

Wireframe Diagrams - Explanatory Notes

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These notes are designed to accompany the Barr Beacon wireframe diagrams (v3) originally sent on 10 December 2013.

General notes

The wireframe diagrams are designed to give an idea for how each screen in the app will be laid out, and user journeys through the app. They give a user's-eye-view of the app, allowing you to discover the different screens by clicking on highlighted screen elements.

To complement the wireframes, please also refer to the app tree diagram, which presents a birds-eye-view of the app, showing the hierarchy of pages and how they relate to each other.

The final designs may vary in subtle ways from what is shown on the diagrams. Design & development is an iterative process. For technical or creative reasons, different design approaches may be considered later on during development. These should be minor in nature, but any major variances shall be brought to your attention.

The wireframes show screens layouts for the iPhone. Android may vary slightly, depending on the programming interfaces or conventions for that platform.

Not every screen of the app has been diagrammed. Minor screens have been omitted at this stage as either their content has yet to be confirmed or they are designed to display an external website. Any minor screens for which you may wish to review can be addressed at the time of development.

User interface (UI)

Tab bar

The tab bar will run across most screens within the app (see for example App Home Screen (p2)). The only places where this may not display are within the trails and AR sections. This is to allow us to take full advantage of screen real estate. Where the tab bar does not appear, the user will be presented with a clear return path.

Orientation

The app will be designed to work in portrait orientation only, except for the Augmented Reality section, or for the full-screen display of media which should be able to display their content in landscape. Portrait is the most natural orientation for use with a phone in hand and the majority of screen will be designed for this format.

Screens

It is recommended to follow the guidance in this section with the wireframe PDF document open on a computer. For the most natural 'flow', follow the screens below as they are listed. The PDF page number follows each page title in brackets.

App Home Screen (2)

Navigation: select **Barr Beacon** from **Phone – Home (1)**

- On first entering the app, the user will be presented with a splash screen, showing the Barr Beacon branding and logo. This may also be an appropriate space to include sponsor and affiliate logos.
- Along the bottom runs the tab bar, inviting the user to enter into and explore the app.

Trails – Introduction (9)

Navigation: select **Trails** from the tab bar

- This page gives an overview of the trails/quiz section.
- All trails are listed horizontally at the bottom of the screen.
- If a Groundmiles advert is to be included, it is proposed that a button to the advert be placed on this page (inclusion of Groundmiles linking to be discussed)

Groundmiles Advert (11)

Navigation: select **Groundmiles** from **Trails – Introduction (9)**

- If we are requested to link to the Groundmiles app, this is how we propose to do it.
- The instructions given to the user on screen reflect the process as explained by Stephen Cord from Bupa in December. Actual content to be agreed.

Trails – History Trail Selected – Intro (18)

Navigation: select **History Quiz Tour** from **Trails – Introduction (9)**

- This shows an introduction to the history trail/quiz.
- Once the user enters the trail, the tab bar will disappear, so the screen presents an easily navigable means for the user to back-out before proceeding.

Trails – Selected Trail Start – Map View (6)

Navigation: select **Start Trail** from **Trails – History Trail Selected – Intro (18)**

- On entering the trail, the user is presented with a full-screen view of a map of Barr Beacon. The graphic design of the map will be developed in-house.
- The arrow button (bottom middle) allows the user to find their GPS location.
- Flags overlay the map, each representing separate points of interest (POIs) / quiz questions. If a particular route should be followed, a route overlay will also be included.
- Touching a POI will expand the flag to show the POI title, and a link to proceed.
- A panel at the bottom of the screen shows more information about the currently selected POI, and a link to proceed.
- The List button toggles the POI List screen (see below).

- The Quiz button links to the Quiz Dashboard (see below).

Trails – Selected Trail Start – POI List (4)

Navigation: select [List](#) from [Trails – Selected Trail Start – Map View \(6\)](#)

- This page offers a list view of the POIs shown on the Map. Choosing any list item will advance the user to the selected POI/quiz screen.
- The Map button toggles the Map View screen above.
- The Quiz button links to the Quiz Dashboard (see below).

Trails – Quiz Dashboard (7)

Navigation: select [Quiz](#) from [Trails – Selected Trail Start – Map View \(6\)](#)

- Pop-up window which serves as hub for quiz. The screen can take one of two states:
 - Quiz Progress. During quiz progress, the screen shows which questions have been answered, and which are outstanding.
 - Final Score. Upon completion, the screen shows the user's final score. The score falls into a grouping which ranks their score in a light-hearted way.
- 'Discover more' is a possible addition we are considering that would allow the user to find out more information about the restoration project. If included, this will either link to the website, or an overview page for the restoration project within the About section of the app. Decision about its inclusion will be addressed during later development.

Trails – Point of Interest (3)

Navigation: select a [link to the POI \(either flag or panel\)](#) from [Trails – Selected Trail Start – Map View \(6\)](#)

- This is the detail page for a selected POI and corresponding quiz question.
- A primary image is shown of the POI together with short description.
- A back button (top left) returns the user to the Map or List View screens, depending on which was used. This button may not be included on the Android version, if functionality duplicates the 'hard' back button.
- Previous/next buttons (top right) allow the user to navigate between sibling POIs.
- For the quiz:
 - a question with a multiple choice panel follows the POI description
 - not shown here, but something we plan to include is a 'hint' button that will display a pop-up hint.

Trails – POI – Quiz Result (10)

Navigation: choose [Select](#) from [Trails – Point of Interest \(3\)](#)

- This is the same screen as the previous, showing three different states after the user has answered the quiz question:
 - Correct Answer
 - Wrong Answer
 - Quiz completion message (shown on last question, instead of progress/next buttons)
- View Progress / Total Score buttons reveals a pop-up of the Quiz Dashboard
- Next Question returns the user to the Map View, with the flag for the following POI highlighted.

Trails – Quiz Dashboard (from POI) (8)

Navigation: select [View Progress](#) or [Total Score](#) from [Trails – POI – Quiz Result \(10\)](#)

- This page is functionally identical to the Quiz Dashboard (see above), but accessible from the Quiz Result screen.

Trails – Visitor Map Selected – Intro (5)

Navigation: select **Visitor Map** from **Trails – Introduction (9)**

- This shows an introduction to the visitor map.
- Once the user enters the map, the tab bar will disappear, so the screen presents an easily navigable means for the user to back-out before proceeding.

Map & Tours – Start Tour – Map View' (19) *

* **Errata:** The naming of this page is an error. It should simply be called 'Visitor Map'.

Navigation: Select **Show Map** from **Trails – Visitor Map Selected – Intro (5)**

- This page shows a full-screen GPS visitor map of Barr Beacon, as per the trails.
- Although there are no flags, an overlay can be included to show key tourist information (eg, car parks, information points, main pathways etc).

AR – Introduction (12)

Navigation: select **AR** from the tab bar

- This page provides an introduction to the Augmented Reality (AR) section, with a primary image showing a part of the panorama, blurb of what the AR is about, and basic instructions for use.
- Once the user enters the AR viewfinder, the tab bar will disappear, so this screen presents an easily navigable means for the user to back-out before proceeding.

AR – Viewfinder (13)

Navigation: select **Enter Augmented Reality** from **AR – Introduction (12)**

- A full-screen view of the camera display is shown. If the user is not on location, a message will appear to advise the user that they must be on location to use the AR feature.
- As the user holds the handset up to view the horizon, thumbnails appear on-screen representing the points of interest on the horizon as can be seen at that orientation. As the user pans the handset around, the thumbnails will change accordingly.
- The thumbnail layout as shown on the wireframe represents the more conservative of two approaches we are considering. Our preferred approach would be to position the thumbnails as accurately as possible over their geo co-ordinates. Whilst pixel-precision positioning is not possible with current technology, we could float the thumbnail over the approximate location of the POI. However, if this proves obstructive to the view, or there are usability issues, the approach as shown on the diagram may be adopted, whereby thumbnails for POIs within a given line of vision appear in a list view on the left or right of the screen.
- Each thumbnail is selectable. On selecting a thumbnail, a pop-up provides summary info for the POI. If more information need be given, the pop-up can optionally link to a POI detail screen.

AR – Point of Interest (14)

Navigation: select highlighted **Context POI** from **AR – Viewfinder (13)**

- This screen is optional, and presents more information about the selected horizon POI, including primary image and text if required.
- The Viewfinder button returns the user to the AR viewfinder screen.

Events (15)

Navigation: select **Events** from the tab bar

- This page will be a webview displaying an Events page hosted on an external website (poss. www.whatsonwalsall.co.uk).
- If no internet connection is present, a message will appear on screen to advise the user.

Follow Us (17)

Navigation: select **Follow** from the tab bar

- This page lists any social media (Twitter, blog) webpages.
- Each item links to a webview showing the corresponding website. As with events, if no internet connection is present, a message will appear on screen to advise the user.

About (16)

Navigation: select **About** from the tab bar

- This section is a catch-all for a number of additional pages within the app, as listed.
- The most important of these is About the Restoration, a sub-section will give a brief overview of the restoration project, and act as conduit to the main website.
- As discussed in December, a couple of Then and Now photos may be included as part of the Restoration sub-section. If suitable historical imagery can be sourced, each Then and Now photo will allow users to see a composite present-day scene of Barr Beacon with a historical image overlaid in place. The overlay can be toggled to help the user appreciate the changes that have taken place over time.