ODK-X: Improving Services User-Interface

Google Summer Of Code - 2021 Screen Designs



NAME	Varun Tiwari	
ORGANISATION	Digital Impact Alliance (DIAL) at UN Foundation	
SUB-ORGANISATION	ODK-X	
GITHUB HANDLE	@VarunT11	
EMAIL	varun.2011t@gmail.com	

INTRODUCTION

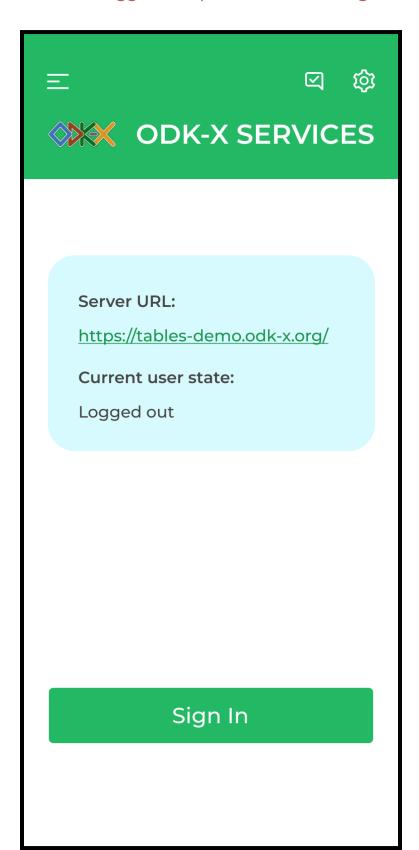
This document contains the Proposed Themes and Different Screens that would be implemented in the GSoC Coding Period. The First Part of the Document contains the details of Different Screens while the latter part contains the actual design and theme of Different Screens.

SCREEN DETAILS

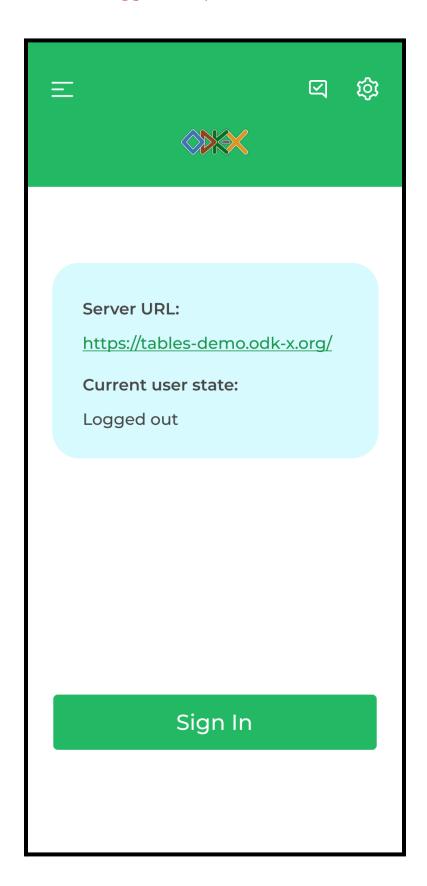
	Details to be shown	Details to be shown in a Particular User State			
UI Container	in All User States	User Logged Out	User Signed In as Guest	User Signed in as User	
Main Screen (Main Activity)	→ Server URL→ Current UserState	→ Sign-In Button	→ Last Synced Time	→ Username of User→ Last Synced Time	
Toolbar Icons (Main Activity)	→ Open Verify Server Settings	-	→ Open Sync Activity		
Drawer Items (Main Activity)	→ About→ ODK User Documentation→ Settings	→ Sign-In	 → Resolve Conflicts → Switch Sign-In Method → Logout 	 → Resolve Conflicts → Update User Credentials → If Server supports Guest - Switch Sign-In Method → Logout 	
Verify Server Settings Activity	 → Server URL → Server Verification Status → Server Guest Support → Last Server Verified Time → Button to Verify Server 	→ Message displaying User is Logged Out with a button to Sign-In	→ Message displaying User is a Guest	 → Username → User Verification Status → Last User Verified Time → Button to Verify User 	
Sync Activity	→ Server URL→ Sync Type→ Button to Start Sync	 → Disabled Start Sync Button → Message informing the User to Sign-In to Sync → Sign-In Button 	 → Enabled Start Sync Button → Sign-In Method of User → Last Synced Time → If User Signed in using Credentials - Username of User 		

SCREEN DESIGNS

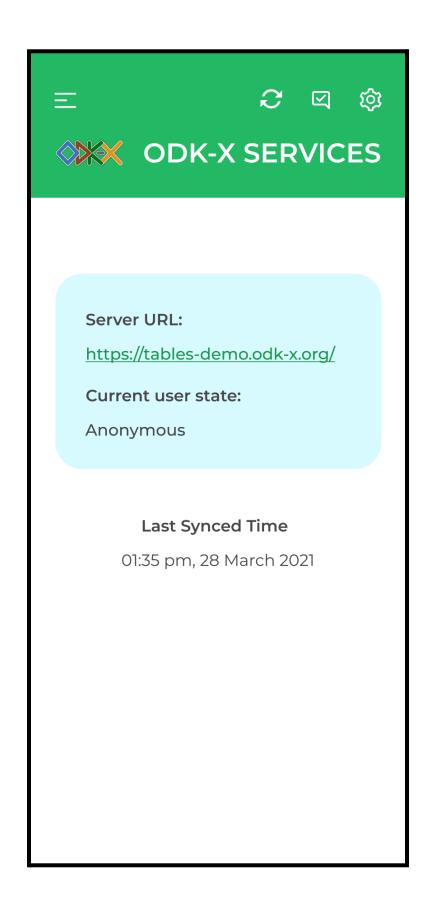
- 1. Main Screen (Main Activity) Portrait
 - a. User State Logged Out (On Devices with Higher Resolutions)



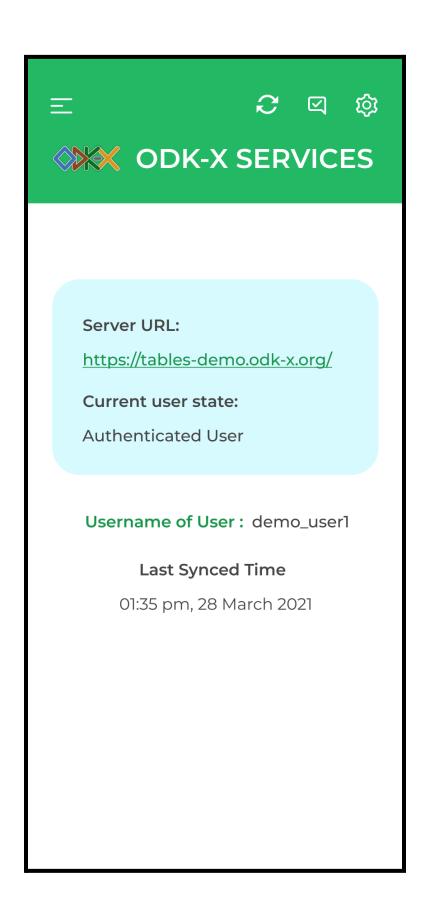
b. User State - Logged Out (On Devices with Lower Resolutions)



c. User State - Logged In Anonymously

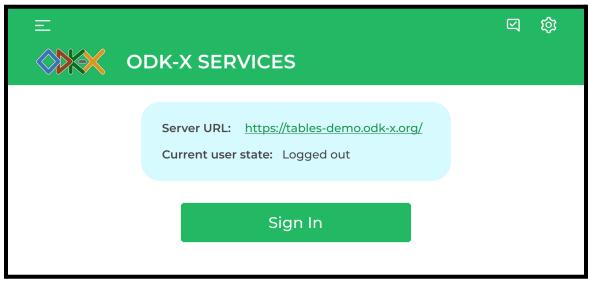


d. User State - Logged In as an Authenticated User

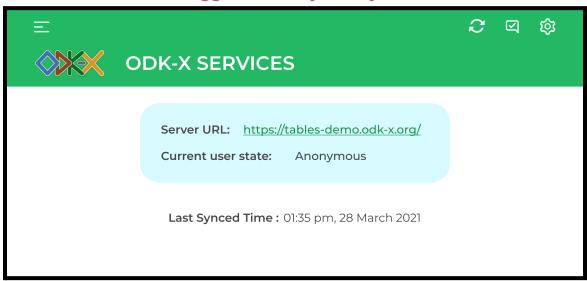


2. Main Screen (Main Activity) - Landscape

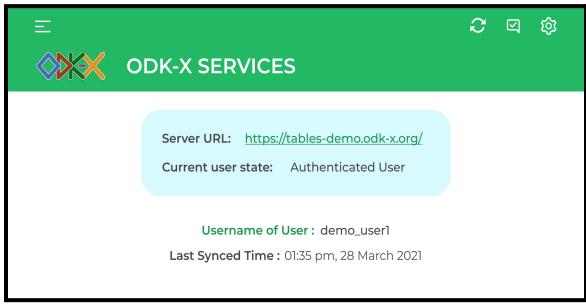
a. User State - Logged Out



b. User State - Logged In Anonymously



c. User State - Logged In as an Authenticated User



3. Drawer

a. User State - Logged Out

=	
About Us	_
	_
्र Settings	_
Sign In →	

b. User State - Logged In Anonymously

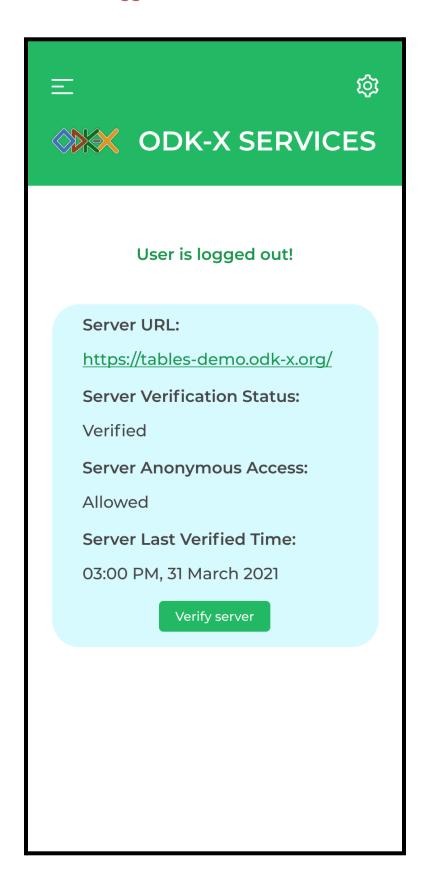
Ξ		
V	Resolve conflicts	
2	Switch Sign-In Type	
₽	About Us	
	ODK docs	
©	Settings	
Sig	gn-out →	

c. User State - Logged In as an Authenticated User

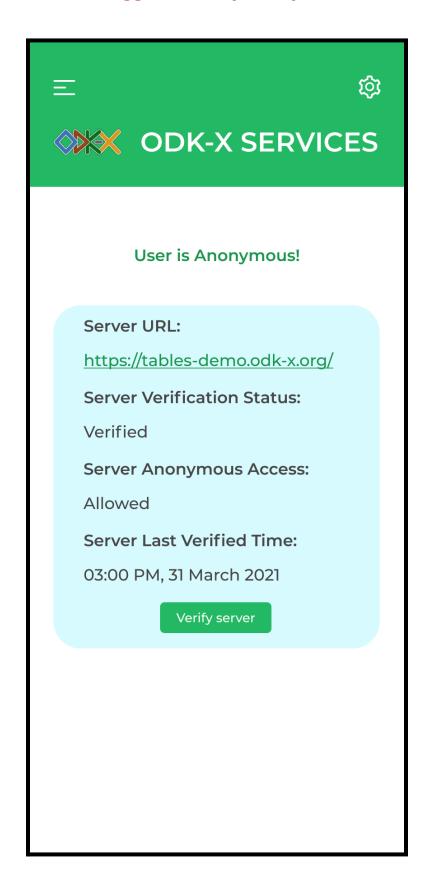
=			
V	Resolve conflicts		
· @	Update credentials		
2	Switch Sign-In Type		
=	About Us		
	ODK docs		
墩	Settings		
Sig	n-out →		

4. Verify Server Settings Screen - Portrait

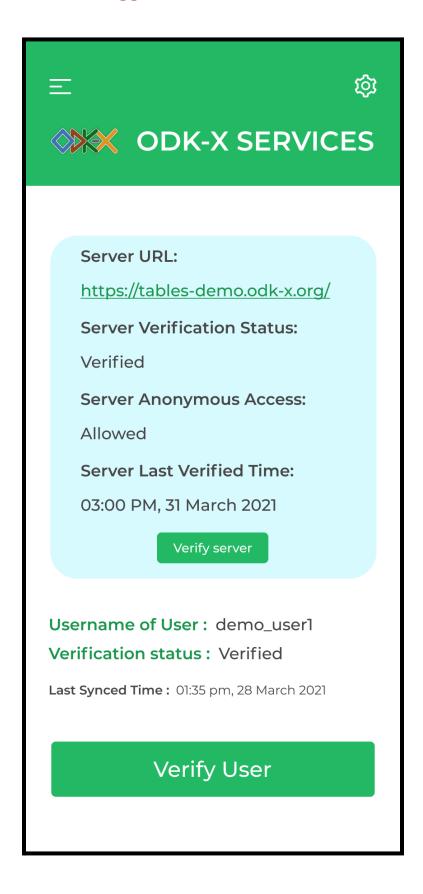
a. User State - Logged Out



b. User State - Logged In Anonymously

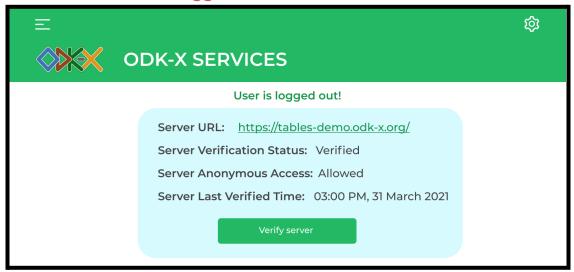


c. User State - Logged In as an Authenticated User

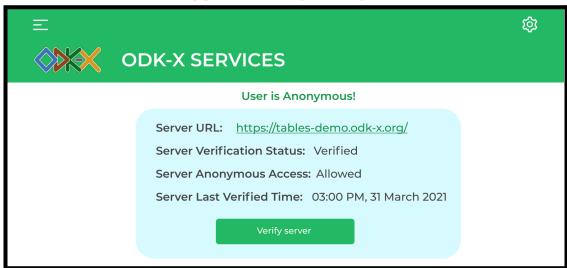


5. Verify Server Settings Screen - Landscape

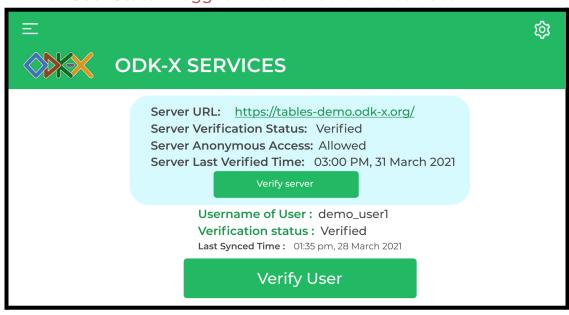
a. User State - Logged Out



b. User State - Logged In Anonymously

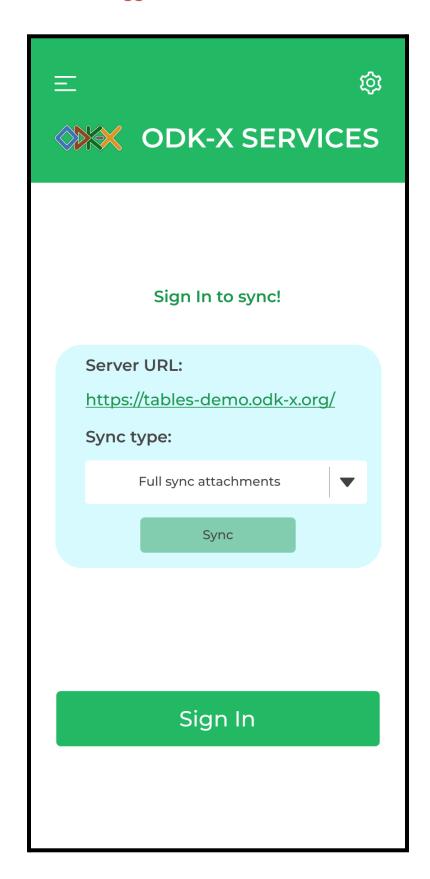


c. User State - Logged In as an Authenticated User

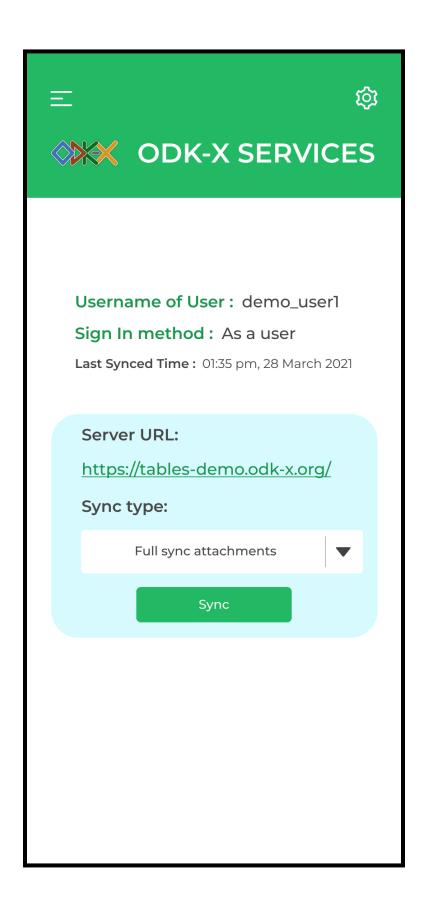


6. Sync Screen - Portrait

a. User State - Logged Out

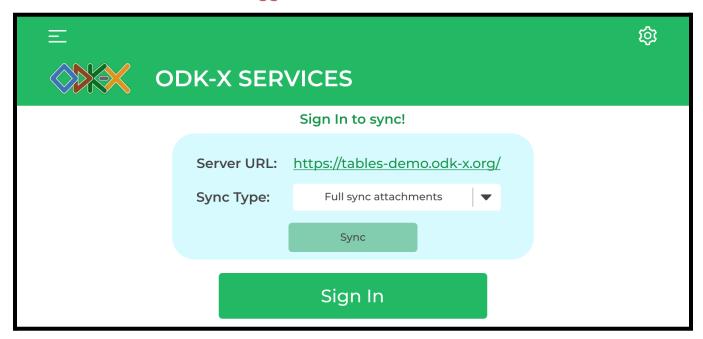


b. User State - Logged In

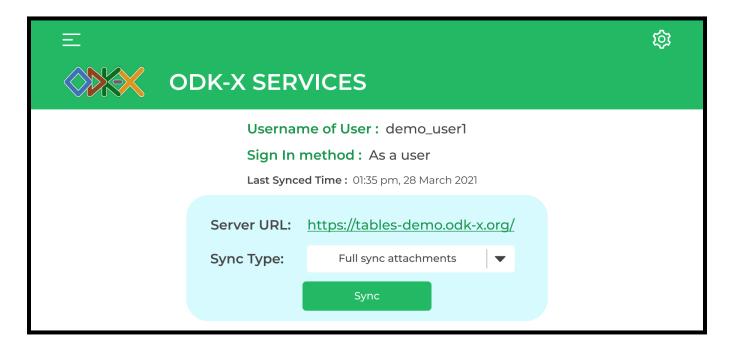


7. Sync Screen - Landscape

a. User State - Logged Out

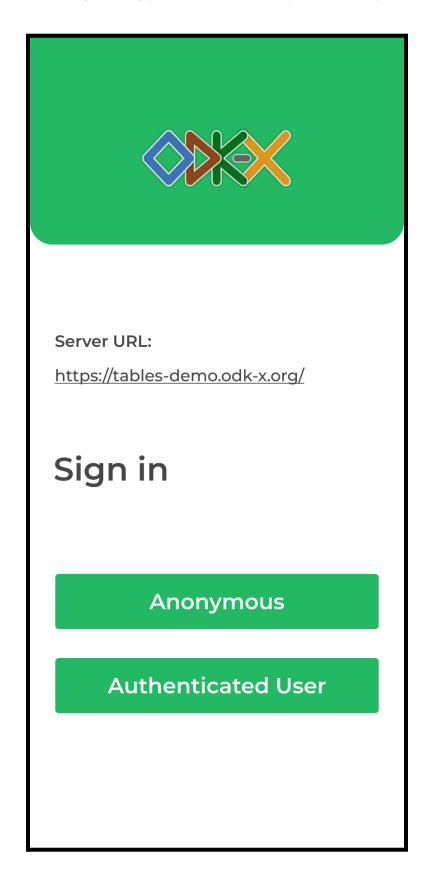


b. User State - Logged In



8. Sign In Screen - Portrait

a. Choose Sign In Type - If Server Supports Anonymous Access

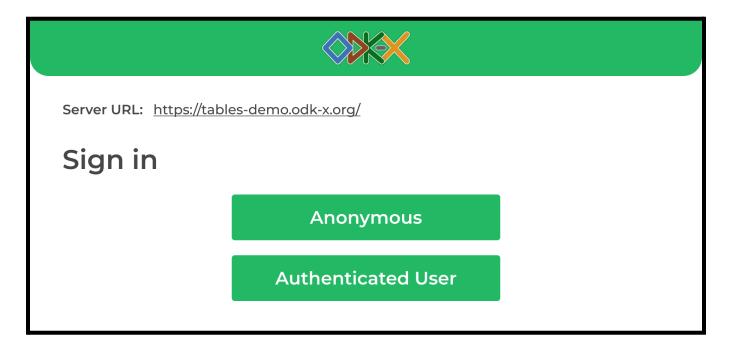


b. Sign In using Credentials



9. Sign In Screen - Landscape

a. Choose Sign In Type - If Server Supports Anonymous Access

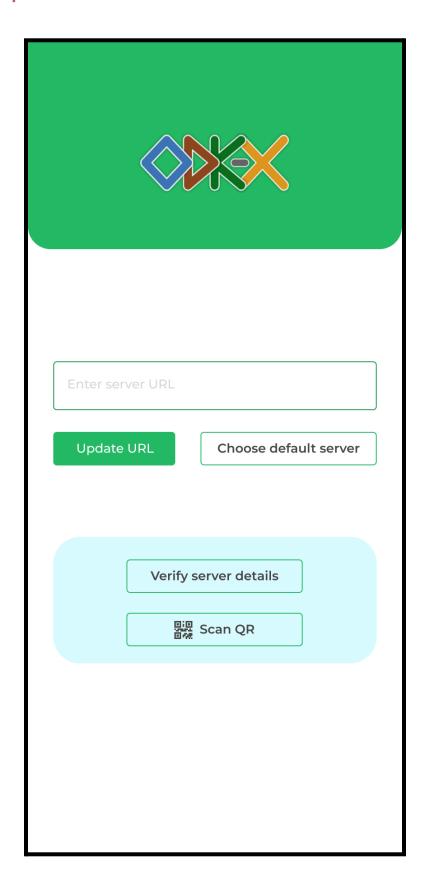


b. Sign In using Credentials



10. Update Server Details Screen - Portrait

a. Update Server Details



11. Update Server Details Screen - Landscape

a. Update Server Details

