

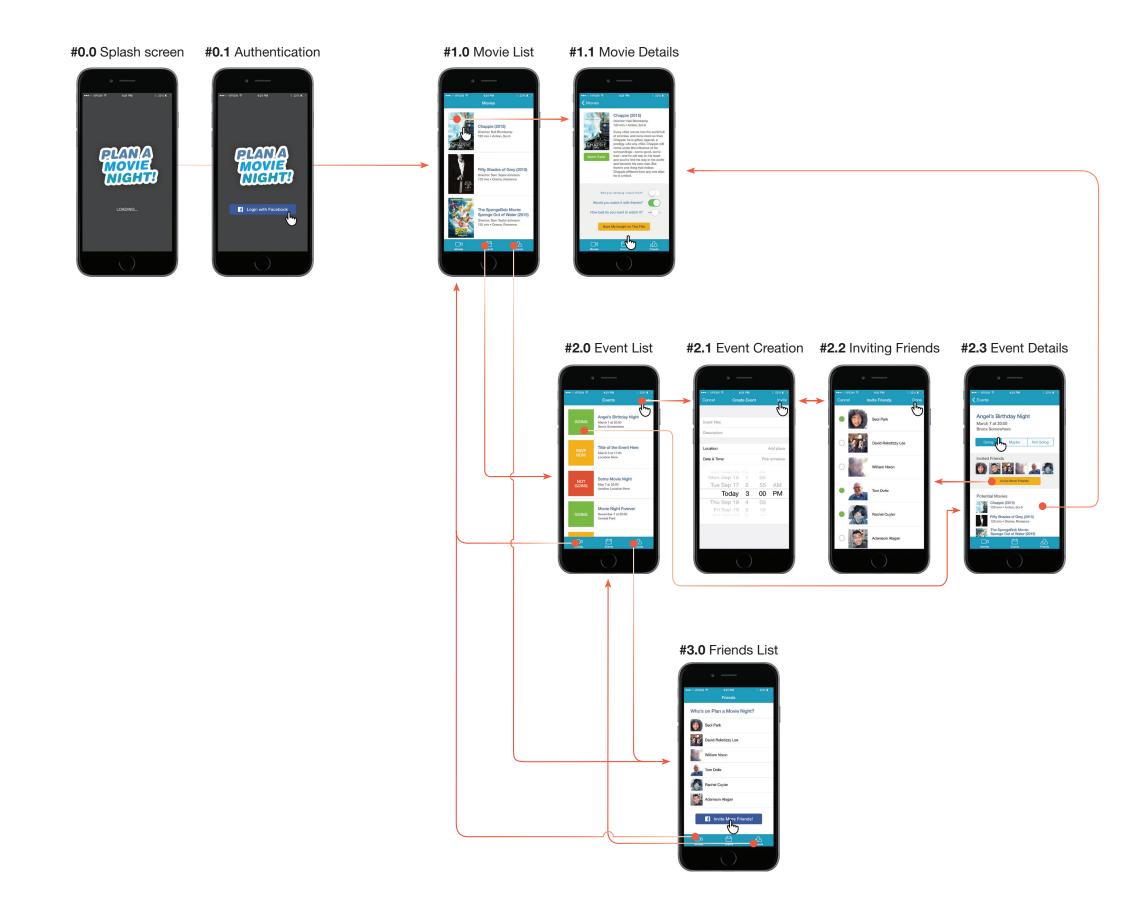
### APP Development Plan UI Draft

Key Screens and Typical Use Case

THIS DOCUMENT DOES NOT INCLUDE DETAILED FUNCIONAL NOTATIONS

# Latest as of 3/7/2015 presented by Bumhan Yu

### Key Screens at a Glance



Detailed views in following pages

## 0: Loading Screens

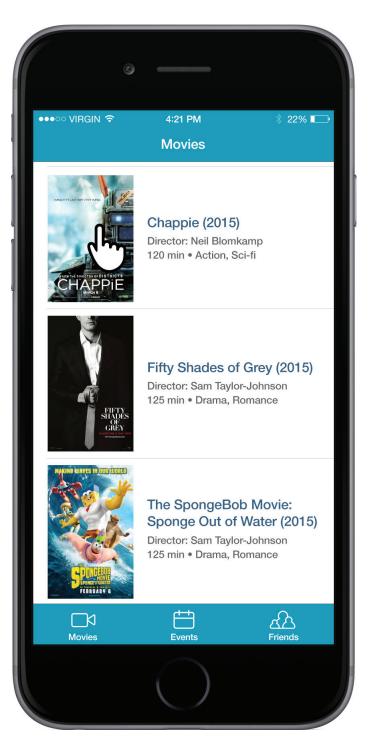


**#0.0** Splash Screen a .Xib that gets displayed at each launch



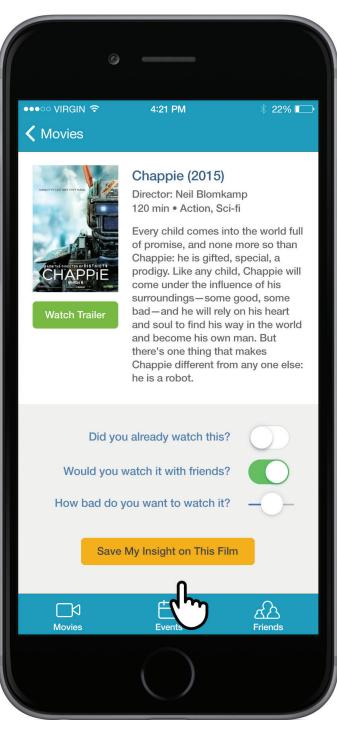
**#0.1** Authentication Screen First-time user only.

### 1: "Movies" Section



#### #1.0 Movie List Screen

Also Home screen that user first sees after launch. UITableView with ImageView as SubView in cell.

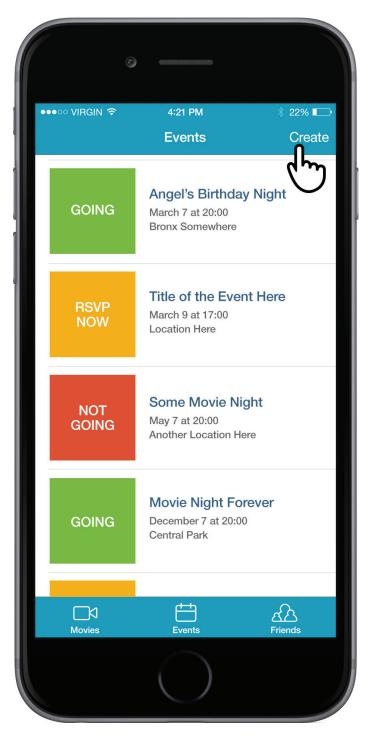


#### **#1.1** Movie Details Screen

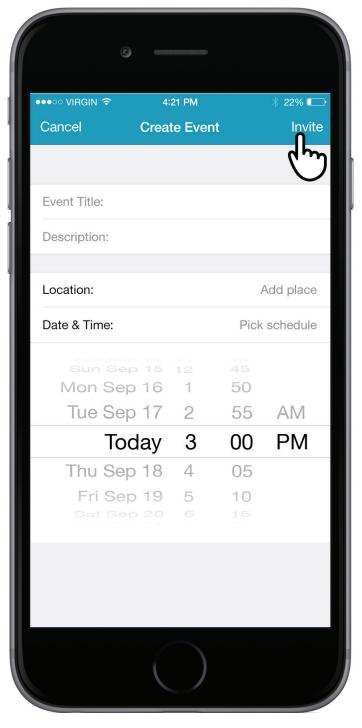
User insight on each film can be entered/edited. ScrollView with nested SubViews with Switches, Slider, and a Button.

4

### 2: "Events" Section



#2.0 Event List Screen UITableView with SubViews in cell.



#### **#2.1** Event Creation Screen

ModalView over main NavigationController. All event information are simple TextField, except Date & Time, which launches a DatePicker.

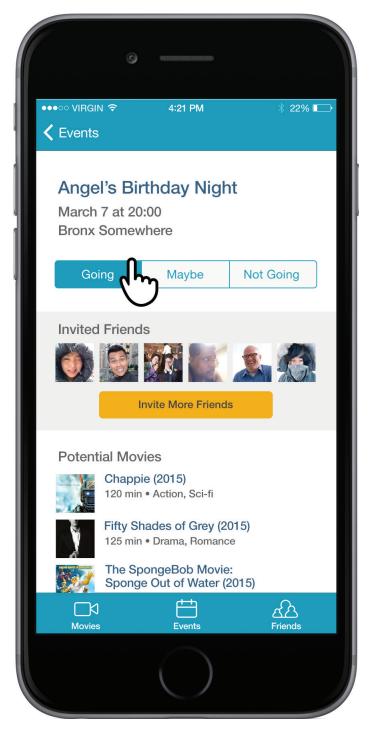
•••०० VIRGIN 穼 4:21 PM 22% 🗔 Cancel **Invite Friends** Done h Seol Park David Rekstizzy Lee William Nixon Tom Dolle Rachel Cuyler Adamson Alagan

#### **#2.2** Invite Friends to Event

TableView to display list of friends on app. Each cell contains a custom UIView for checkbox.

#### **IMPORTANT:**

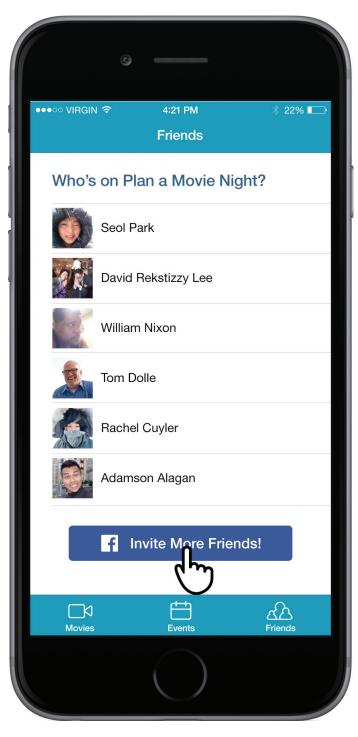
There's no way to notify a user when he/she is invited to an event. The event will be added to #2.0 list, but a user might not be aware that he/she is invited to a new event.



#2.3 Event Details Screen

Displays event time/location, invited friends, and recommended movies. "Invite" button links to #2.2, and movie cell links to #1.1

## 3: "Friends" Section



**#3.0** Friends List Screen UITableView and a Button on bottom

6