

 = New/updated functionality



Heart Partner Mobile App

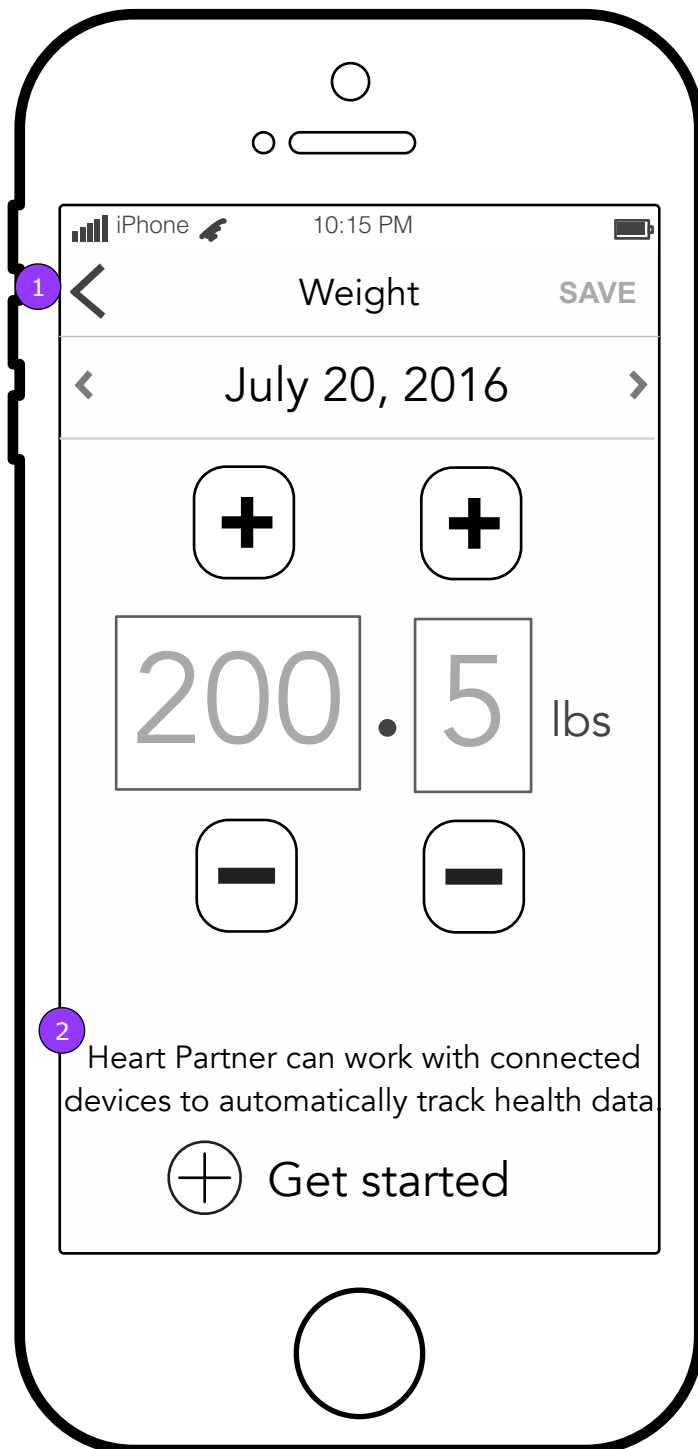
Release 4

Wireframes | Version 2.0

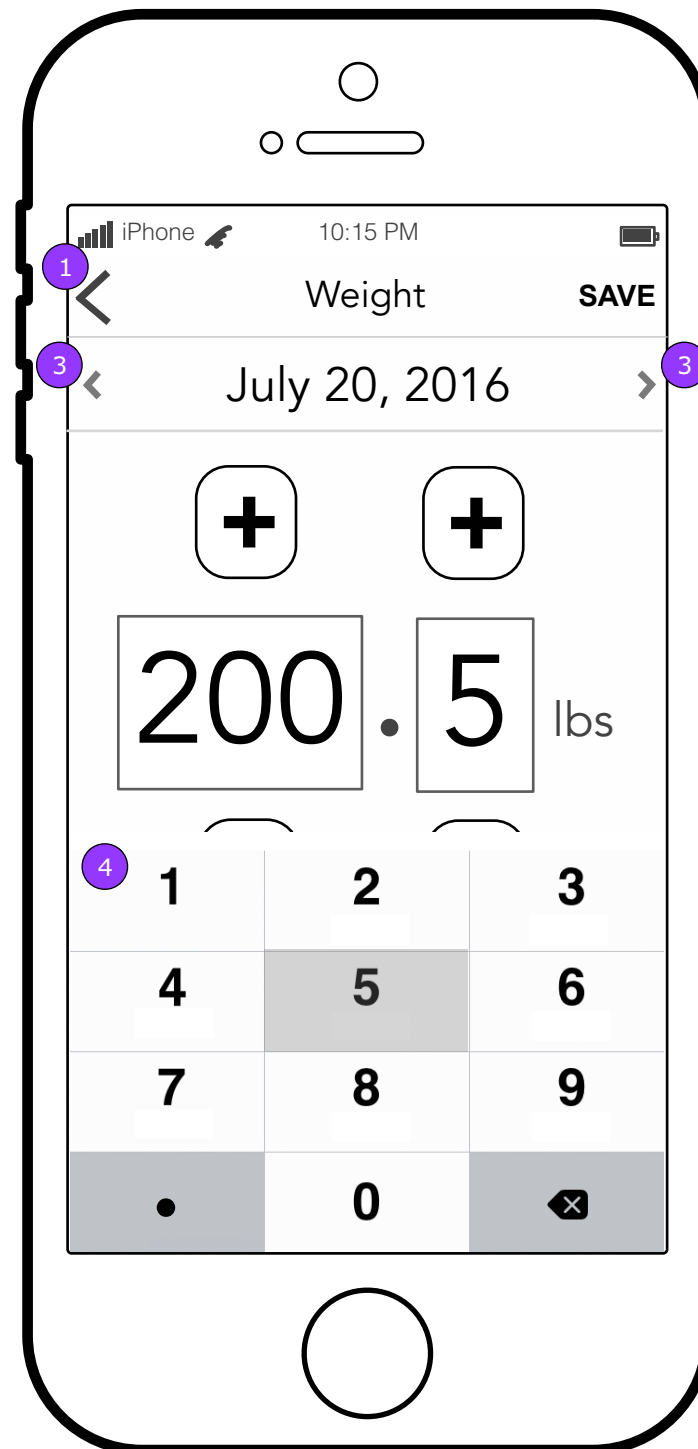
Release 4 anticipated release date: Second Quarter 2016

Release 4 anticipated features: Fractions of pounds added to Track Weight
Mood update
Activity update
Medication and Insurance photos

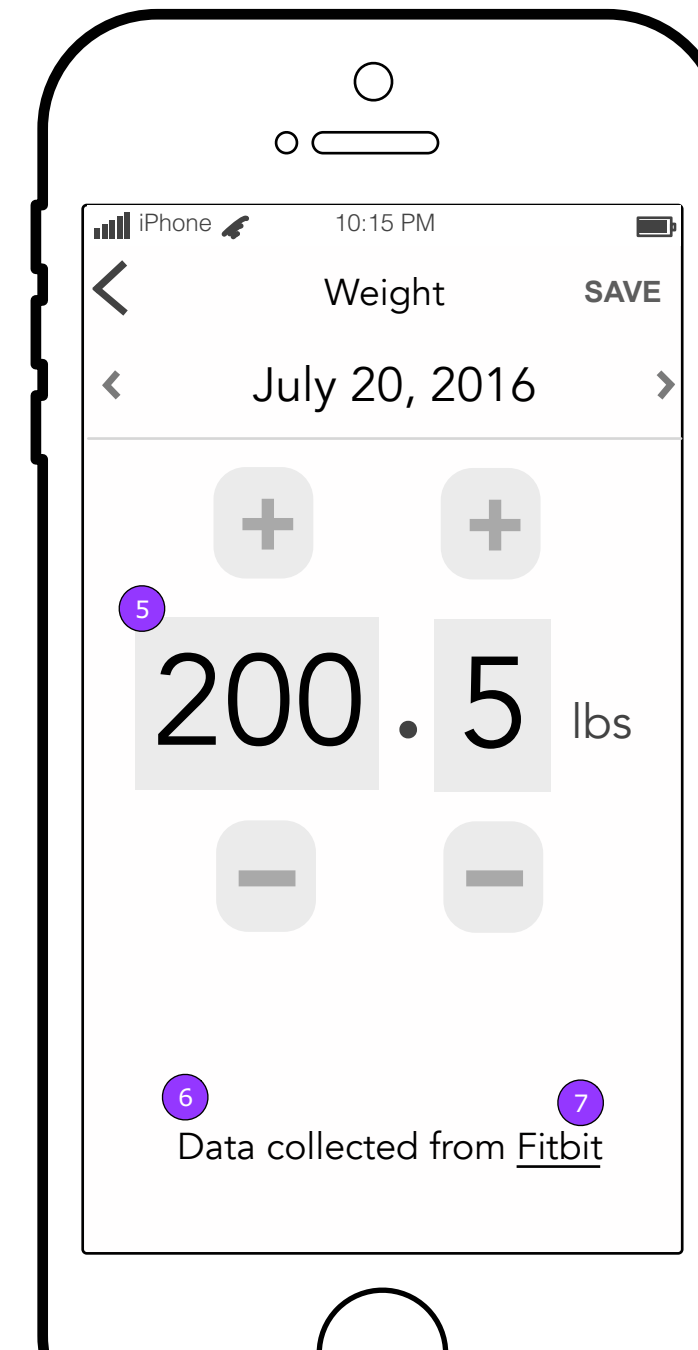
1.2 Track Weight (Default)



1.2 Weight (Keyboard input)



1.2 Track Weight (Connected Device Data - Data updated)



1. <Back> displays 1.0 Vitals without saving data.
2. A message will remind the user about Connected Devices on Track Weight (1.2), Track Blood Pressure (1.3) and Track Activity (1.6.x/2.x) and a button will take the user to Connected Devices (11.0).

3. A user can move backwards or forwards (if it's not "today") through dates by tapping on the arrows beside the date.
4. Keyboard manual entry.

5. The data collected from a third party will appear differently in the input screen and prevent the user from changing it. If the connected device reads to the ".01" decimal, round up to the nearest ".1". If it only reads whole numbers, display the decimal slot as a "0".
6. The message on the screen will inform the user about the data that appears.
7. A link to the device's website will be provided on the screens of Vitals that support connected devices.

1.2 Track Weight

(Connected Device Data - Data not yet updated)



When data has not yet been recorded from a device, the previously collected data will display in a disabled state.

1.4 Mood (No mood entered)



When no mood data is entered on a given date, it will save as a null state. The <SAVE> button will be disabled when going back to view these dates.

1. Moving the slider in either direction will activate the mood display and the <SAVE> button.

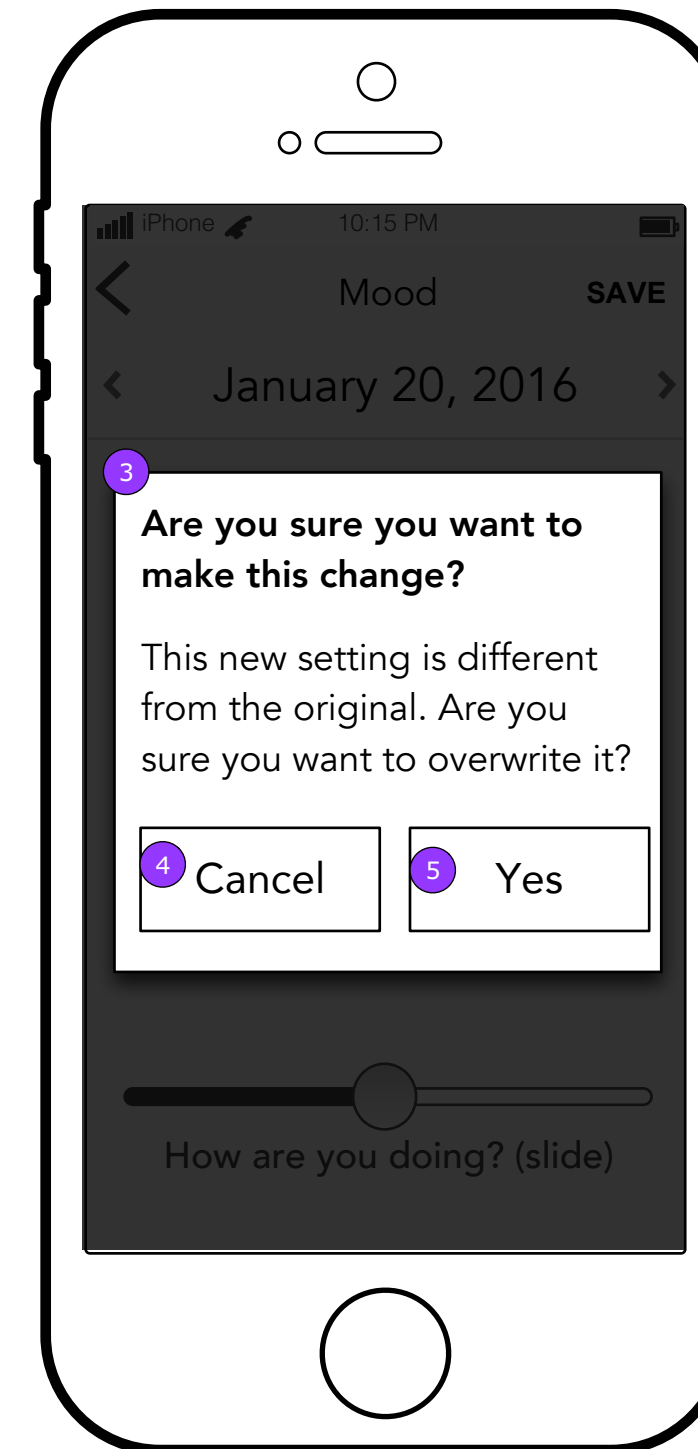
1.4 Mood (Default view & After slider movement)



Once the slider has been moved, the face will show color and the current mood according to slider position.

2. Tapping <SAVE> will display the Save Confirm Modal.

Save Confirm Modal

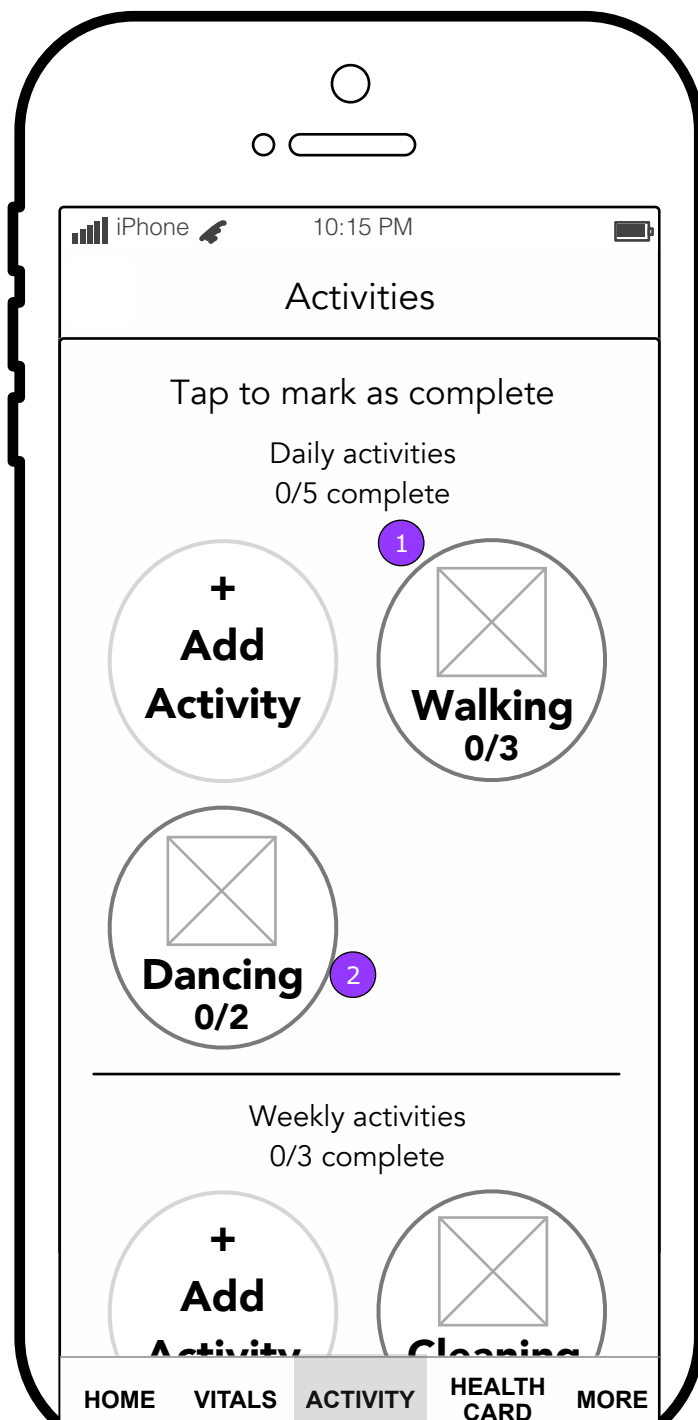


3. If a user taps on a different measurement for a Vital that was previously recorded, a confirmation screen is displayed.

4. <Cancel> dismisses the pop up and recovers the previous selection.

5. <Yes> dismisses the pop up and keeps the new selection.

1.6/2.0 Activities (Patient version) (None complete)



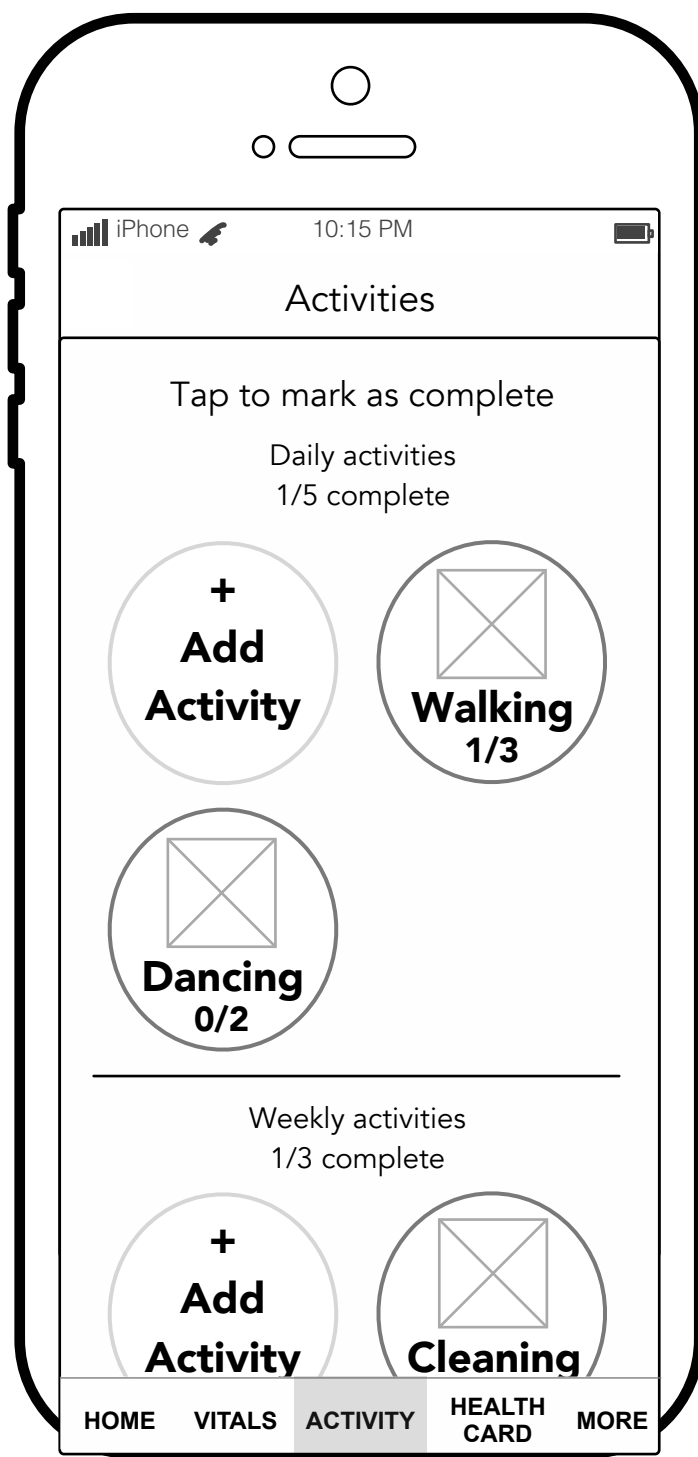
1.6.x/2.x Track Activity (Not completed)



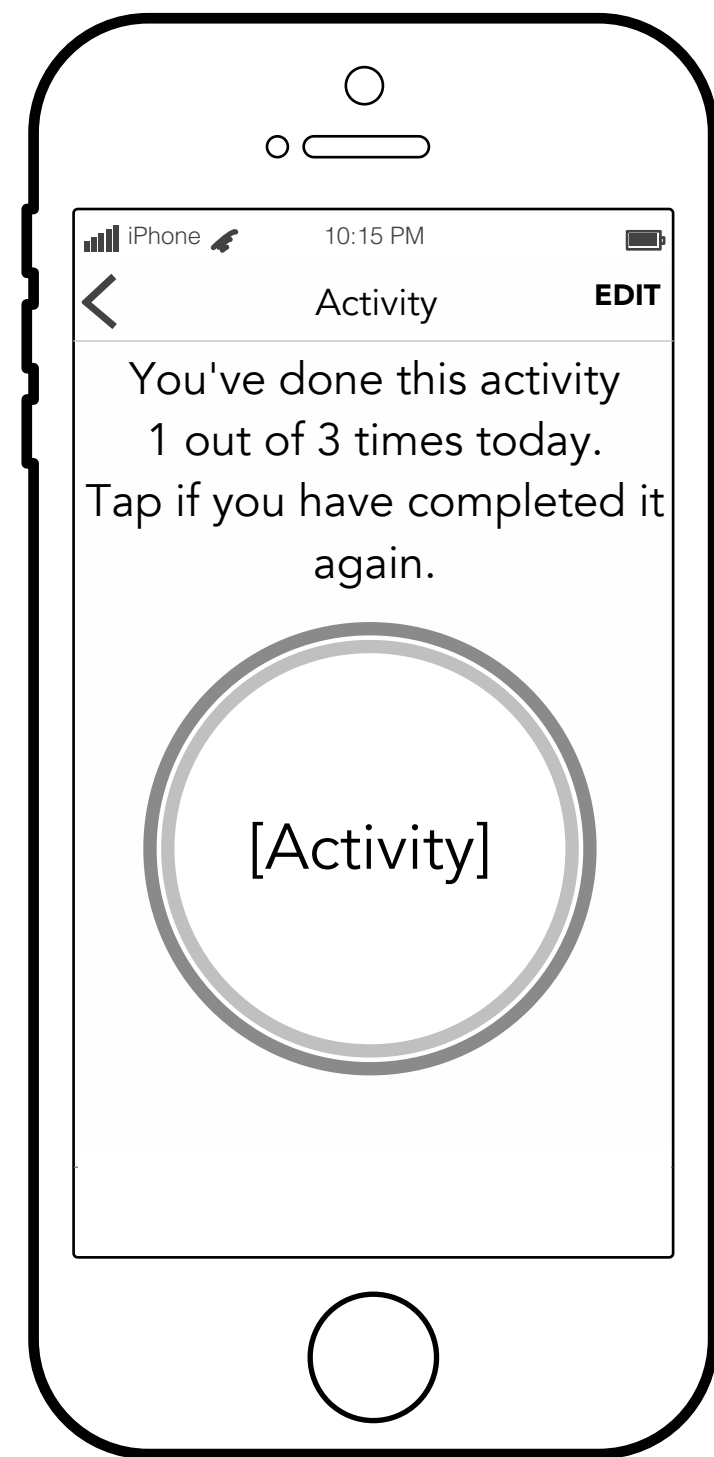
1. The user sees the list of activities they selected. Tapping on the icon will bring them to Track Activity (1.6.x/2.x).
2. If the goal has been completed it is indicated. If it is completed multiple times, a fraction on the icon will show number of completions vs. times assigned. Each daily total will reset at midnight, while weekly totals will reset once a week on the day each were assigned.

3. <BACK> will take the user back to Activity (1.6/2.0).
4. The user may edit this activity by revisiting the Set Activity screen (1.6.2/2.2)
5. Tapping the button marks the Activity as complete and displays 1.x.x Reward.

1.6/2.0 Activities (Patient version) (One complete)

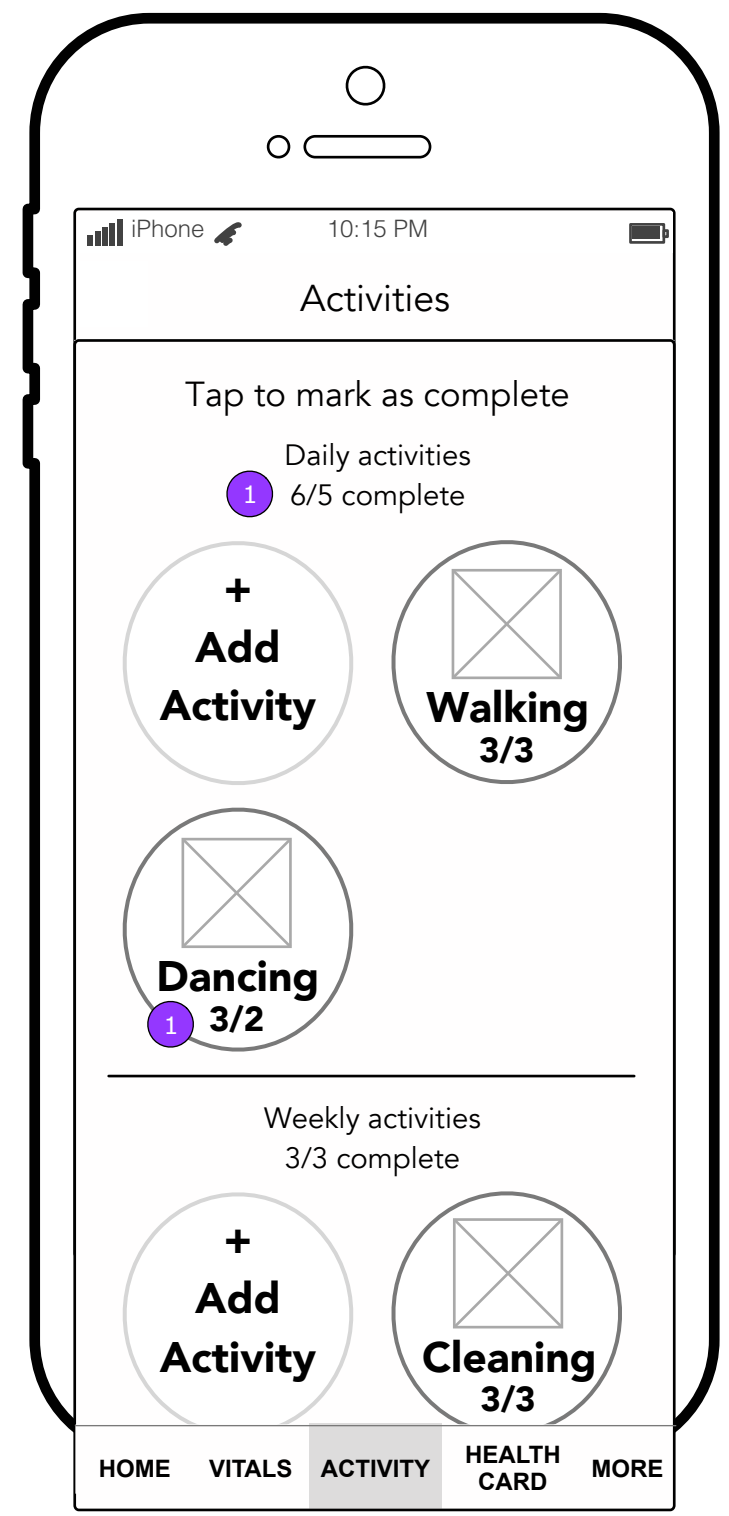


1.6.x/2.x Track Activity (Patient-Daily)



This screen shows what the icons would look like with one completion.

1.6/2.0 Activities (Patient version) (Multiple complete)

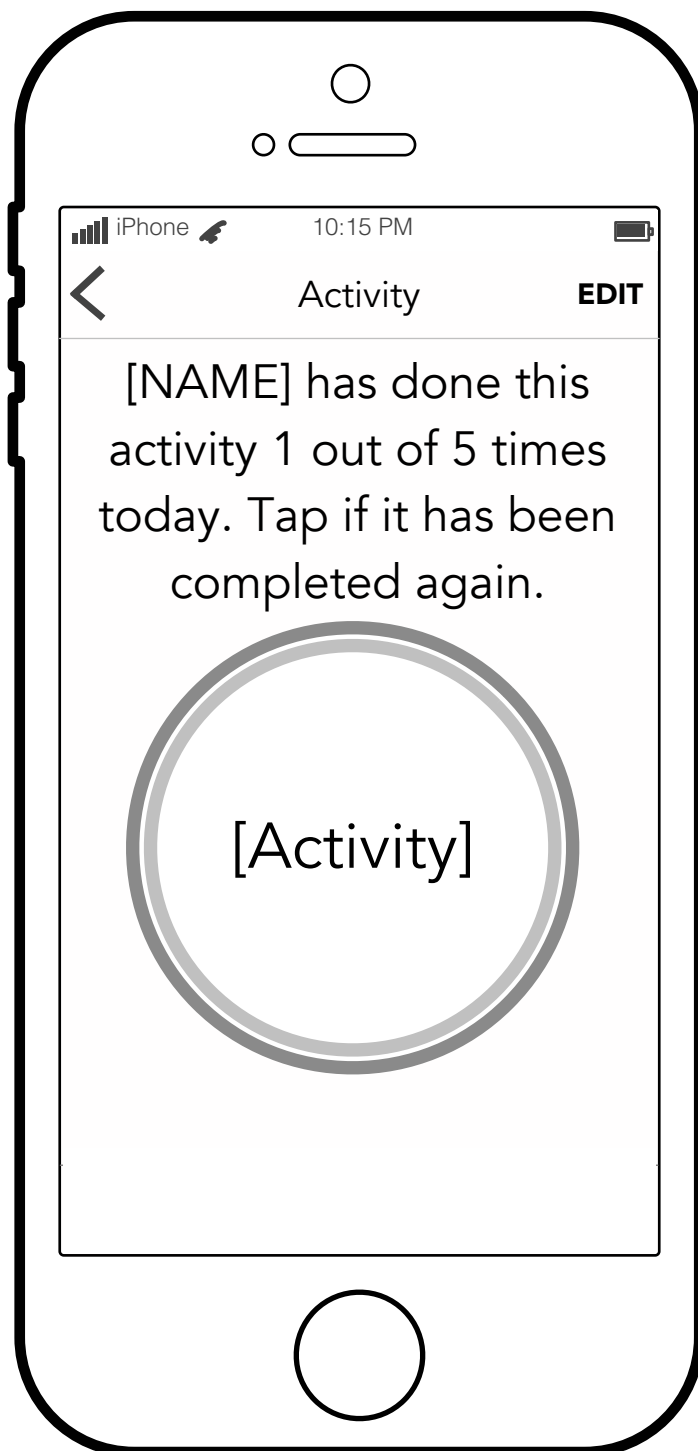


1.6.x/2.x Track Activity (Patient-Weekly)



This screen shows the Activities screen with multiple completions.
 1. When one or all of your activities have been completed more times than they were assigned, the icon will reflect that.

1.6.x/2.x Track Activity (Caregiver-Daily)



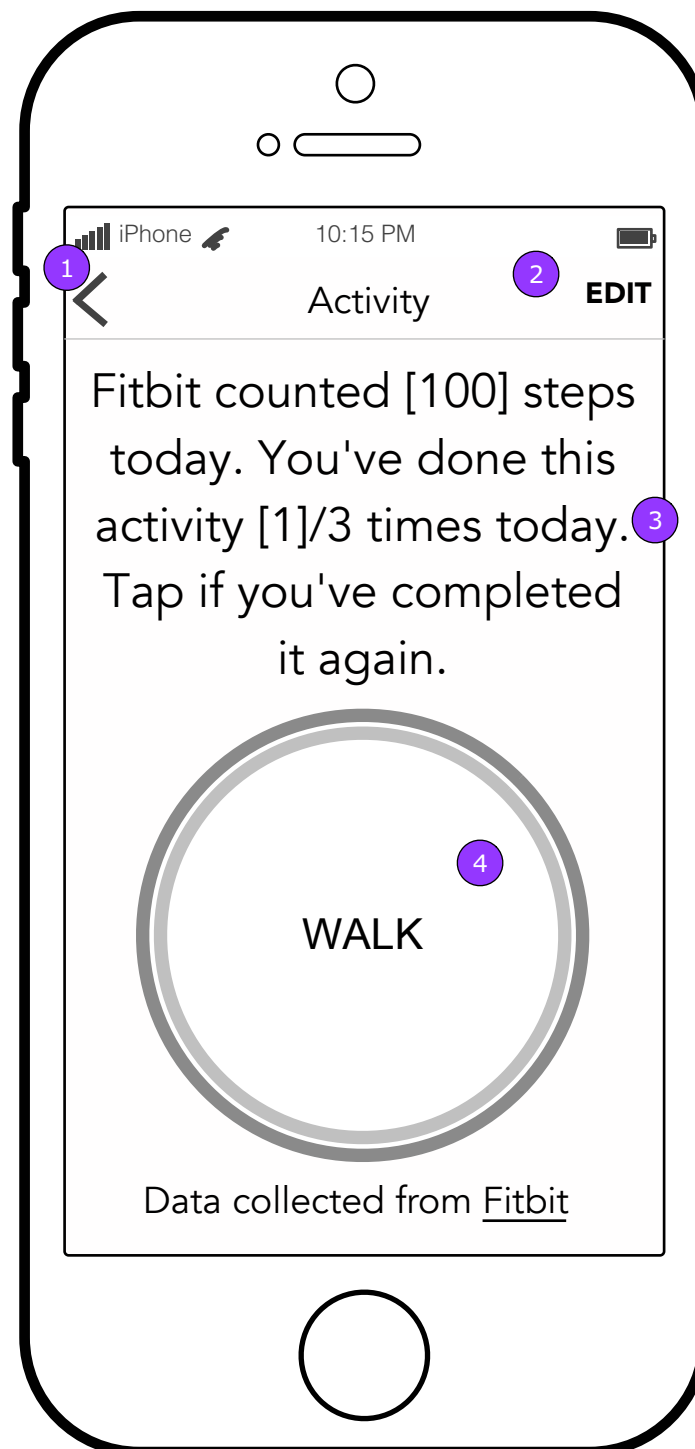
1.6.x/2.x Track Activity (Caregiver-Weekly)



1.6.x/2.x Track Activity (Connected Device)



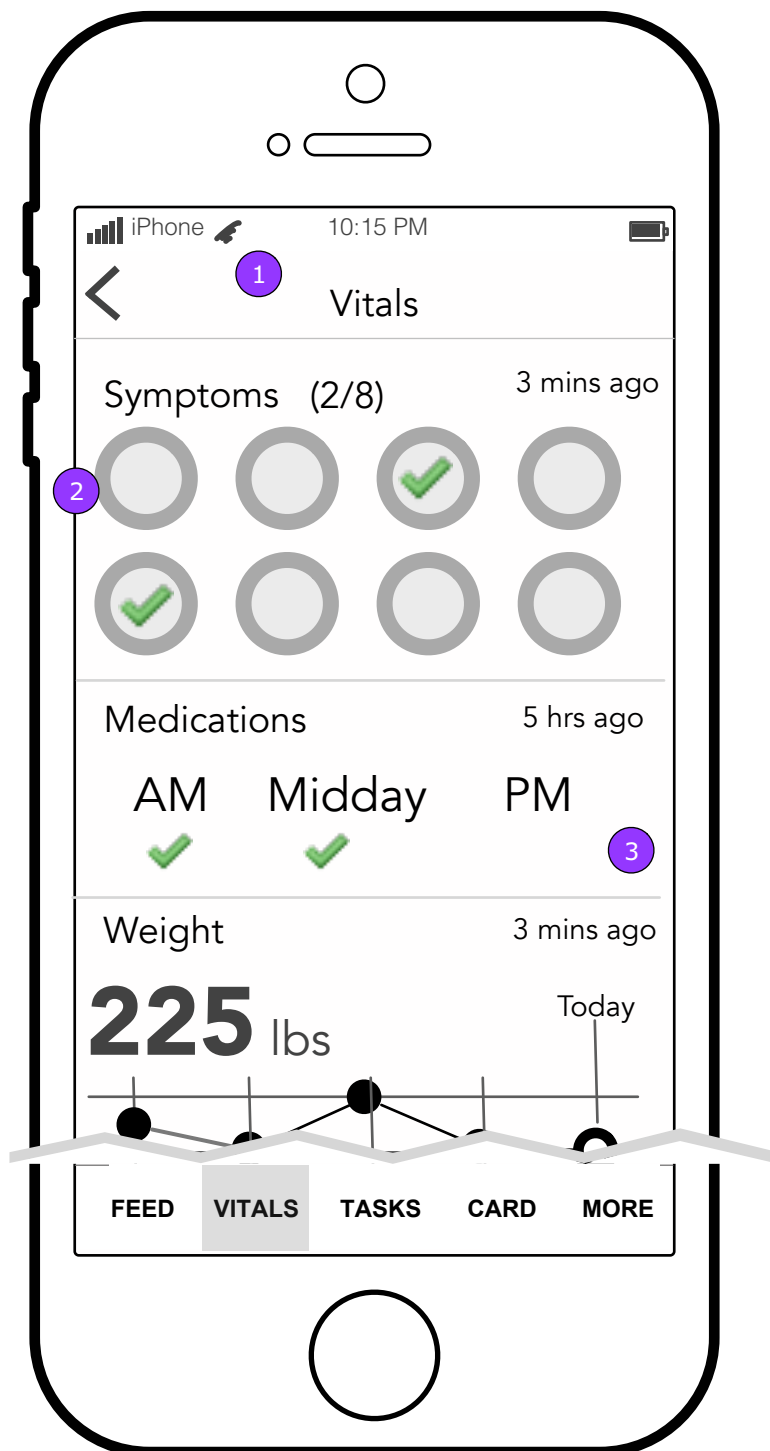
1.6.x/2.x Track Activity (Connected Device)



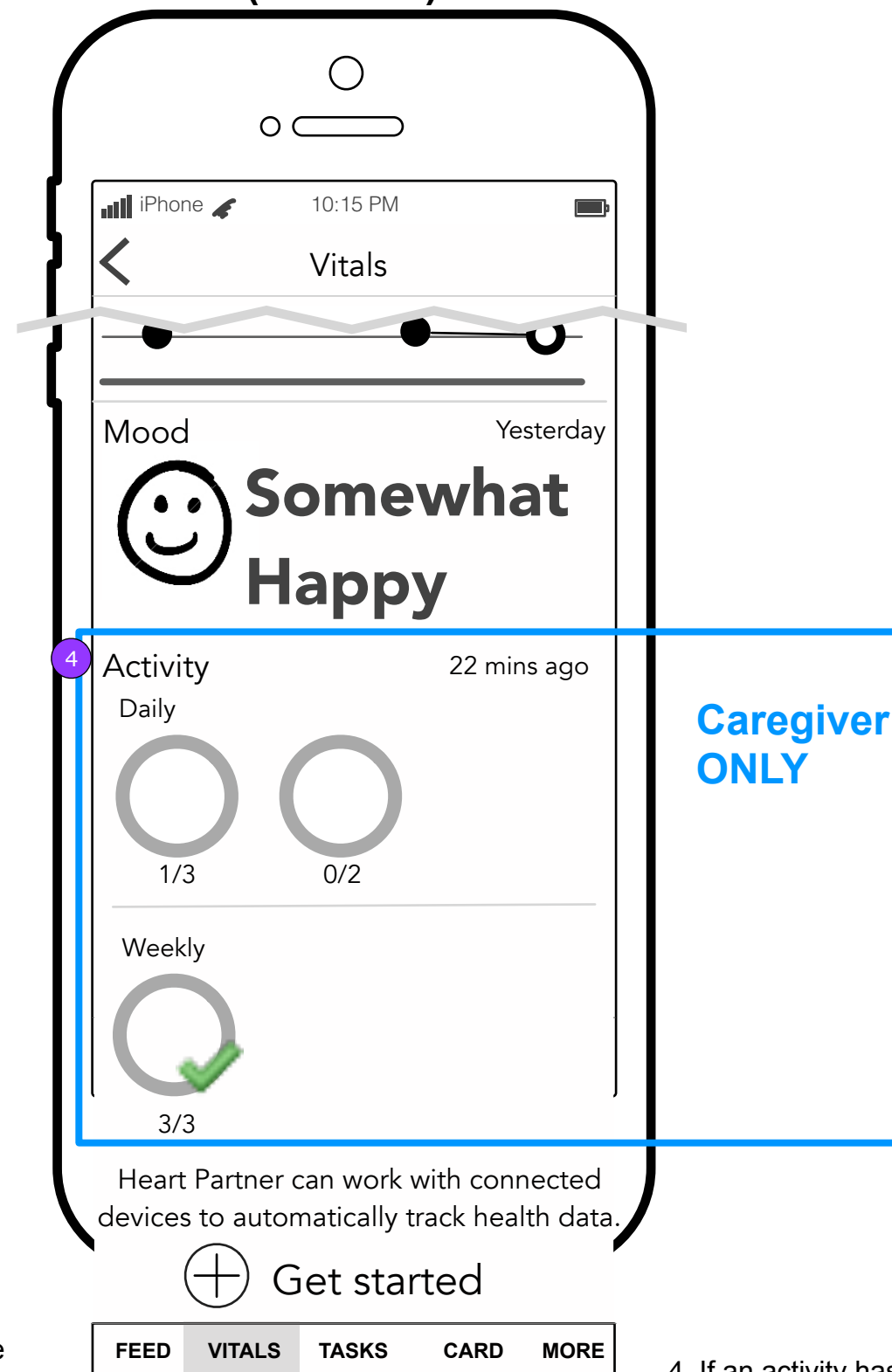
1. <BACK> will take the user back to Activity (1.6/2.0).
2. The user may edit this activity by revisiting the Set Activity screen (1.6.2/2.2)
3. The App will report the number of steps that the device reported.
4. If the user taps <Activity> the next screen seen will be a Reward screen (1.x.x) as defined in the Message Matrix.

This shows the Track Activity screen when it is connected to a device and the user has completed their task multiple times.

1.0 Vitals



1.0 Vitals (Continued)



Caregiver ONLY

- 1. The Vitals landing screen will feature a dashboard with vitals feedback.
- 2. The Symptoms Check area will only show copy to invite the user to check the first time. After the first time, the copy will encourage the user to check again.
- 3. Tapping each area will take the user to that Vital's screen.

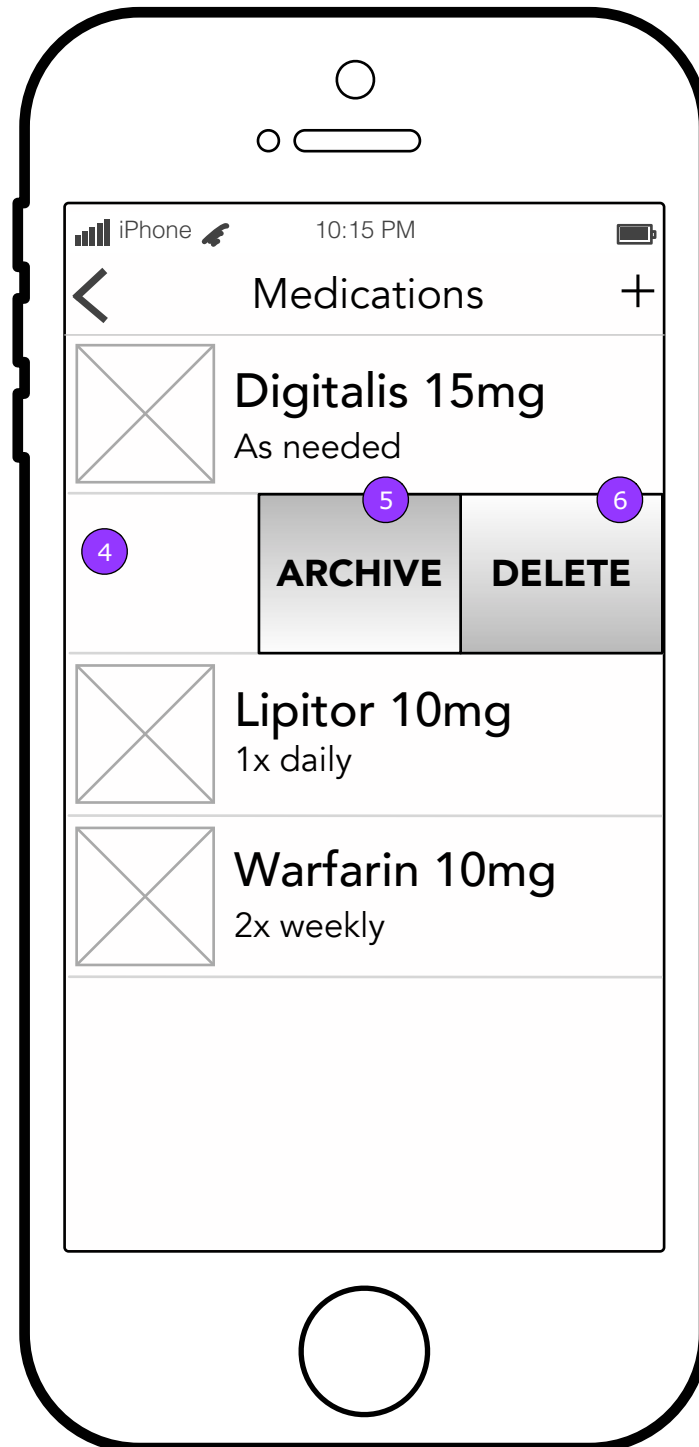
- 4. If an activity has been assigned multiple times, the fraction below the icon will reflect the number of completions/times assigned.

4.2 Medications



1. <BACK> displays 4.0 Health Card.
2. <ADD> displays 4.2.1.a Medication Details.
3. Tapping the medication displays 4.2.2 Edit Medication
4. If a photo is added with the medication, a thumbnail will display next to the drug name

4.2 Medications (Delete and Archive options)



4. Swiping Medication to the left reveals action button.
5. <ARCHIVE> moves the medication to 12.0 Medications Archive section and automatically cancels Dosage and Refill reminders.
6. <DELETE> deletes the Medication without a confirmation.

4.2.1.a Medication Details (Step 1)



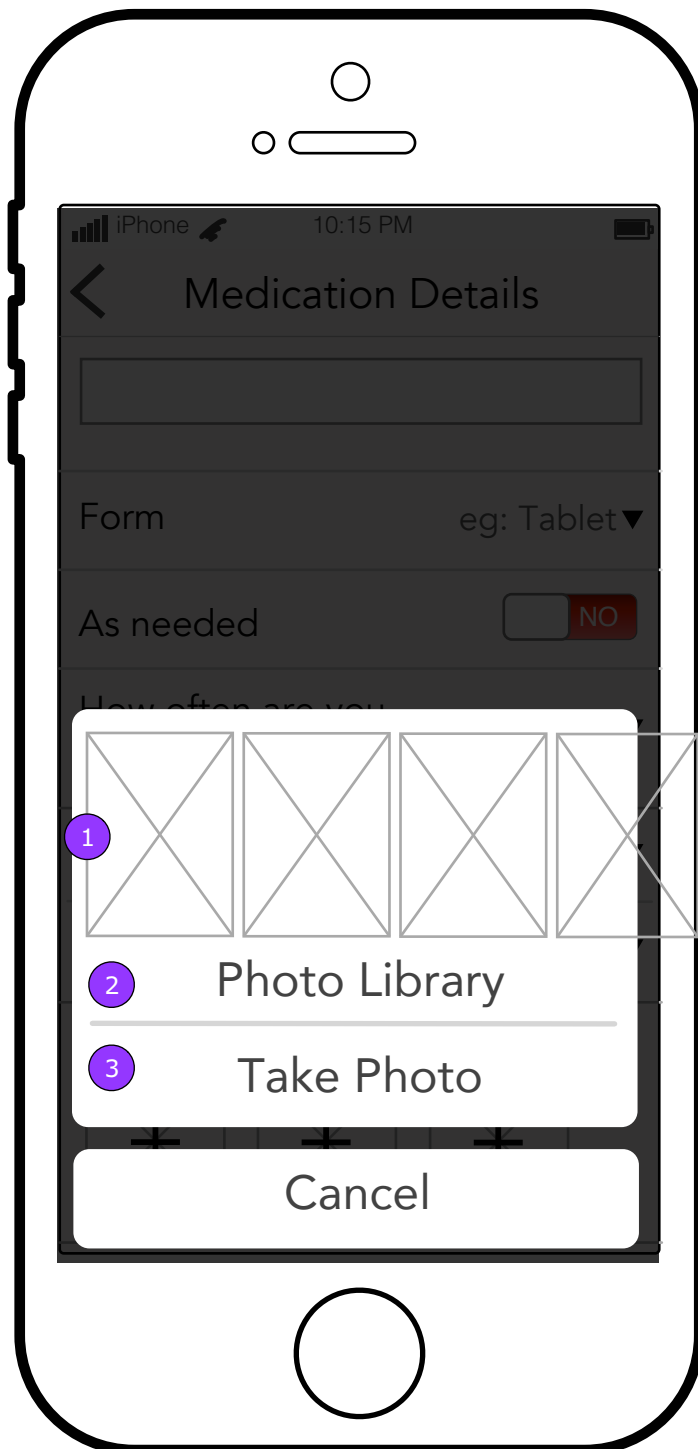
4.2.1.a Medication Details (Help Overlay)



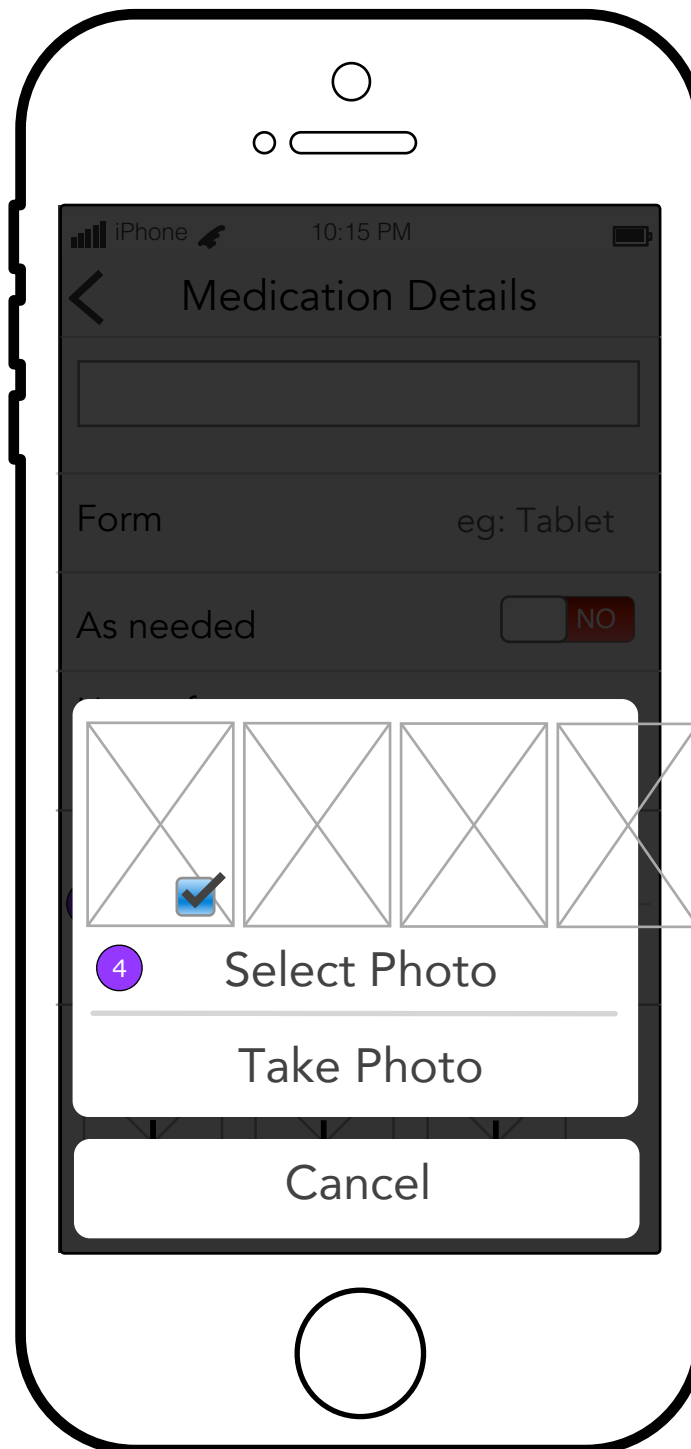
1. <BACK> will display Medications (4.2) without saving.
2. <Help> will display an overlay.
3. Tapping button displays the add photo overlay.
4. This label generates based on the selection of form of medication.

5. <OK> will dismiss the pop up.

4.2.1.a Medication Details (Add Photo Overlay)



4.2.1.a Medication Details (Add Photo Overlay)



4.0.1 Enlarged Photo



1. Users may choose from a display of their most recent photos.
2. Tapping this brings up the iOS photo gallery.
3. They may also take a new photo to add, triggering the iOS camera.

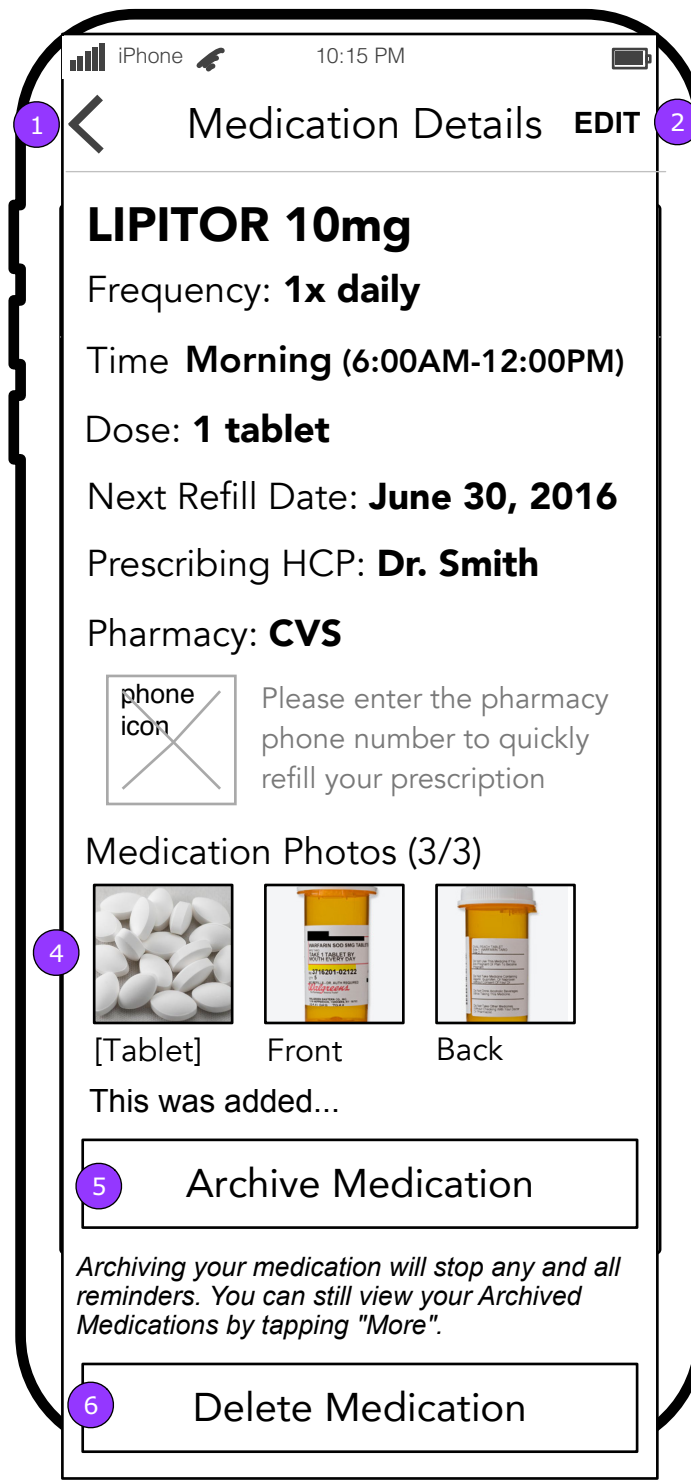
4. When a thumbnail is selected from the thumbnail lineup, the <Photo Library> button becomes <Select Photo>. Tapping it will take you back to either 4.2.1a Medication Details or 4.5.1 Insurance Details.

5. <Back> will take you back to either 4.2.1a Medication Details or 4.5.1 Insurance Details.

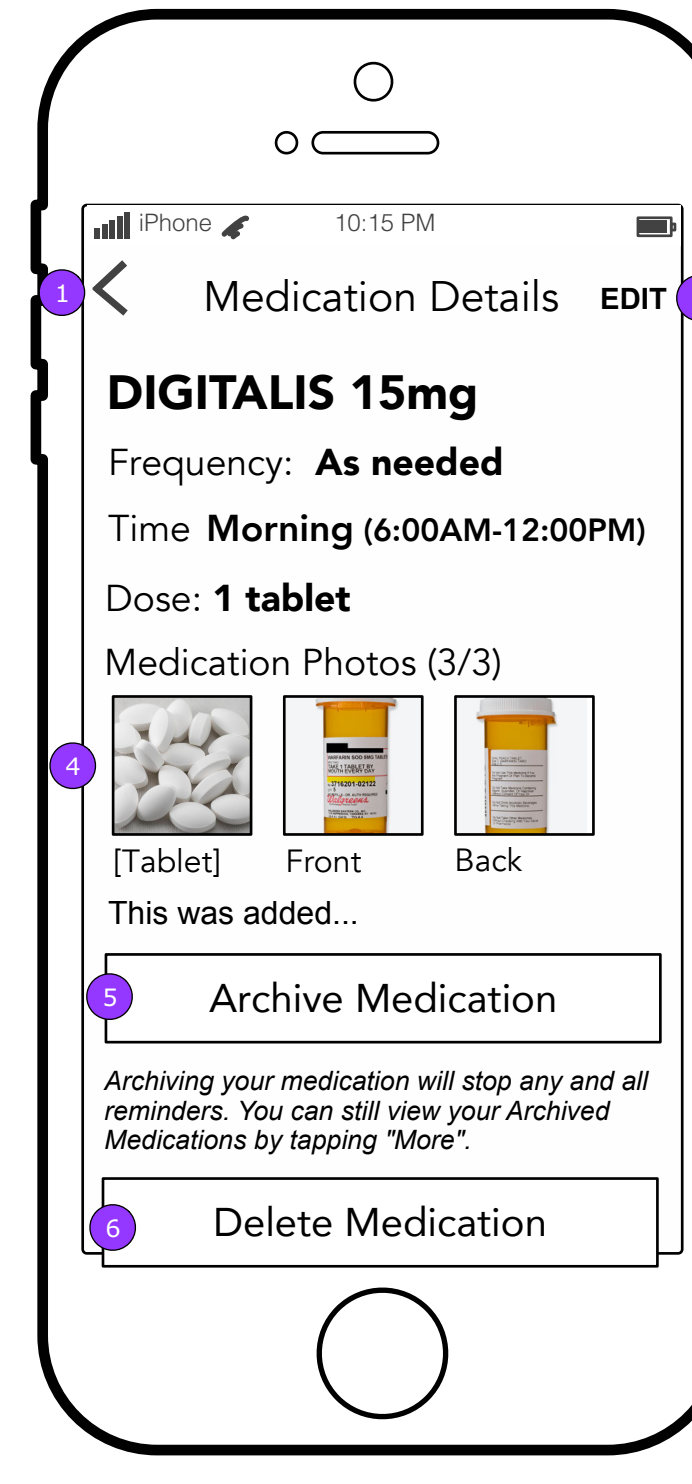
4.2.2 Edit Medication (with refill reminder)



4.2.2 Edit Medication (with refill reminder and optional fields blank)



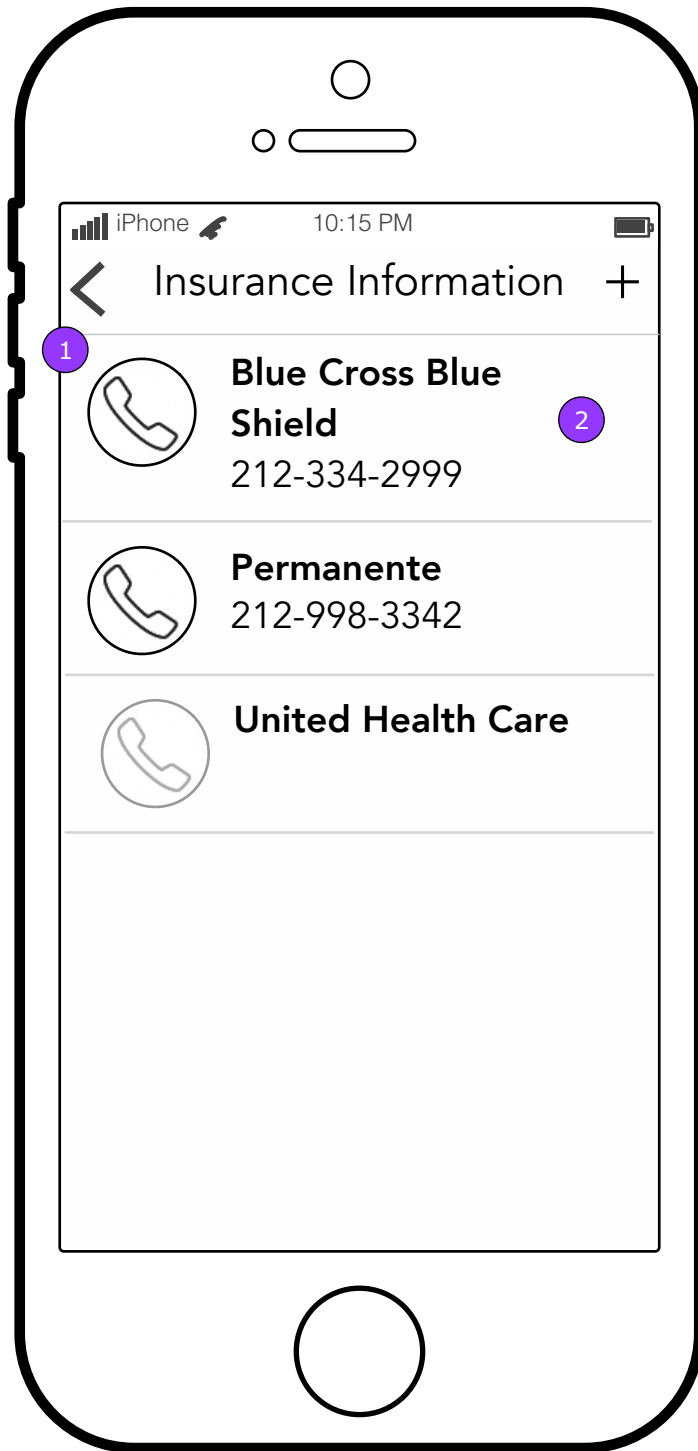
4.2.2 Edit Medication (no refill reminder)



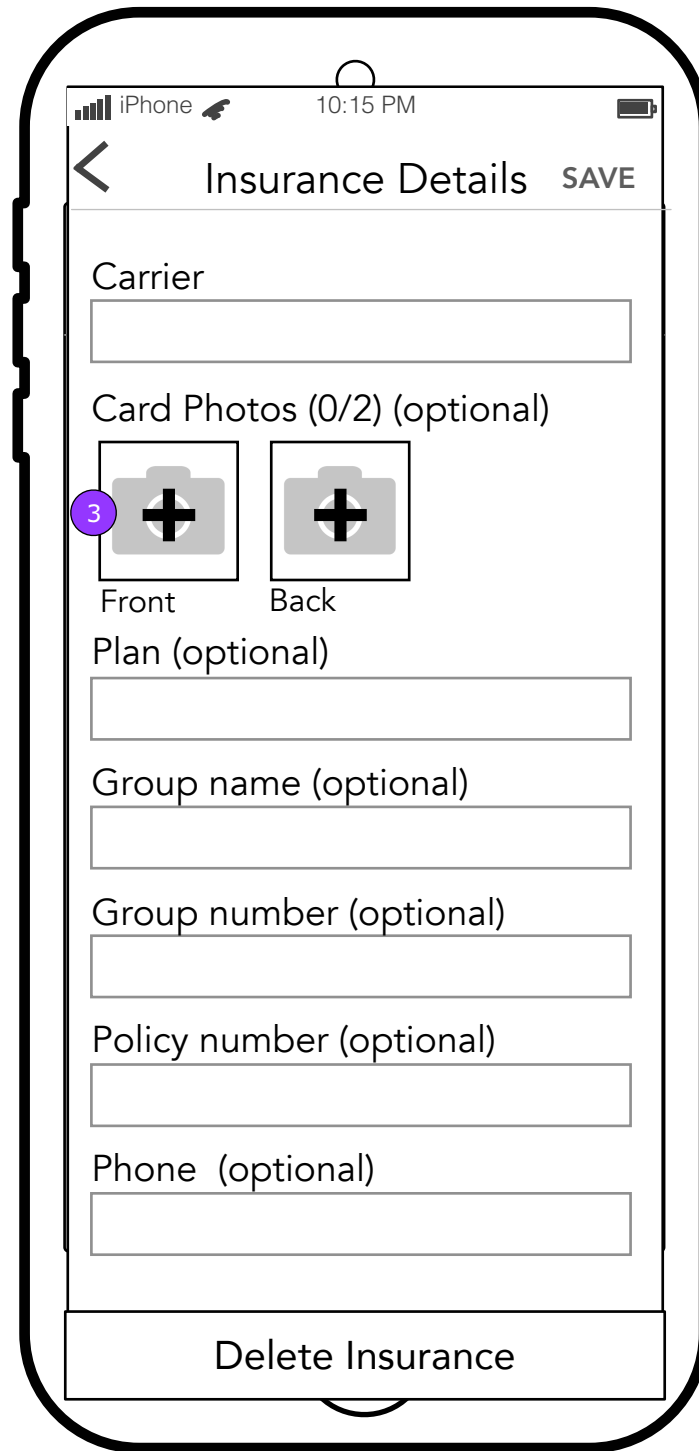
1. <BACK> displays 4.2 Medications.
2. <EDIT> displays 4.2.1.a and takes the user through all 4 screens.
3. If a pharmacy phone number has been provided, <Call to Refill> will be enabled.
4. Tapping a thumbnail will activate 4.0.1 Enlarged Photo.

5. <Move to Medication Archive> moves the medication and displays 4.2 or 4.2.1.a if there are no Medications.
6. <Delete Medication> deletes the medication after the user confirms and displays 4.2 or 4.2.1.a if there are no Medications.

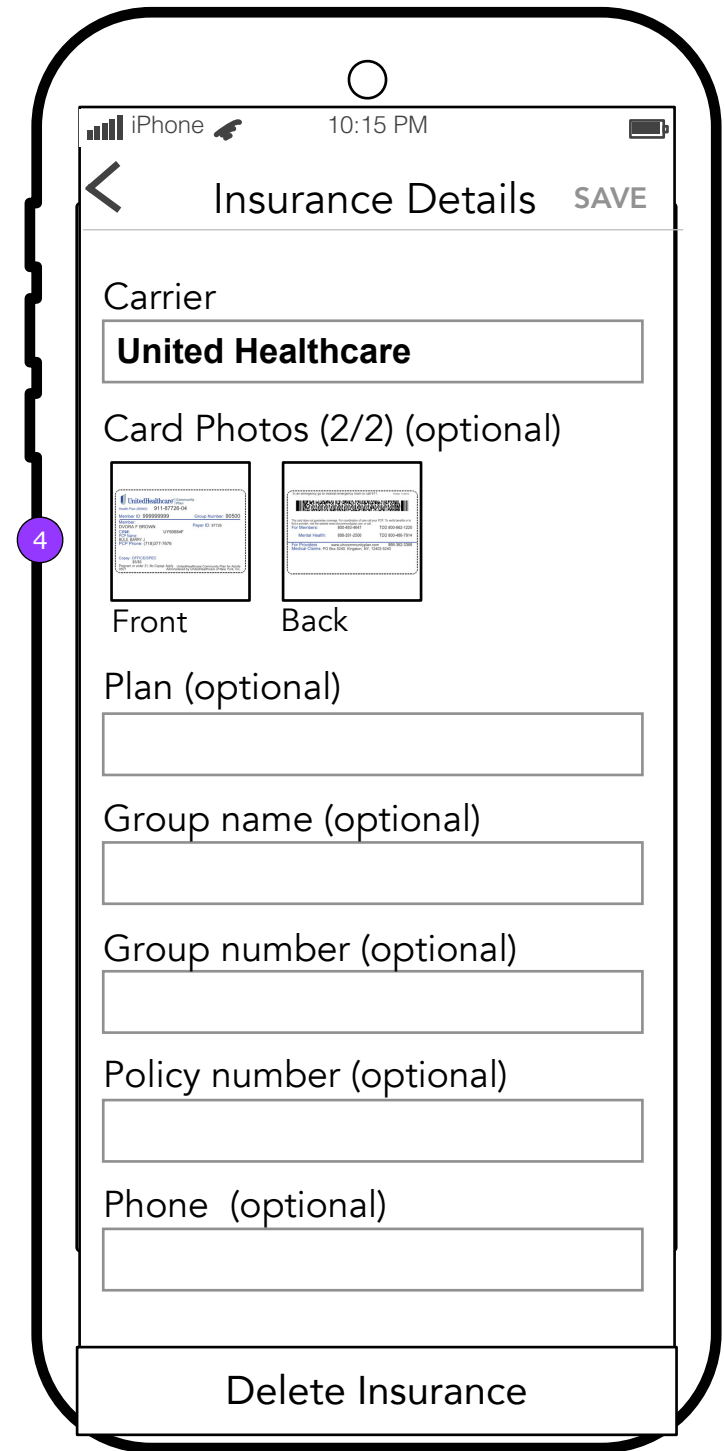
4.5 Insurance Information



4.5.1 Insurance Information Details



4.5.1 Insurance Information Details



1. The call button will ask for confirmation for the call and send the user to the Phone app with the phone number if confirmed.
2. Tapping anywhere else in the area will display the Insurance Details screen (4.5.1).

NOTE: Insurance companies will be listed in alphabetical order.

3. Reveals the Add Photo Overlay.

4. Displays 4.0.1 Enlarged Photo.