
ReminderX

Design Document – Workflows & Wireframes

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Intro

This document outlines the key user journeys for ReminderX through annotated workflows and low-fidelity wireframes. The outlined user journeys reflect the design tenets and findings identified during the research phase for the ReminderX.

Research summary

After conducting user research, key findings and recommendations emerged that help illustrate how users would interact and use ReminderX. Based on research, we identified Isabella, our target persona who uses to-do lists to manage her complex and busy work and home-life tasks.

From that, seven key design tenets emerged that I used to develop early conceptual designs for ReminderX.

Workflows & wireframes

The workflows and wireframes that follow the selected user journeys include process flows for top tasks in the ReminderX app.

These conceptual designs are not a final direction for ReminderX. They are a starting point for the redesign.

Design tenets

Keep onboarding simple - many users are currently using Google apps that offer lists or event reminders, which don't require additional logins or accounts. Where possible, leverage other app's logins (Google or Facebook) for ReminderX. In general, keep the signup process simple.

Make information accessible - users expect their information to be stored and saved on the cloud where it's easily accessed from device to device.

Allow collaboration to encourage adoption - in the professional world, team's need to share information effectively, and this includes tasks and reminders for team projects or related disciplines. The app should offer sharing or collaboration features.

Keep to-do lists flexible - users have a variety of needs when it comes to list types. Certain lists are for short-term related tasks or reminders, like grocery lists, to longer term lists of personal or work-related goals. Additionally, users may just want to create a simple note to jot down ideas. Categories or labels may be important for users to organize lists.

Think post-it notes - emulate the positive experience people feel while checking off an item on their handwritten lists.

Allow users to declutter lists - people often make many notes and lists throughout the week, and allowing them to easily organize them is paramount. Archiving of old information should be considered.

Consider offline use - many users are creating lists for shopping. Lists should be cached or locally saved in the app so in the event of poor reception, lists still load in a store.

ReminderX

Initial Design Sketches

Workflow 1

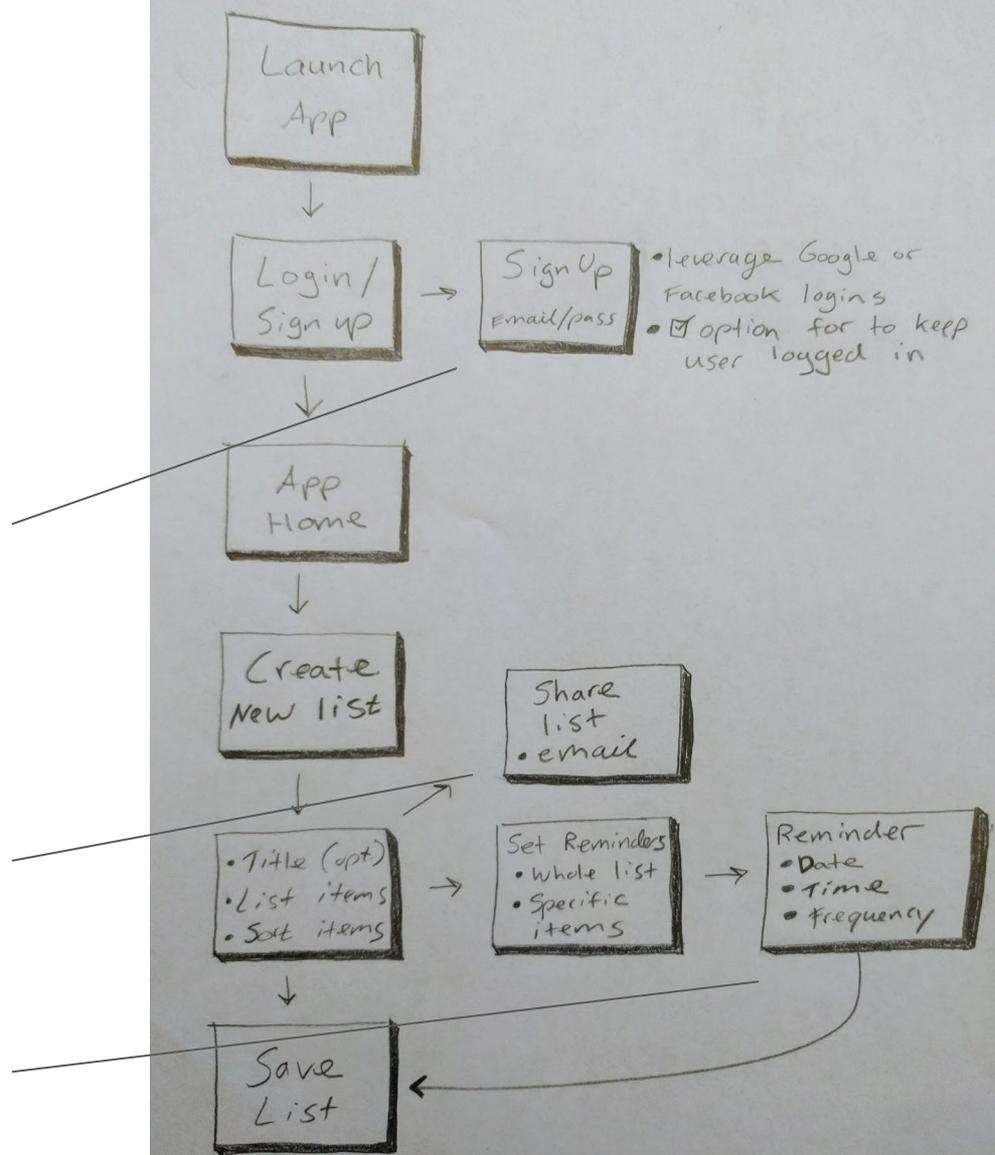
App onboarding, signup, and creating a new list

ReminderX offers Google or Facebook logins for quicker sign ups, aligning well with the first design tenet. Once logged in, the app defaults users to stay logged in.

User accounts allow ReminderX's data to be stored on the cloud, allowing users access to their information on multiple devices.

The sharing feature requires users to input a collaborator's email, which satisfies the third design tenet (encourage sharing to increase adoption). Currently, the collaborator will also need to download ReminderX as the desktop component is out of scope.

Frequency allows users to set multiple reminders for the same list item.



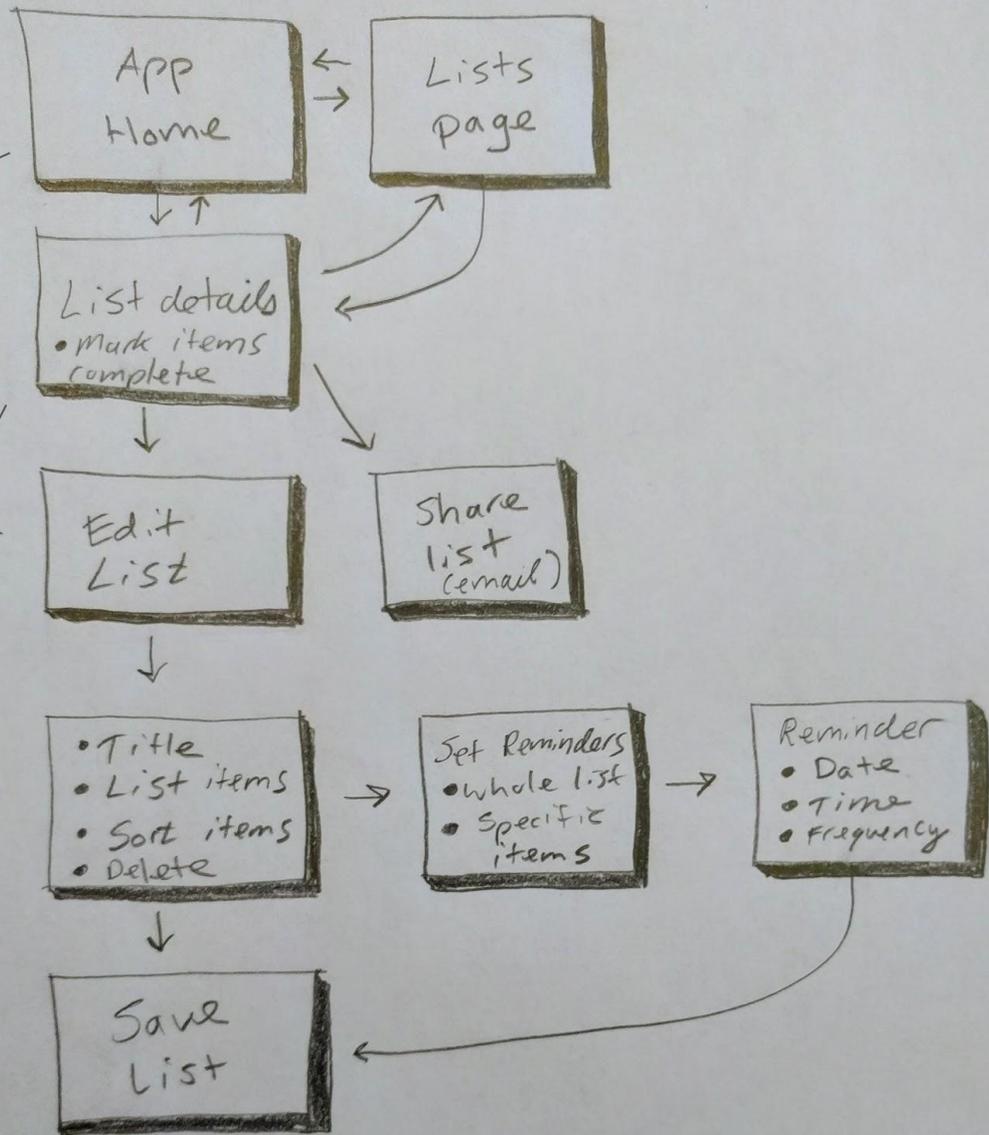
Workflow 2

Editing a list

Recent lists are featured on the app's home page.

Marking items complete doesn't require the user to select the "edit" mode, saving users time as they check off multiple items. This follows the design principle around post-it note experiences, since ReminderX should emulate how easy it is to cross off an item on a physical list.

Users can create tags for lists (groceries, work, etc.) that help organize lists and can be used to customize views for quicker access. This helps satisfy the flexibility of lists, as described in design tenet 4.

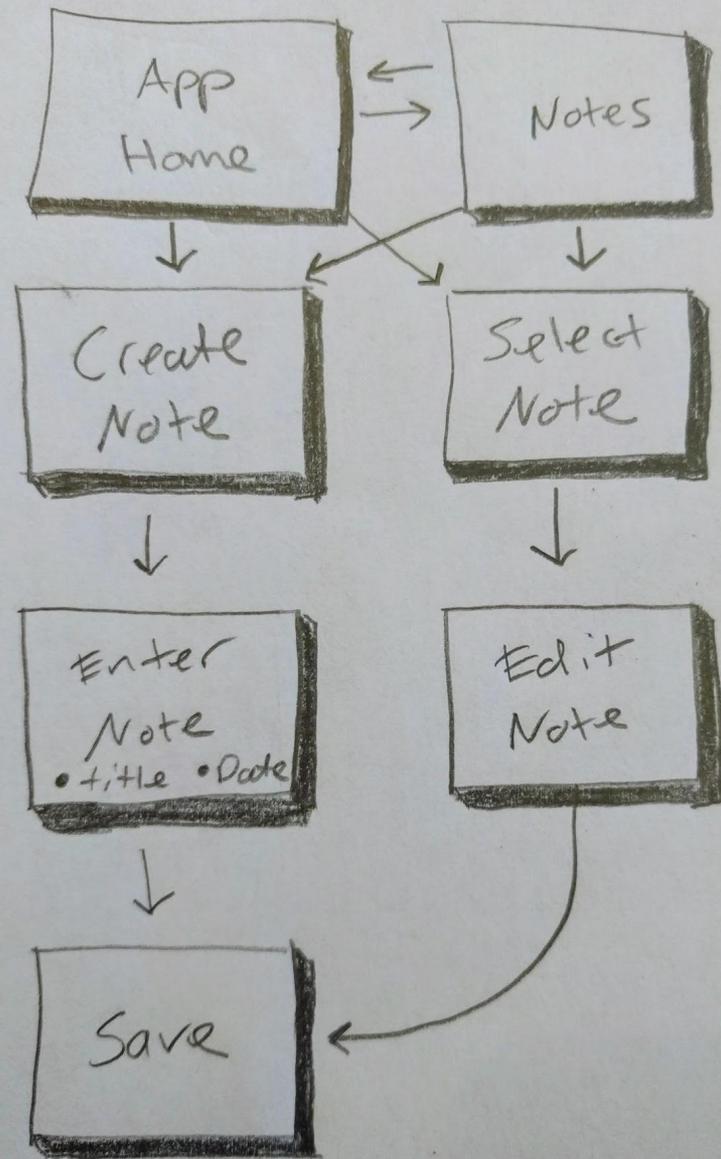


Workflow 3

Create/edit a general note

Since notes are meant to be general and not task-specific, the app doesn't need to offer the ability to set reminders for them.

Users do have the ability to set general reminders. General notes help satisfy design tenet 4, allowing for flexibility with different list types.

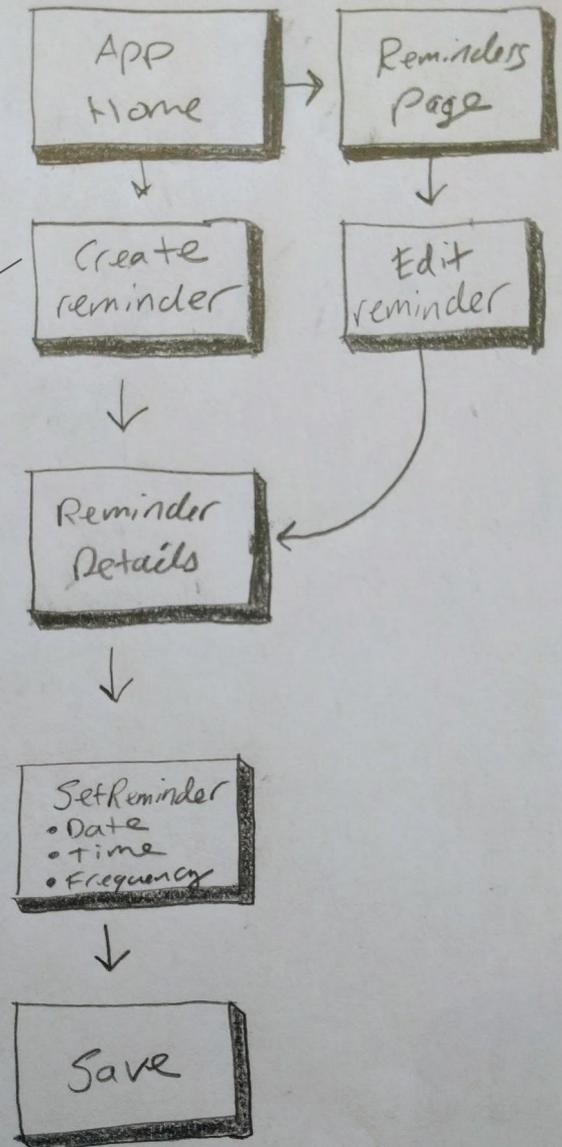


Workflow 4

Create/edit a general reminder

General reminders aren't connected to lists, and are open-ended spaces where users can set reminders for any type of information. This helps users who just want to be reminded of something, like a birthday or event.

Setting reminders for list items is identical to setting a general reminder. Both would show up in the "Reminders" page, but could be filtered to just show one type. Additionally, users can add tags to reminders to help keep things organized.



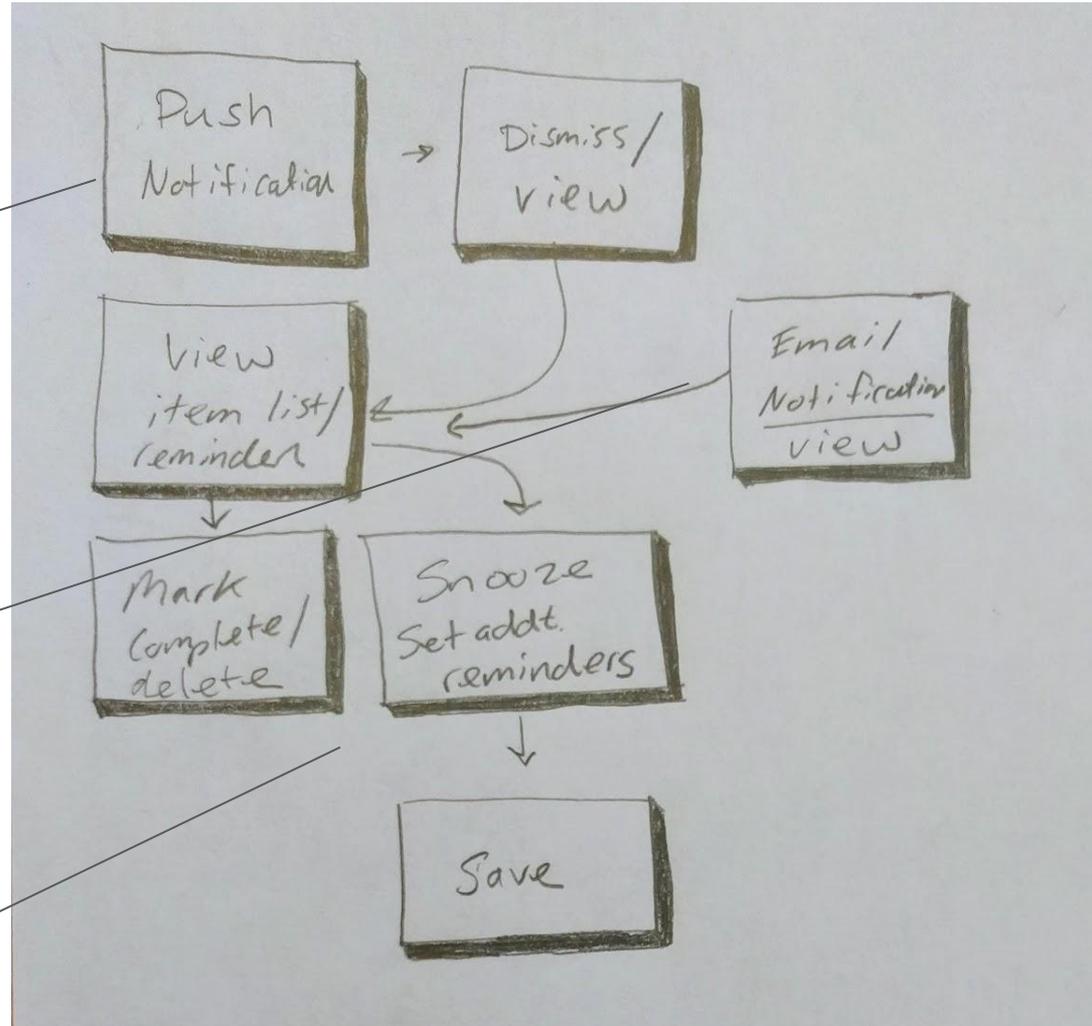
Workflow 5

Receive a reminder

If allowed, phones will display a push notifications for reminders.

Unless changed in settings, each reminder is also emailed to users. They can open it for more details in the app on their phone. However, since a desktop version is out of scope, the email will include all the details of the reminder.

Users can decide to delete/dismiss the alert, mark it complete (if it's a list item), or snooze the reminder and set an additional reminder using the set reminder feature. This helps users that like to set multiple reminders for the same task.



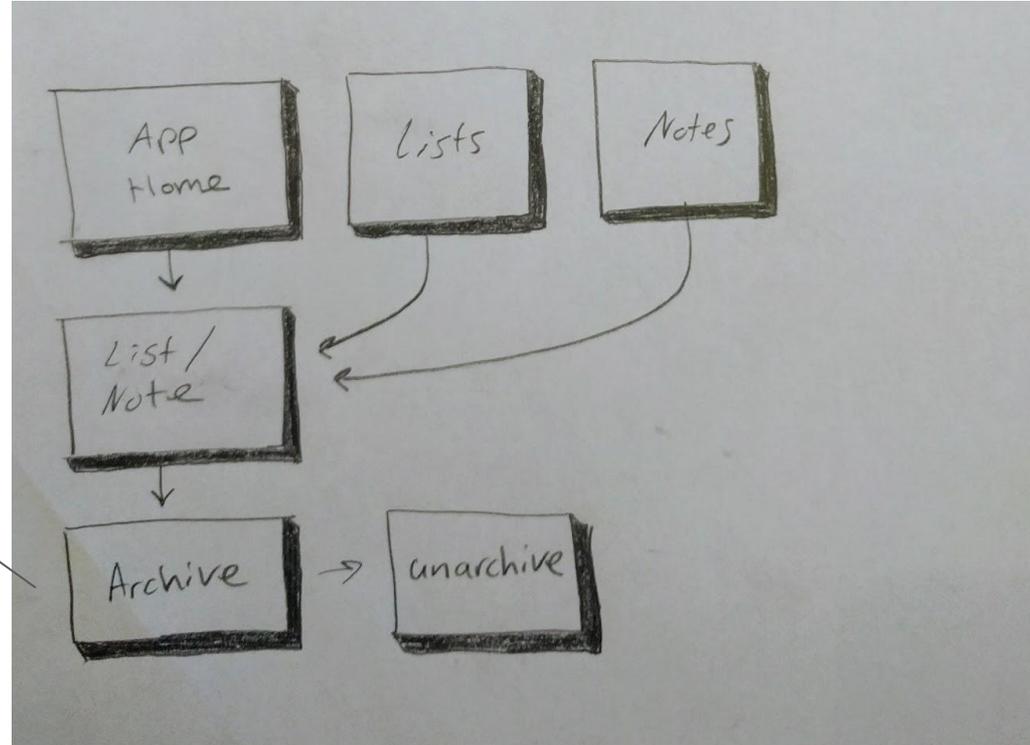
Workflow 6

Archiving a list or note

To allow users to organize lists and information effectively, ReminderX offers an “archive” feature. This aligns well with design tenet 6, allowing users to de-clutter information.

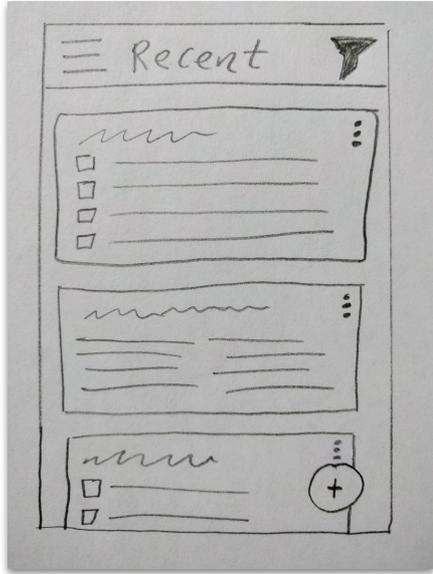
Users can archive a specific list or note allowing them to de-clutter those pages, but still retain the information in the app.

Both archived lists and notes will be shown on the “archive” page, where they can be “unarchived” if need be.

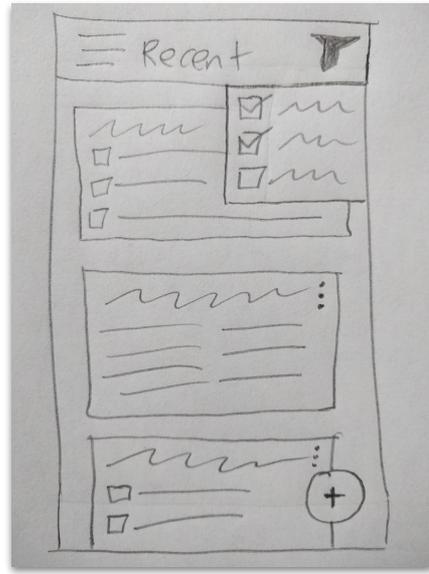


Wireframes

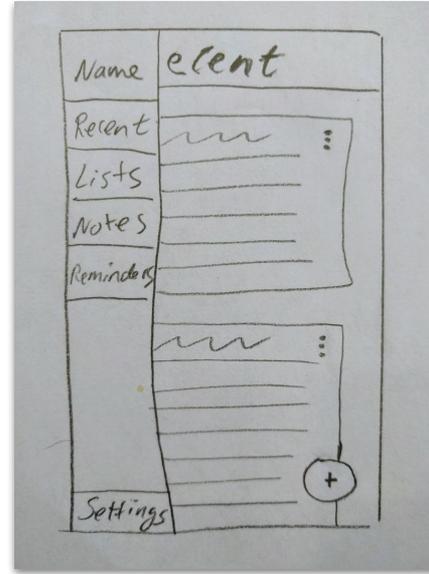
ReminderX home screen



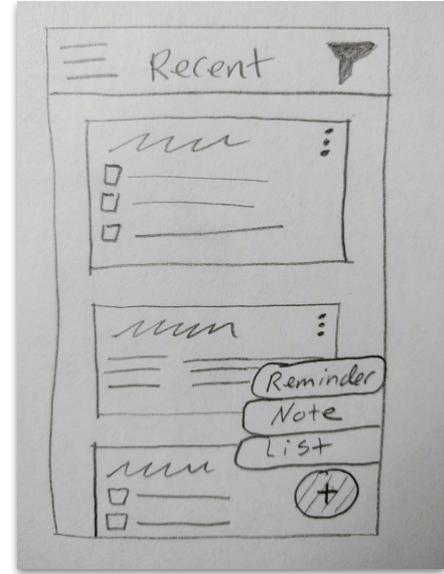
Home - displays most recent lists or notes, with option to filter by specific "tags."



Home - filter capability allows the view specific "tagged" lists.



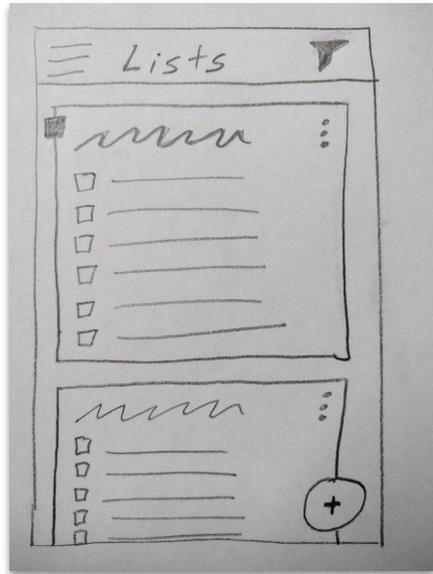
Home - left navigation swipes out.



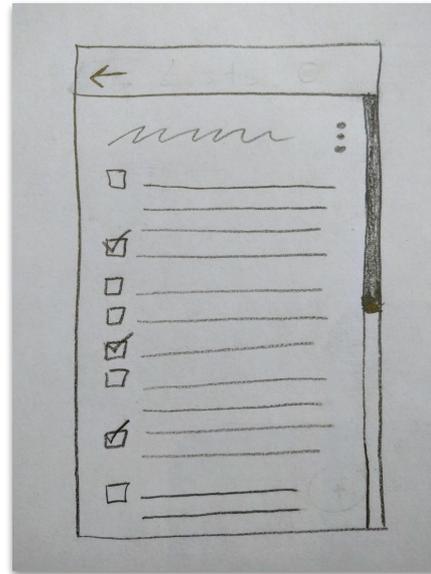
Home - creating new reminder/note/list button (remains constant throughout the app).

Wireframes

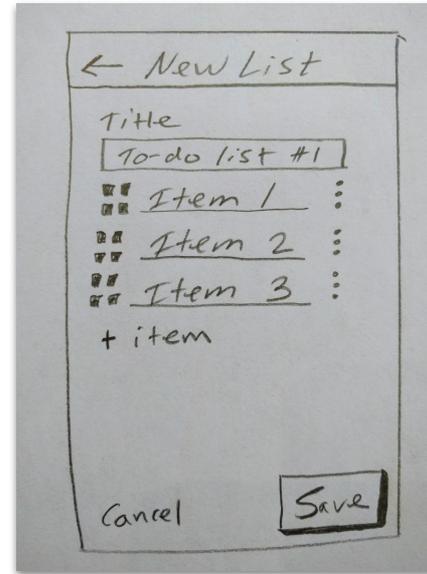
ReminderX view/edit/create lists



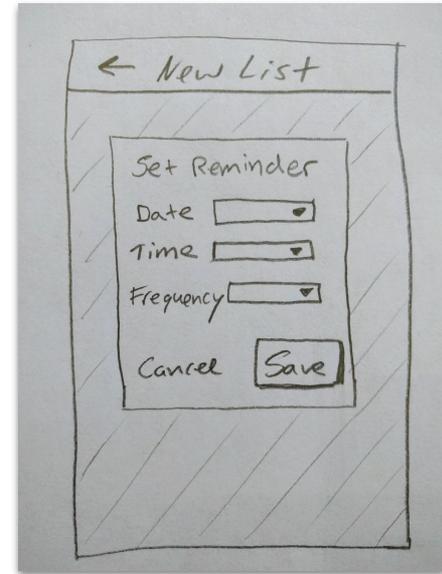
Lists - displays most recent lists and pinned list (if users selects one). Users can also filter by tags to improve wayfinding.



Lists- example to-do list view. Dot menu includes (edit, share, add tag, archive, delete).



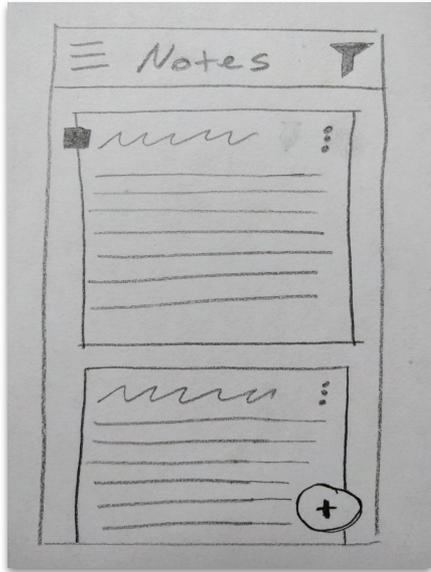
Create/edit list - users can arrange items (left icons) and add items. Dot menus on each item allow users to set reminders.



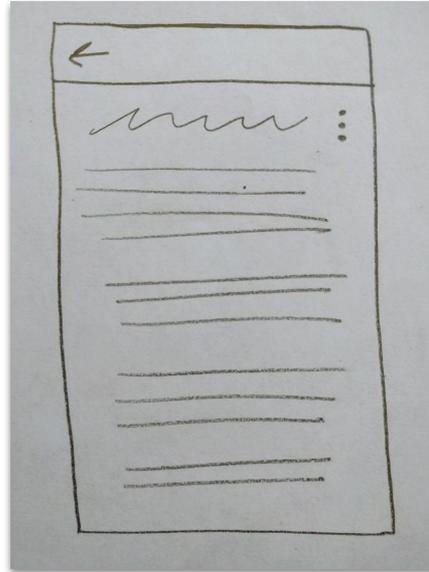
Create/edit list - set a reminder for a list item. Includes multiple reminders with "frequency" option.

Wireframes

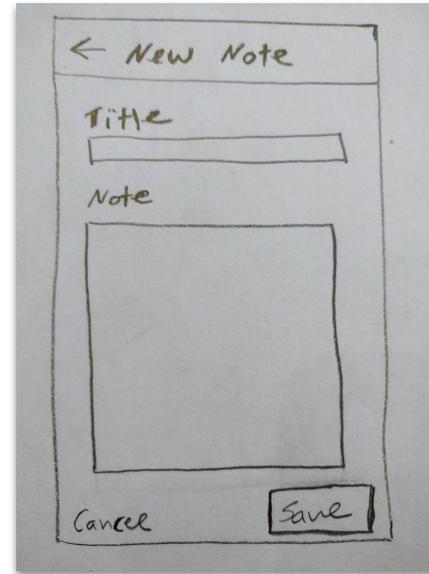
ReminderX view/edit/create notes



Notes - displays most recent notes and pinned note (if users selects one). Users can also filter by tags.



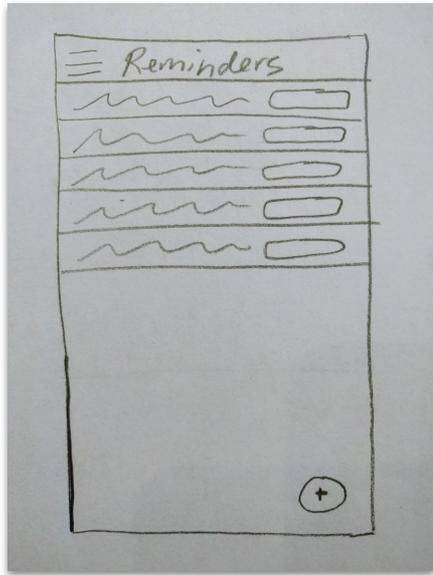
Notes - example note view. Dot menu includes (edit, share, add tag, archive, delete).



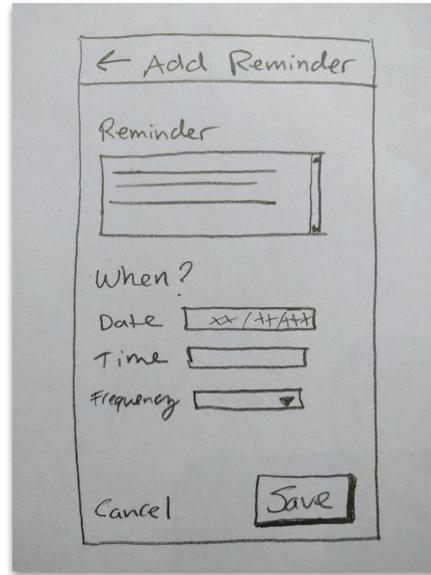
Notes - create/edit note. Note or title is required to save.

Wireframes

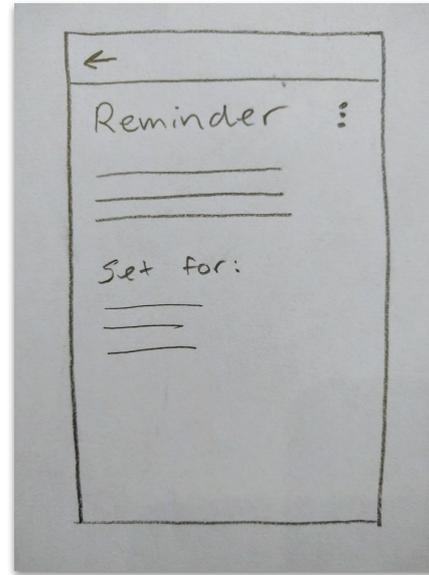
ReminderX view/edit/create general reminders



Reminders - includes reminders for list items and general reminders - with an option to filter by each type (list or general) and tags.



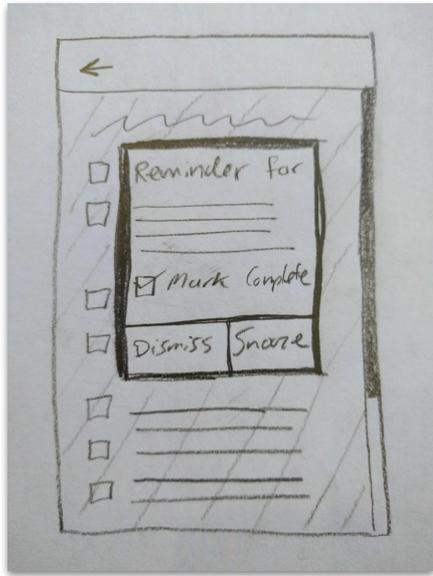
Reminders - set a general reminder screen with consistent date, time and frequency controls.



Reminders - general reminder view. Dot menu includes edit, add tag, and delete.

Wireframes

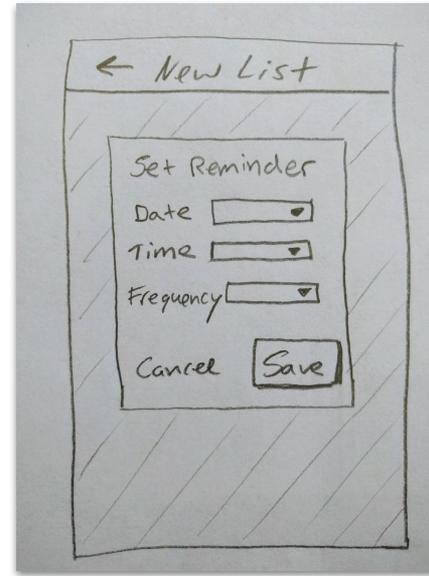
Receiving a reminder



Reminders - after the push notification or email, users are taken to a modal with the reminder.



Reminders - users dismiss or snooze, which lets them set another reminder. They also can mark it complete (if included in a to-do list).

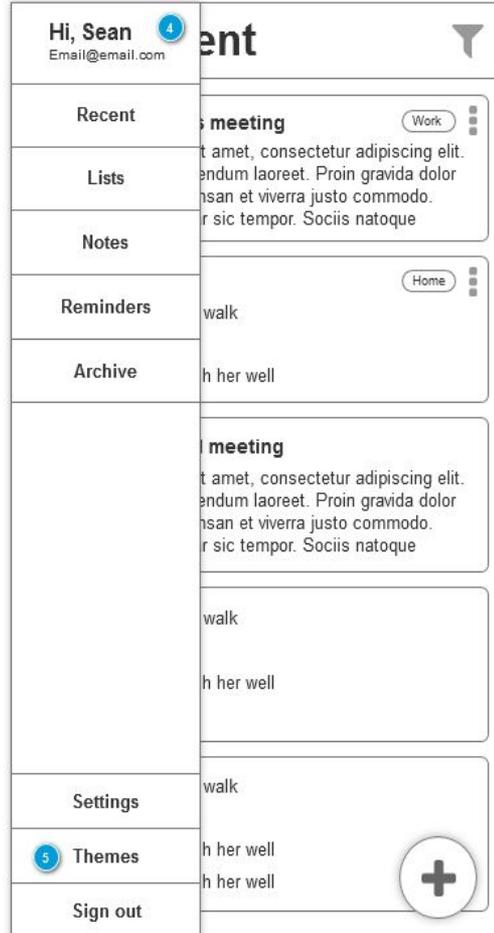
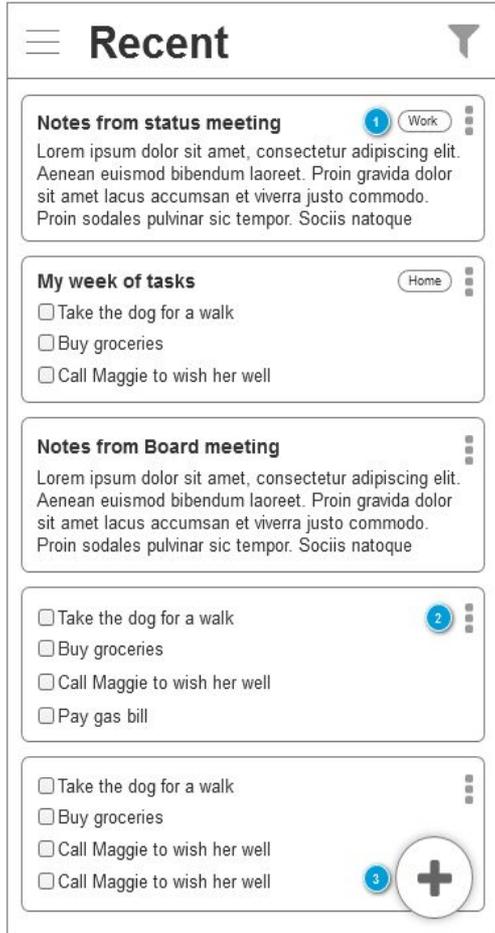


Reminders - set reminder modal after hitting the "snooze."

ReminderX

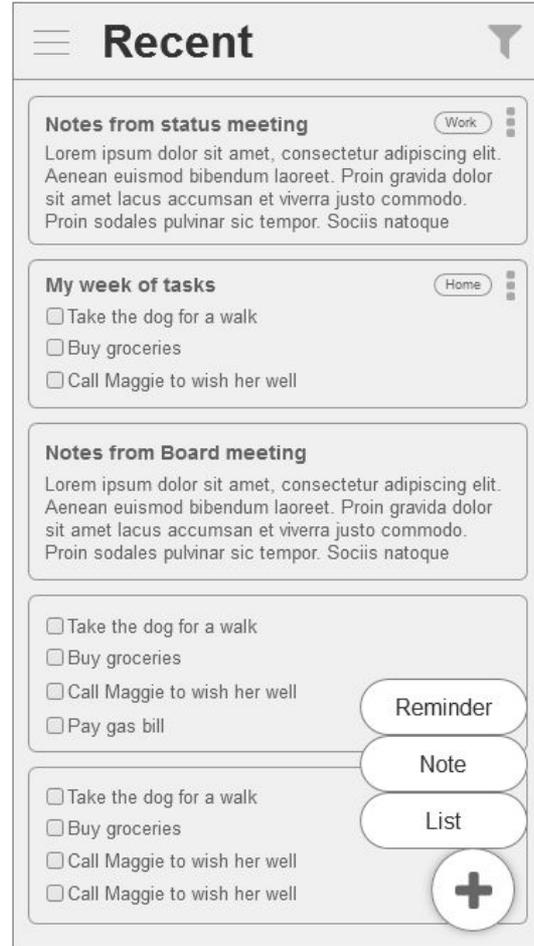
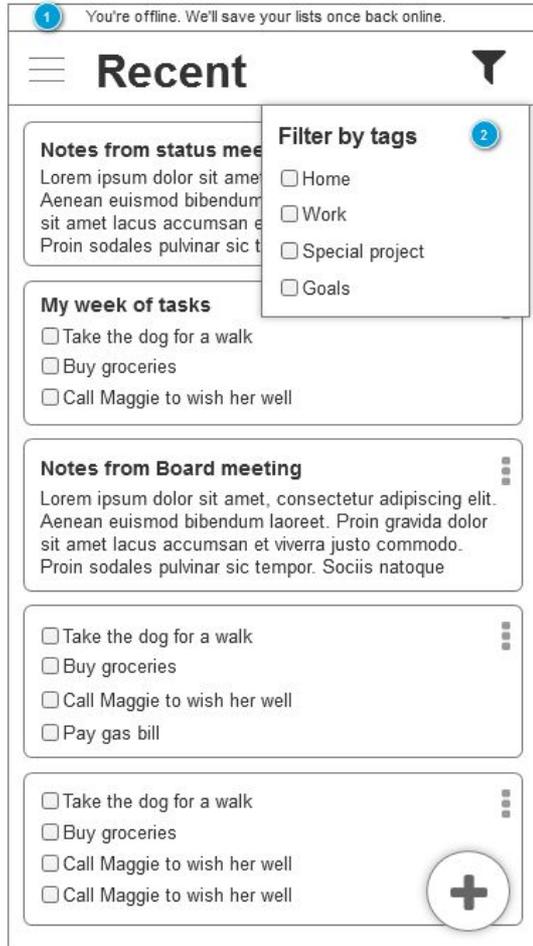
Revised Designs – Wireframes

Home - Recent



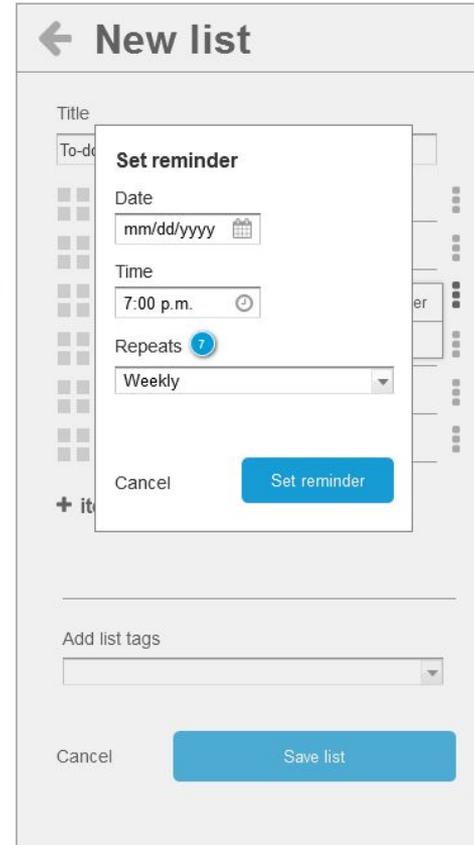
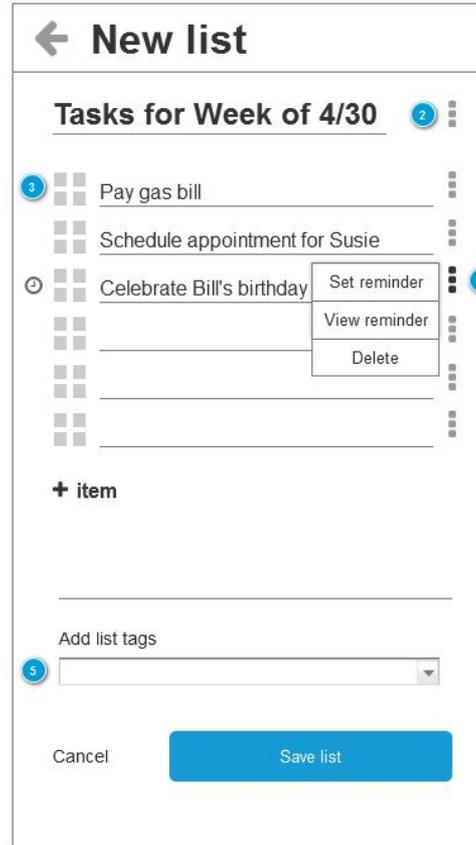
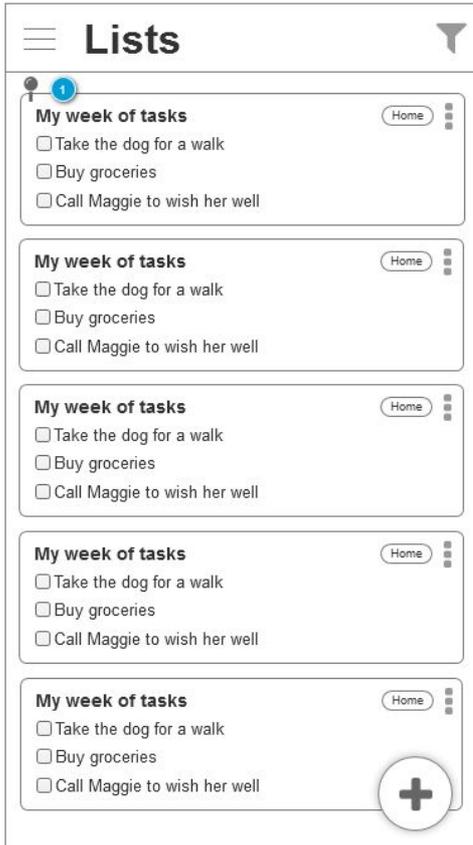
1. List or notes that have "tags" applied to them display as labels associated with the item.
2. Each content card has a dot menu that includes "edit, share, add tag, archive, delete."
3. The "create" button is a consistent fixture throughout the app.
4. The left nav swipes out. Should it include details like user email? "Recent" may also be named "Home."
5. "Themes" is a new feature that allows users to apply different UI skins based on preference. Many users expressed how they liked the bright colors of post-its, so the app should offer a few different themes.

Home - Recent



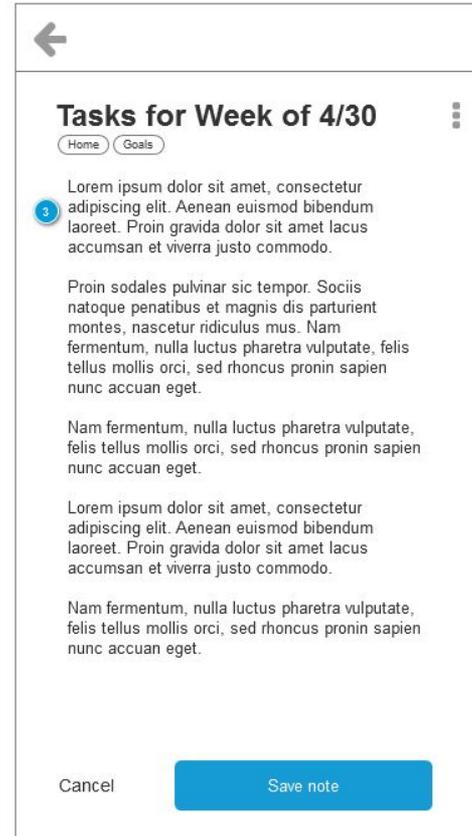
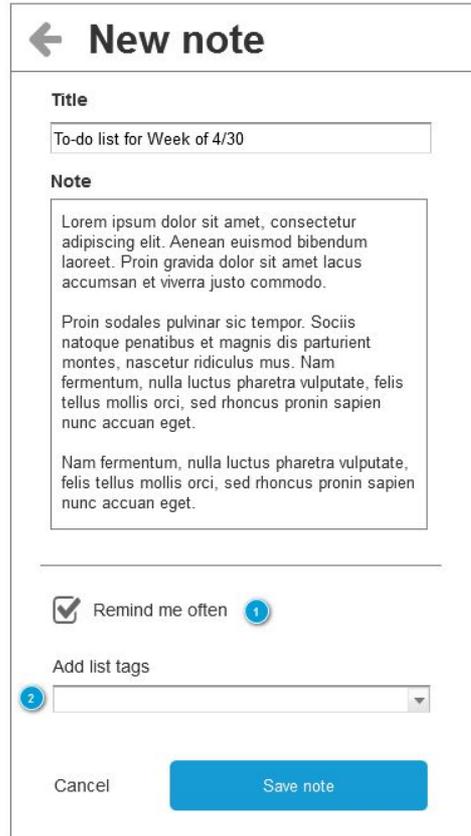
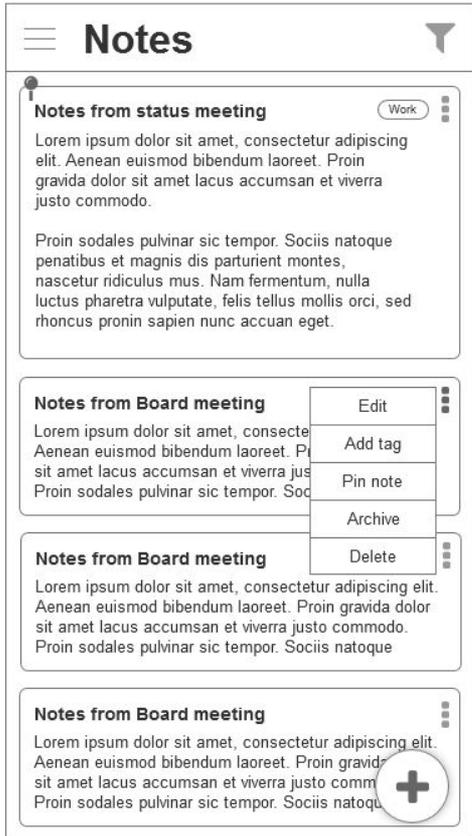
1. The key design tenant of offline use is expressed through this banner ribbon. When a user's phone is offline, the app still works and loads a cached version. All new lists or edits will be saved upon reestablishing a connection.
2. Users can filter the view based on common tags. Tags will stay on while users are in the app.

Lists page



1. Users can “pin” a list to the top of the “lists” page.
2. Lists menu has options including “edit, share, pin to top, archive, delete”
3. Users can arrange list items. Clock icon indicates a reminder is set for that item.
4. Each list item has set reminder, view reminder, and delete options.
5. Setting reminders includes a repeat function that allows once, daily, weekly, bi-weekly, and yearly. Users can set multiple reminders outside of just the repeat function.

Notes page



1. “Remind me often feature” tags a note which will circulate back every once in a while. This helps people that write lists about long-term goals get reminded about them. The proposed action: show a modal every once in a while when users launch the app. It could be every month or every few weeks.
2. Users can add tags or create new ones and add them to a note. Should the app offer a few recommended ones? Home, Work, etc. or should it stay open-ended?
3. Simply tapping on the text can toggle the edit mode.

Reminders page

Reminders

- 5/1/2018**
7:30 p.m. Review powerpoint slides ... 1 List item
- 5/3/2018**
7:30 p.m. Review powerpoint slides ... List item
- 5/4/2018**
7:30 p.m. Review powerpoint slides ... List item
- 5/1/2018**
7:30 p.m. Review powerpoint slides ... General

New reminder

Reminder

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean euismod bibendum laoreet. Proin gravida dolor sit amet lacus accumsan et viverra justo commodo.

Details

Date

Time

Repeats

Cancel Save reminder

Reminder

Reminder

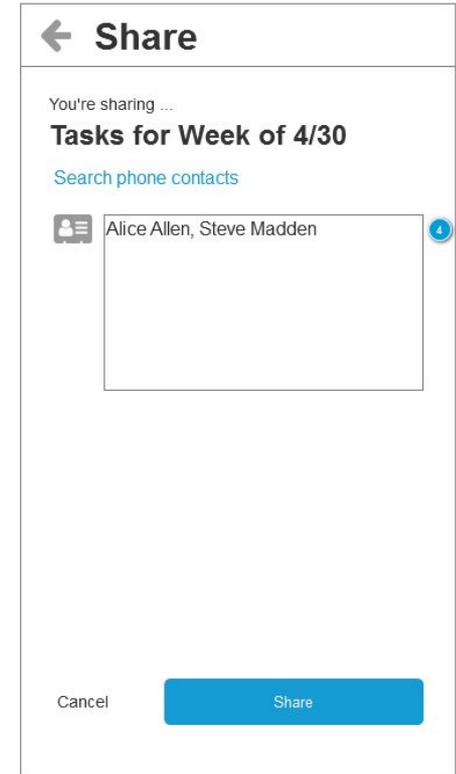
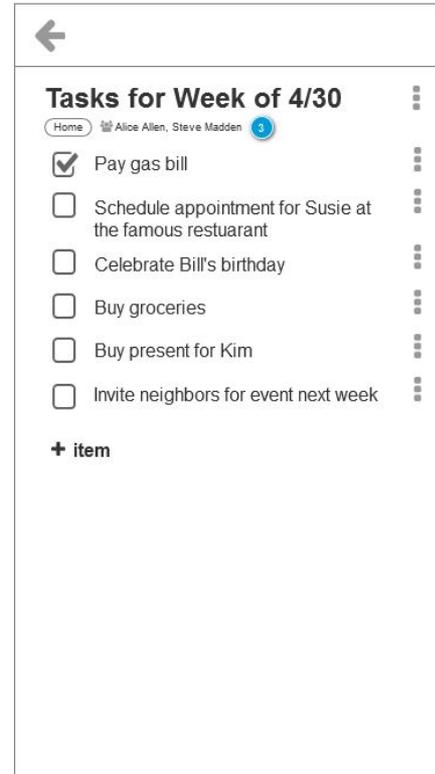
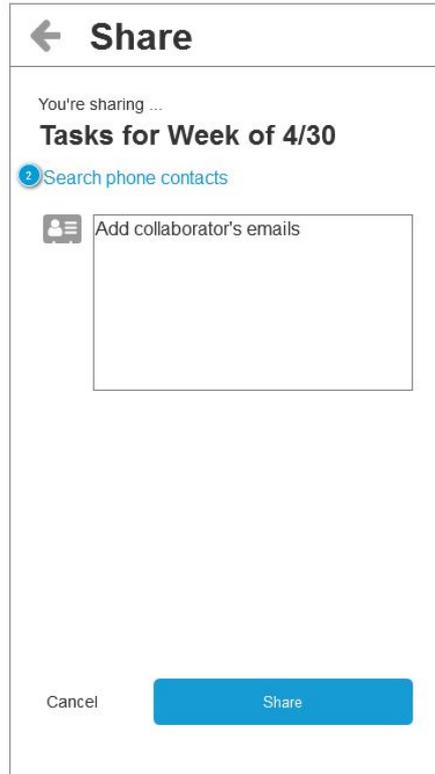
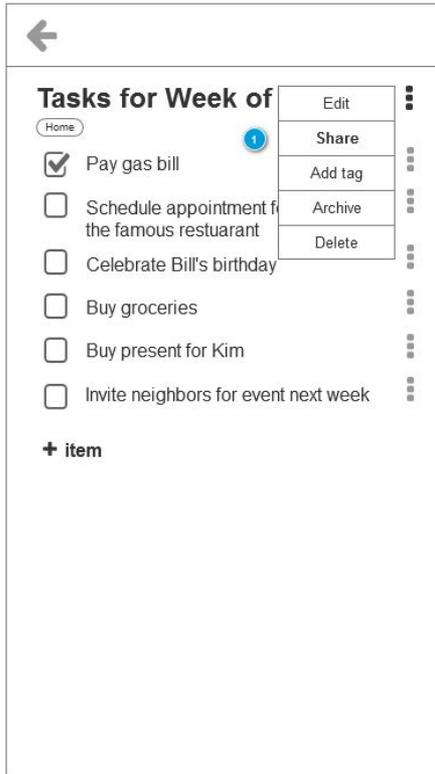
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Details

5/3/2018
 7:30 p.m.
 Repeats Weekly

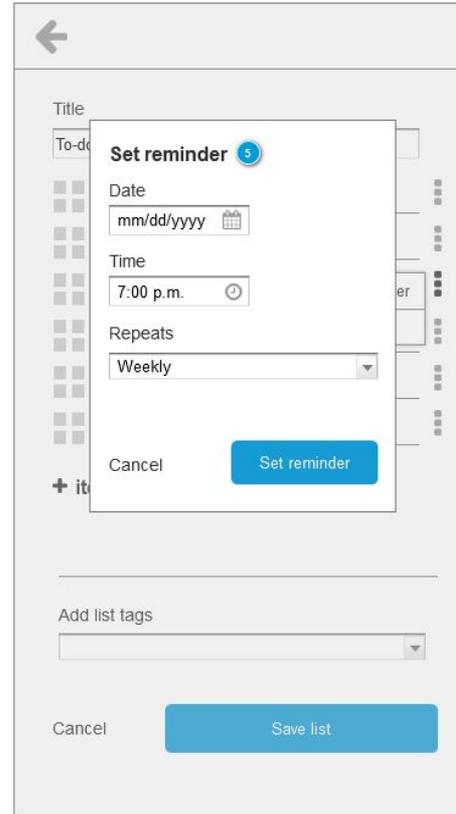
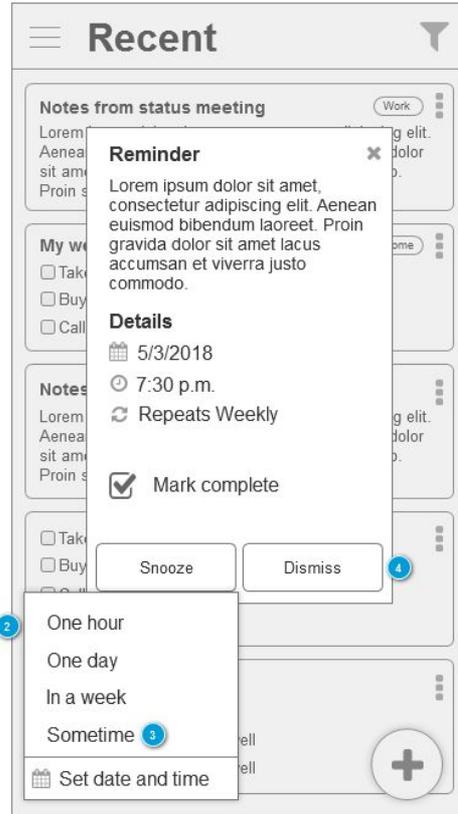
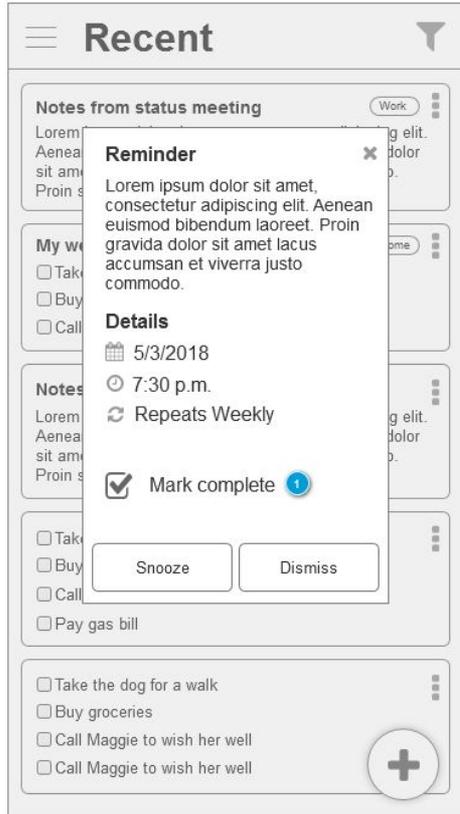
1. Each reminder is listed and noted if it's attached to a list item or a general reminder. The wording on these two types is up for debate.
2. To keep things simple, the reminder detail format will be the same throughout the app.
3. Users can edit or delete a reminder.

Share feature



1. Users can share a task list with other collaborators
2. Users should be able to select a contact on their phone for quicker access. Additionally, users can input emails.
3. Collaborators are listed on the list. Tapping on them or tapping the share button takes you to the same screen where you can manage collaborators.
4. Names or emails of collaborators are listed here. This feature should help increase collaboration opportunities with ReminderX.

Receiving a reminder



1. After a push notification (or email), users are taken to this screen. They can mark an item complete if it's a to-do list item.
2. The "snooze" feature is a helpful tool for users. A reminder for a task can be "snoozed" to a predetermined time. They can also set a custom time.
3. The "sometime" option will randomly select a time to remind you. You can see the time/date once you select it. This may be a "fun" way to remind yourself about tasks that you do semi-regularly and isn't time sensitive. I'd be curious for feedback on this feature.
4. Dismiss "deletes" the reminder (but doesn't delete recurring ones).
5. If you custom set a reminder, you are taken to the set reminder screen.