



UX/UI Designs :: Wireframes
April 29, 2019



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VERSION CONTROL

	Description	Ownership
0.01	Set-up template and initial illustration.	sb
0.02	Typos, and UX edits to SPECIAL LOCATIONS, all PHOTO BOOTH, AUGMENTED REALITY and STICKERS and FRAMES screens. Added WALLPAPER, and FRIENDS ARCADE screens. Added placeholders for CUPS and MONICA'S COOKBOOK screens.	sb
0.03	Edits to GLOBAL NOTES. SPECIAL LOCATIONS was tweaked to show entire alpha navigation. Changed name and added MONICA'S KITCHEN screens.	sb
0.04	Updated HOME screens and added ALARM CLOCK.	sb
0.05	Updated screen illustrations per collaboration with Wayne	sb / wa

GLOBAL NOTES

The UX and for this app were inspired by the GUCCI app (free download).
If there is doubt regarding the experience, referring to that app may be helpful.

These wireframes were drawn at a mid-fidelity and don't fully represent the UI experience. Colors, icons, etc. are presented here as suggestions only. Designers and Developers please be inspired by these illustrations, but don't feel limited by them.

SITE MAP



HOME | SPECIAL LOCATIONS SCREENS



HOME

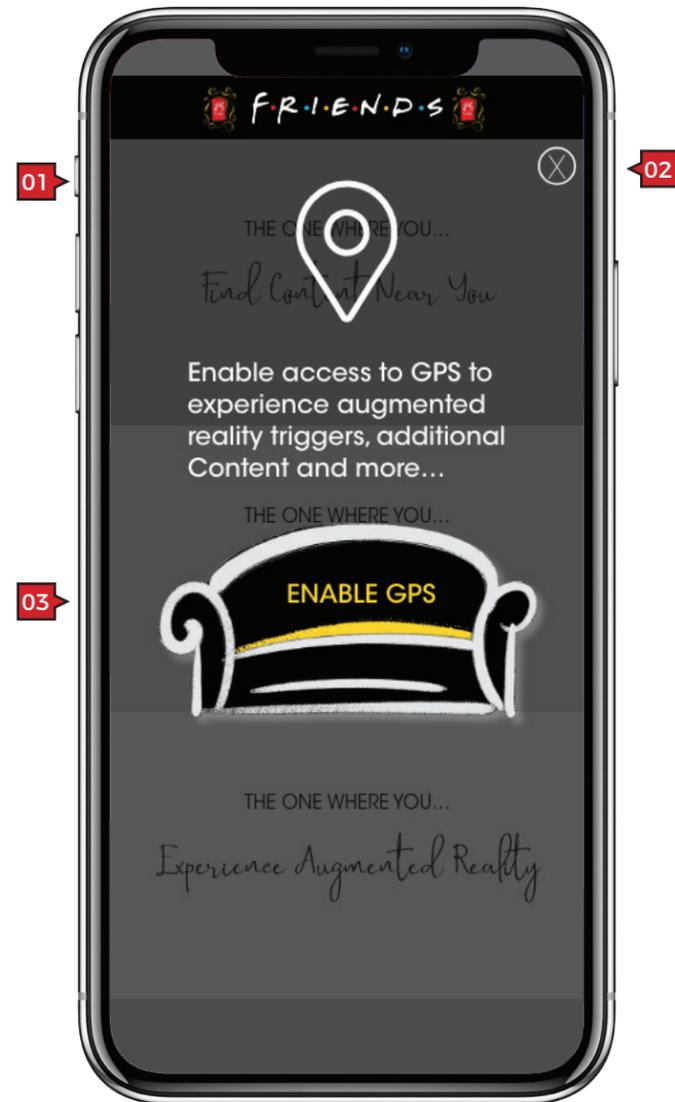


Screen Context / How the User Got Here / Screen Notes

User has opened the app. GPS is not enabled for the app.

	Description	Interaction	Notes
01	masthead	None.	Please use the WB provided approved asset.
02	'experience' tile	OnTap the user is navigated to the specific experience they selected.	

HOME :: Enable GPS Modal

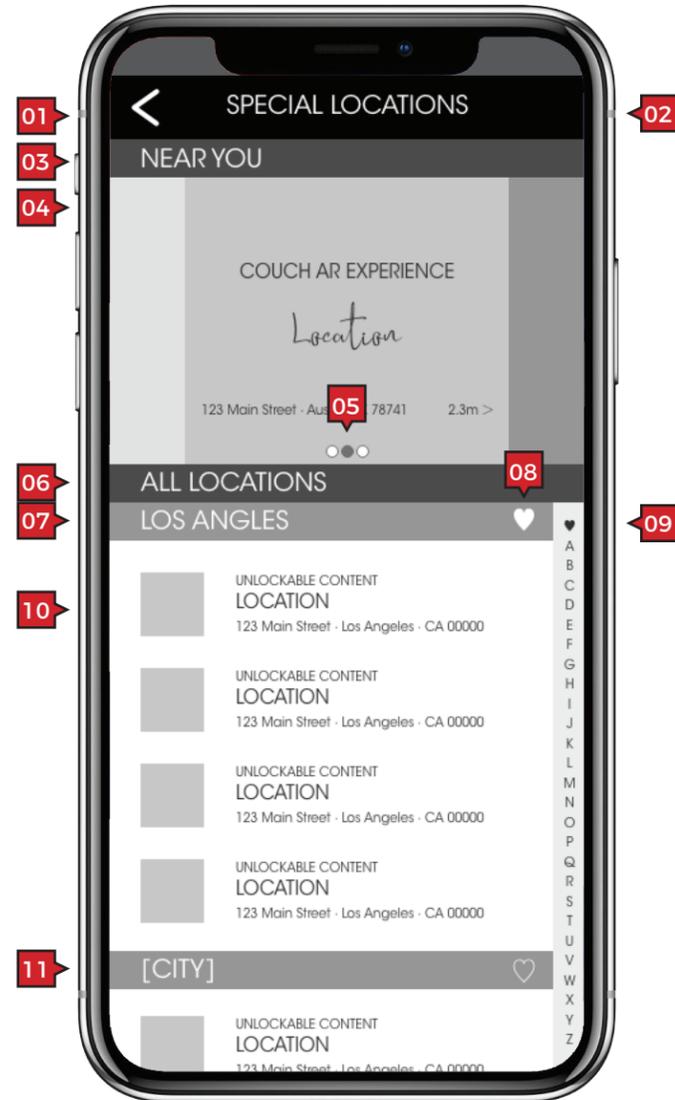


Screen Context / How the User Got Here / Screen Notes

User tapped on the "Find Content Near You" tile on the **HOME** screen without GPS enabled.

	Description	Interaction	Notes
01	GPS not enabled modal.	None.	This modal only appears if GPS is not enabled for the FRIENDS app.
02	close button	BAU.	
03	"ENABLE GPS" button	OnTap user enables GPS for the FRIENDS app. The experience is determined by the mobile devices operating system. Once the user's GPS has been enabled, the user is navigated to the SPECIAL LOCATIONS screen. The "Find Content Near You" Home tile is transformed by GPS having been enabled. In these wires, "Find Content Near You" changes to "Special Locations" when the user returns to the Home screen.	

SPECIAL LOCATIONS



Screen Context / How the User Got Here / Screen Notes

The user has enabled GPS for the FRIENDS app and/or they have tapped on, "Special Locations" link (see **HOME :: GPS Enabled**).

Description	Interaction	Notes
01 back button	BAU.	
02 "SPECIAL LOCATIONS" screen header	None.	
03 "NEAR YOU" subhead	None.	
04 nearby location carousel	OnSwipe user can horizontally scroll through nearby 'special locations'. OnTap user is taken to their device's default map app showing the selected location with the option to see directions.	Carousel content includes: · graphic representing location · experience type · location name · location address · distance from location
05 indicator dots	BAU.	
06 "ALL LOCATIONS" subhead	None.	
07 [CITY] subhead	None.	
08 'favorites' button	OnTap toggle between active and inactive state. Making a city a 'favorite' allows that city to appear in a "FAVORITES" list accessed by tapping on the 'heart' icon in the 'favorite' and alpha scroll.	
09 'favorite' and alpha scroll	BAU. (See 'favorites' button above.)	
10 location item	OnTap user is taken to their device's default map app showing the selected location with the option to see directions.	Location item includes: · graphic representing location (logo) · experience type · location name · location address

HOME :: GPS Enabled



Screen Context / How the User Got Here / Screen Notes

The **HOME** screen after GPS has been enabled and when a user isn't within TBD trigger distance to either a new content and/or AR experience.

Description	Interaction	Notes
01 "Special Locations" tile	OnTap user is navigated to the SPECIAL LOCATIONS screen.	Once GPS is enabled, this tile is interactive to its location. "Special Locations" is a link to a listing of locations and shown when the user isn't within the TBD trigger radius of either a new content and/or AR experience.

HOME :: Special Location Near By



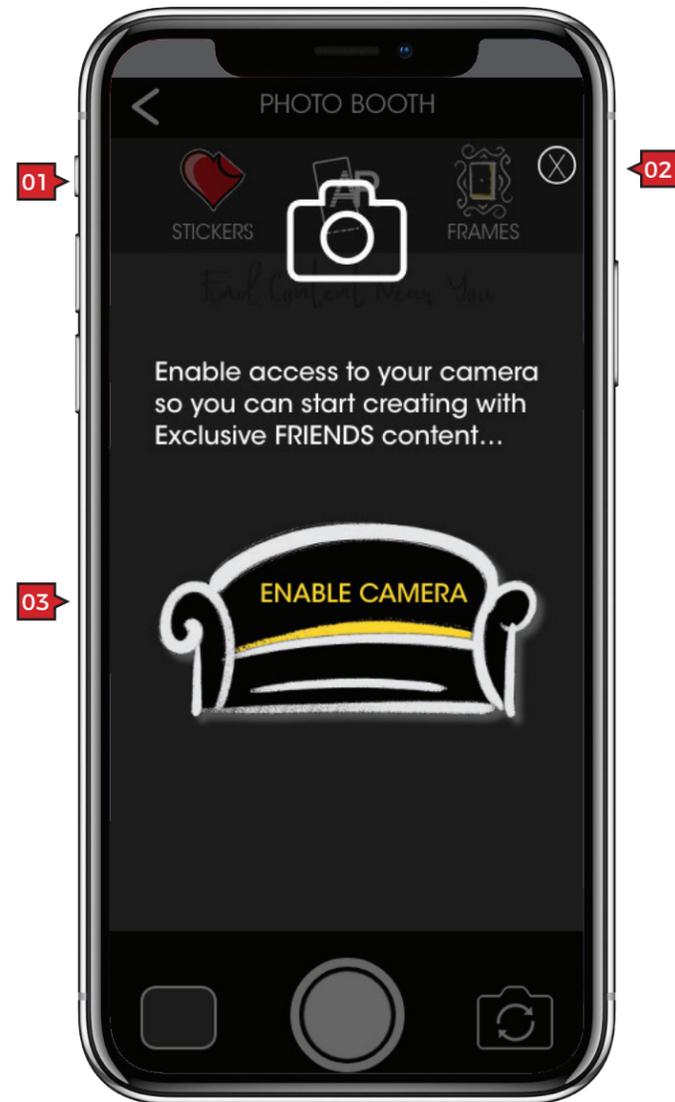
Screen Context / How the User Got Here / Screen Notes

The **HOME** screen after GPS has been enabled and when a user is within TBD trigger distance to either a new content and/or AR experience.

	Description	Interaction	Notes
01	"New Content Available" tile	OnTap user is navigated to the STICKERS AND FRAMES screen.	Once GPS is enabled, this tile is interactive to its location. "New Content Available" is a link to STICKERS AND FRAMES where the user unlocks location specific content. This option is shown when the user is within the TBD trigger radius of a new content experience.
02	AR Couch Near You	OnTap user is navigated to the AUGMENTED REALITY :: Couch screen with the 'couch' icon preselected..	Once GPS is enabled, this tile is interactive to its location. "AR Couch Near You" is a link to AUGMENTED REALITY :: Couch where the user can experience the AR couch experience. This option is shown when the user is within the TBD trigger radius of a AR couch experience.

PHOTO BOOTH SCREENS

PHOTO BOOTH :: Camera Not Enabled Modal

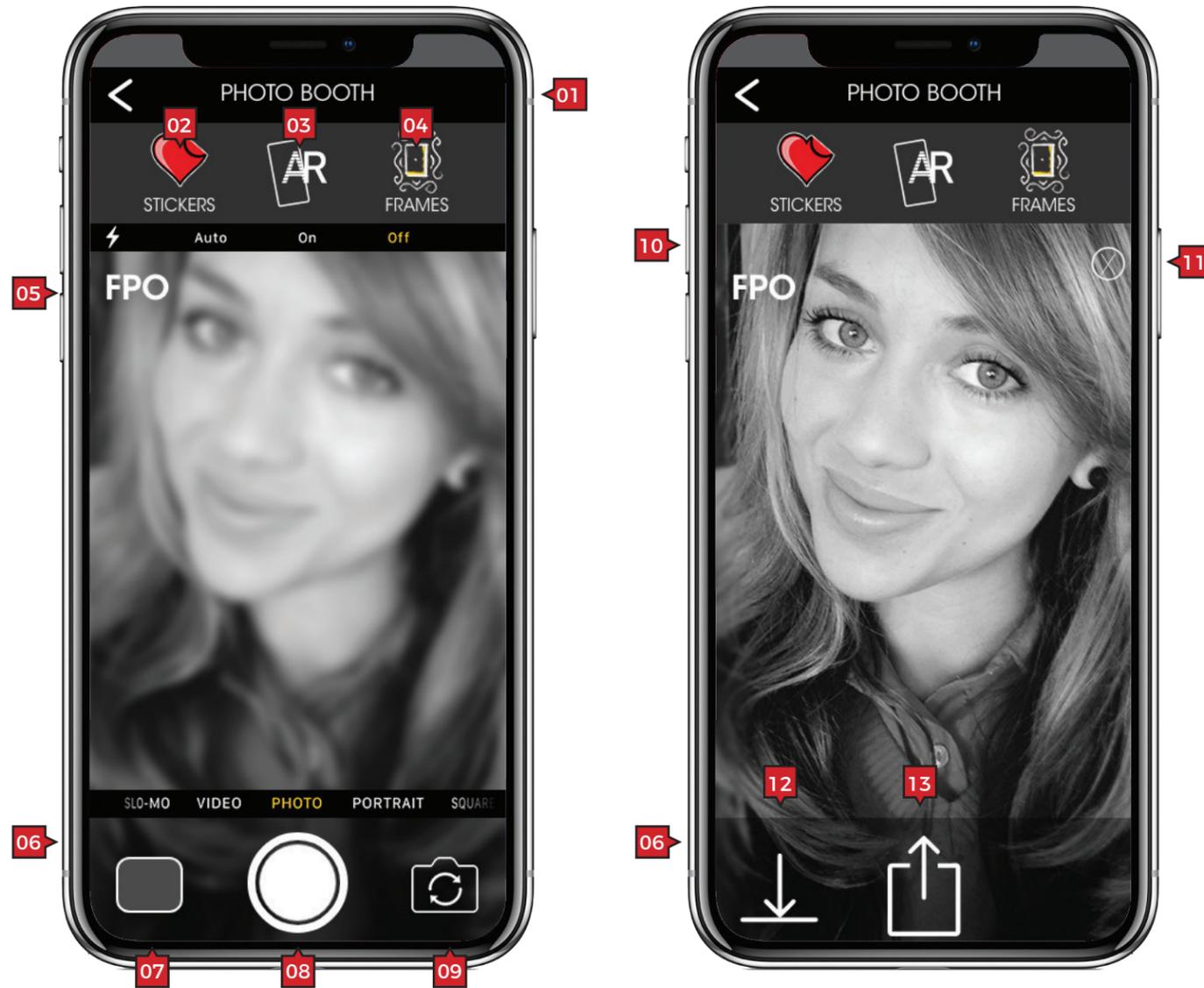


Screen Context / How the User Got Here / Screen Notes

User tapped on the "Photo Booth" tile on the **HOME** screen without the device's camera being enabled.

	Description	Interaction	Notes
01	camera not enabled modal.	None.	This modal only appears if the camera is not enabled for the FRIENDS app.
02	close button	BAU.	
03	"ENABLE CAMERA" button	OnTap user enables the camera for the FRIENDS app. The experience is determined by the mobile devices operating system. Once the user's camera has been enabled, the user is navigated to the PHOTO BOOTH :: Camera Enabled Photo Taken screen.	

PHOTO BOOTH :: Camera Enabled | Photo Taken

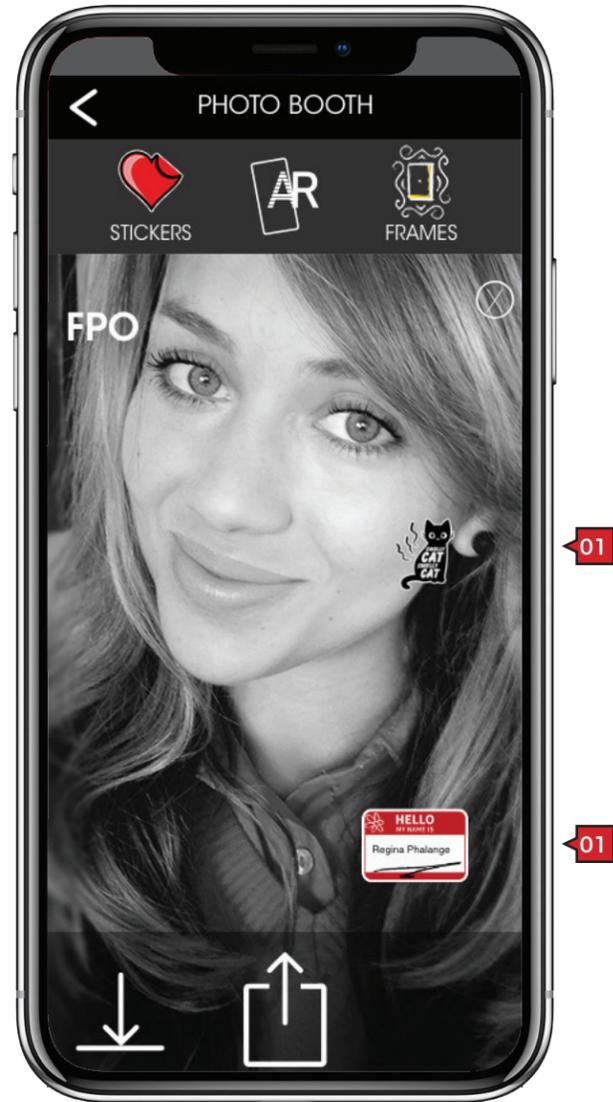


Screen Context / How the User Got Here / Screen Notes

Camera is enabled. The user can navigate here directly by tapping on the **HOME** screen Photo Booth tile. It is also possible to get here through the process of selecting the "Stickers and Frames" tile also on the **HOME** screen and selecting stickers or frames to add to an image.

Description	Interaction	Notes
01 "PHOTO BOOTH" masthead	None.	Back button is BAU.
02 "STICKERS" button	OnTap the user is navigated to STICKERS and FRAMES where they have the option to choose artwork before accessing the camera's features.	Animation: The STICKERS screen should slide in from the left.
03 "AR" button	OnTap the user navigates to the AUGMENTED REALITY screen.	Animation: It would be very cool, although I'm not sure possible, if the transition was a dissolve emphasizing that the basic camera functions are the same.
04 "FRAMES" button	OnTap the user is navigated to STICKERS and FRAMES where they have the option to choose artwork before accessing the camera's features.	Animation: The FRAMES screen should slide in from the right.
05 live camera image	None.	Before the photo is taken the screen shows the live camera feed.
06 interactive area	Interactive options are based on the state of picture taking: before and after capturing an image.	Shown are the two states of the 'interactive area': before and after capturing an image.
07 camera roll library button	BAU.	Photo hasn't been taken.
08 take photo button	BAU.	
09 flip camera button	BAU.	
10 user has taken a photo	None.	The image freezes on the captured image.
11 'close' button	OnTap the captured image is released and the interactive area state changes back to the before capture state.	Close button only appears after an image is captured.
12 'save' button	OnTap the captured image is saved to the user's wallpaper library.	Users can save images to their wallpaper library.
13 'share' button	BAU.	

PHOTO BOOTH :: with Stickers



Screen Context / How the User Got Here / Screen Notes

User has returned from the Sticker drawer having selected sticker(s).

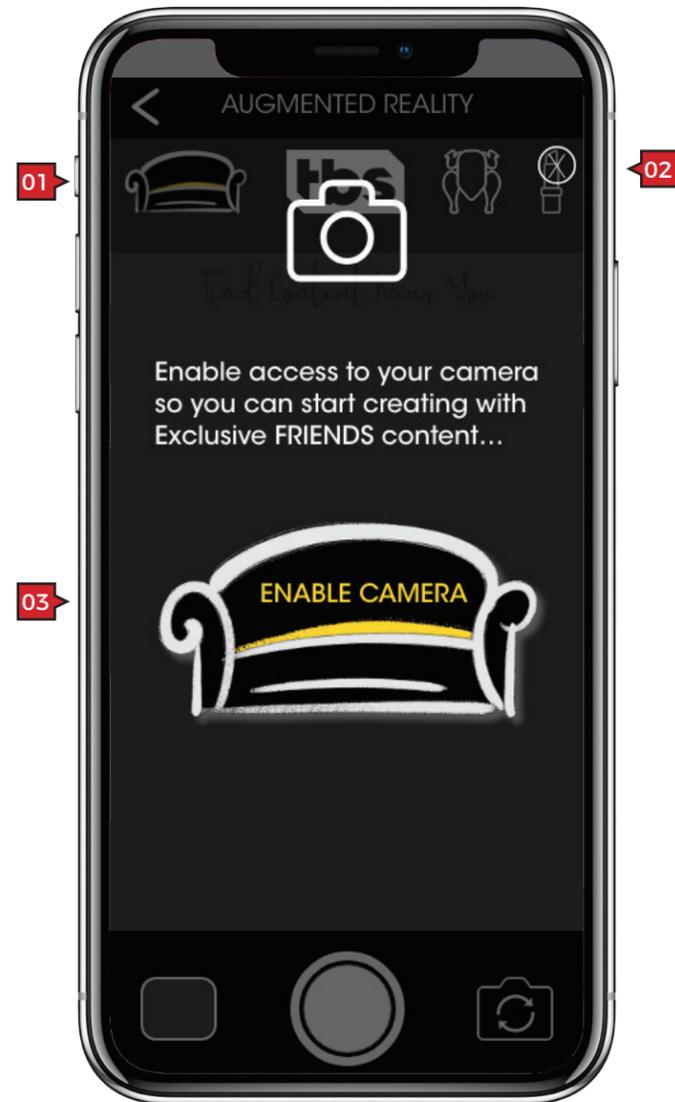
NOTE: This page is shown here although the user has accessed STICKERS. To better understand, please see STICKERS and FRAMES.

Description	Interaction	Notes
01 'sticker'		Stickers have the ability to be positioned and resized per the device's capabilities.

AUGMENTED REALITY SCREENS



AUGMENTED REALITY :: Camera Not Enabled Modal

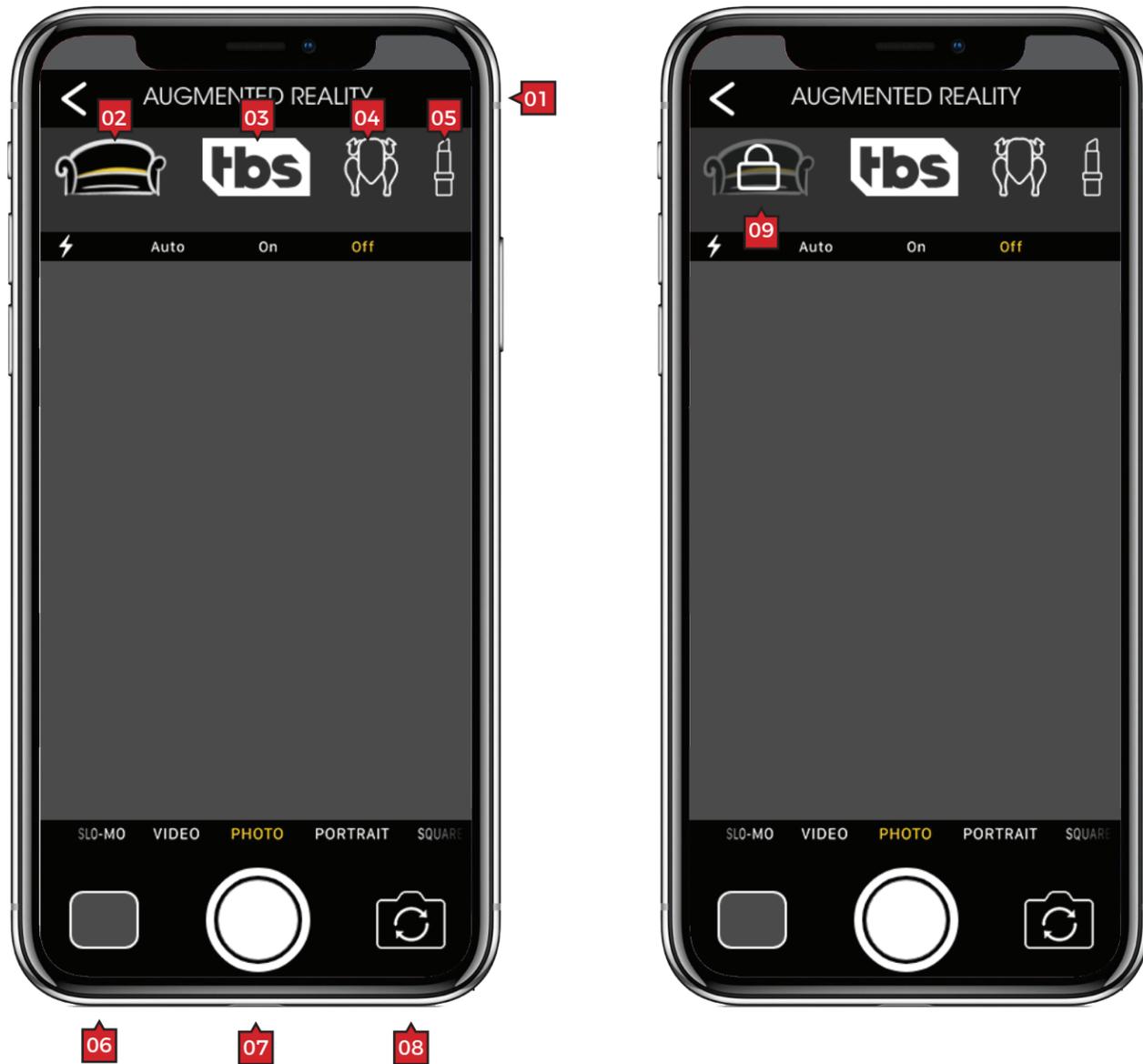


Screen Context / How the User Got Here / Screen Notes

User tapped on the "Augmented Reality" tile on the **HOME** screen without the device's camera being enabled.

	Description	Interaction	Notes
01	camera not enabled modal.	None.	This modal only appears if the camera is not enabled for the FRIENDS app.
02	close button	BAU.	
03	"ENABLE CAMERA" button	OnTap user enables the camera for the FRIENDS app. The experience is determined by the mobile devices operating system. Once the user's camera has been enabled, the user is navigated to the AUGMENTED REALITY :: Camera Enabled screen.	

AUGMENTED REALITY :: Camera Enabled | Couch AR Locked



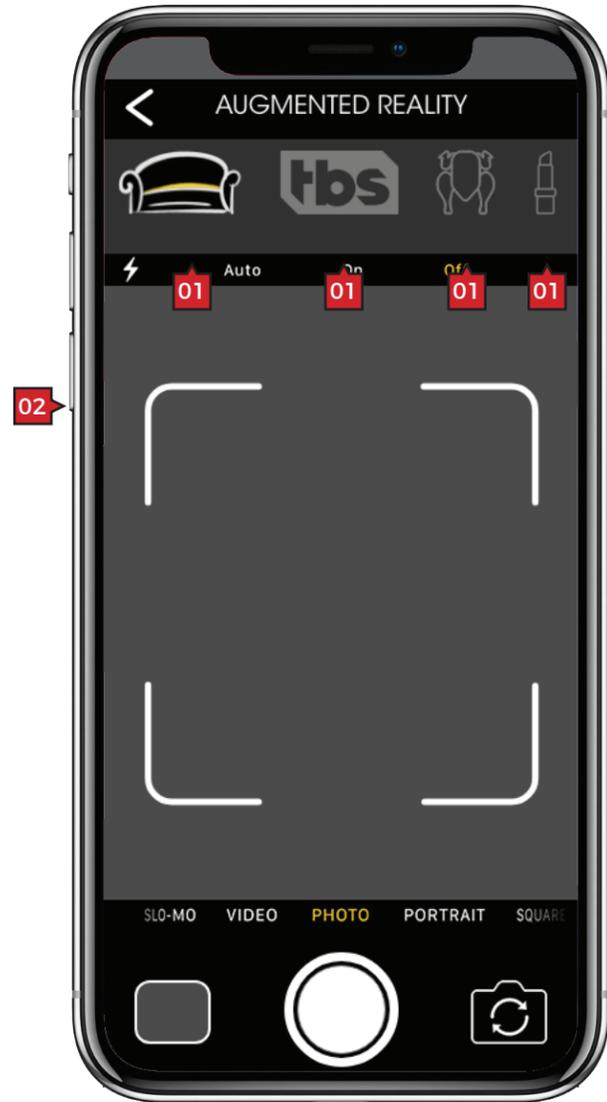
Screen Context / How the User Got Here / Screen Notes

Camera is enabled. The user can navigate here directly by tapping on the **HOME** screen Augmented Reality tile. It is also possible to get here from the **PHOTO BOOTH :: Camera Enabled** screen.

Note: The process of capturing an image and the before and after states of capturing an image are similar to **PHOTO BOOTH**. The difference is the addition of the AR scan frame shown in **AUGMENTED REALITY :: Experience Selected**.

	Description	Interaction	Notes
01	"AUGMENTED REALITY" masthead	None.	Back button is BAU.
02	"couch" toggle button	OnTap the selected AR experience is toggles between its active and inactive state.	Only one AR experience can be active at a time. So when a user taps on any experience, the experience that had been active becomes inactive.
03	"tbs" toggle button		
04	"turkey" toggle button		
05	"blue lips" toggle button		
06	camera roll library button	BAU.	Photo hasn't been taken.
07	take photo button	BAU.	
08	flip camera button	BAU.	
09	AR experience locked icon	None.	The 'couch' AR experience is unlocked only when the user is within the range of an AR couch location.

AUGMENTED REALITY :: Experience Selected



Screen Context / How the User Got Here / Screen Notes

The user has selected ('couch' shown) an AR experience.

Note: The process of capturing an image and the before and after states of capturing an image are similar to **PHOTO BOOTH**. The difference is the addition of the AR scan frame shown here.

Description	Interaction	Notes
01	AR buttons showing the 'couch' button as active and therefore all others as inactive.	
02	AR scan frame	OnScan when the user aligns an AR trigger within the scan area the AR experience is triggered. AR Targets: · couch = couch · tbs = tbs logo off their tv · turkey and blue lips = face recognition

STICKERS and FRAMES SCREENS



STICKERS :: Favorites | Sticker Selected

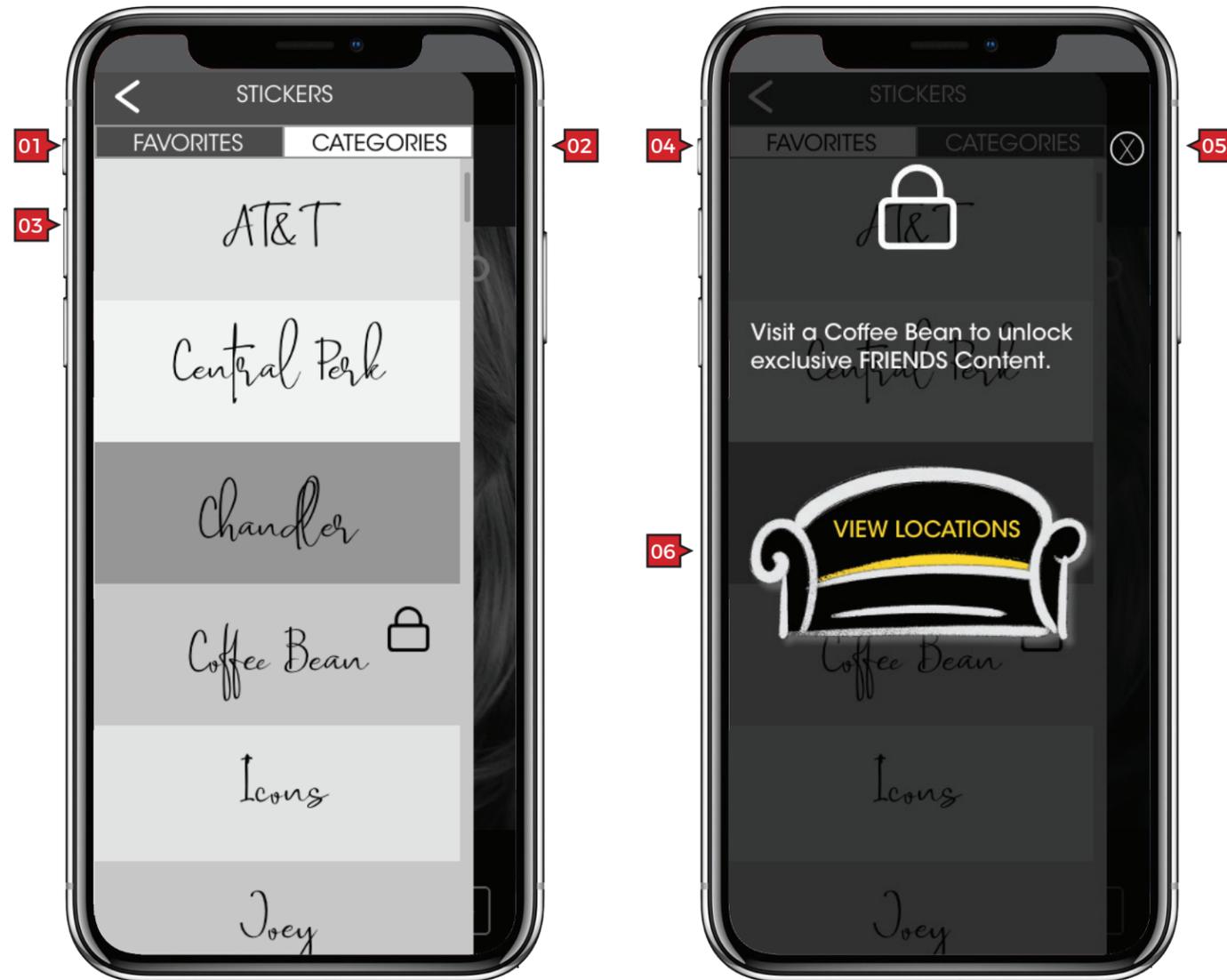


Screen Context / How the User Got Here / Screen Notes

User has either tapped on "Stickers and Frames" from the **HOME** screen, or they have tapped on the 'sticker' icon from the **PHOTO BOOTH** screen.

Description	Interaction	Notes
01 'back' button	BAU.	
02 "STICKERS" masthead	None.	
03 "FAVORITES" tab	OnTap the user can toggle between the "FAVORITES" and "CATEGORIES" screens.	
04 "CATEGORIES" tab		
05 'stickers' shown in both its selected and unselected states	OnTap toggles between selected and unselected.	Selected stickers are visually marked. Shown here the stickers have a border around them. This is only a suggestion.
06 "RECENT" subhead	None.	
07 "USE" button shown in both its inactive and inactive state	OnTap, when active, selected stickers are copied to a PHOTO BOOTH image for placement and meme creation.	"USE" button is active when one or more stickers are selected.
08 'stickers' and 'frames' buttons shown in an active and inactive state	OnTap of the active button, the user is navigated to the selected drawer.	Users have the ability to switch between the "STICKERS" and "FRAMES" drawers. When a user has open the "STICKERS" drawer, the 'stickers' button is inactive and the "frames" button is active. When users have open the "FRAMES" drawer the vice verse action occurs. Animation: It would be cool if when switching between the two drawers they slid simultaneously leaving the gap constant as the move into their new positions.

STICKERS :: Categories | Locked Category Modal



Screen Context / How the User Got Here / Screen Notes

User has selected the "Categories" tab while on the **STICKERS** screen.

	Description	Interaction	Notes
01	"FAVORITES" tab	OnTap the user can toggle between the "FAVORITES" and "CATEGORIES" screens.	
02	"CATEGORIES" tab		
03	'category' tile	OnTap user navigates to the selected category screen (see STICKERS :: Category Selected).	
04	category locked modal	None.	
05	'close' button	BAU.	
06	"VIEW LOCATIONS" button	OnTap user navigates to SPECIAL LOCATIONS screen.	

STICKERS :: Category Selected



Screen Context / How the User Got Here / Screen Notes

User as tapped on a 'category' tile.

Description	Interaction	Notes
01 'back' button	BAU.	
02 "STICKERS: Central Perk" masthead	None.	
03 'sticker'	OnTap toggles between a sticker being selected and unselected.	
04 "USE" button inactive.	None.	The "USE" button is only active when a sticker is selected.

FRAMES



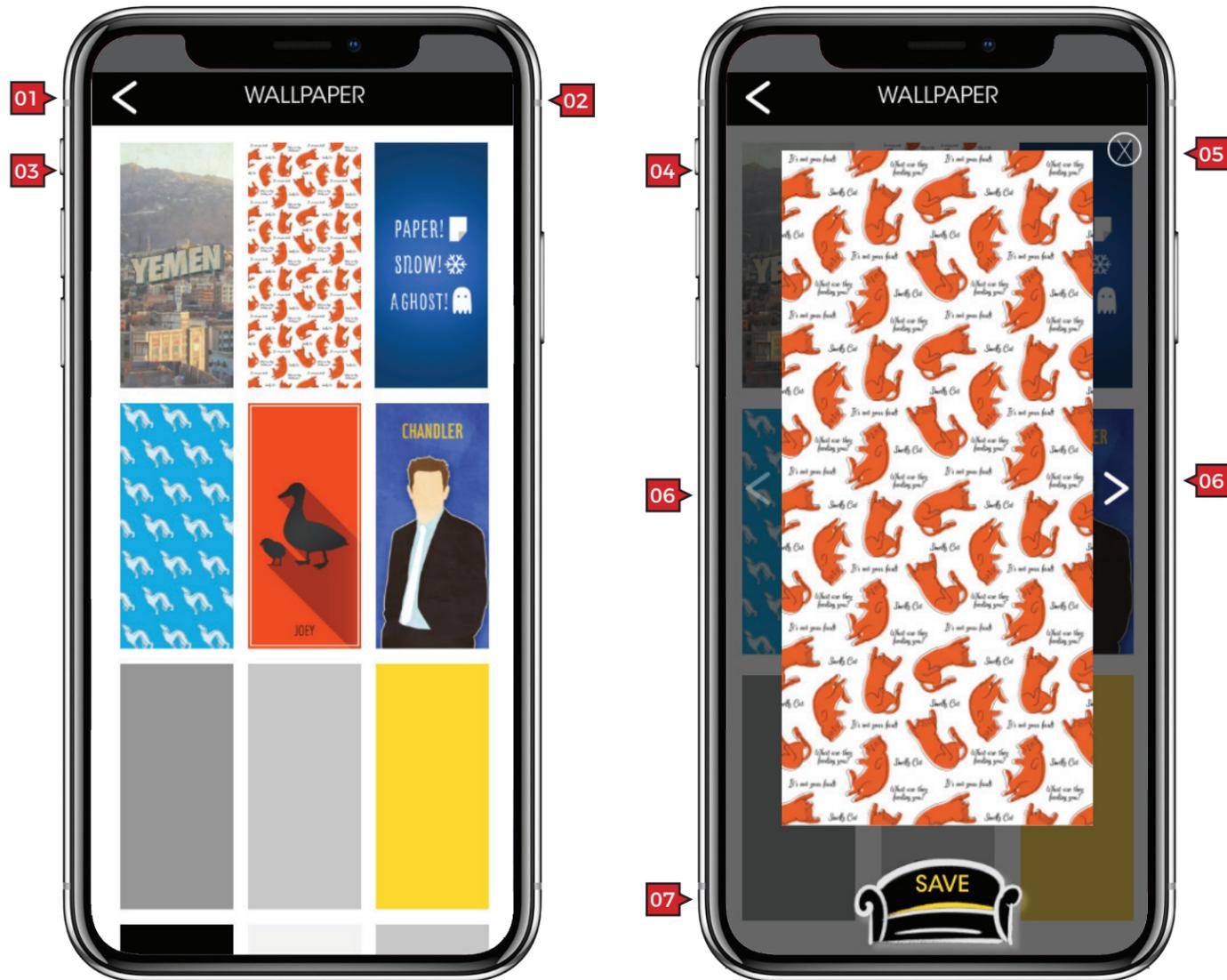
Screen Context / How the User Got Here / Screen Notes

FRAMES follows the **STICKERS** template. The drawer slides in from the right instead of the left.

Description	Interaction	Notes
01 "FRAMES" masthead	None.	
02 'back' button	BAU.	
03 'frames' field		Area for 'frames'
04 "USE" button inactive.	None.	The "USE" button is only active when a frame is selected.
05 'stickers' and 'frames' buttons shown in an active and inactive state	OnTap of the active button, the user is navigated to the selected drawer.	Users have the ability to switch between the "STICKERS" and "FRAMES" drawers. When a user has open the "FRAMES" drawer, the 'frames' button is inactive and the "stickers" button is active. When users have open the "STICKERS" drawer the vice verse action occurs. Animation: It would be cool if when switching between the two drawers they slid simultaneously leaving the gap constant as the move into their new positions.

WALLPAPER SCREENS

WALLPAPER :: Library | Preview Modal



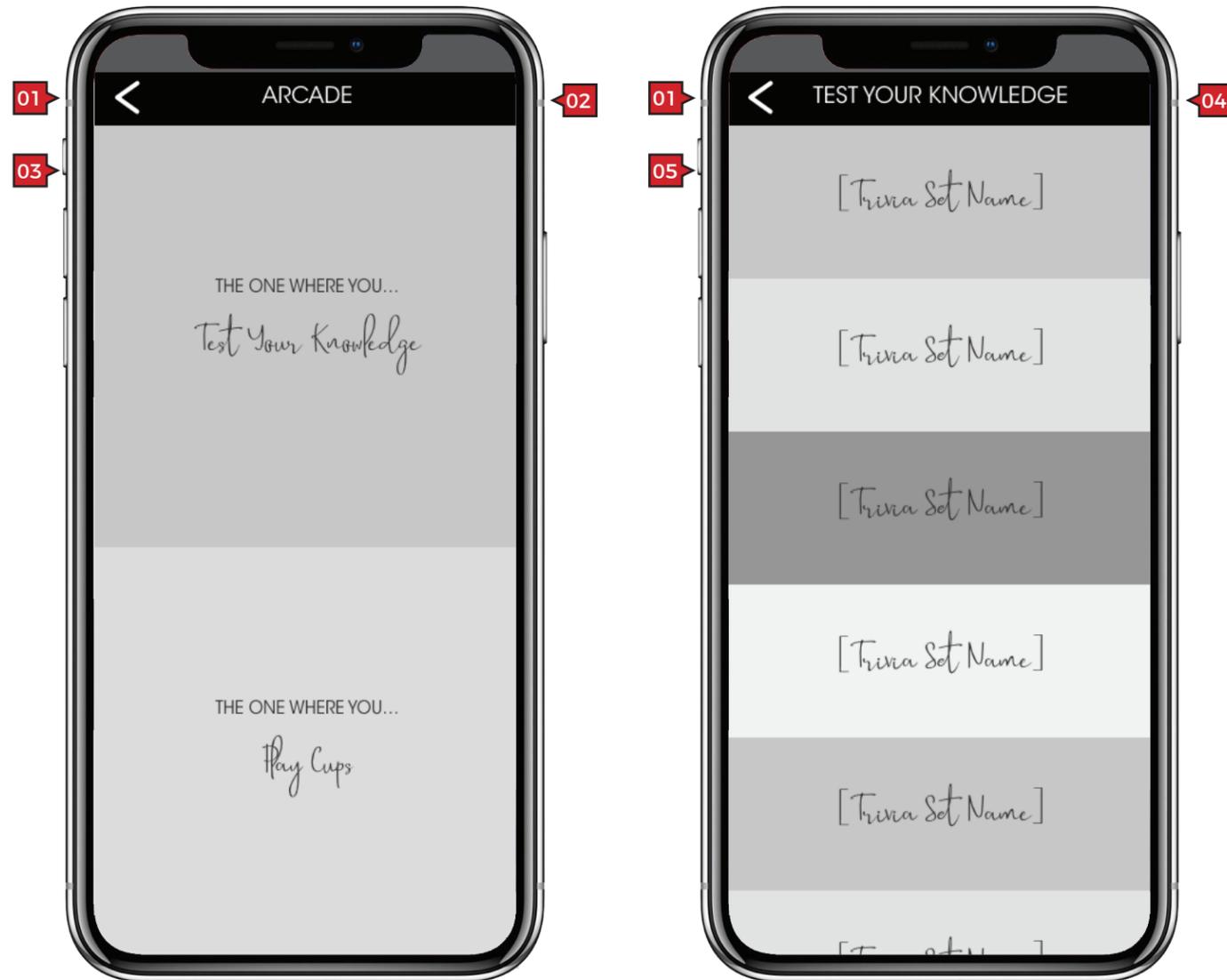
Screen Context / How the User Got Here / Screen Notes

User has arrived here from the **HOME** screen. User has tapped on the "Wallpaper" tile.

Description	Interaction	Notes
01 'back' button	BAU.	
02 "WALLPAPER" masthead	None.	
03 wallpaper options	OnTap user is shown the Preview Modal.	Wallpapers are scrolling.
04 preview modal	None.	
05 'close' button	BAU.	
06 'forward' and 'back' arrows shown both in their inactive and active states	BAU.	
07 "APPLY" button	OnTap the currently showing image is set as the devices wallpaper.	

FRIENDS ARCADE SCREENS

ARCADE :: Menu | Trivia Sets

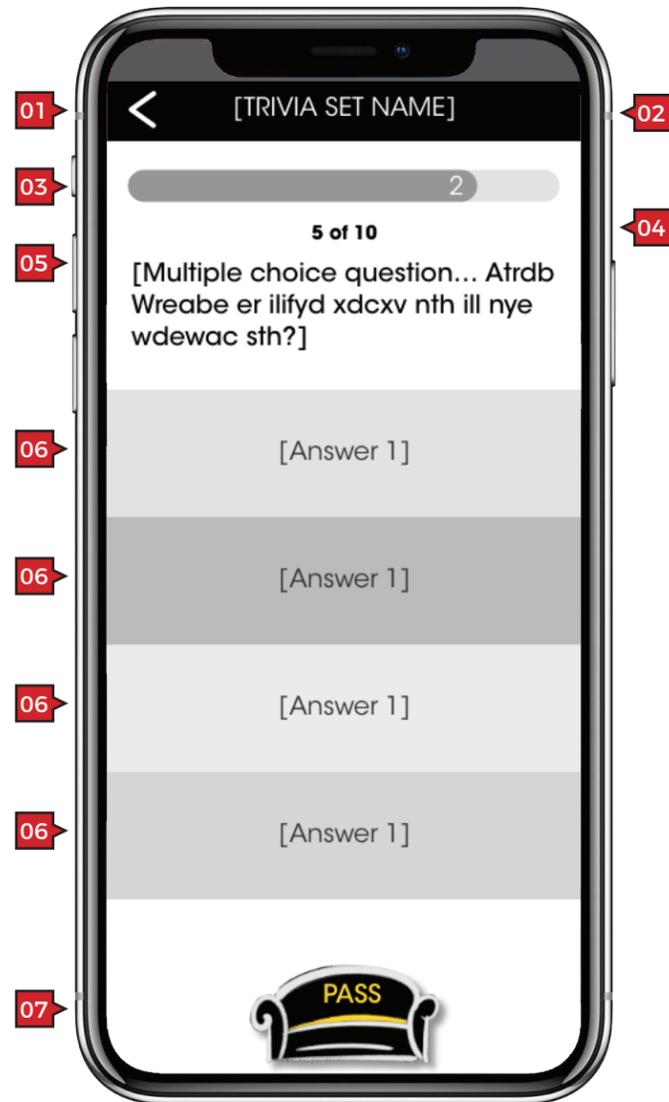


Screen Context / How the User Got Here / Screen Notes

User has arrived here from the **HOME** screen. User has tapped on the "Friends Arcade" tile.

Description	Interaction	Notes
01 'back' button	BAU.	
02 "ARCADE" masthead	None.	
03 game tile	OnTap user navigates to the selected game.	
04 "TEST YOUR KNOWLEDGE" masthead	None.	"Test Your Knowledge" is a FRIENDS based trivia game.
05 Trivia sets	OnTap the select trivia set is loaded and the guest(s) can play the game.	User taps to select a specific trivia set.

ARCADE :: Question



Screen Context / How the User Got Here / Screen Notes

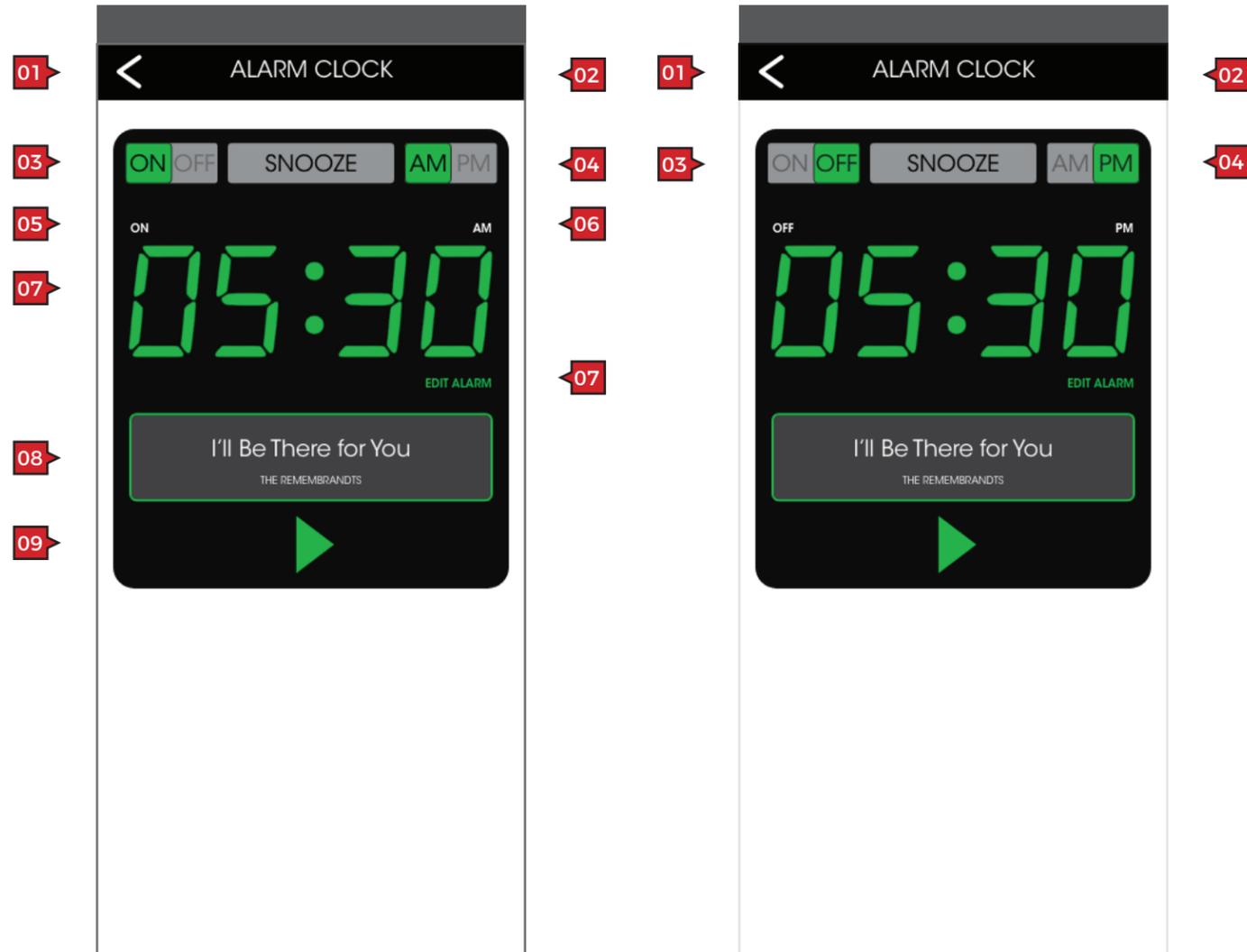
User has selected a trivia set.

Description	Interaction	Notes
01 'back' button	BAU.	This button has the effect of ending the trivia set. Users who tap here to exit should be shown a modal confirming that they wish to quit the set.
02 "[TRIVIA SET NAME] masthead"	None.	
03 timer	None	The time counts down the remaining time across all questions associated with the set. Users who fail to complete the questions before time runs out should be shown a modal explaining that their time has run out, how many questions they answered and how many were remaining.
04 question number	None	This shows the user what questions their on.
05 question	None	
06 'multiple choice' buttons	OnTap the user's answer is validated and scored.	Do we want the next screen to be a "Correct" or "Incorrect" screen, or does the user have to wait until they've finished the set to know if they've gotten an answer right?
07 "PASS" button	OnTap the question is passed and the next one is shown.	

ALARM CLOCK SCREENS



ALARM CLOCK ANDROID :: On | Off

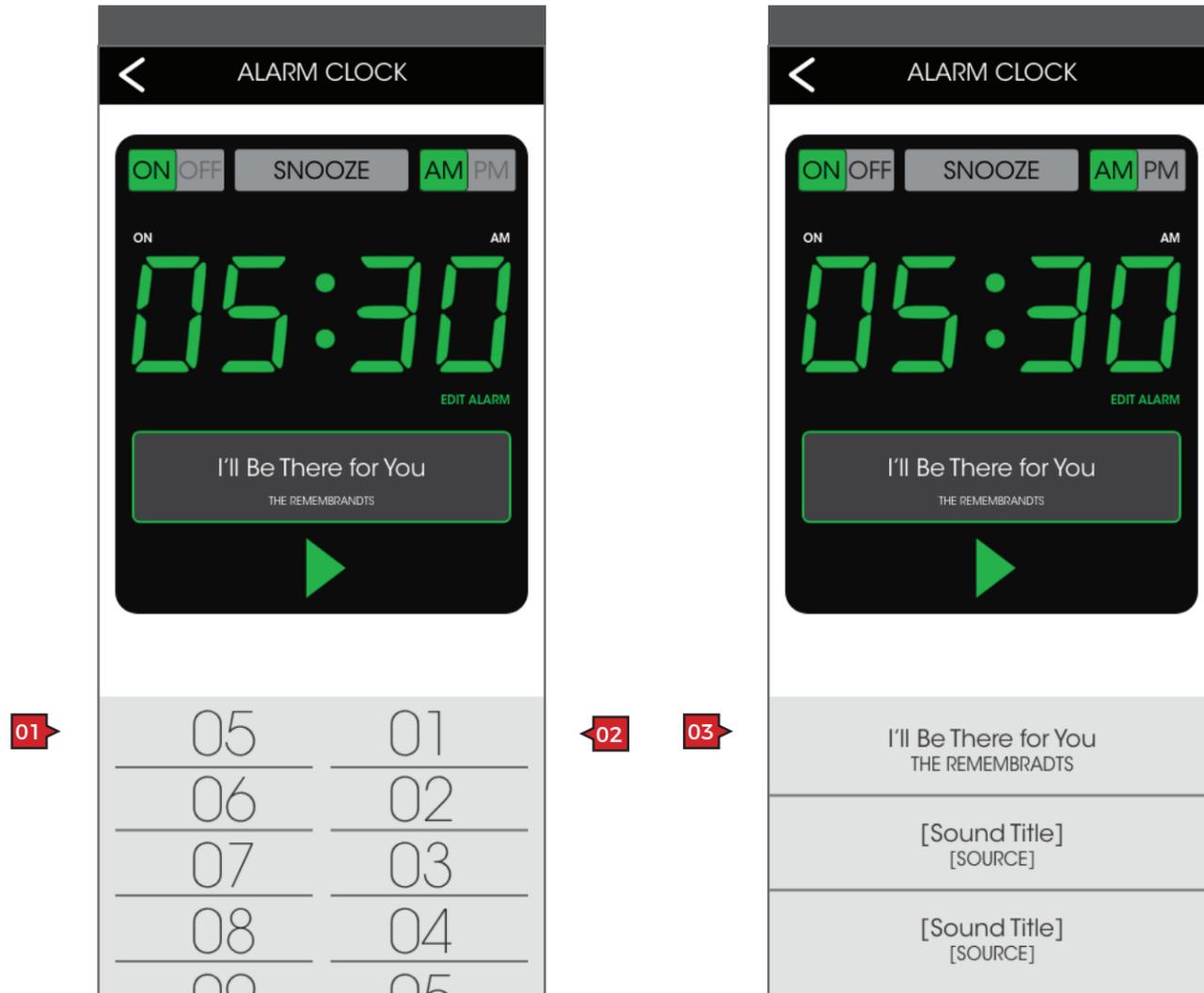


Screen Context / How the User Got Here / Screen Notes

User has an Android device and has tapped on the "Alarm Clock" tile on the home page.

Description	Interaction	Notes
01 'back' button	BAU.	
02 "ALARM CLOCK" masthead	None.	
03 "ON/OFF" toggle button	OnSwipe users can toggle the alarm clock on / off.	
04 "AM/PM" toggle button	OnSwipe users can toggle between "AM/PM".	
05 "ON/OFF" indicator	None.	
06 "AM/PM" indicator	None.	
07 set alarm time	OnTap user has the ability to set an alarm. See ALARM CLOCK ANDROID :: Setting an Alarm.	
08 selected sound file	OnTap user has the ability to select the sound file that will play when the alarm goes off. See ALARM CLOCK ANDROID :: Setting Sound.	This is the sound file that will play when the alarm goes off.
09 preview sound file button	OnTap the currently selected sound file plays.	

ALARM CLOCK ANDROID :: Setting an Alarm | Setting Sound



Screen Context / How the User Got Here / Screen Notes

User has either tapped on the set time, "EDIT ALARM" | selected sound file.

Description	Interaction	Notes
01 'hours'	BAU.	
02 'minutes'	BAU.	
03 'sound files'	BAU.	

MONICA'S KITCHEN SCREENS



MONICA'S KITCHEN :: Main Menu | Category Menu



Screen Context / How the User Got Here / Screen Notes

User has tapped on "Monica's Kitchen" tile on the **HOME** screen.

Description	Interaction	Notes
01 'back' button	BAU.	
02 "MONICA'S KITCHEN" masthead	None.	
03 category tiles	OnTap user navigates to MONICA'S KITCHEN :: Category Menu (shown on right).	
04 "VEGETABLES" masthead	None.	
05 recipe tiles	OnTap user navigates to the selected recipe.	

MONICA'S KITCHEN :: Recipe



Screen Context / How the User Got Here / Screen Notes

User has selected this recipe from the **CATEGORY MENU** screen.

Description	Interaction	Notes
01 'back' button	BAU.	
02 "VEGETABLES AMONG..." masthead	None.	
03 recipe image (FPO)	None.	
04 level information	None.	
05 yield information	None.	
06 time information	None.	
07 "INGREDIENTS" subhead	None.	
08 'ingredients list	None.	
09 "DIRECTIONS" subhead	None.	
10 directions	None	