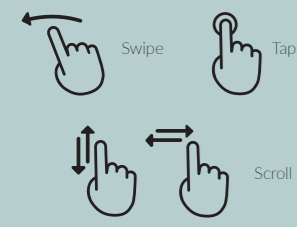


Symbols for User Gestures

(Icons not to be included on the actual screen)



Microinteraction Details

TRIGGER:
The action or event that initiates a microinteraction

FEEDBACK:
What happens upon the user action or system event? What are we conveying to the user and how do we convey it?

RULES:
What can and cannot be done within this interaction?

MODES:
What, if any, different states apply to this screen or element?

Legend



Dashed container:
Microinteraction details

Dashed arrow:
Indicate the element that belong to the corresponding Microinteraction details box

Solid arrow:
Screen flow

Diamond:
Decision node, determines user flow

Log In/Out

Trigger:
User clicks the Kebab icon.

Feedback:
Login options screen slides over to show log in/out options, as well as account information.

Rules:
It is assumed that the user has already logged in. They have the option to log out and/or have someone else log in, although that would probably be very rare.

Main Buttons

Trigger:
User touches button.

Feedback:
The user is taken to the appropriate page.

Rules:
Users can get to main areas through main buttons on the home page as well as through icons in the footer on all pages.

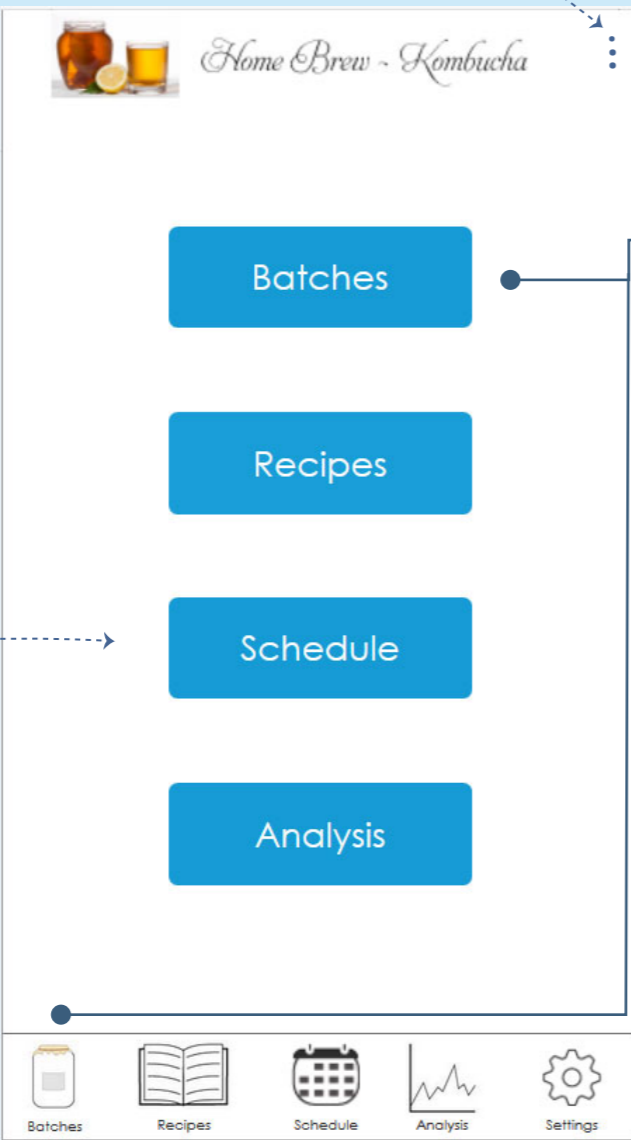
Footer Icons

Trigger:
User touches icons

Feedback:
User goes to appropriate page.

Rules:
User can go to any page even if there is no data for the page yet. They can either add the appr

Home



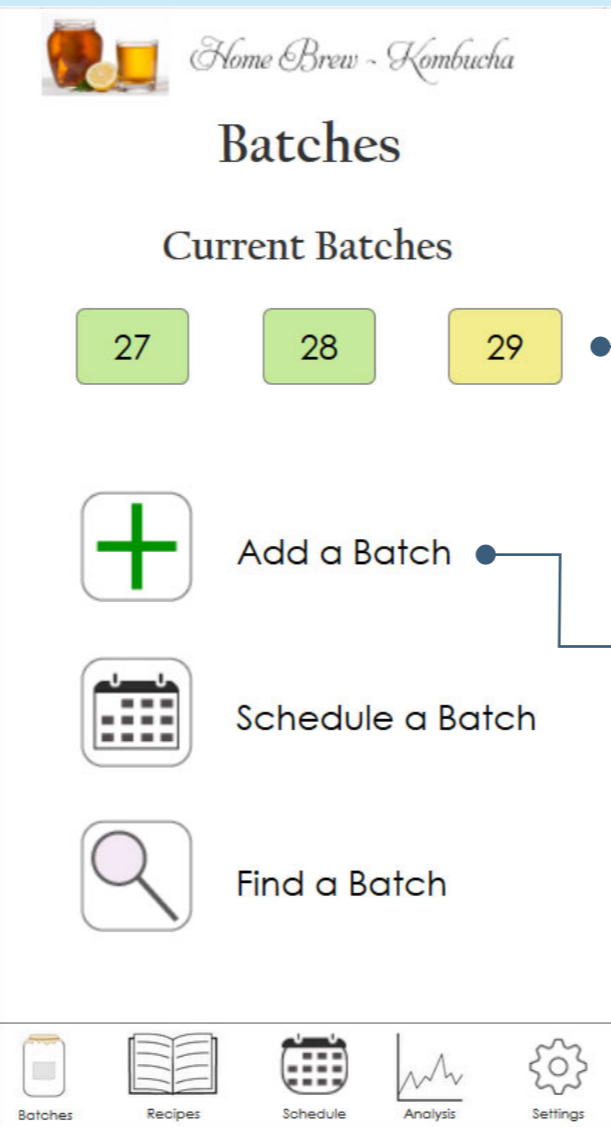
Batches

Trigger:
User touches the Batches button in the main area or the Batches icon in the footer.

Feedback:
The Batches page opens.

Rules:
The user must be logged in before going to Batches.

Batches Page



Add a Batch

Trigger:
User touches the Add a Batches button.

Feedback:
A new Batch page opens, with the batch number and brew already filled in.

Rules:
The Batch numbers are sequential so the new batch number is one higher than the most recent. As the user is adding a batch, it's a given that it's Brew 1.

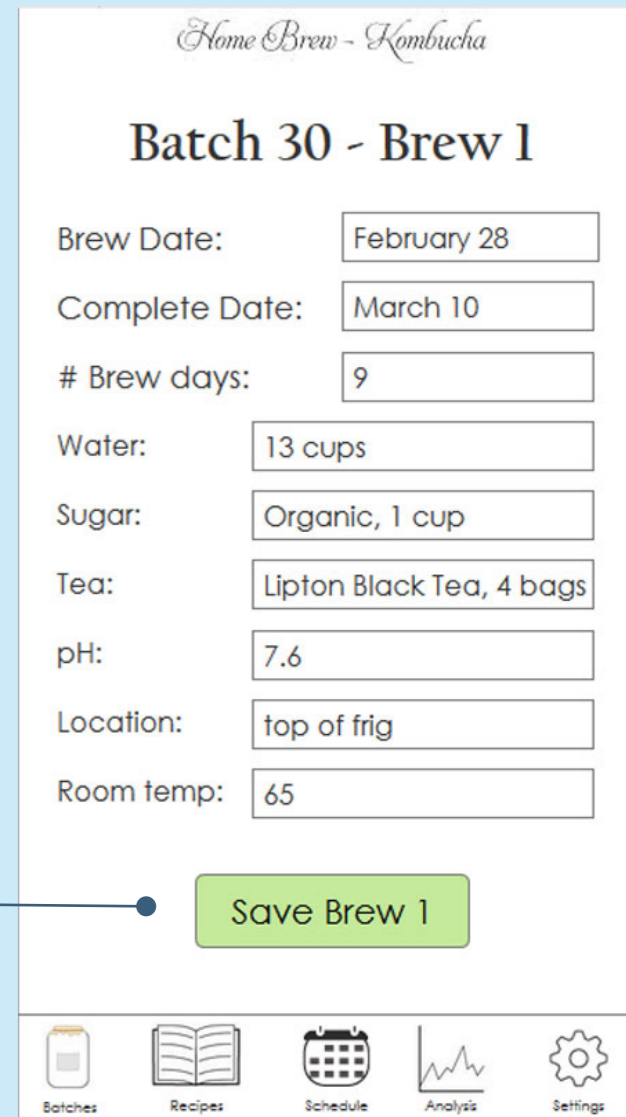
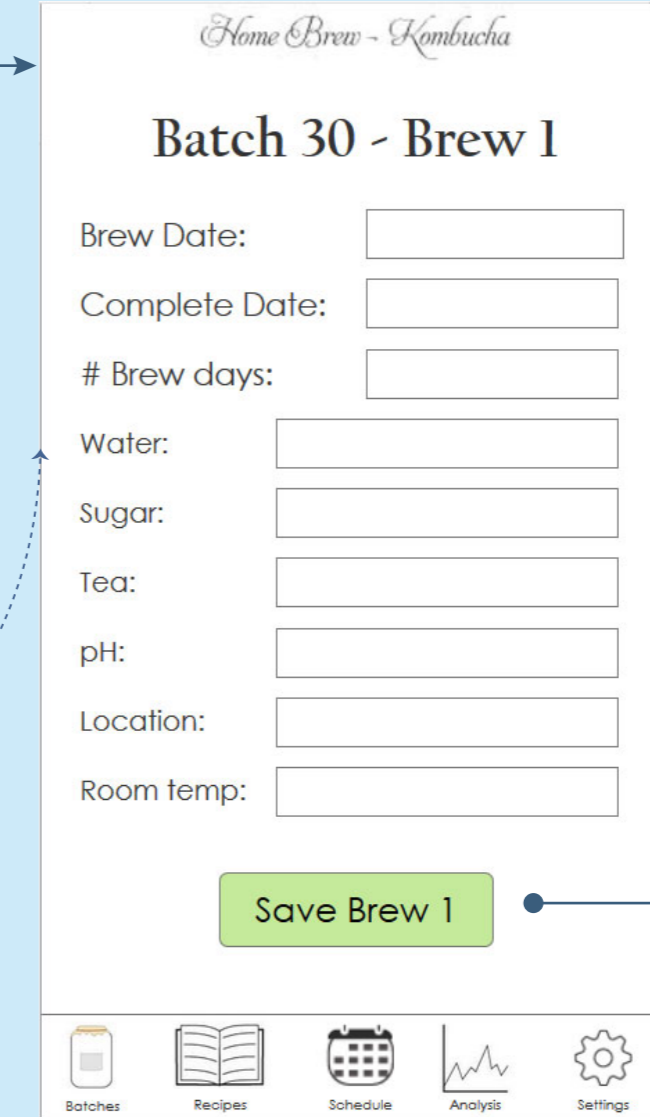
Add a Batch input

Trigger:
Some fields can be auto-populated when the page loads. See Rules.

Feedback:
Values can be overwritten. The new values will show immediately.

Rules:
By default, the Brew Date is today's date. The user may change this. If the user has set up brewing preferences, the Complete Date and # Brew Days will automatically be populated. They can be overwritten. Water, tea, sugar, and location can be auto-populated, based on past history. They can be overwritten. Room Temp and pH must be entered for each batch, but they are not required fields.

Add a Batch Page

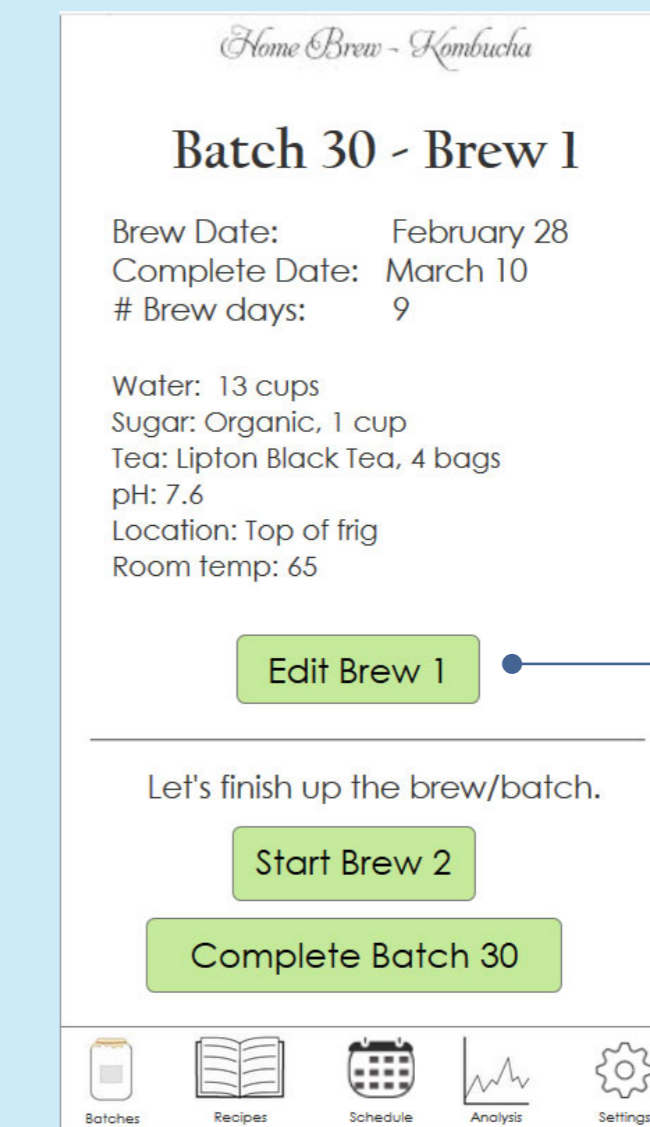


Batch Added

Trigger:
User touches the Add a Batches button.

Feedback:
A new Batch page opens, with the batch number and brew already filled in.

Rules:
The Batch numbers are sequential so the new batch number is one higher than the most recent. As the user is adding a batch, it's a given that it's Brew 1.



Current Batches Decision

Trigger:
Page load.

Feedback:
The message is calculated from today's date and the scheduled completion date. The message lets the user know the brew schedule.

Rules:
In either case, you can go to the current brew information (may edit), the next brew, or refrigerate.

Current Batches

Trigger:
User touches one of the Current Batches buttons.

Feedback:
The Batch page for the selected batch opens.

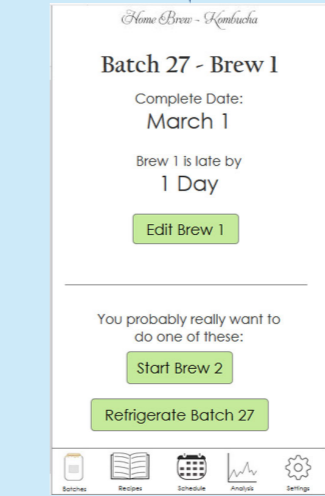
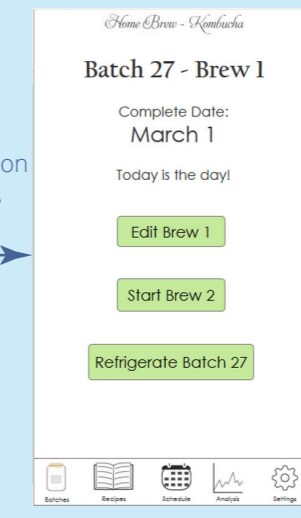
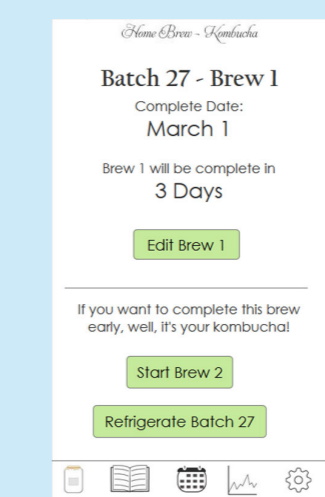
Rules:
Green button depict batches currently in brew 1; yellow buttons depict batches currently in brew 2.

Today's date related to completion date?

Completion date in the future

Completion date is today

Completion date past



Current Batches

See Add a Batch for continued flow