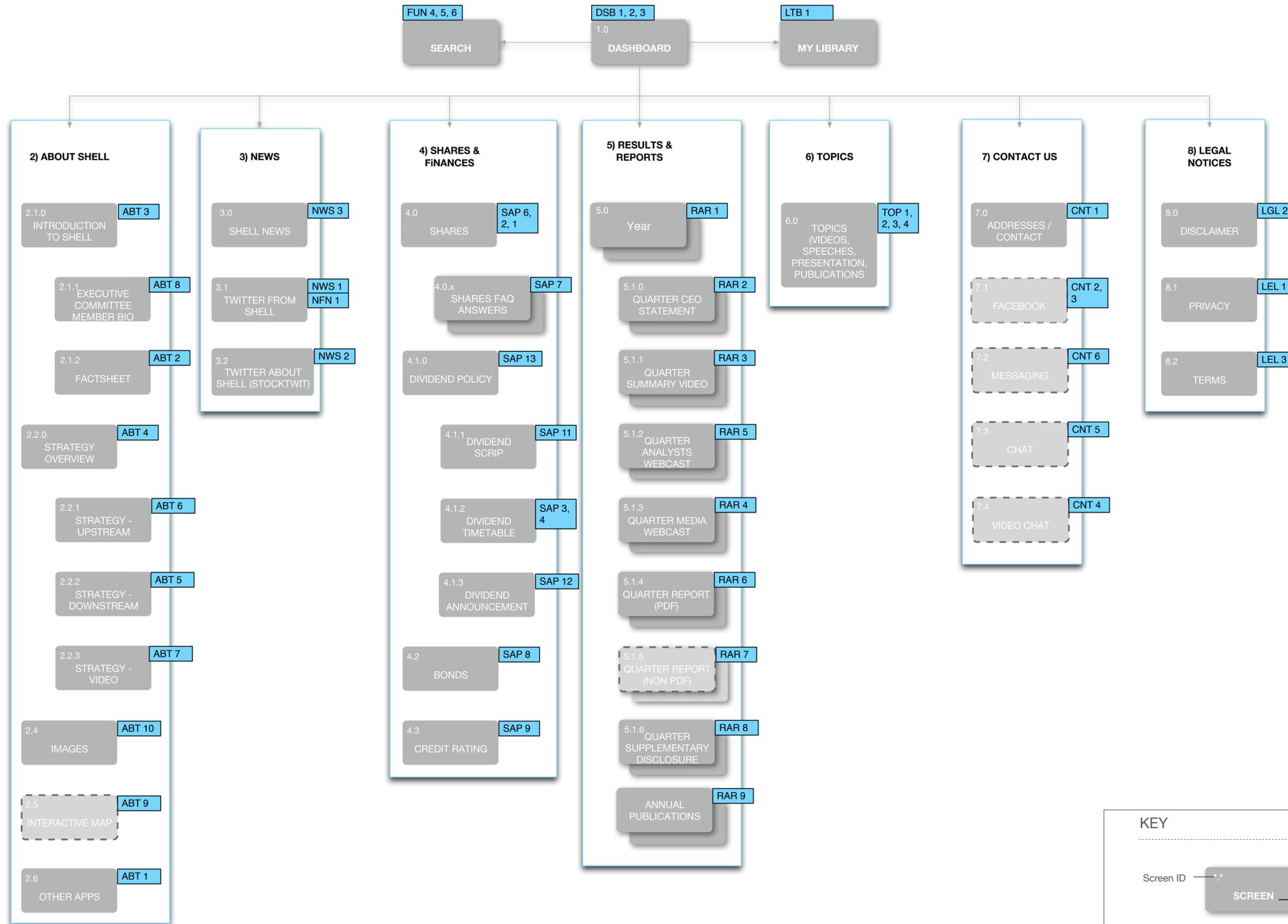


Shell IR&M Application

Wireframe & Functional Overview

Shell IR&M iPad Wireframes & Functional Overview

Application Map & Functional references



Application Map & Functional references

This map represent the structure of the application and how the content is split into screens. Please note that all screens are not included in version 1.

FUNCTIONAL REQUIREMENTS v1.0

Mapping

Reference codes from the functional requirements document v1.0 are shown on the app map in the blue boxes.

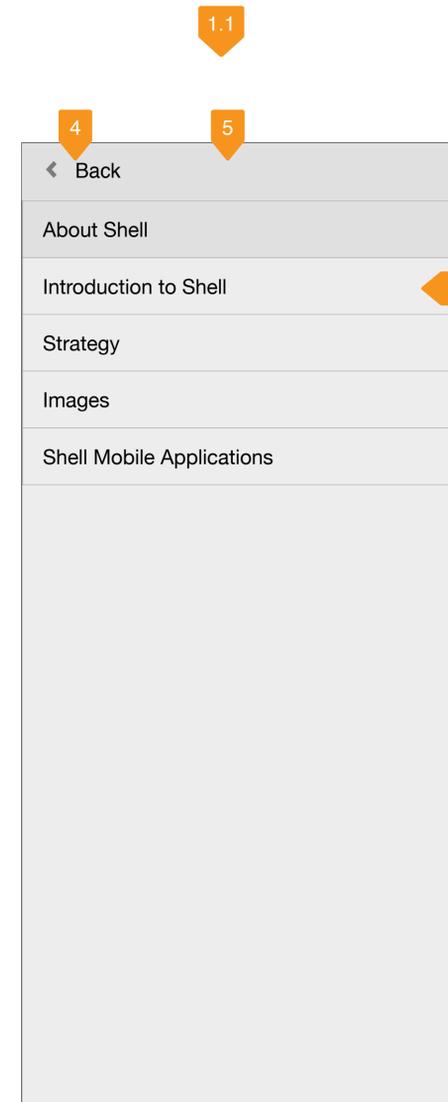
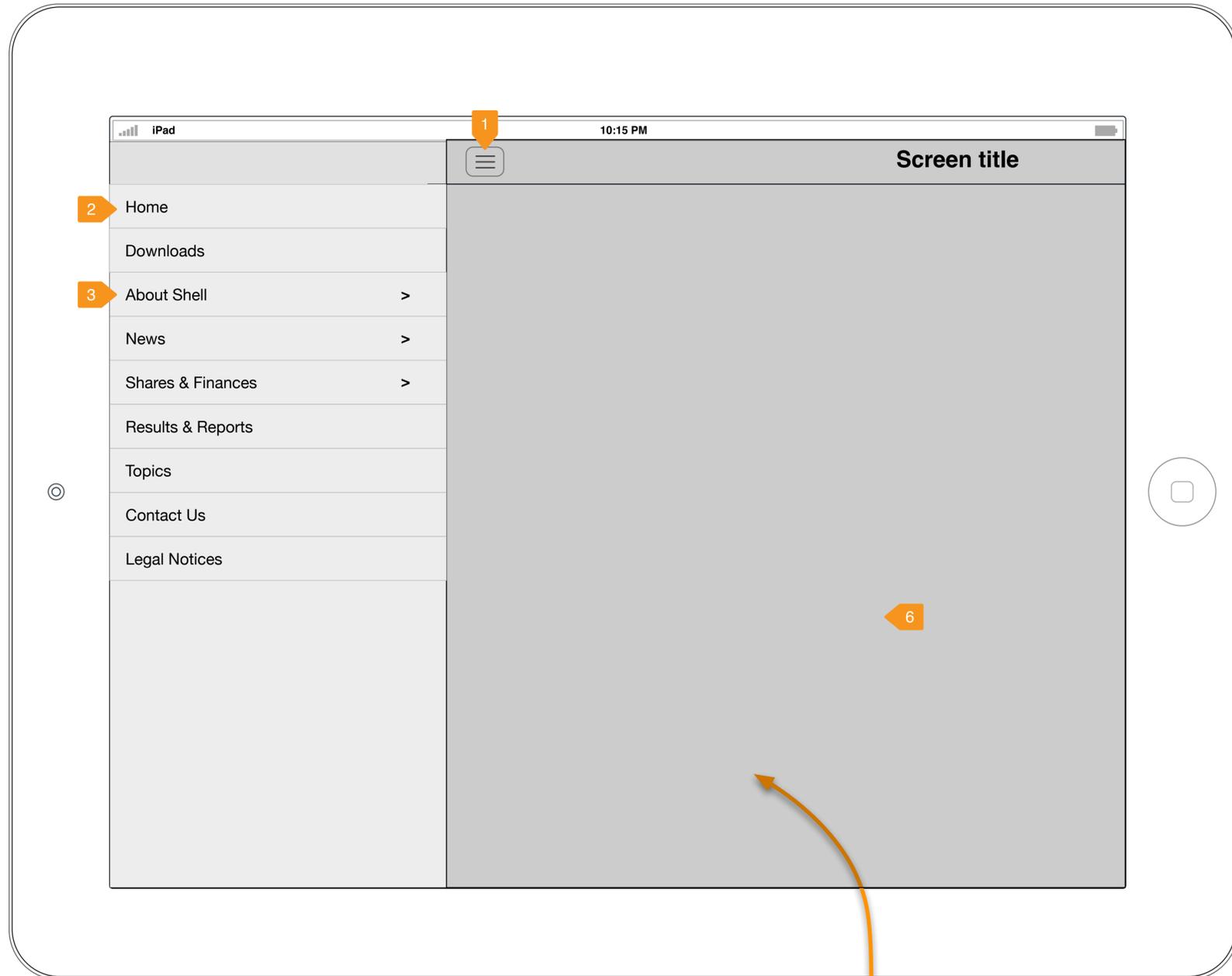
Functional requirements not shown in the app map are listed here. In some cases this is because they are requirements that are found on all pages (such as intuitive navigation) or items that need to be resolved - push notifications, which may not require a separate settings page but could be incorporated into whatever page is pushing the notices.

Not Shown:

- SAF 5, 10
- FUN 1, 2, 3, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25
- NFN 2

KEY





0.0 Navigation

The global navigation uses the back/parent level button system that is consistent with the iOS platform.

In addition, this menu offers rapid shortcuts to each of the app sections.

This menu is displayed by tapping its button which is constantly present across the app. It may be hidden when viewing full screen images/videos and modal views.

1. MENU BUTTON

[GESTURE: Tap] Opens the menu by sliding the navigation menu in from the left and pushing the remaining screen to the right. The main screen gets a dark transparency applied to it. (7)

1.1 2nd LEVEL MENU

The menu is revealed by the 2nd level view 'sliding' right onto of the 1st level menu.

2. SECTION LINK

[GESTURE: Tap] Navigate to the specified section in the app. Closes this menu by pushing the main view from the right.

3. 2nd LEVEL MENU

[GESTURE: Tap] Slides the 2nd level menu over the 1st level menu for the specific section. 2nd level menu buttons are indicated with an arrow.

4. BACK BUTTON

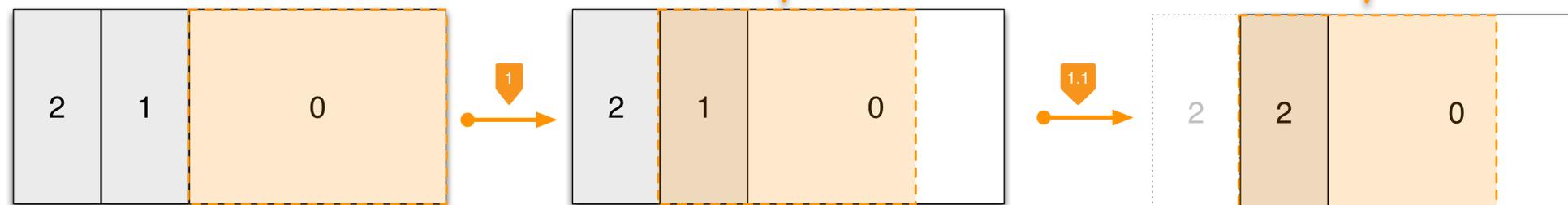
[GESTURE: Tap] Slides this menu off screen to the left to reveal the 1st level menu underneath.

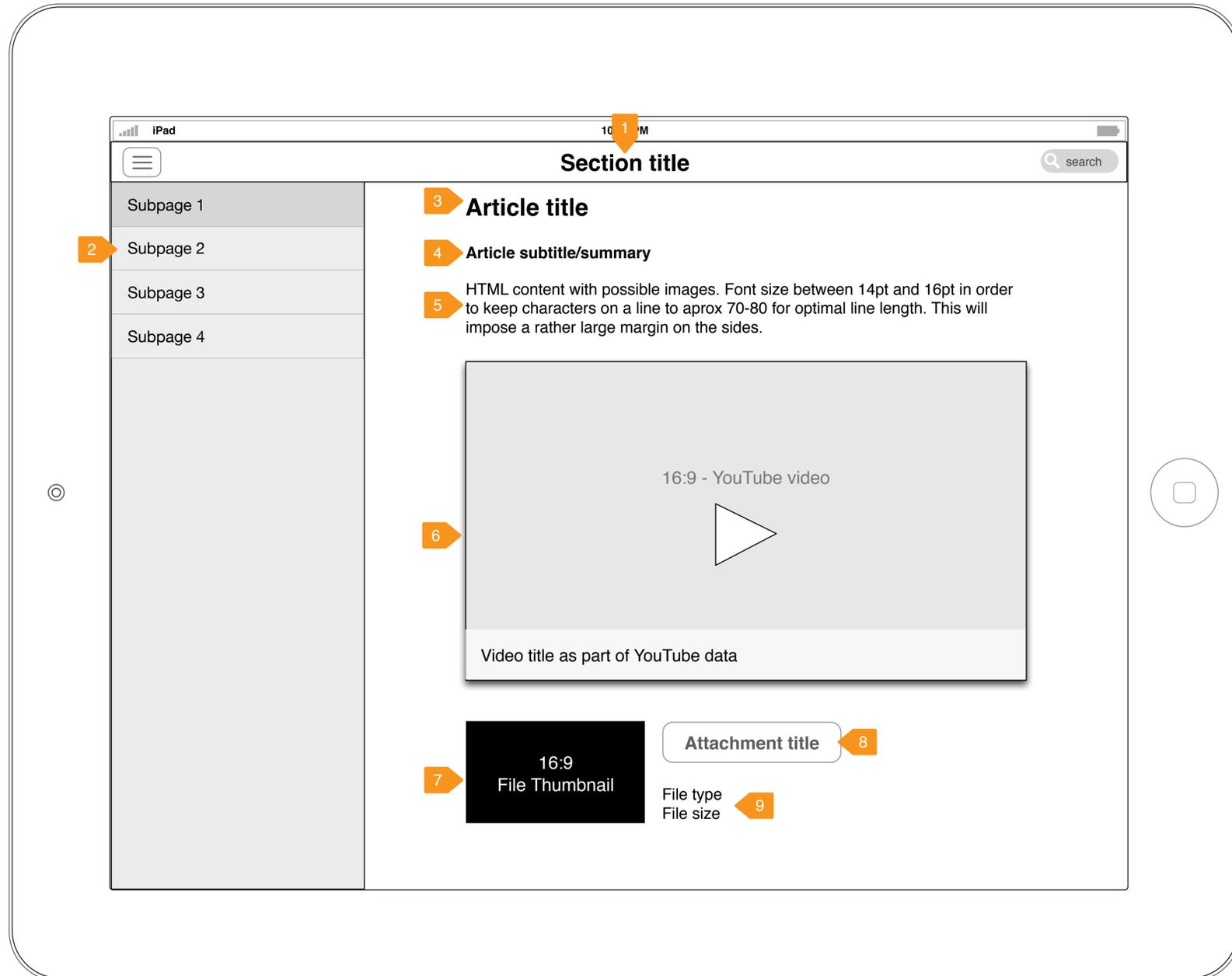
5. MENU SECTION LABLE

This is a label for the current menu

6. FADED MAIN AREA

[GESTURE: Tap] Closes the menu.





1.0 General Content

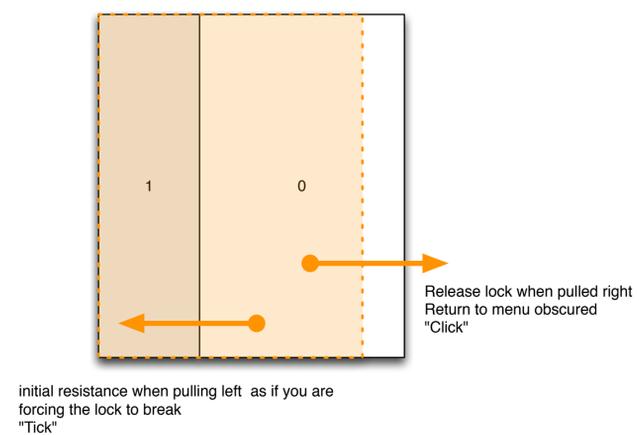
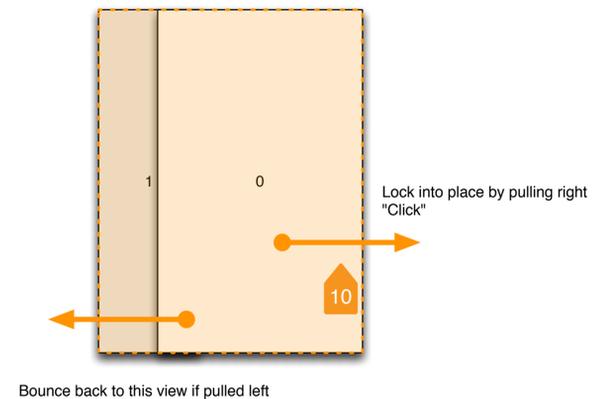
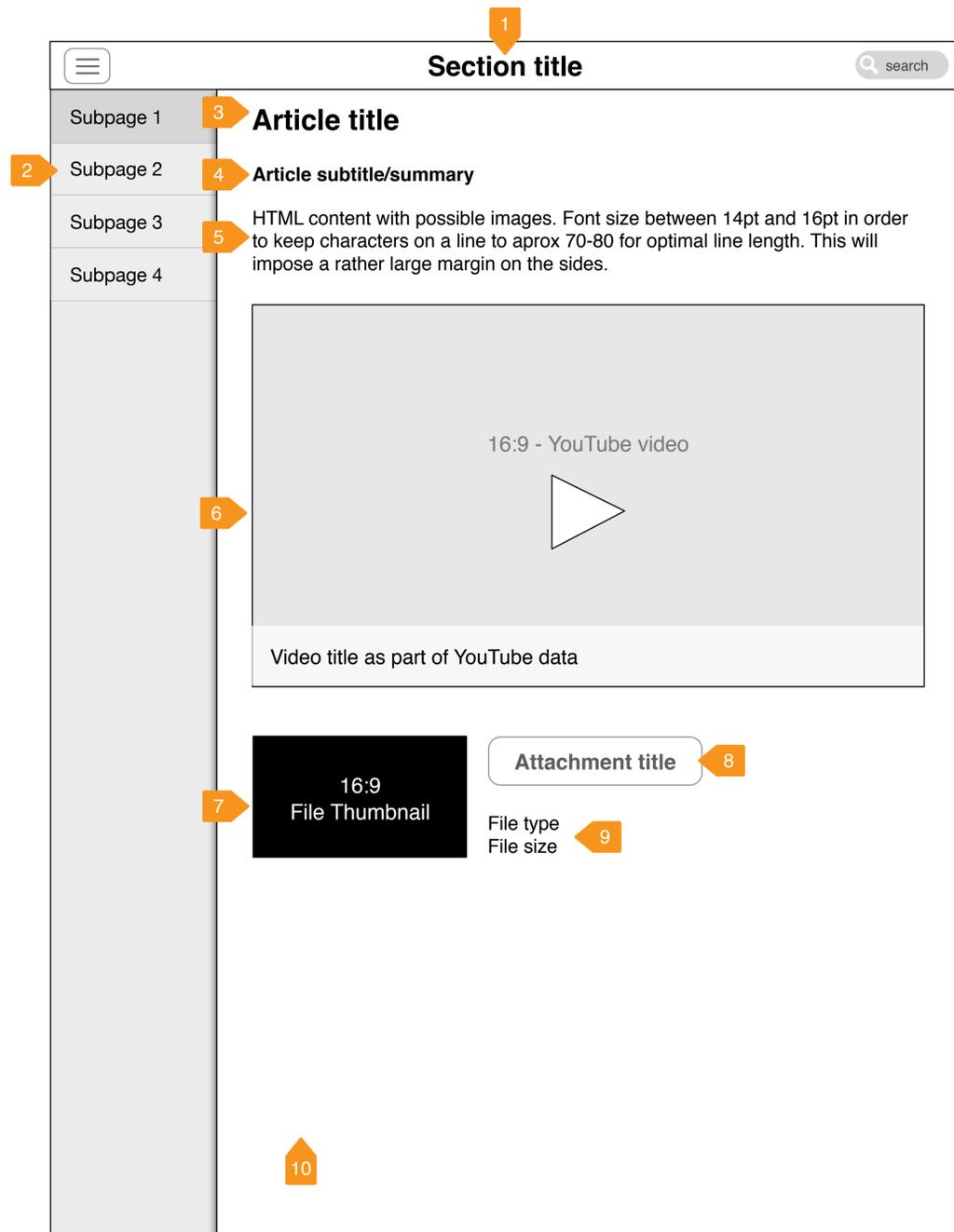
This template sets out the structure of an article with sub navigation.

Because this template will be used by a variety of pages, there are elements that may not appear on certain pages.

- 1. SECTION TITLE**
[STATIC] Displays the name of the current section the user is in.
- 2. SUB-NAVIGATION LINK**
[GESTURE: Tap] Navigate to the specified section in the app. The current page is highlighted in the navigation.
- 3. ARTICLE TITLE**
[DYNAMIC] Displays the title of the article being viewed. This will most likely be the same as the highlighted sub-navigation link.
- 4. ARTICLE SUBTITLE**
[DYNAMIC] The article subtitle or description may not be present on every article page. Consideration about how much bottom padding is needed.
- 5. HTML CONTENT**
[DYNAMIC] This is simple markup HTML content. There may be images, lists and strong text included in this section and could be quite long.
- 6. YOUTUBE VIDEO**
[DYNAMIC] This is a YouTube video coming straight from YouTube, with all the controls embedded.
- 7. THUMBNAIL IMAGE**
[GESTURE: Tap] Downloads the attachment
- 8. DOWNLOAD BUTTON**
[GESTURE: Tap] Downloads the attachment
- 9. FILE DETAILS**
[DYNAMIC] File details such as file type and size are displayed here. No labels required.

Shell IR&M iPad Wireframes & Functional Overview

1.1 General Content (Portrait)

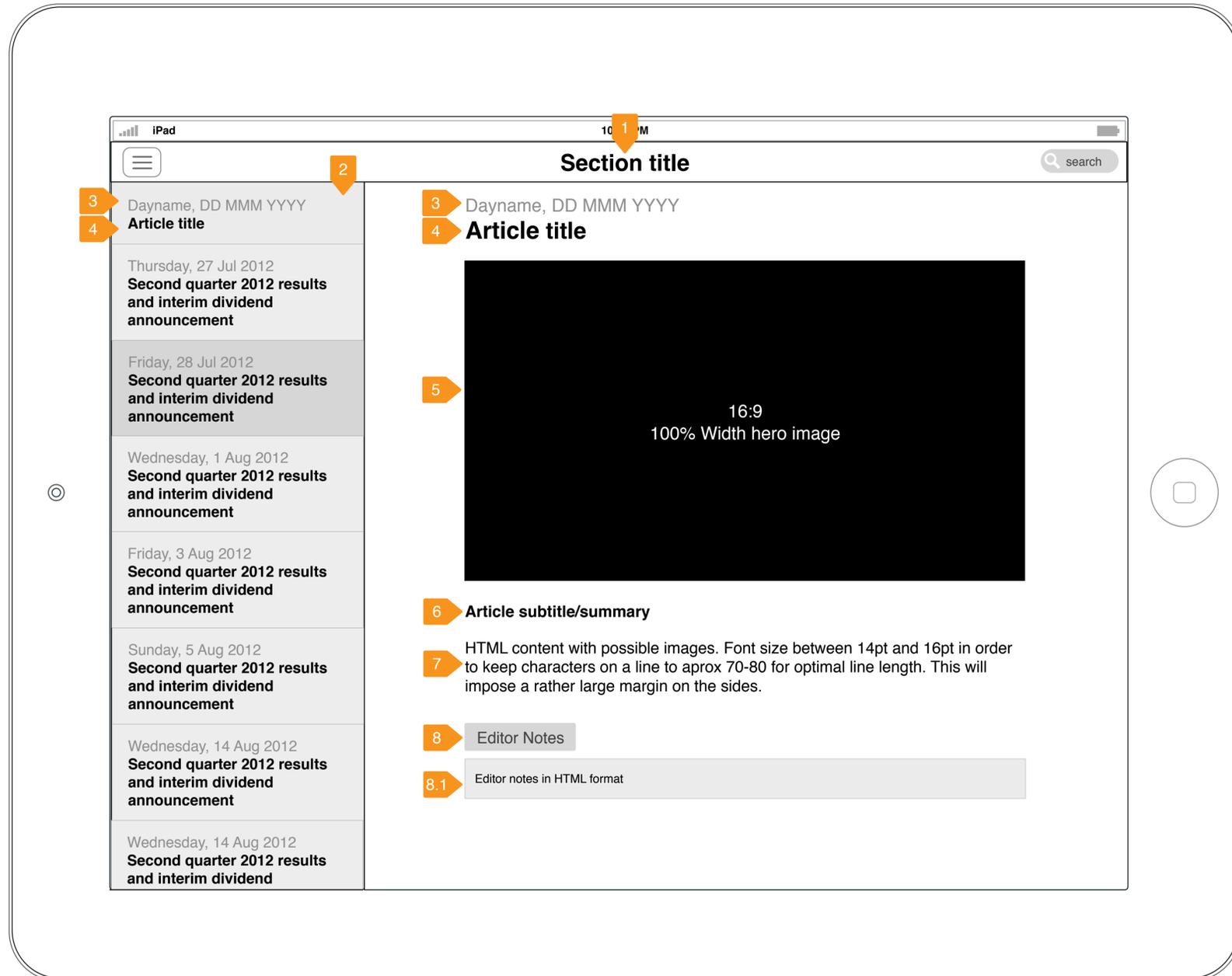


1.1 General Content (Portrait)

This template sets out the structure of an article with sub navigation.

Because this template will be used by a variety of pages, there are elements that may not appear on certain pages.

1. **SECTION TITLE**
[STATIC] Displays the name of the current section the user is in.
2. **SUB-NAVIGATION LINK**
[GESTURE: Tap] Navigate to the specified section in the app. The current page is highlighted in the navigation.
3. **ARTICLE TITLE**
[DYNAMIC] Displays the title of the article being viewed. This will most likely be the same as the highlighted sub-navigation link.
4. **ARTICLE SUBTITLE**
[DYNAMIC] The article subtitle or description may not be present on every article page. Consideration about how much bottom padding is needed.
5. **HTML CONTENT**
[DYNAMIC] This is simple markup HTML content. There may be images, lists and strong text included in this section and could be quite long.
6. **YOUTUBE VIDEO**
[DYNAMIC] This is a YouTube video coming straight from YouTube, with all the controls embedded.
7. **THUMBNAIL IMAGE**
[GESTURE: Tap] Downloads the attachment
8. **DOWNLOAD BUTTON**
[GESTURE: Tap] Downloads the attachment
9. **FILE DETAILS**
[DYNAMIC] File details such as file type and size are displayed here. No labels required.
10. **SLIDING SUBNAV MENU**
[GESTURE: Swipe] Menu is partially hidden in portrait to allow a better reading experience for the main article. The article can be pulled/slid to the right to reveal and lock the menu into an open position. The Page can then be pushed back to the original position by sliding the screen back to the left.
NOTE: If the main menu is activated it still behaves as normal - pushing the entire contents of the screen to the right (including the partially hidden subnav).

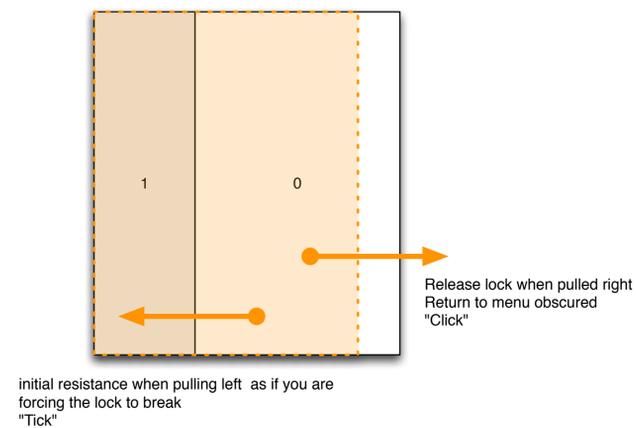
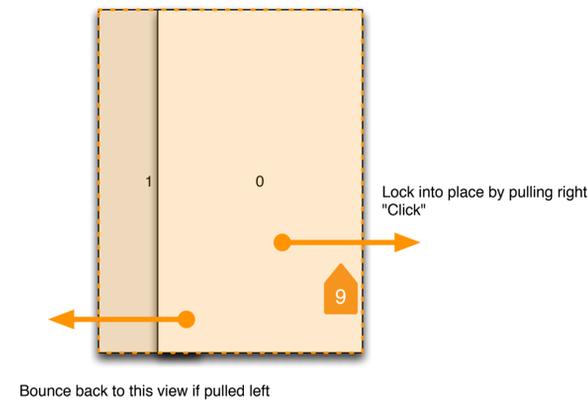
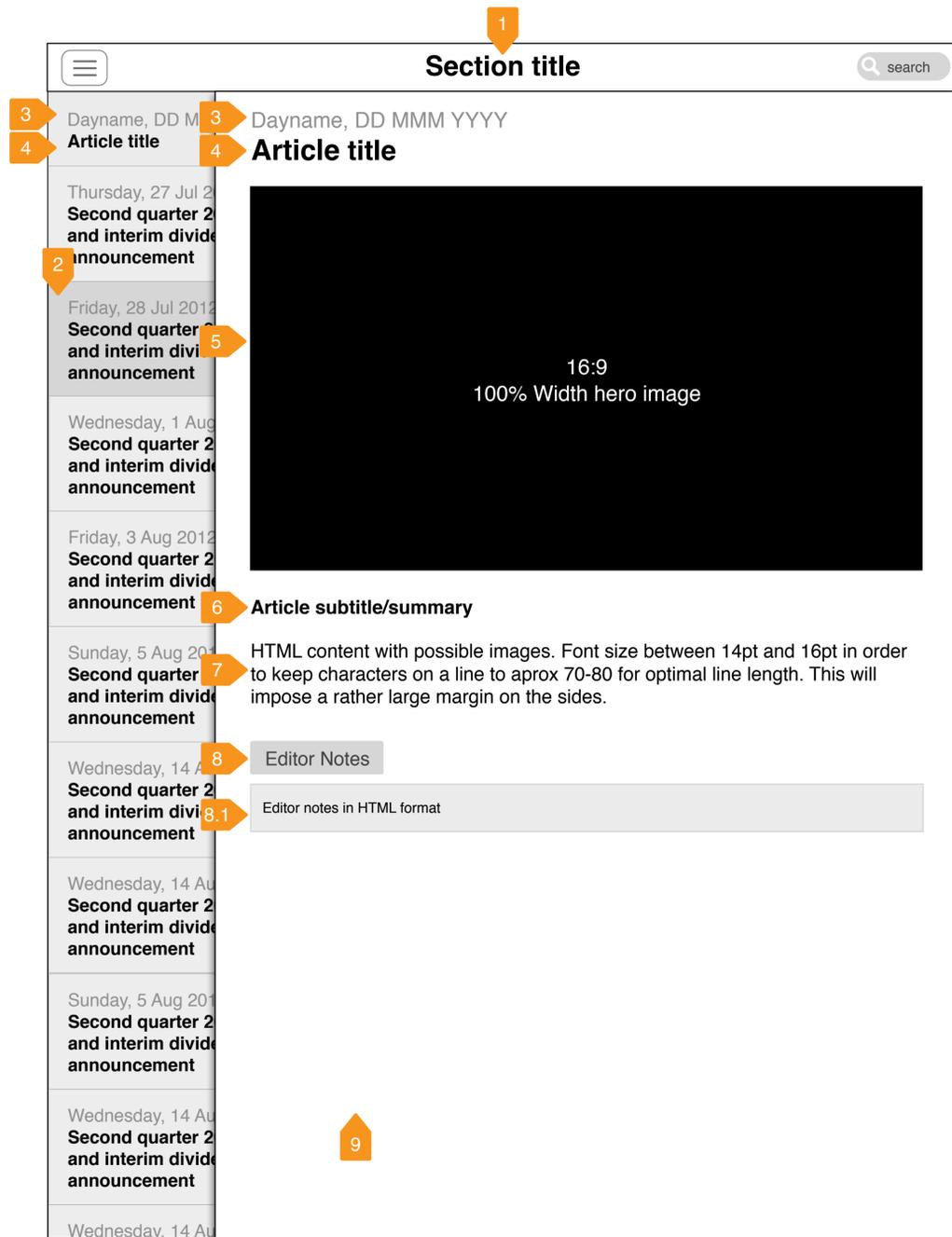


2.0 News

This template sets out the structure of an article with sub navigation.

Because this template will be used by a variety of pages, there are elements that may not appear on certain pages.

1. **SECTION TITLE**
[GESTURE: Static] Displays the name of the current section the user is in.
2. **SUBNAV LINK**
[GESTURE: Tap] Navigate to the specified page in the news section.
3. **ARTICLE DATE**
[DYNAMIC] Displays the publish date for the article.
4. **ARTICLE TITLE**
[DYNAMIC] Displays the title for the selected article.
5. **HERO IMAGE**
[DYNAMIC] The hero image is always a 16:9 ratio. The image will fill the full width of the content area.
NOTE: Not all articles will have images. If no image exists - no image is displayed. This area collapses.
6. **ARTICLE SUBTITLE**
[DYNAMIC] Subtitle area. It may also be used as a article summary.
7. **ARTICLE SUBTITLE**
[DYNAMIC] Subtitle area. This area may contain images, lists and other content editor input elements.
8. **EDITOR NOTES BUTTON**
[GESTURE: Tap] Notes are displayed beneath the button and can be toggled off. Editor notes are additional notes that will supplement the article.
NOTE: If there are no editor notes then there will be no button.
- 8.1 **EDITOR NOTES**
[DYNAMIC] The display of editor notes needs to look different from the main body of the article. This can be toggled to display or not from the Editor Notes Button above.



2.1 News (Portrait)

This template sets out the structure of an article with sub navigation.

Because this template will be used by a variety of pages, there are elements that may not appear on certain pages.

1. **SECTION TITLE**
[GESTURE: Static] Displays the name of the current section the user is in.
2. **SUBNAV LINK**
[GESTURE: Tap] Navigate to the specified page in the news section.
3. **ARTICLE DATE**
[DYNAMIC] Displays the publish date for the article.
4. **ARTICLE TITLE**
[DYNAMIC] Displays the title for the selected article.
5. **HERO IMAGE**
[DYNAMIC] The hero image is always a 16:9 ratio. The image will fill the full width of the content area.
NOTE: Not all articles will have images. If no image exists - no image is displayed. This area collapses.
6. **ARTICLE SUBTITLE**
[DYNAMIC] Subtitle area. It may also be used as a article summary.
7. **ARTICLE SUBTITLE**
[DYNAMIC] Subtitle area. This area may contain images, lists and other content editor input elements.
8. **EDITOR NOTES BUTTON**
[GESTURE: Tap] Notes are displayed beneath the button and can be toggled off. Editor notes are additional notes that will supplement the article.
NOTE: If there are no editor notes then there will be no button.
- 8.1 **EDITOR NOTES**
[DYNAMIC] The display of editor notes needs to look different from the main body of the article. This can be toggled to display or not from the Editor Notes Button above.
9. **SLIDING SUBNAV MENU**
[GESTURE: Swipe] Menu is partially hidden in portrait to allow a better reading experience for the main article. The article can be pulled/slid to the right to reveal and lock the menu into an open position. The Page can then be pushed back to the original position by sliding the screen back to the left.
NOTE: If the main menu is activated it still behaves as normal - pushing the entire contents of the screen to the right (including the partially hidden subnav).

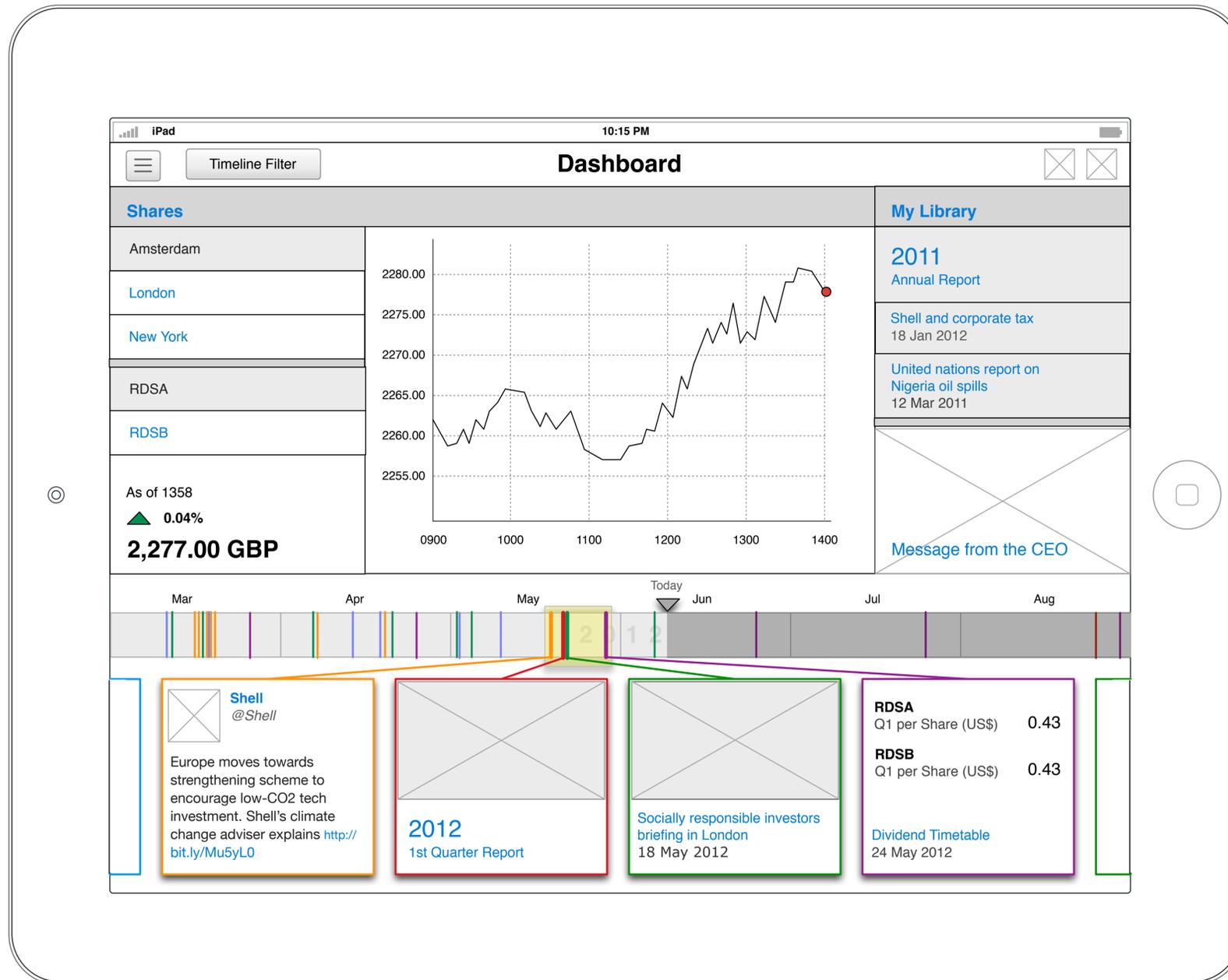
Dashboard

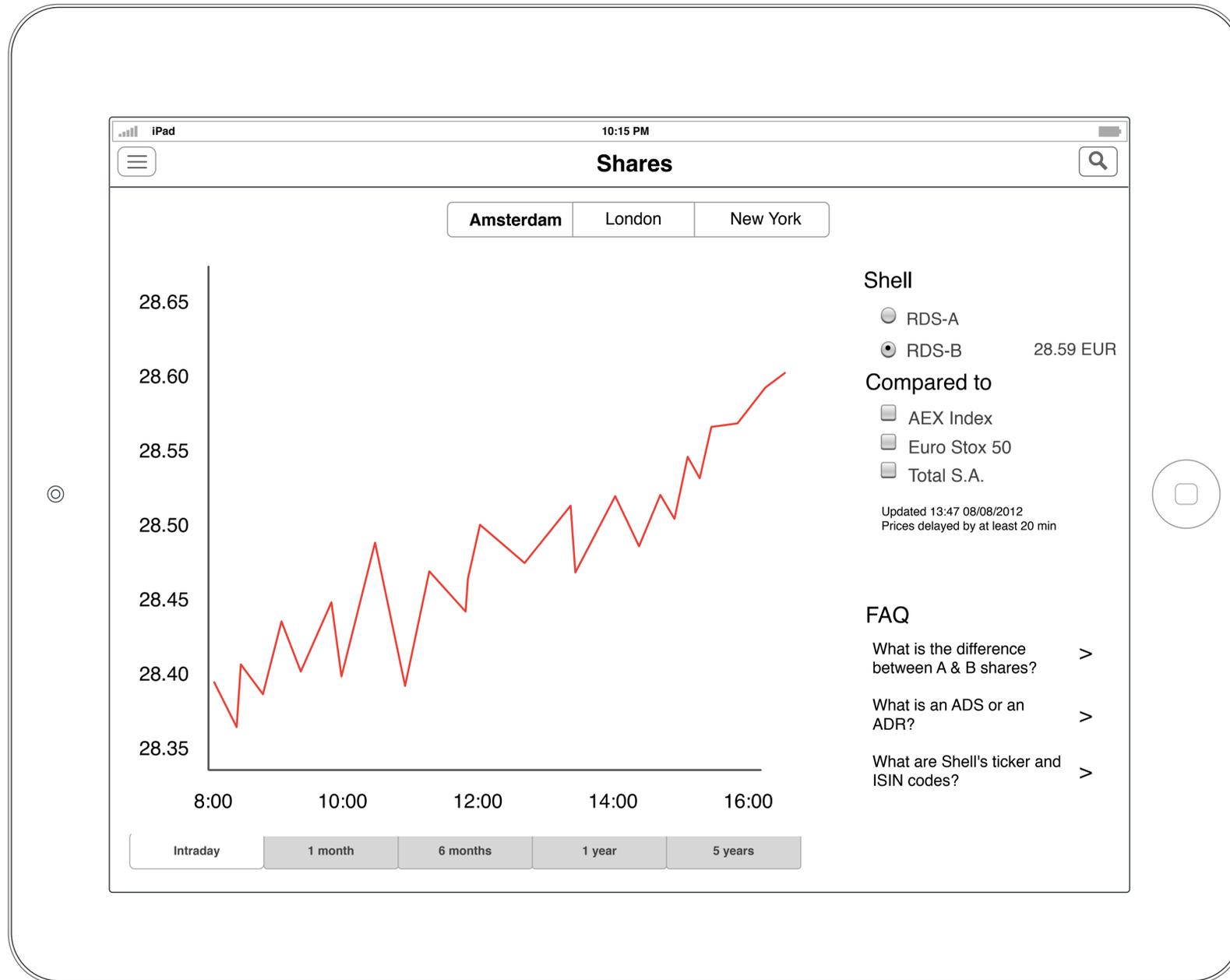
This page allows the users to see all the article by chronological order. The articles are also tagged with topic identifiers. These topics can be clicked so that the user has a filtered view of those topics.

1. MOST POPULAR TILE

DYNAMIC

Using analytics of page views for article pages, a list of the top 10 articles over a period of time is generated. When popular articles are identified in the article list they are identified by having more prominence on the page. This will ensure that older popular article that exist further down the page will be easily identified and will also breach up some of the layout.





5.0 A1 Shares Shell only

This is the area of the account section where the user's personal information will be held. Where a user has not completed all the required information to fulfil their membership, the app will prompt them to add more info.

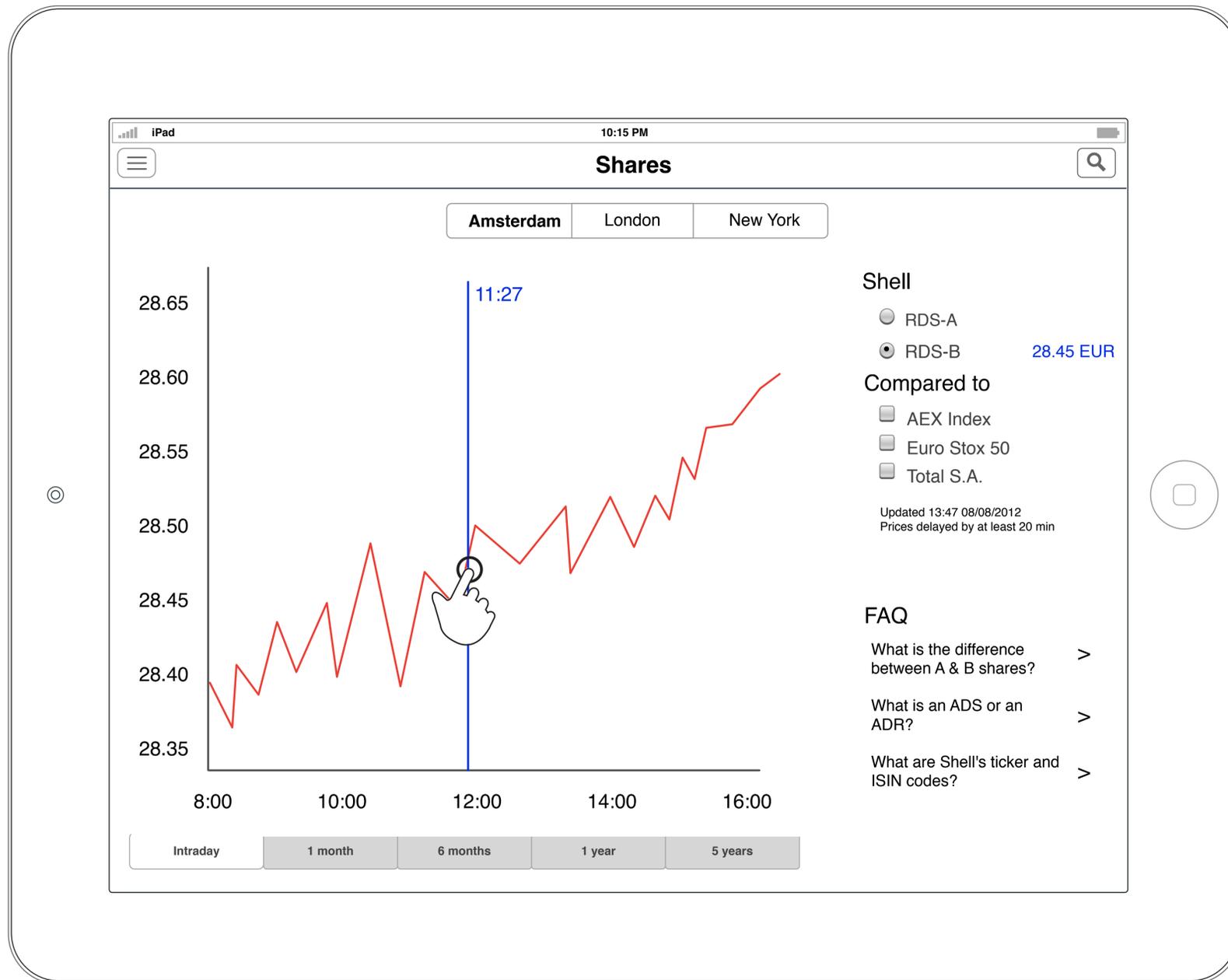
1. PROFILE PICTURE / PHOTO BUTTON

Gesture: 1-Finger Tap

Transition: standard pop over

NOTE: When a user has no profile picture this will appear as a button that prompts either to take a photo (1a) with their device or upload an existing photo (1b). Then this will be replaced with their profile picture.

1a: on tap will open the camera app
1b: on tap will open the *Photo Library*



5.0 A2 Shares 2 Shell only 1 touch

This is the area of the account section where the user's personal information will be held. Where a user has not completed all the required information to fulfil their membership, the app will prompt them to add more info.

1. PROFILE PICTURE / PHOTO BUTTON

Gesture: 1-Finger Tap

Transition: standard pop over

NOTE: When a user has no profile picture this will appear as a button that prompts either to take a photo (1a) with their device or upload an existing photo (1b). Then this will be replaced with their profile picture.

1a: on tap will open the camera app
1b: on tap will open the *Photo Library*

5.0 A3 Shares 2 Shell only 1 touch 2

This is the area of the account section where the user's personal information will be held. Where a user has not completed all the required information to fulfil their membership, the app will prompt them to add more info.

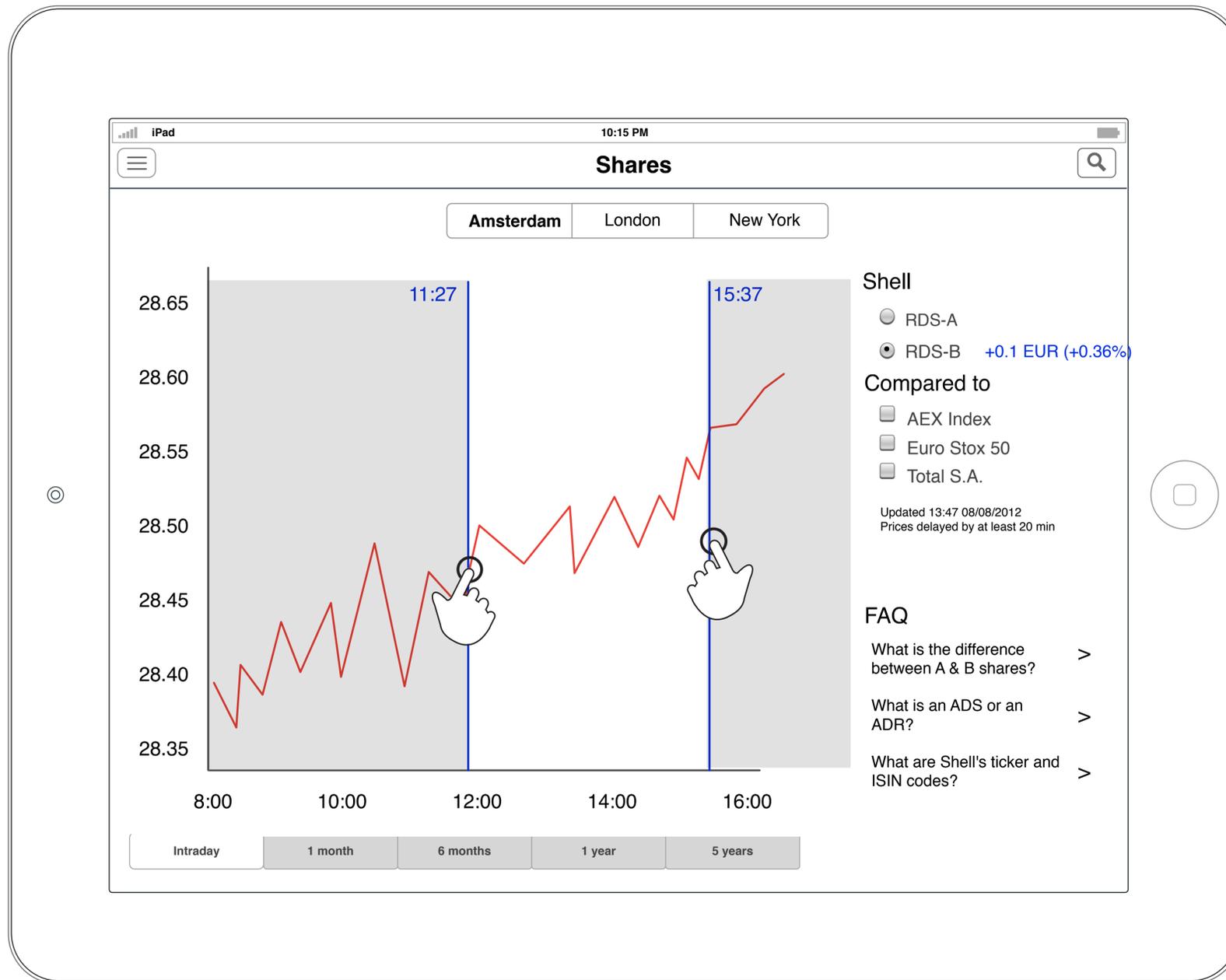
1. PROFILE PICTURE / PHOTO BUTTON

Gesture: 1-Finger Tap

Transition: standard pop over

NOTE: When a user has no profile picture this will appear as a button that prompts either to take a photo (1a) with their device or upload an existing photo (1b). Then this will be replaced with their profile picture.

1a: on tap will open the camera app
1b: on tap will open the *Photo Library*



5.0 B1 Shares Shell Compared

This is the area of the account section where the user's personal information will be held. Where a user has not completed all the required information to fulfil their membership, the app will prompt them to add more info.

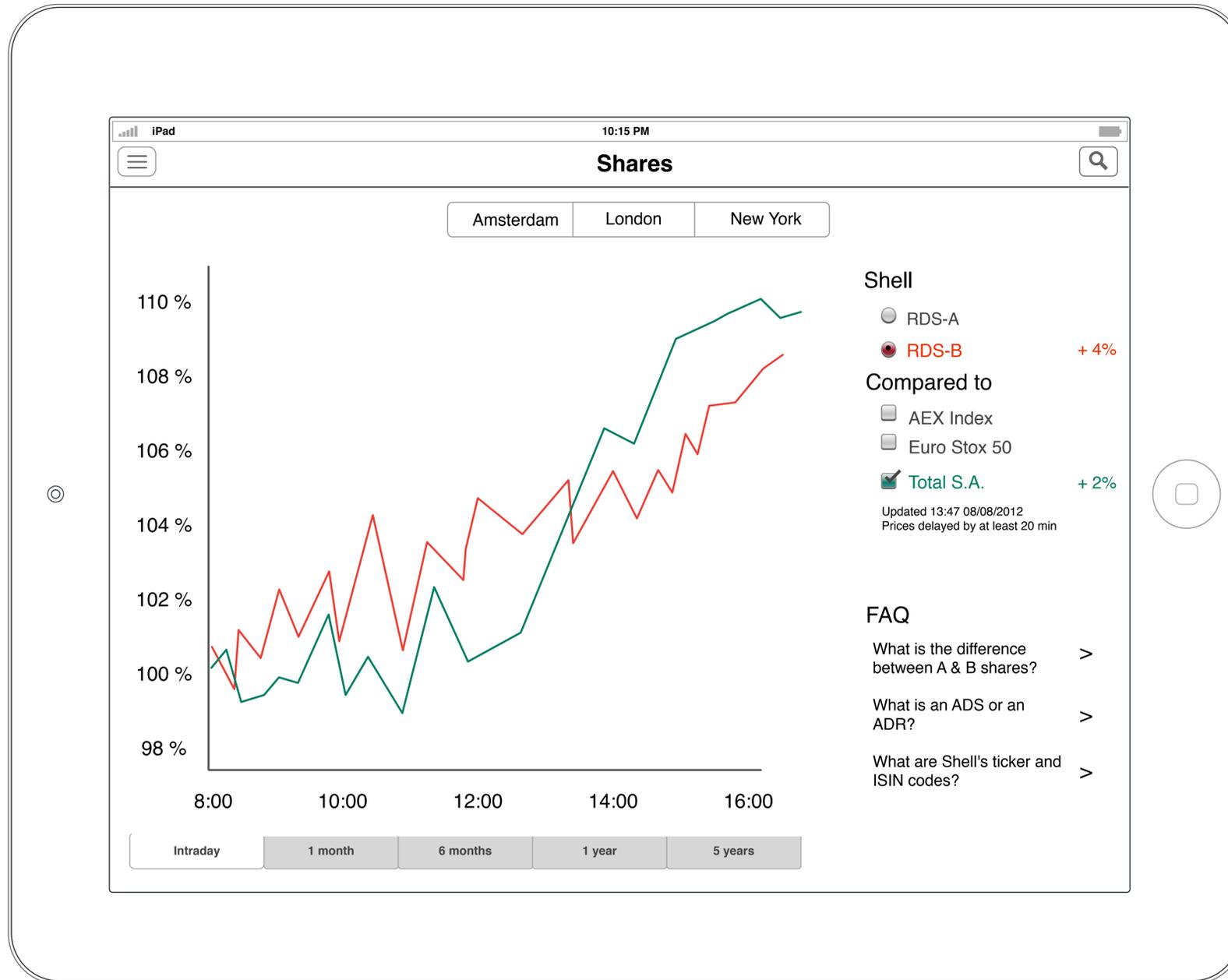
1. PROFILE PICTURE / PHOTO BUTTON

Gesture: 1-Finger Tap

Transition: standard pop over

NOTE: When a user has no profile picture this will appear as a button that prompts either to take a photo (1a) with their device or upload an existing photo (1b). Then this will be replaced with their profile picture.

1a: on tap will open the camera app
1b: on tap will open the *Photo Library*





5.0 B2 Shares Shell Compared One touch

This is the area of the account section where the user's personal information will be held. Where a user has not completed all the required information to fulfil their membership, the app will prompt them to add more info.

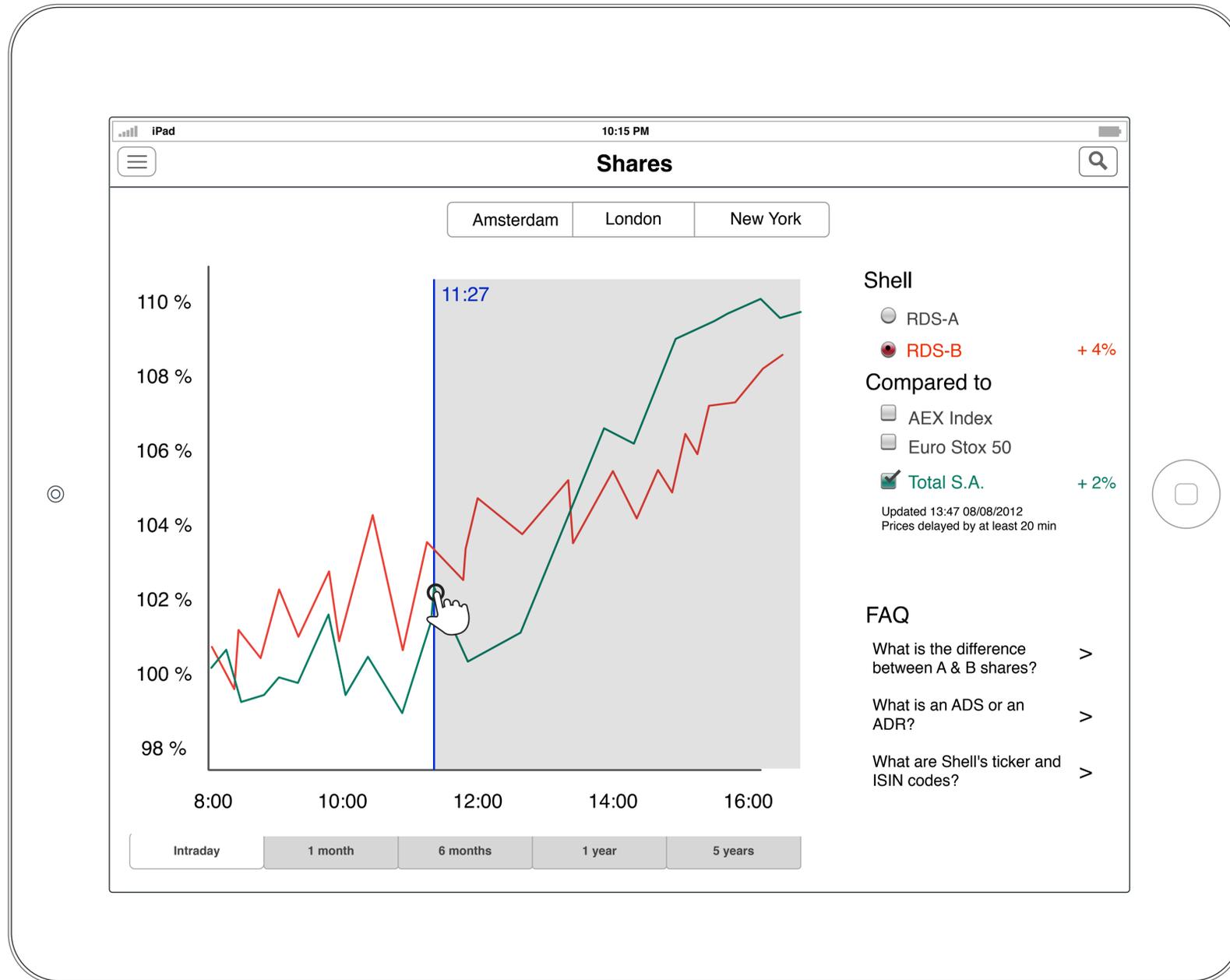
1. PROFILE PICTURE / PHOTO BUTTON

Gesture: 1-Finger Tap

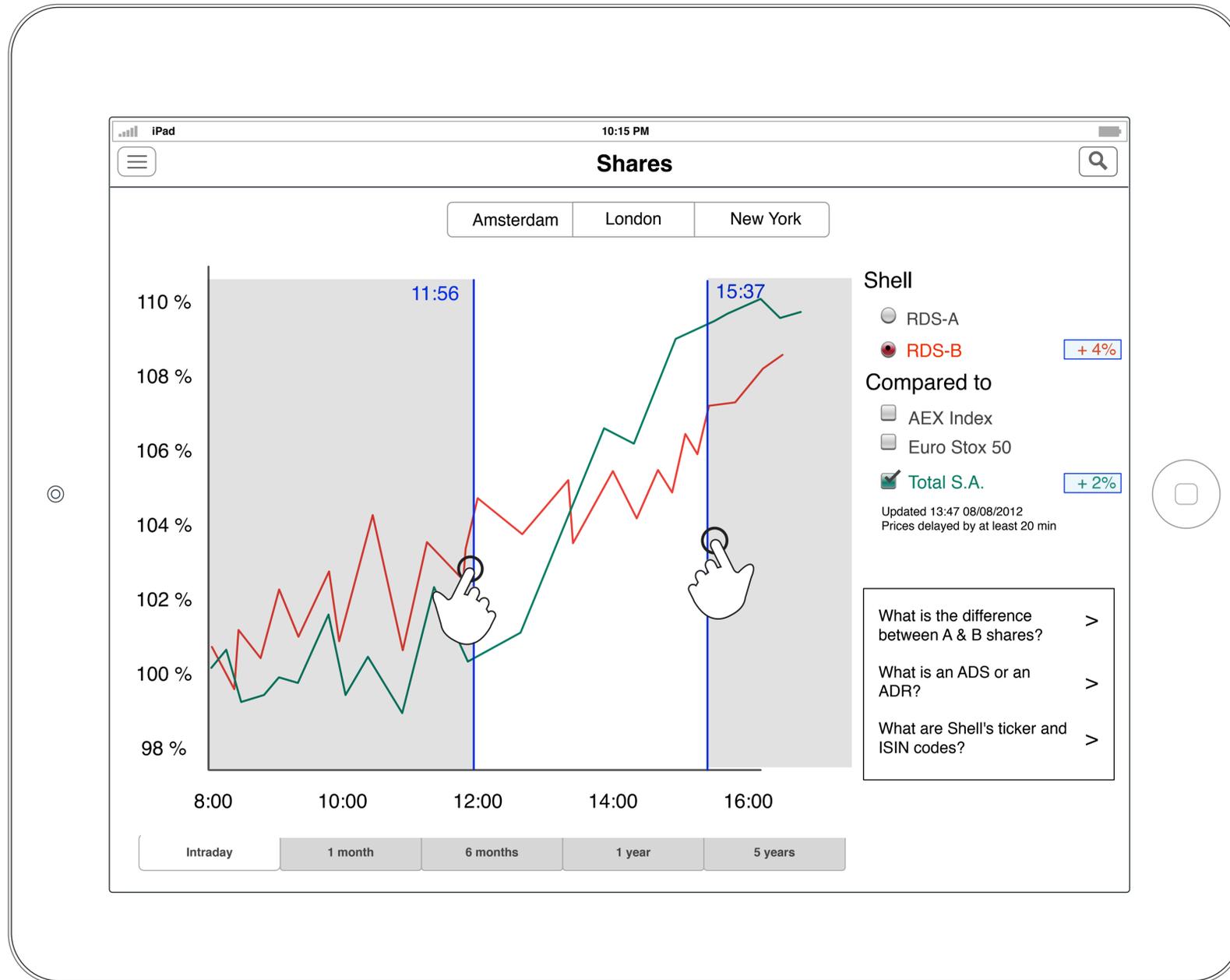
Transition: standard pop over

NOTE: When a user has no profile picture this will appear as a button that prompts either to take a photo (1a) with their device or upload an existing photo (1b). Then this will be replaced with their profile picture.

1a: on tap will open the camera app
1b: on tap will open the *Photo Library*



Label



5.0 B3 Shares Shell Compared Two touch 2

This is the area of the account section where the user's personal information will be held. Where a user has not completed all the required information to fulfil their membership, the app will prompt them to add more info.

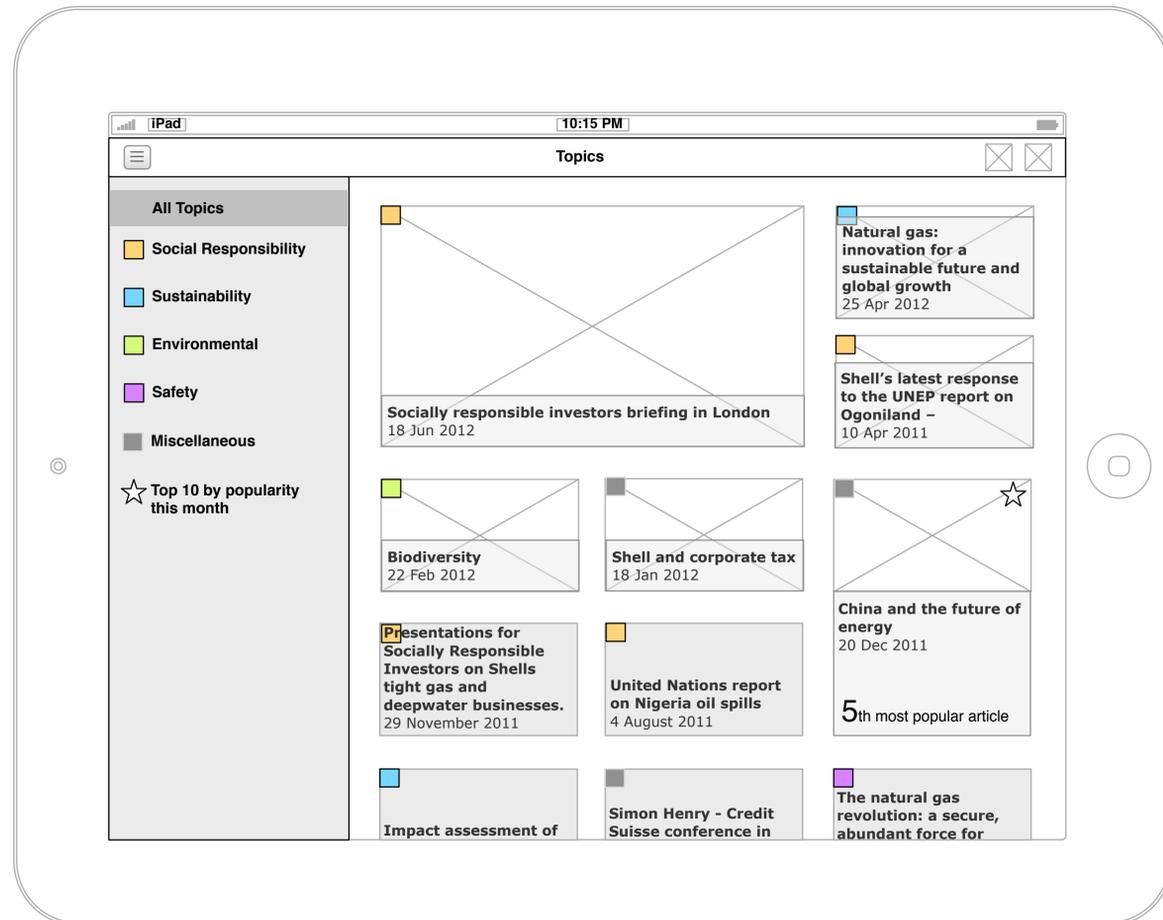
1. PROFILE PICTURE / PHOTO BUTTON

Gesture: 1-Finger Tap

Transition: standard pop over

NOTE: When a user has no profile picture this will appear as a button that prompts either to take a photo (1a) with their device or upload an existing photo (1b). Then this will be replaced with their profile picture.

1a: on tap will open the camera app
1b: on tap will open the *Photo Library*



Topics

This page allows the users to see all the article by chronological order. The articles are also tagged with topic identifiers. These topics can be clicked so that the user has a filtered view of those topics.

1. MOST POPULAR TILE

DYNAMIC

Using analytics of page views for article pages, a list of the top 10 articles over a period of time is generated. When popular articles are identified in the article list they are identified by having more prominence on the page. This will ensure that older popular article that exist further down the page will be easily identified and will also breach up some of the layout.

