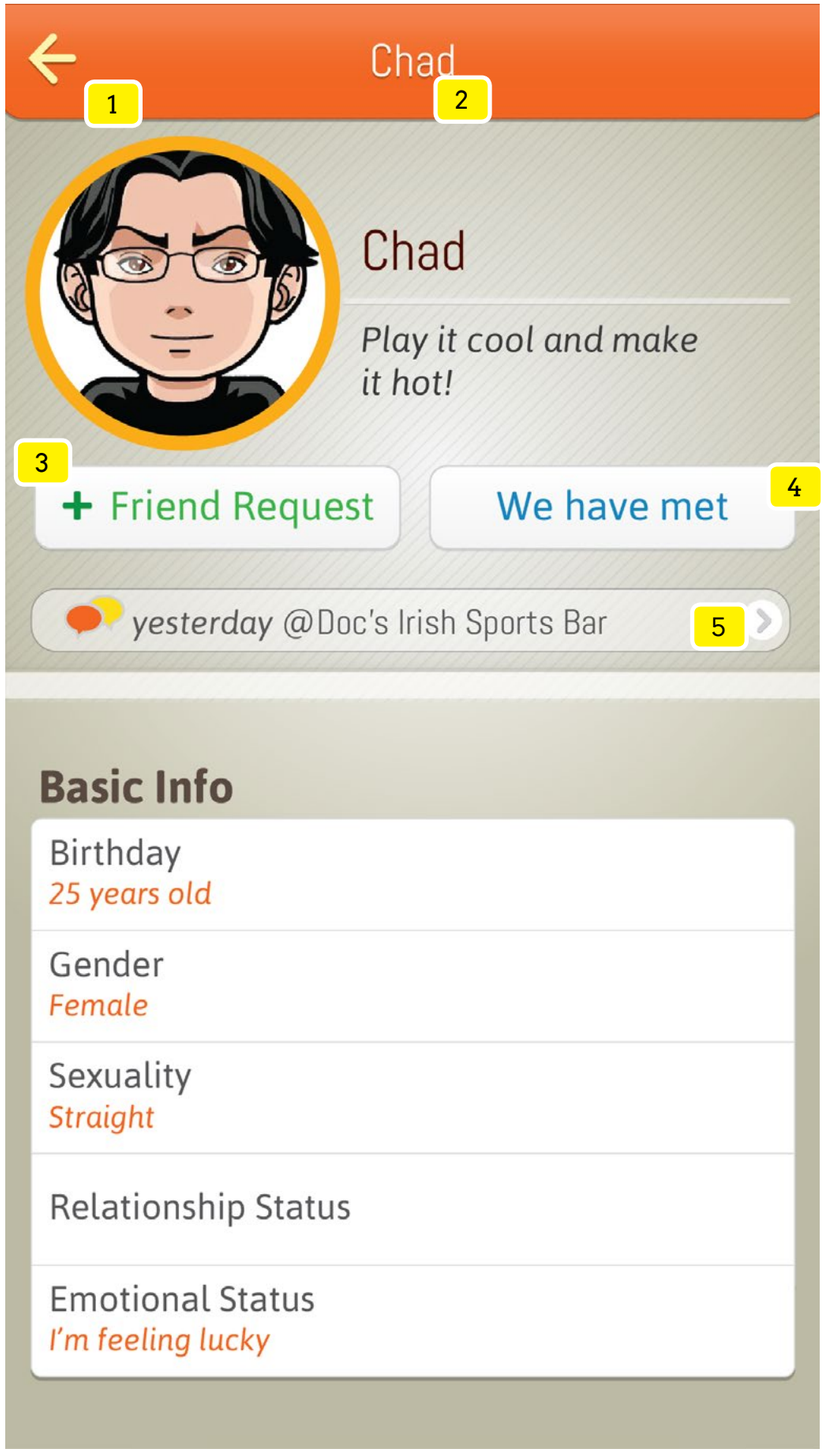
Objectives

Insert your objective here.

Interactions

1	ON TAP of drawer icon slides the entire screen to the right of screen -40px to reveal the HOME screen.
2	ON TAP toggles the state of the button from deselected (white) to selected (orange). IF the button is in a selected state it can not be changed unless selecting element #3 or #4. ON PAGE LOAD this button is default selected IF the user has not made a different selection only while in CONNECTIONS
3	ON TAP toggles the state of the button from deselected (white) to selected (orange). IF the button is in a selected state it can not be changed unless selecting element #2 or #4. ON PAGE LOAD IF the user has made this as a previous selection only while in the CONNECTIONS it will display selected (orange).
4	ON TAP toggles the state of the button from deselected (white) to selected (orange). IF the button is in a selected state it can not be changed unless selecting element #2 or #3. ON PAGE LOAD IF the user has made this as a previous selection only while in the CONNECTIONS it will display selected (orange).

Similar Displays



Specifications

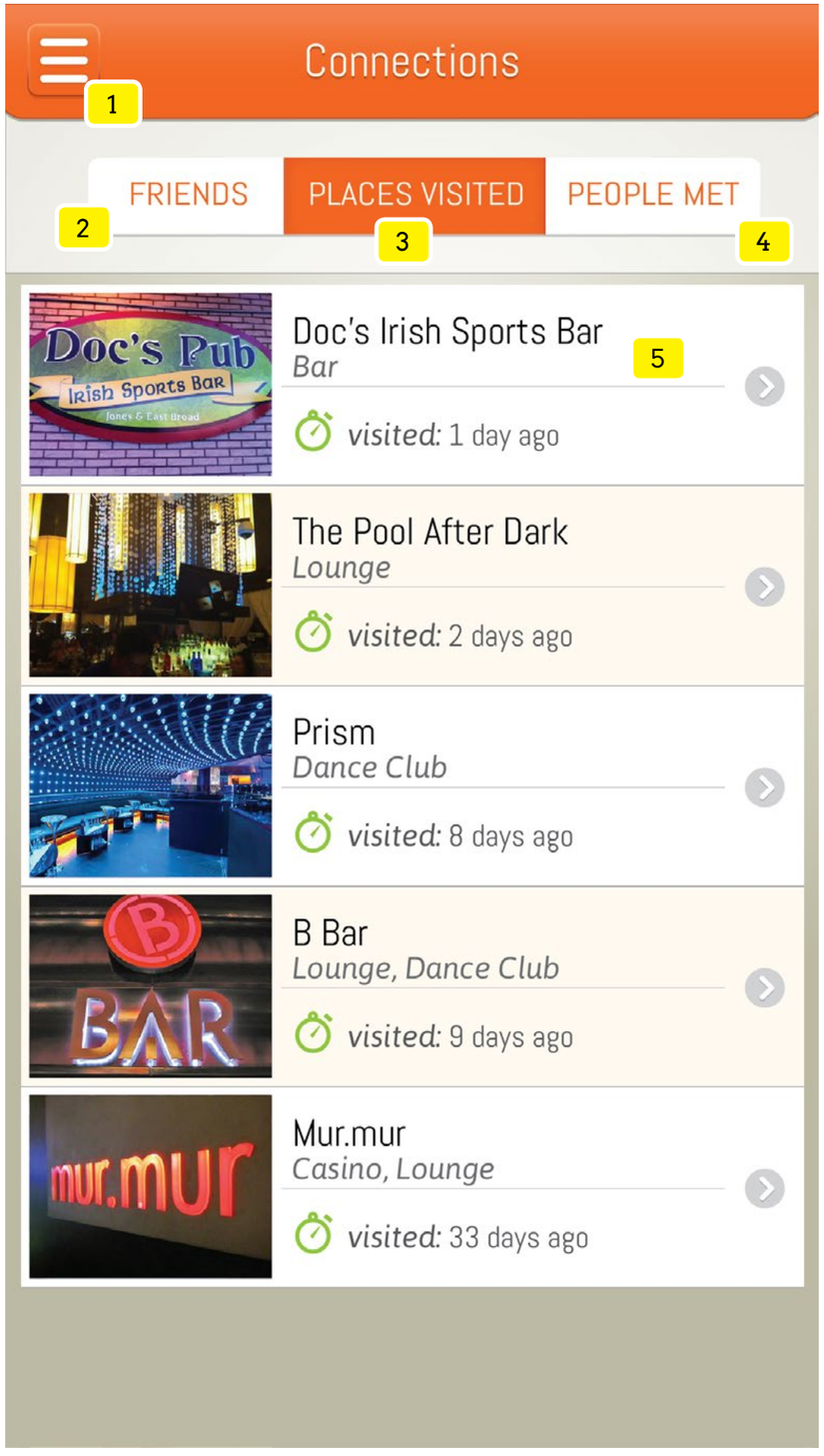
Objectives

Insert your objective here.

Interactions

1	ON TAP goes to previous screen
2	ON PAGE LOAD display the name of the person selected on the previous screen
3	ON TAP display Lightbox: Send Friend Request screen.
4	ON TAP display Lightbox: Button Options FORGET WE'VE MET, BLOCK and CANCEL FORGET WE'VE MET: ON TAP No/Yes native alert dialog box displays with message "Are you sure you want to forget you've met this person? If you change your mind, you can meet and become friends later." ON CONFIRM(Yes) the person's profile is removed from the Person Met list. ON CANCEL (No) closes the native alert dialog box and button options BLOCK: ON TAP No/Yes alert dialog box displays with message "Are you sure you want to block this person? Blocking will not allow either of you interaction now or in the future." ON CONFIRM (Yes) the person's profile is removed from the Friend list. ON CANCEL (no) closes the native alert dialog box and button options. CANCEL: ON TAP closes the Lightbox: Button Options
5	ON PAGE LOAD display the date, elapsed months, elapsed days, elapsed hours or elapsed minutes or elapsed seconds from the actual time met. Concatenate "@" with the place where the user met that person. ON TAP go to Place Detail screen

Similar Displays



Specifications

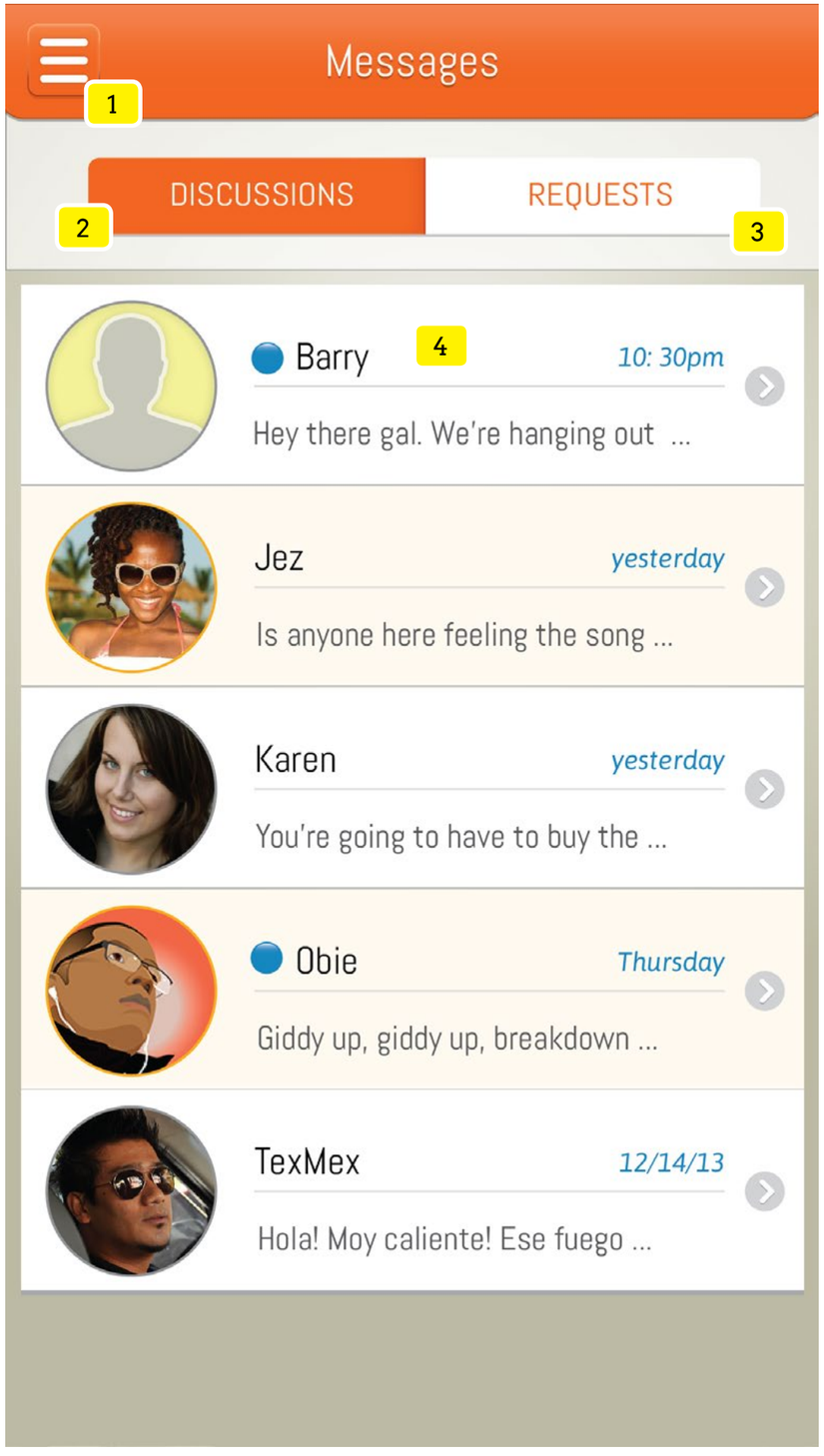
Objectives

Insert your objective here.

Interactions

1	ON TAP of drawer icon slides the entire screen to the right of screen -40px to reveal the HOME screen.
2	ON TAP toggles the state of the button from deselected (white) to selected (orange). IF the button is in a selected state it can not be changed unless selecting element #3 or #4. ON PAGE LOAD this button is default selected IF the user has not made a previous selection only while in the CONNECTIONS section
3	ON TAP toggles the state of the button from deselected (white) to selected (orange). IF the button is in a selected state it can not be changed unless selecting element #2 or #4. ON PAGE LOAD IF the user has made this as a previous selection only while in the CONNECTIONS section it will display selected (orange).
4	ON TAP toggles the state of the button from deselected (white) to selected (orange). IF the button is in a selected state it can not be changed unless selecting element #2 or #3. ON PAGE LOAD IF the user has made this as a previous selection only while in the CONNECTIONS it will display selected (orange).

Similar Displays



Specifications

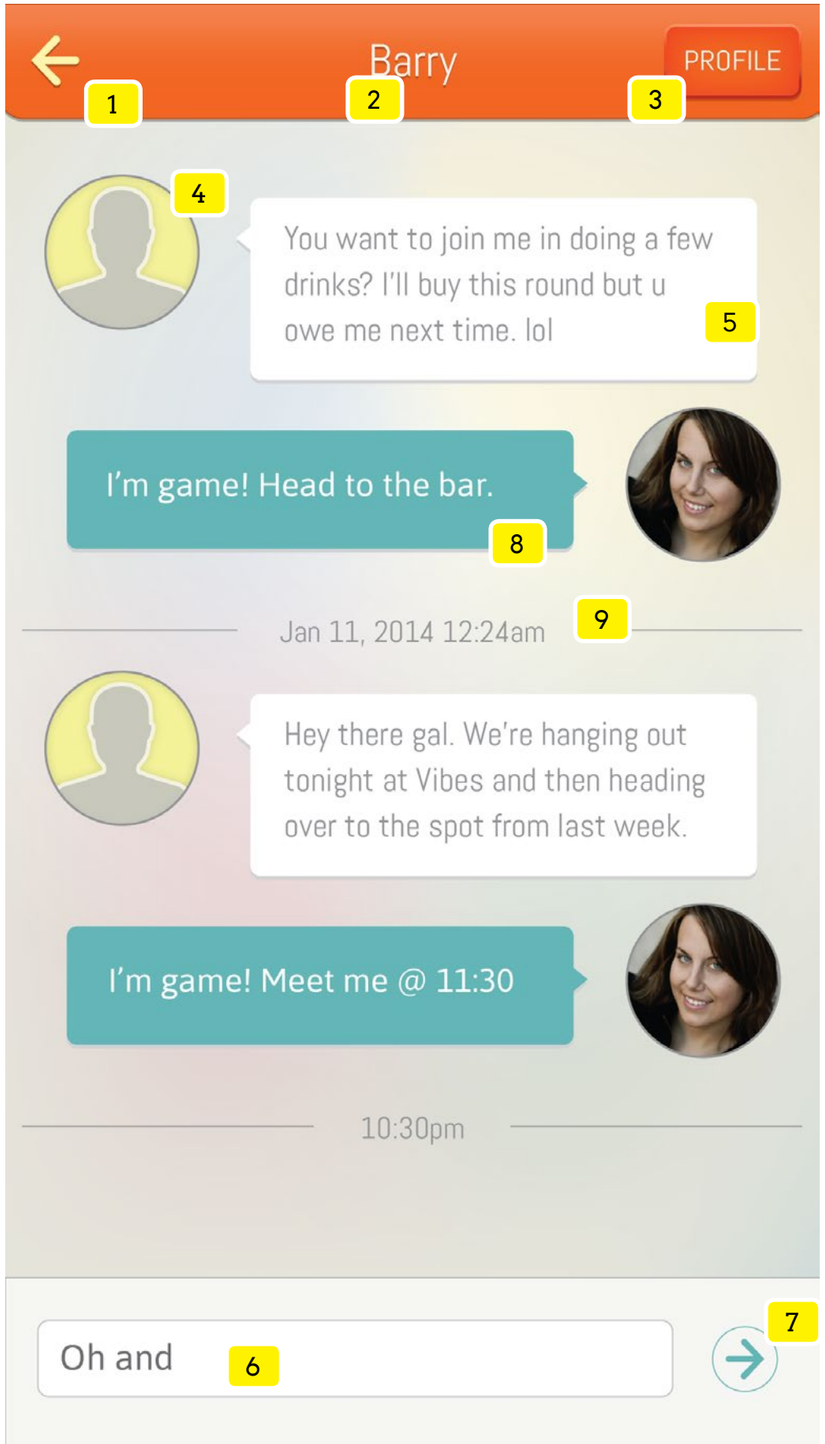
Objectives

Sift through most recent discussions to pick up conversionation where left off.

Interactions

1	ON TAP of drawer icon slides the entire screen to the right of screen -40px to reveal the HOME screen.
2	ON TAP toggles the state of the button from deselected (white) to selected (orange). IF the button is in a selected state it can not be changed unless selecting element #3. ON PAGE LOAD this button is default selected IF the user has not made a different selection prior to leaving MESSAGES section
3	ON TAP toggles the state of the button from deselected (white) to selected (orange). IF the button is in a selected state it can not be changed unless selecting element #2. ON PAGE LOAD IF the user has made this as a selection it will display selected (orange) only while in the MESSAGES section.
4	ON PAGE LOAD display the person's avatar (image, character or default icon) name, teaser of last message and elapsed time (exact date, months, days, hours, minutes or seconds) of last message. SORT items by the most to least recent discussion. IF the user has not viewed the message, a blue unread icon will appear before the person's name. ON SWIPE UP scrolls list items. The header and tab area remains at a fixed position. WHEN the 10x list item enters the screen an additional 10 items load ON TAP go to Chat screen and removed blue unread icon.

Similar Displays



Specifications

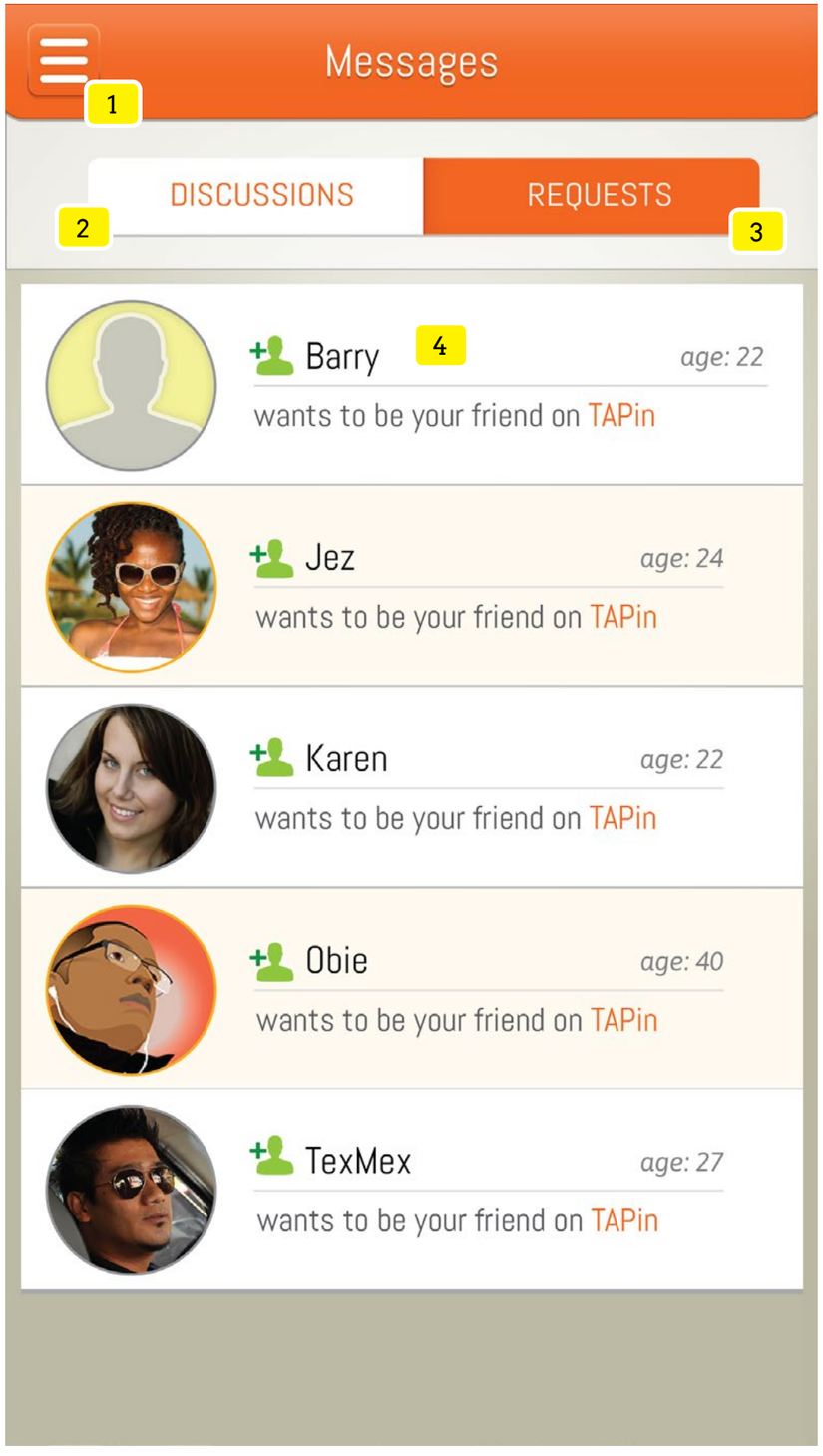
Objectives

Carryout conversatons with with people met and friends.

Interactions

1	ON TAP goes to previous screen
2	ON PAGE LOAD display the name of the person selected on the previous screen
3	ON TAP IF the person is a Friend, go to a Friend Profile screen ELSE go to Person Met screen. While viewing the person's profile, NO actions can be taken. Action buttons and arrows denoting interaction should be surpressed.
4	ON PAGE LOAD display the person's avatar (image, character or default icon)
5	ON PAGE LOAD display the person's message in a white speech bubble
6	ON TAP cursor appears in text input field and native keyboard displays.
7	ON TAP sends the message to the person
8	ON PROCESS COMPLETE shows the users message in a aqua color speech bubble.
9	ON CHAT SESSION TIMEOUT a recorded timestamp of last message is placed below the last message.

Similar Displays



Specifications

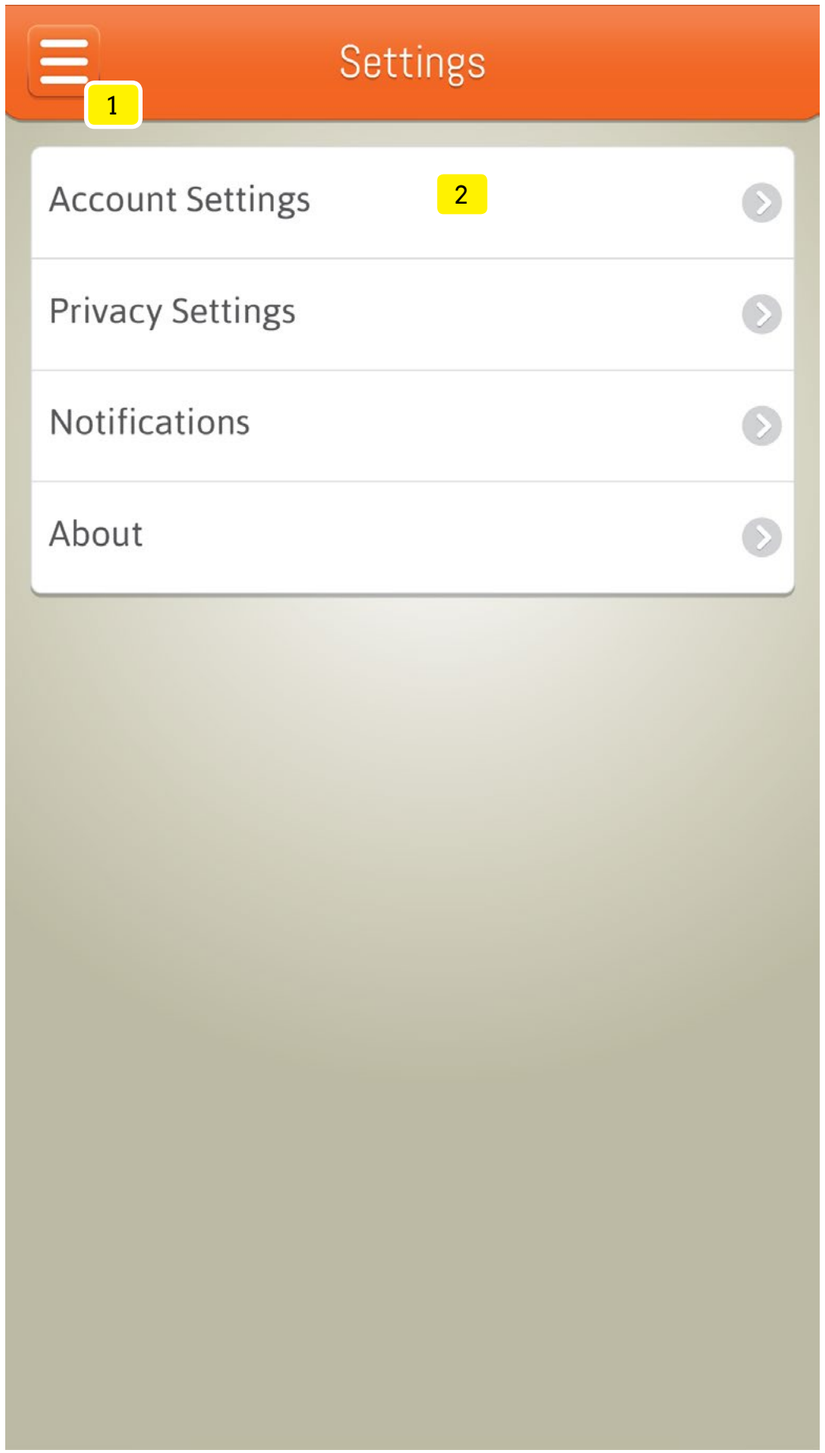
Objectives

Scan and take action on Friend requests.

Interactions

1	ON TAP of drawer icon slides the entire screen to the right of screen -40px to reveal the HOME screen.
2	ON TAP toggles the state of the button from deselected (white) to selected (orange). IF the button is in a selected state it can not be changed unless selecting element #3. ON PAGE LOAD this button is default selected IF the user has not made a different selection prior to leaving MESSAGES section
3	ON TAP toggles the state of the button from deselected (white) to selected (orange). IF the button is in a selected state it can not be changed unless selecting element #2. ON PAGE LOAD IF the user has made this as a selection it will display selected (orange) only while in the MESSAGES section.
4	ON PAGE LOAD display the person's avatar (image, character or default icon) name, friend message and age. SORT items by the most to least recent. A green friend request icon will appear next to the person's name. ON SWIPE UP scrolls list items. The header and tab area remains at a fixed position. WHEN the 10x list item enters the screen an additional 10 items load ON TAP display Lightbox: Button Options

Similar Displays



Specifications

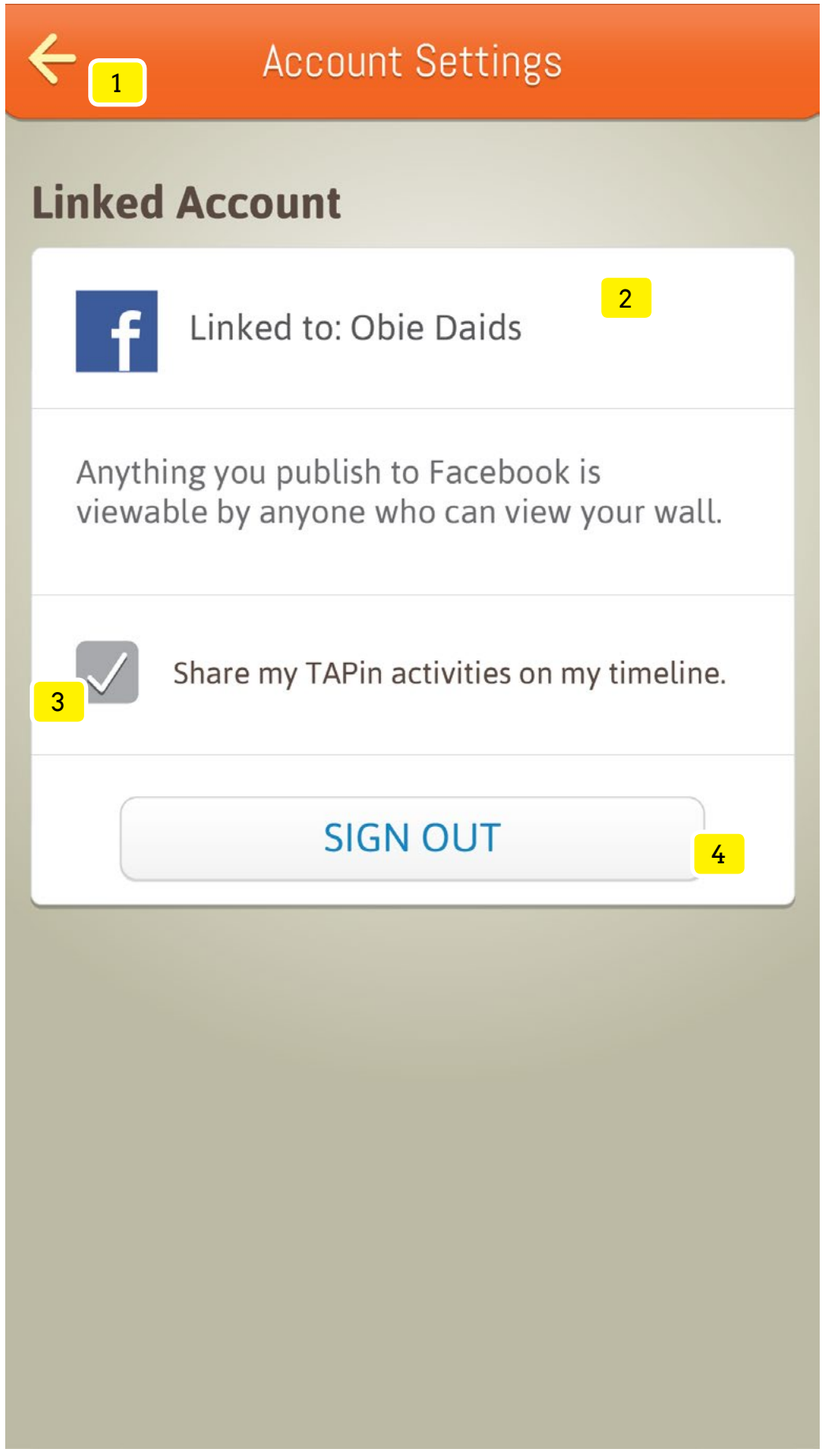
Objectives

Access account settings sections to potentially make adjustements or to read

Interactions

1	ON TAP of drawer icon slides the entire screen to the right of screen -40px to reveal the HOME screen.
2	ON TAP go relevant screen

Similar Displays



Specifications

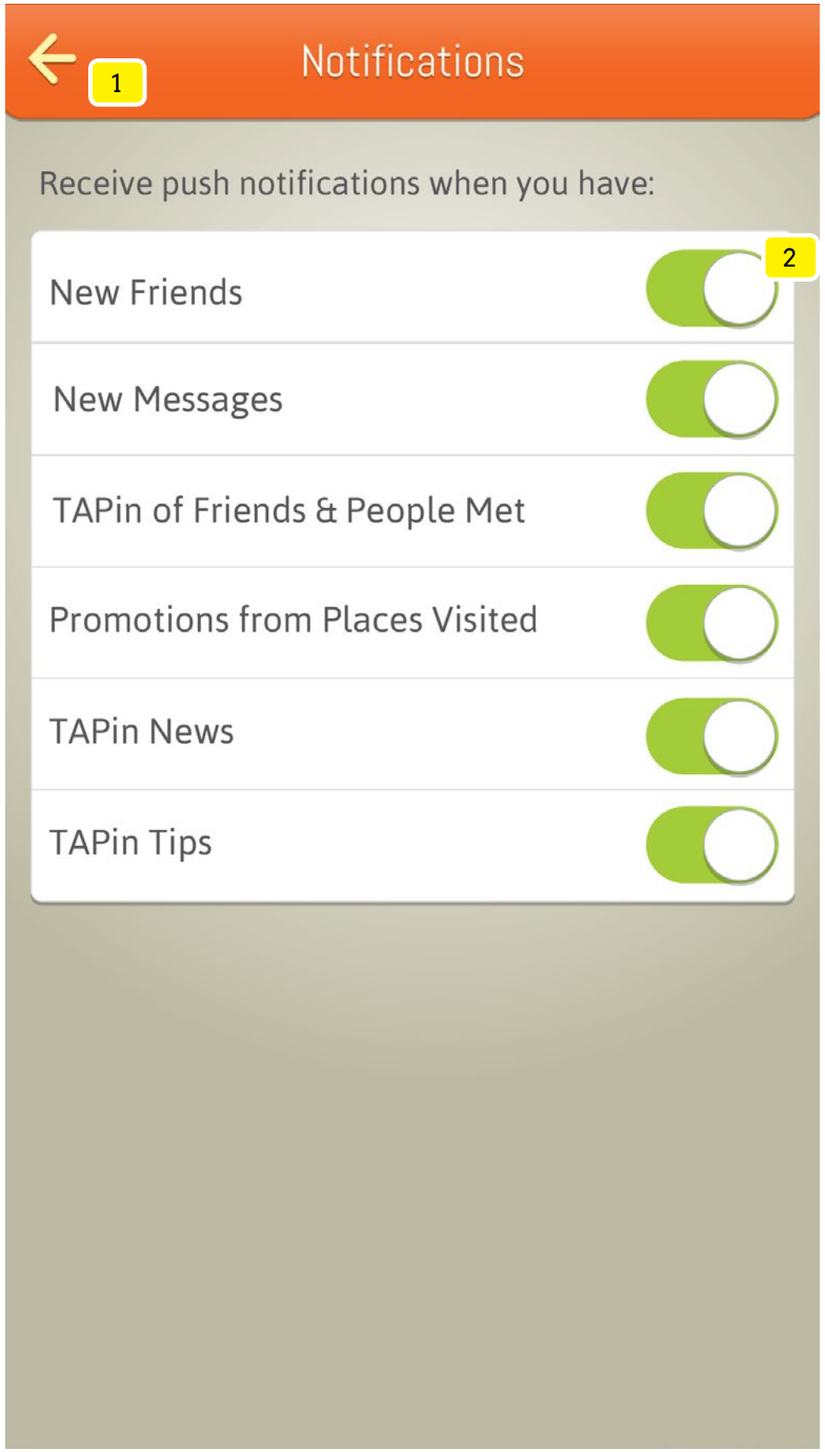
Objectives

Confirm and or change current social account type in use.

Interactions

1	ON TAP goes to previous screen
2	ON PAGE LOAD display logo for linked social media account along with privacy option
3	ON TAP toggles checkbox from checked to unchecked. The checkbox will be checked by default.
4	ON TAP user will signout of TAPin, unlink the social media account and return to the LOGIN screen.

Similar Displays



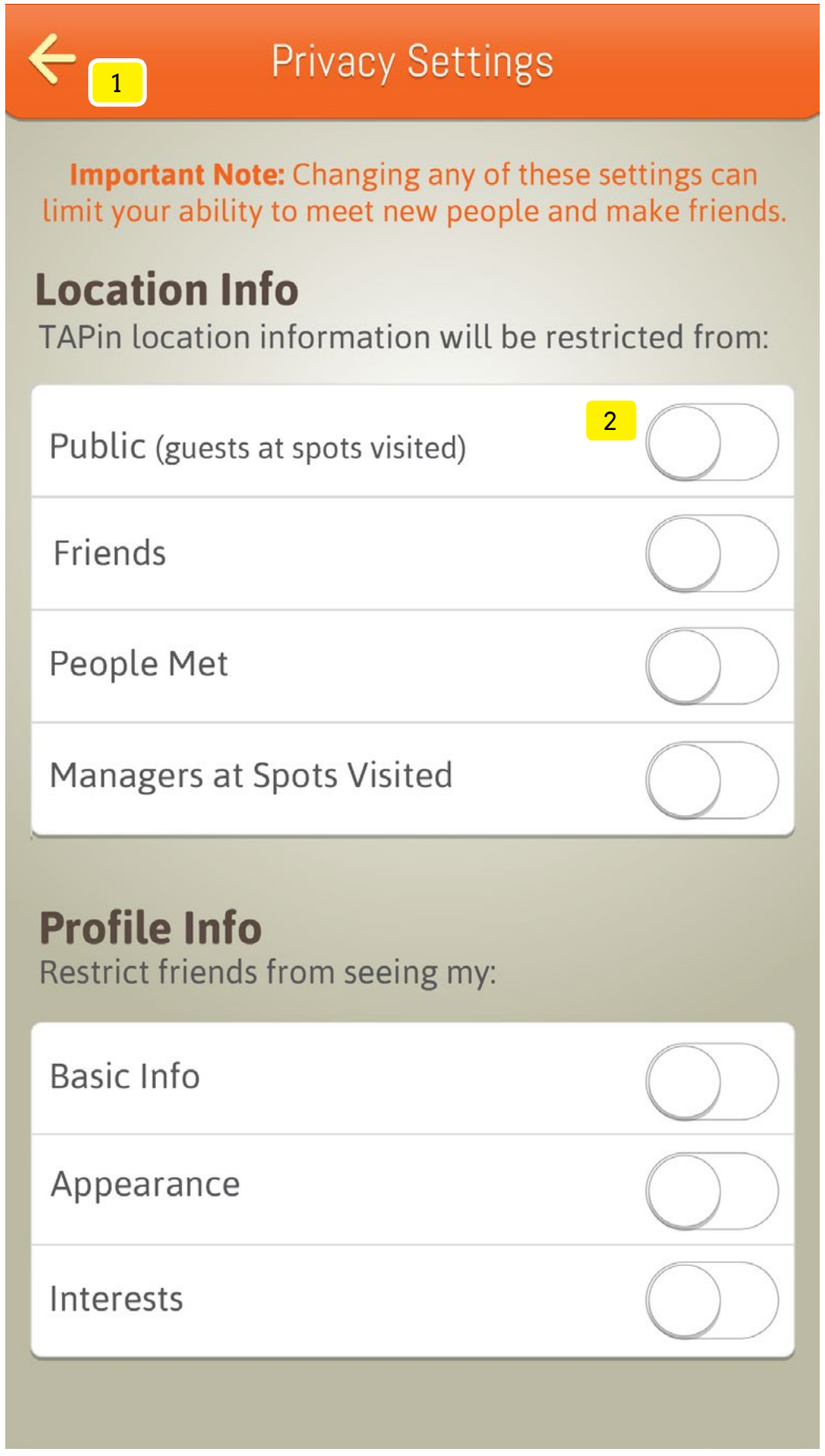
Specifications

Objectives

Manage push notification settings to provide the user control in how information is surfaced to them while not using TAPin.

Interactions

1	ON TAP goes to previous screen
2	ON TAP or ON SLIDE toggles the switch from an ON state (green) to an OFF state (white).



Specifications

Objectives

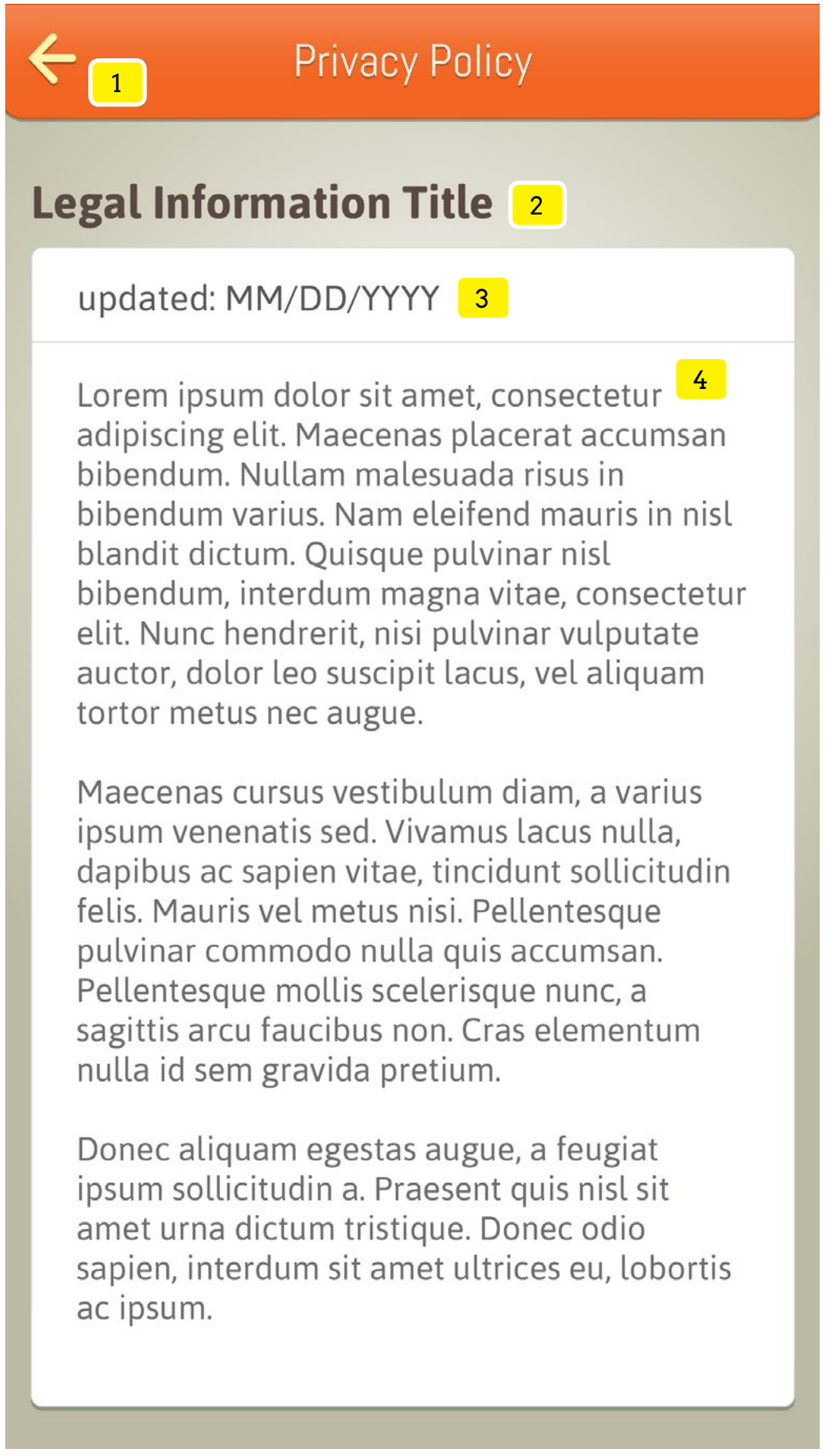
Manage privacy settings which provide the user control in how location and profile information shared with others.

Interactions

1	ON TAP goes to previous screen
2	ON TAP or ON SLIDE toggles the switch from an ON state (green) to an OFF state (white). User will not be listed when checked-in at a venue.

Similar Displays

NODE	CATEGORY NAME	PAGE NAME	PAGE TYPE
33	**4.1.3**	SETTINGS	Privacy Settings	



Specifications

Objectives

Review the latest legal information presented.

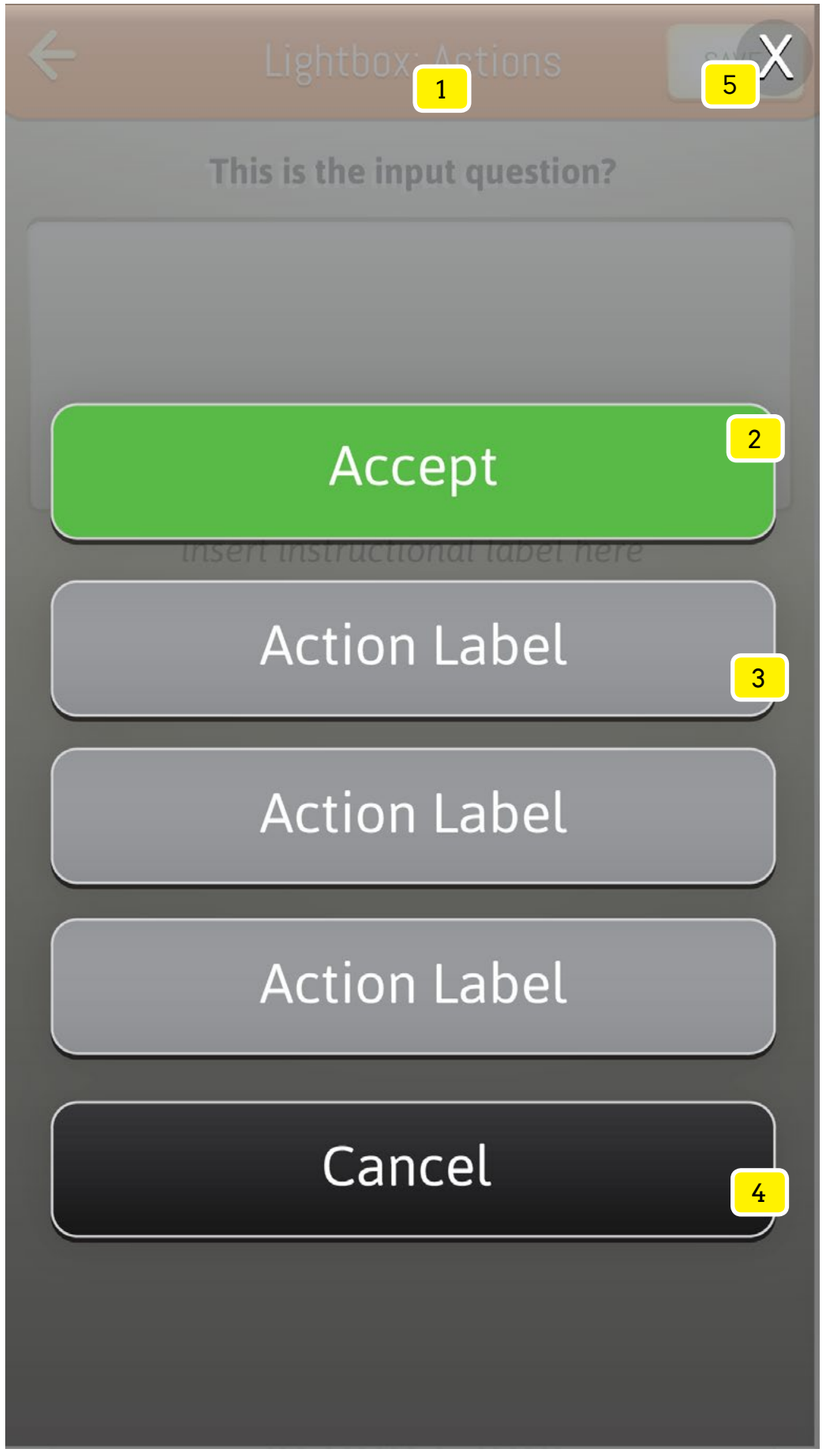
Interactions

1	ON TAP goes to previous screen
2	ON PAGE LOAD display TITLE of information
3	ON PAGE LOAD display date information was updated
4	ON PAGE LOAD display legal information

Similar Displays

4.1.4	About

	NODE	CATEGORY NAME	PAGE NAME	PAGE TYPE
34				



Specifications

Objectives

Lightbox or modal displays allow the user to perform actions without leaving their current screen. There are three combination of button actions that can appear:

1. Confirm (green), neutrual (grey) and cancel (black) actions
2. Confirm (green) and cancel (black) actions
3. Neutral (grey) and cancel (black)actions

Interactions

1	ON PAGE LOAD the Lightbox panel SLIDES UP from the bottom of the screen over the current screen. This prevents the user from interacting the current screen.
2	CONFIRMATION ACTION: Typically used to accept or confirm a preceding response needed from the user. Accepting this type of action leads to non-destructive which can be altered later. ON TAP related action is performed
3	NEUTRAL ACTION: Typically used to perform one out of a number of related actions by the user. Accepting this type of action leads to non-destructive or destructive actions. Destructive actions are followed by a native alert dialog box. ON TAP related action is performed
4	CANCEL ACTION: Typically used to deter from taking any action. Accepting this type of action leads to non-destructive results ON TAP the BUTTON ACTIONS panel quickly disappears and SLIDES DOWN returning the user to the screen in the background.
5	ON TAP the lightbox background quickly disappears and the lightbox panel SLIDES DOWN revealing the user to the background screen.

Similar Displays

Specifications

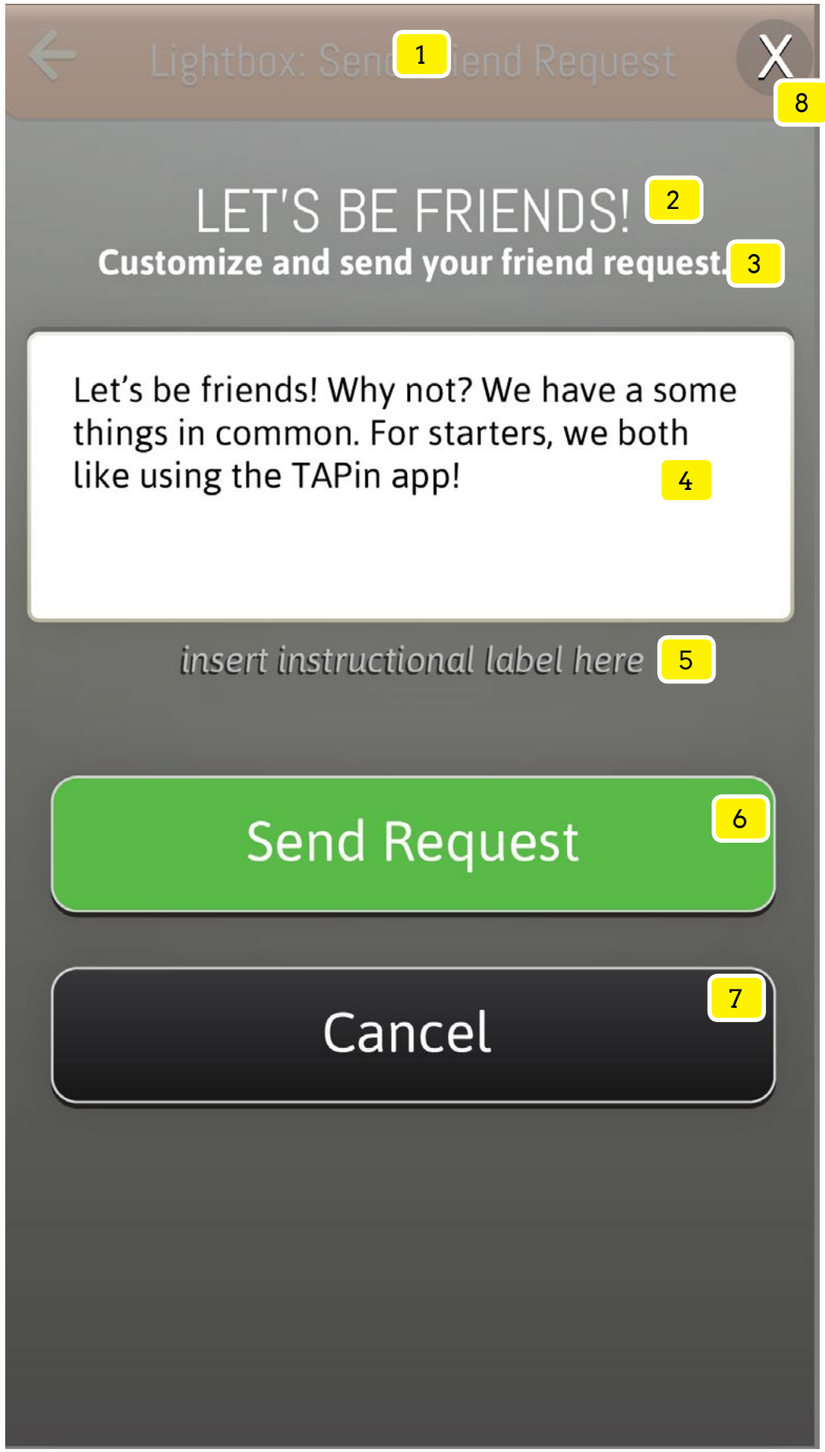
Objectives

This lightbox situation represents a scenario where a user is trying to meet someone for the first time. The user is trying to simply craft and send a message to make an impression.

Interactions

1	ON PAGE LOAD the BUTTON ACTIONS panel SLIDES UP from the bottom of the screen
2	ON PAGE LOAD the form title displays “BREAK THE ICE!” IF the user is trying to meet someone with a message.
3	ON PAGE LOAD form statement displays
4	ON PAGE LOAD activates the native keyboard so the user can enter information into the input field (a character limit must apply)
5	ON PAGE LOAD shows any instruction text related to the field (i.e. max 100 character limit)
6	ON TAP a progress status alert displays confirming the input was processed and saved, the lightbox background quickly disappears and the lightbox panel SLIDES DOWN revealing the user to the background screen.
7	ON TAP the lightbox background quickly disappears and the lightbox panel SLIDES DOWN revealing the user to the background screen.
8	ON TAP the lightbox background quickly disappears and the lightbox panel SLIDES DOWN revealing the user to the background screen.

Similar Displays



Specifications

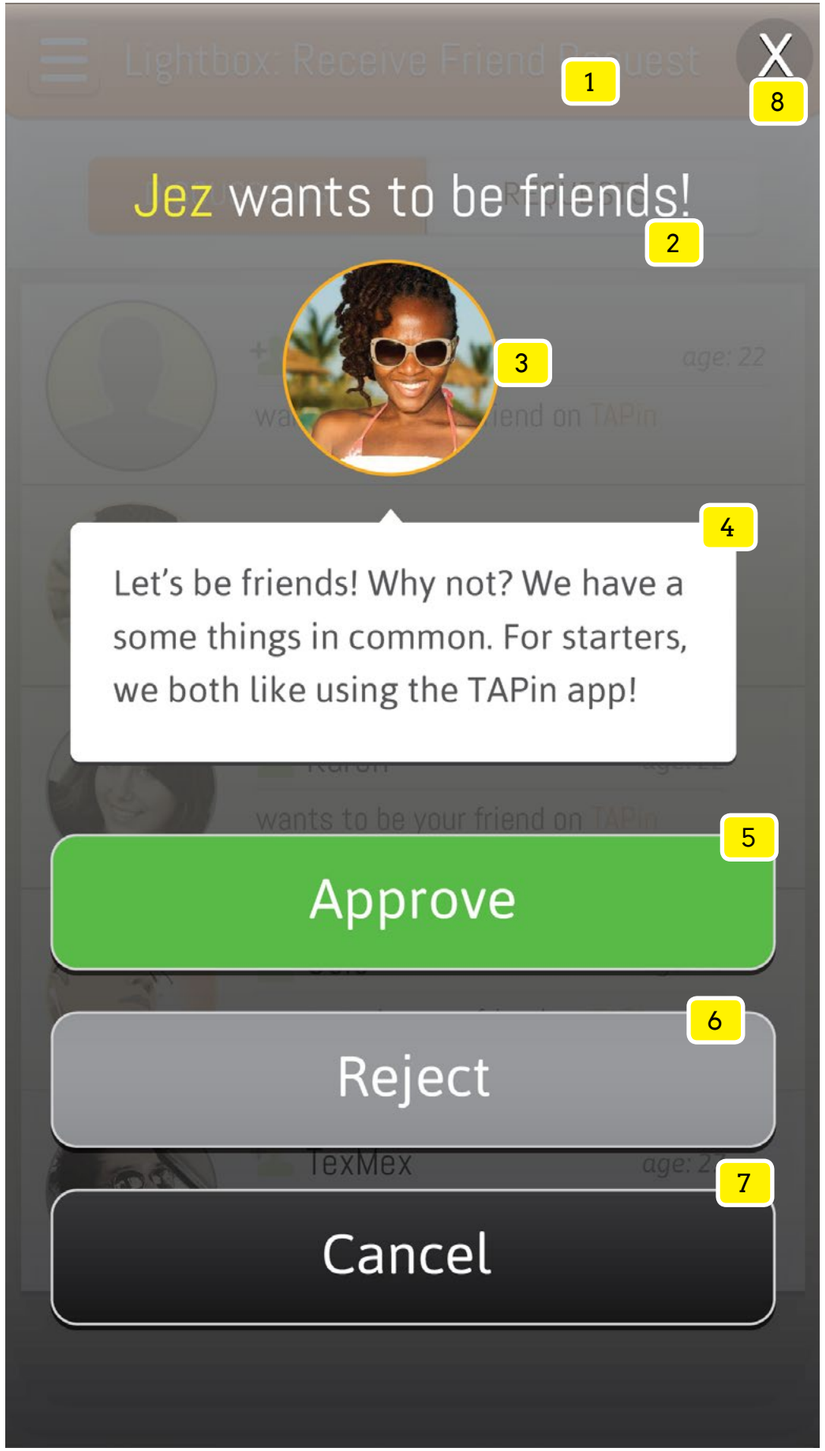
Objectives

This lightbox situation represents a scenario where a user is trying to send a friend request. The user is trying to simply craft and send a the request to make an impression.

Interactions

1	ON PAGE LOAD the Lightbox panel SLIDES UP from the bottom of the screen
2	ON PAGE LOAD the form title displays "LET'S BE FRIENDS!"
3	ON PAGE LOAD form statement displays
4	ON PAGE LOAD activates the native keyboard so the user can customize the already populated information into the input field (a character limit must apply). The cursor will appear at the end of the pre-populated content.
6	ON PAGE LOAD shows any instruction text related to the field (i.e. max 100 character limit)
7	ON TAP a progress status alert displays confirming the input was processed and sent, the lightbox background quickly disappears and the lightbox panel SLIDES DOWN revealing the user to the background screen.
8	ON TAP the lightbox background quickly disappears and the lightbox panel SLIDES DOWN revealing the user to the background screen.

Similar Displays



Specifications

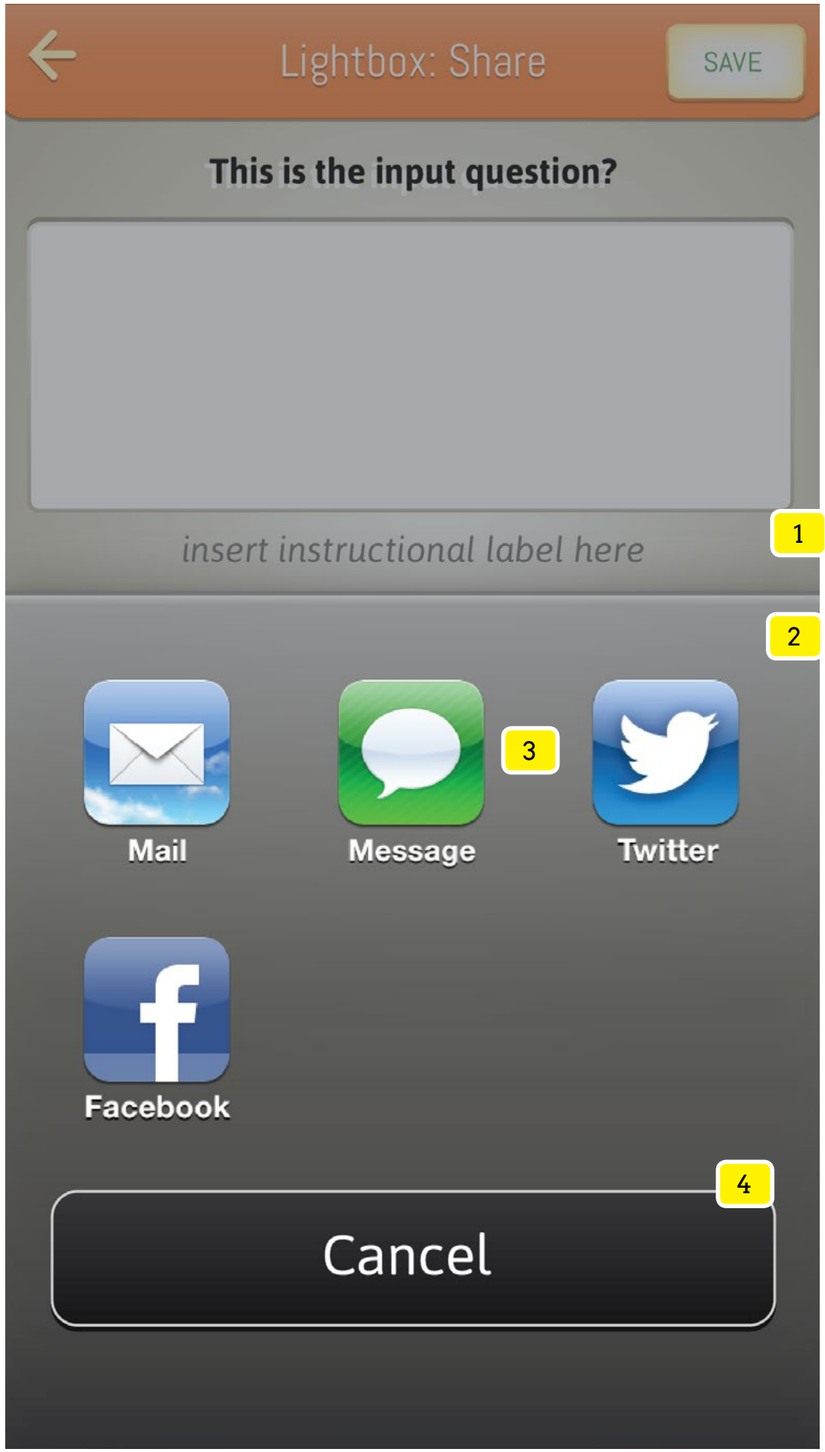
Objectives

This lightbox situation represents a scenario where a user has launched a friend request. The user is looking to simply read and select how to manage the request.

Interactions

1	ON PAGE LOAD the entire lightbox panel SLIDES UP from the bottom of the screen in to place over the current screen. This prevents the user from interacting the current screen.
2	ON PAGE LOAD the request subject line consists of (Name + " wants to be friends!")
3	ON PAGE LOAD the sender's image displays
4	ON PAGE LOAD the request message displays
5	ON TAP a progress status alert displays confirming the input was approved and now a friend, the lightbox background quickly disappears and the lightbox panel SLIDES DOWN revealing the user to the background screen.
6	ON TAP No/Yes native alert dialog box displays with message "Are you sure you want to reject this request?" ON CONFIRM(Yes) the person's request is removed from the Messages: Requests list. A progress status alert displays confirming the request was rejected, the lightbox panel SLIDES DOWN revealing the user to the background screen. ON CANCEL (No) closes the native alert dialog box revealing the background screen.
7	ON TAP the lightbox panel SLIDES DOWN revealing the user to the background screen.
8	ON TAP the lightbox panel SLIDES DOWN revealing the user to the background screen.

Similar Displays



Specifications

Objectives

This lightbox situation represents a scenario where a user has lauched a native iOS6 share feature. The user is looking to simply utilize native share capabilities to broadcast a venue or its promotion.

Note: The screen represention to the left only references an iOS6 scenario. Please reference native UI controls for iOS7 and any Andriod devices.

Interactions

1	ON PAGE LOAD lightbox background (80% transparent black) fades in to place over the current screen. This prevents the user from interacting the current screen.
2	ON PAGE LOAD the BUTTON ACTIONS panel SLIDES UP from the bottom of the screen
3	ON PAGE LOAD the native share icons display ON TAP launch the native share dialog window allowing the user to customize the already populated message. In the scenario of sharing a venue the pre-populated message will read, “I’m at ” + venueName + “using the TAPin App.” Download the app (insert bitly to native store) and meet us here.” In sharing a venue’s promotion the pre-populated text will read, “Join me @ “+ venueName + “and get ” + venue Promotion Title + venue Promotion Description.
4	ON TAP the lightbox panel SLIDES DOWN revealing the user to the background screen.

Similar Displays