

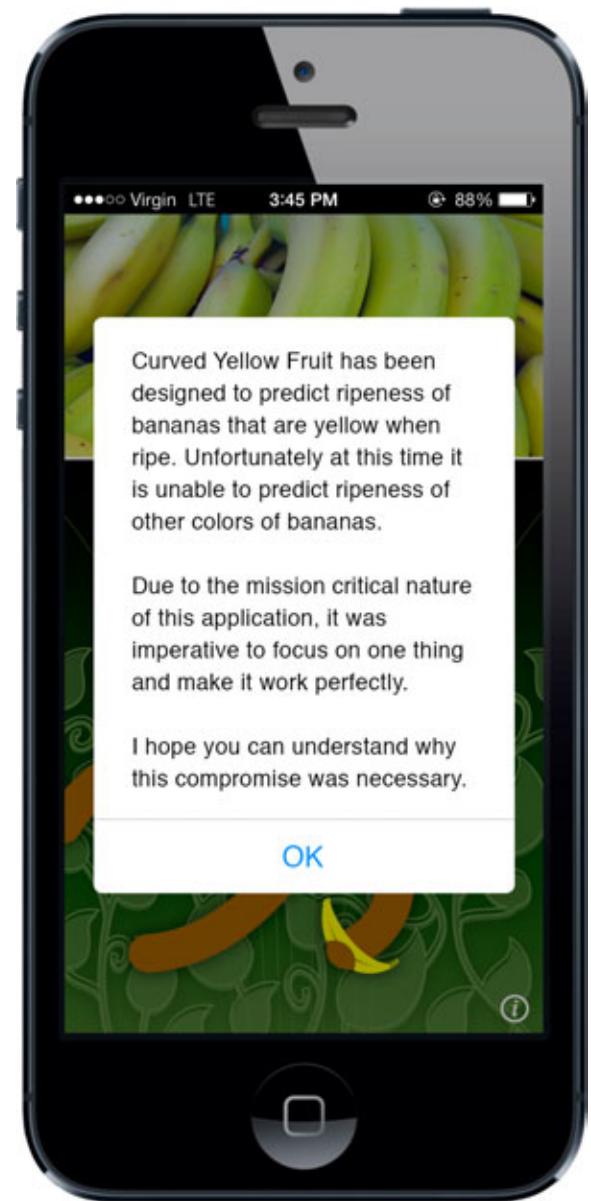
Splash Screen



Photo Screen



Info Layer



Estimator Screen



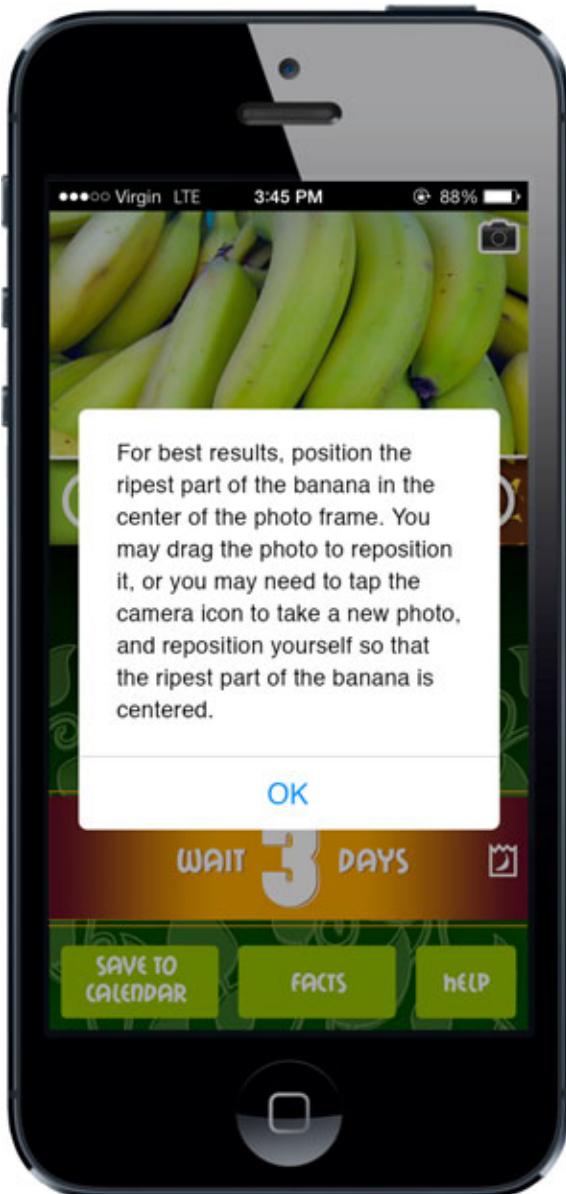
Bag Storage Layer



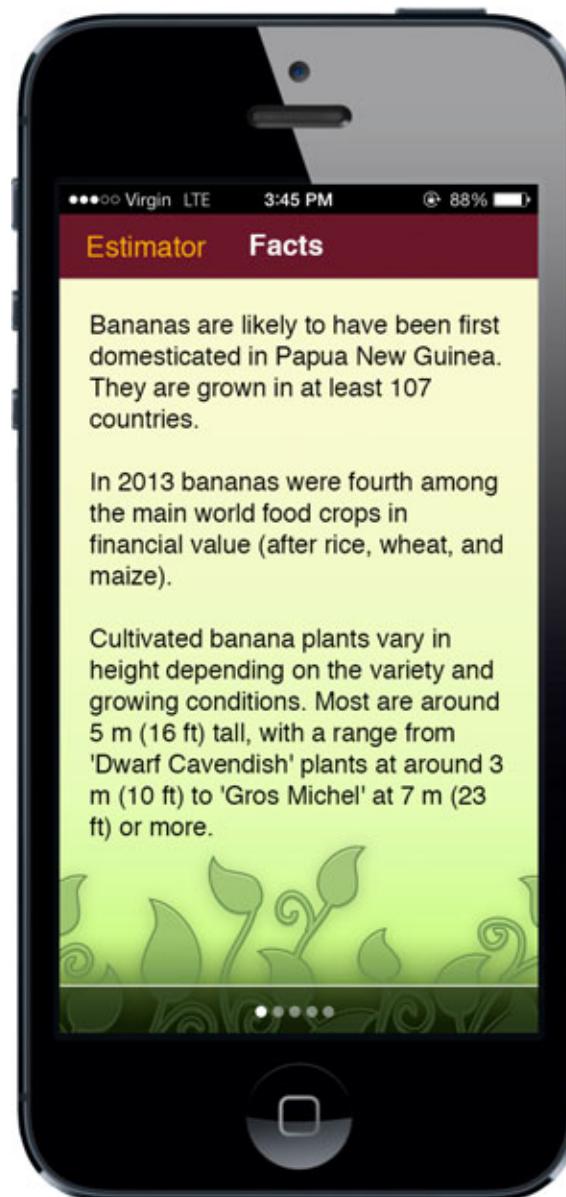
Bag Storage Icon Indicator



Help Layer



Facts Screens

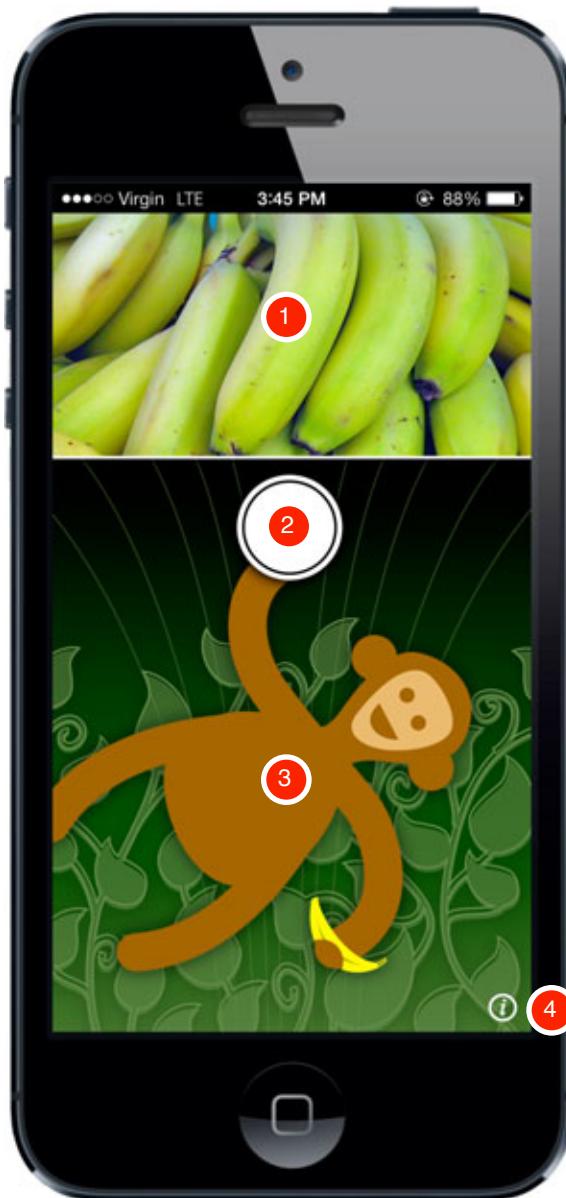


Splash Screen



- 1) On launch, display launch screen for at least 1.25 seconds. Then fade into Photo Screen. Banana should wiggle (rotate).

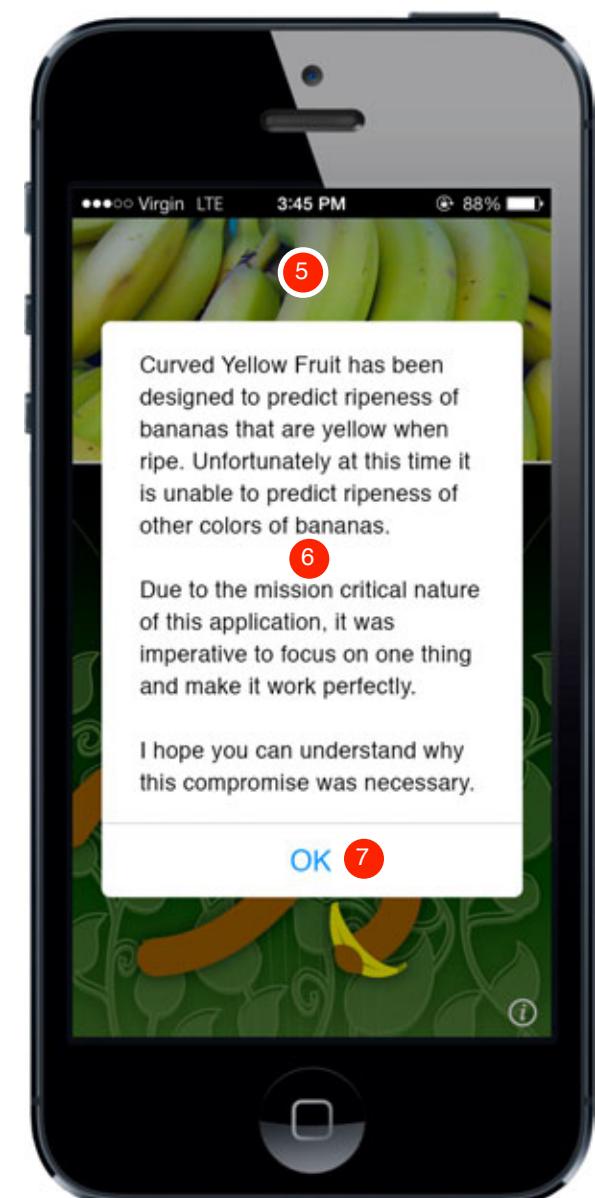
Photo Screen



Launch screen fades into Photo Screen over .25 seconds.

- 1) Live photo area. This frame shows what the camera is seeing. Be sure to capture the entire photo as capable by the camera, because it will be necessary on the Estimator Screen.
- 2) Photo button. Tap the white circle to snap a picture for evaluation on the following screen. Once tapped, photo image will freeze, the camera snap sound will play and the screen will fade into Estimator Screen over .25 seconds.
Positioning the photo button in this location will require a custom UI element to be developed. (Effort TBD.)
- 3) Monkey. The monkey will swing back and forth while appearing to be holding onto the photo button.
- 4) The Info Button. When tapped, display the info layer (shown at right).
- 5) When the Info Layer displays, dim the background per iPhone standards.
- 6) Info Layer (Alert Layer). Display information about the app.
- 7) When OK button is tapped, close Info Layer and un-dim the background, in accordance with iPhone standards.

Info Layer



Estimator Screen

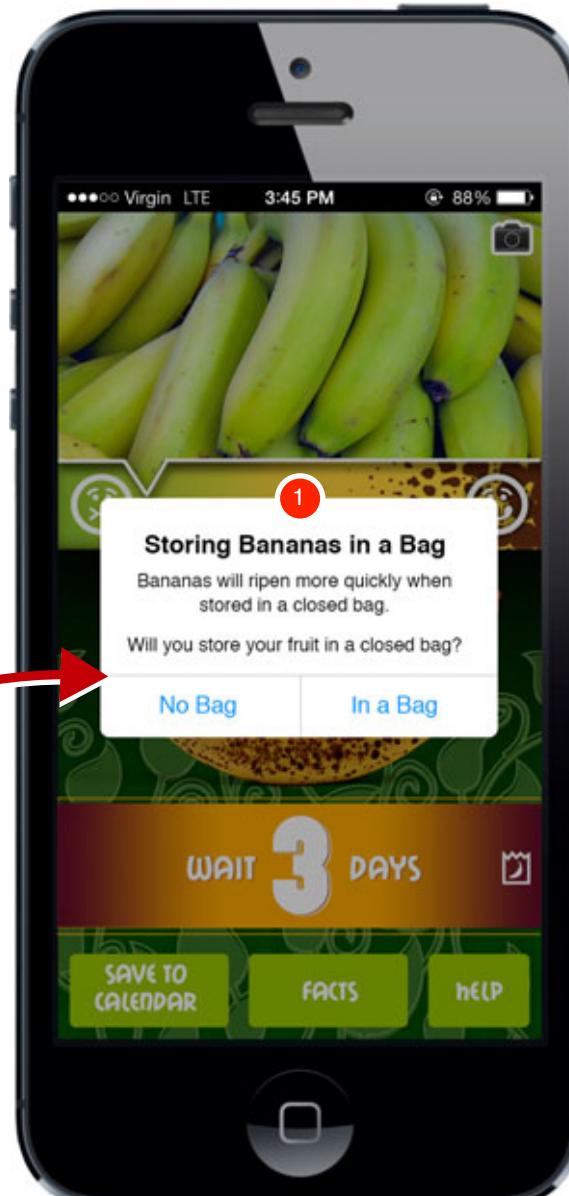


- 1) Display the photo as snapped on the Photo Screen. Slightly more will display than was seen on that screen (see #3). The photo may be repositioned via dragging, and may also be zoomed into or zoomed out of via the standard gestures. The photo is not displaying the view from the camera on this screen. It is static. The full-resolution image from the camera should be available.
- 2) Camera Icon. Display a camera icon. When tapped, fade screen over .1 seconds to Photo Screen to allow a new photo to be taken (to replace this one).
- 3) A pointer from the photo, which includes the part of the photo previously not viewable (on the Photo Screen), should be displayed, pointing to the ripeness color on the color bar that corresponds to the photo. The color should be determined by center weighting the color in the image, so that the color in the center is given more "credibility" than colors toward the edges. If edge colors are not within the realm of a yellow-type banana's colors then ignore them. If they are within the scope of a yellow-type banana's colors but are greatly different from the colors seen in the center of the image, then ignore them. In both cases of non-matching colors, use the central colors as the color to determine ripeness color.
- 4) Visual bar corresponding to banana ripeness.
- 5) What I Want Arrow. By default, this should be positioned exactly in the center of the ripeness bar. It can be dragged back and forth, regardless of the position of the ripeness indicated by the photo. Depending on where it is positioned, various messages will display below (#7). Whatever ripeness is set for What I Want, remember this setting and default to it whenever a new photo is taken or the application is opened again.
- 6) What I Want Sample Banana. Display a photo of a banana corresponding in ripeness to what is indicated by the What I Want Arrow. As the arrow is moved, change the ripeness of the banana pictured accordingly, i.e., load new photos of the banana in the series.
- 7) Results Message. If What I Want is set as more ripe than the indicated ripeness based on the photo, then indicate the appropriate number of whole days as indicated by algorithm or data table (TBD). Other messages that are possible:
"It's ready today!" (Arrows are pointing at each other.)
"Aaaaagh! You missed your chance!" (What I Want Arrow is to the left of the photo ripeness arrow.)
"This is a very sick banana. I don't think you should eat it." (Photo of blue, orange, purple, red object.)
- 8) Store in Bag Indicator. This icon may be tapped to launch the Bag Storage Layer. It also indicates whether bag storage is turned on or not. When bag storage is toggled, adjust the Results Message (#7) accordingly. Default to off (as shown here).
- 9) Save to Calendar. Launch the Save to Calendar Buttons.
- 10) Facts. Launch the Facts screen 1.
- 11) Help. Launch the Help Layer

Estimator Screen



Bag Storage Layer



1) When the Bag Storage Indicator icon is tapped, launch the Bag Storage Layer (Alert Layer), which allows the user to indicate whether they will be storing their bananas in a bag or not. Bag Storage should default to off ("No Bag"), as shown at left on the Estimator Screen.

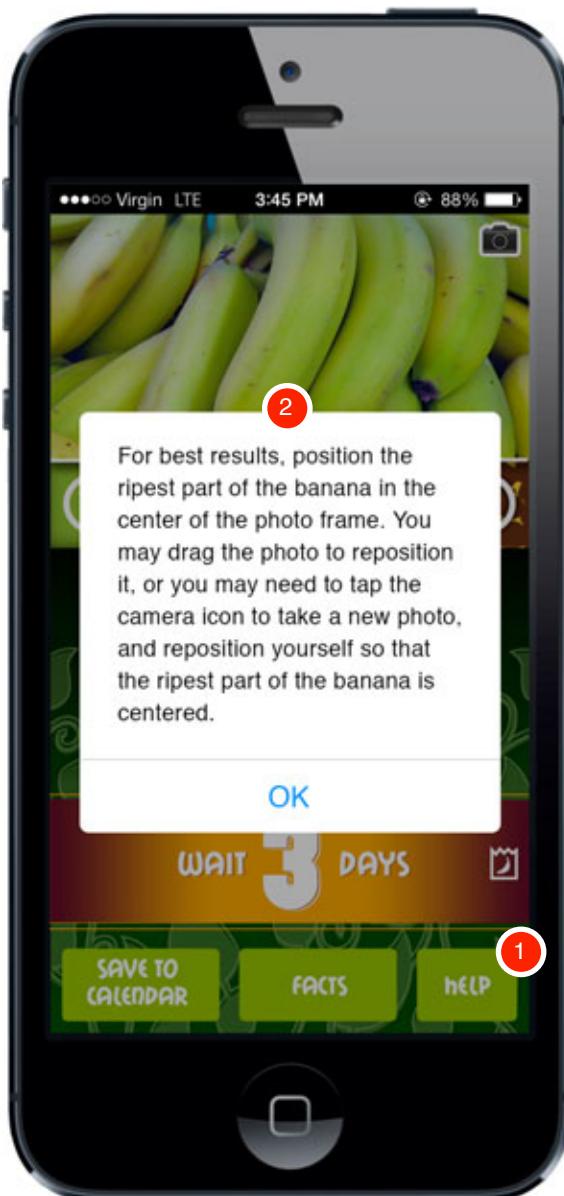
2) If the user chooses "In a Bag" on the dialog layer, then the icon should be set to indicate the on state as shown below.

Tapping either button on the layer will close the layer and fade in the background screen as per standard iPhone conventions.

Bag Storage Icon Indicator

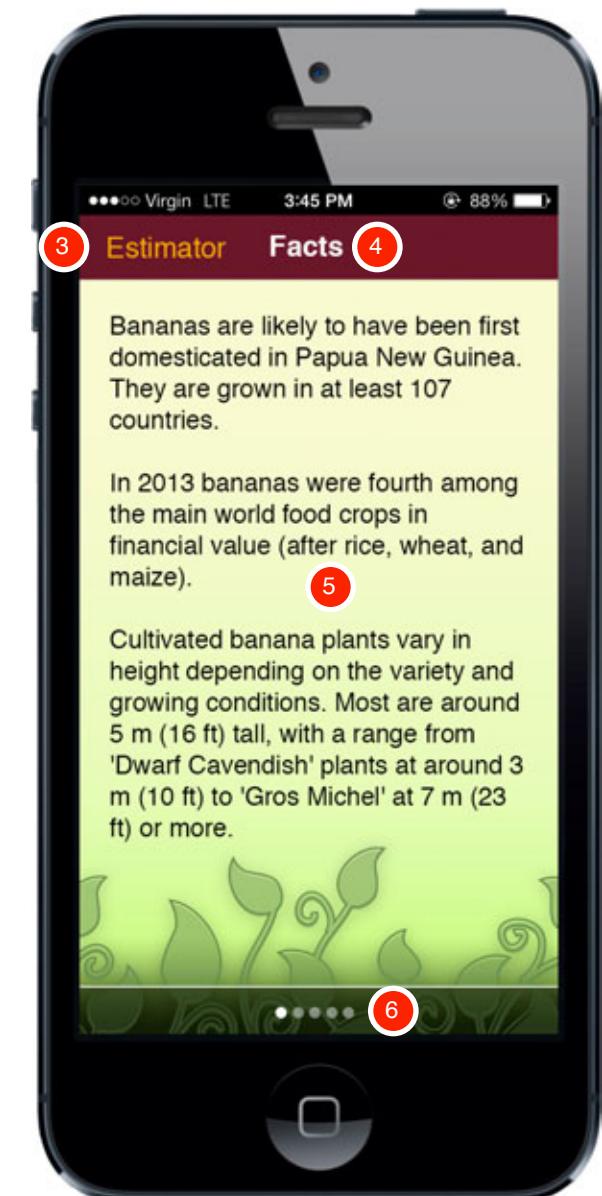


Estimator Help Layer

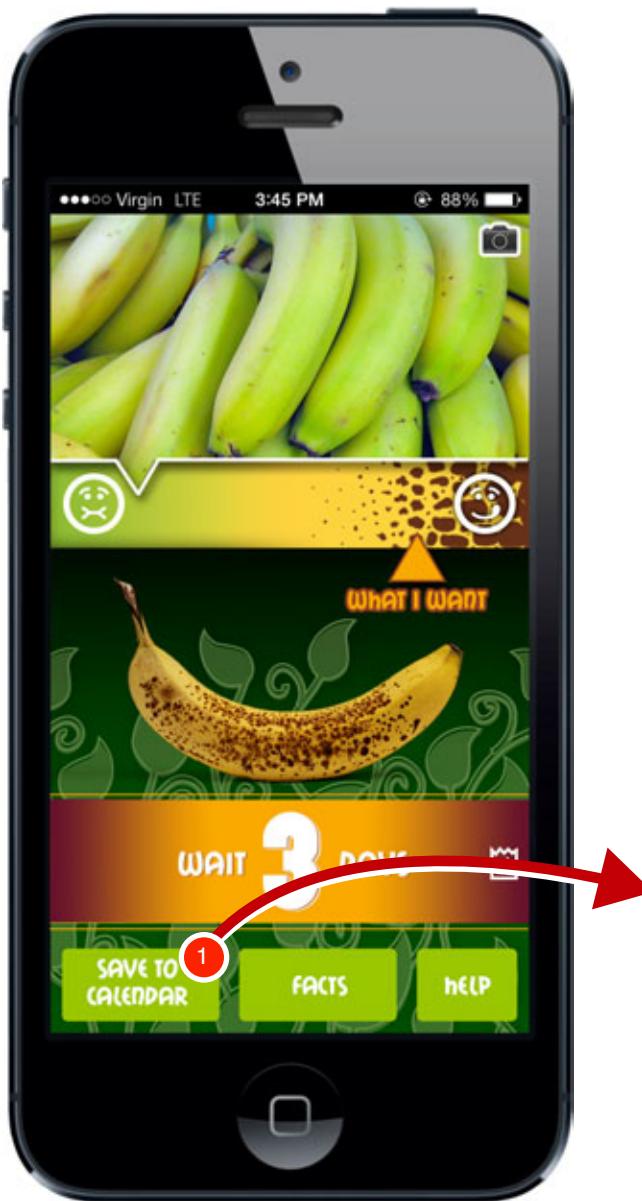


- 1) When the Help button is tapped, launch the Help Layer using standard iPhone conventions.
- 2) Help Layer (Alert Layer) should display help text and a single OK button. When button is tapped, close layer per standard iPhone conventions.
- 3) Facts screen navigation. Provide a link, "Estimator", which takes the user back to the Estimator Screen in the same state as they left it.
- 4) Display title of screen as "Facts".
- 5) Display fascinating banana facts.
- 6) Provide pagination dots per standard iPhone conventions. Screens may be traveled through by swiping left and right.

Facts Screens



Estimator Screen

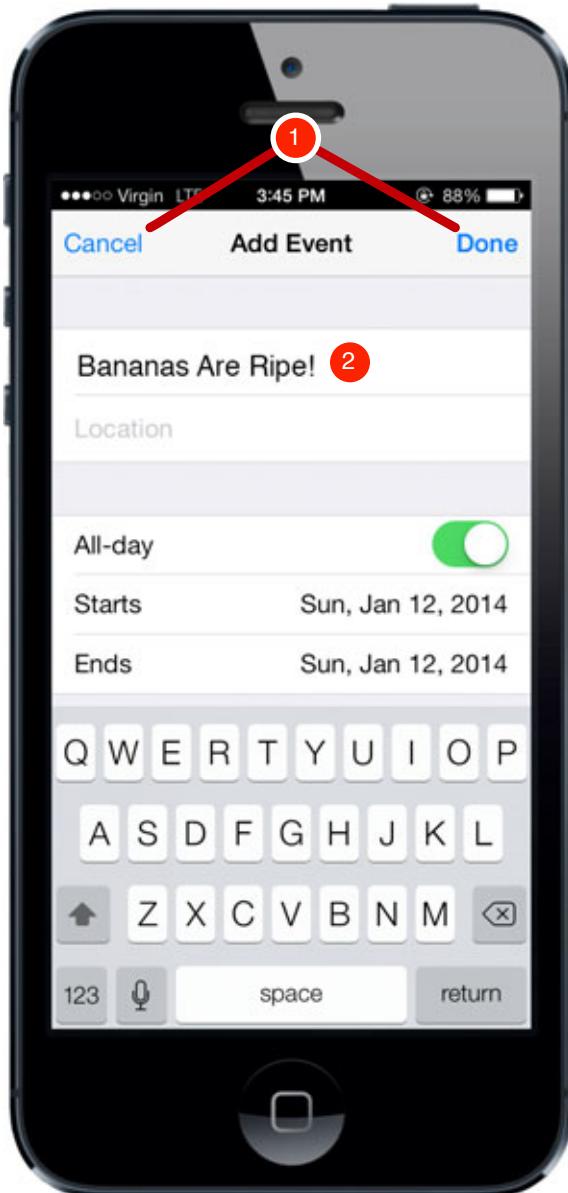


Save to Calendar Buttons



- 1) When the Save to Calendar button is tapped, launch the Create Event buttons to allow the date that the bananas will be ripe, as indicated by the What I Want setting and the estimate, to be added to the user's calendar.
- 2) If Create Event is tapped then proceed to the iPhone standard Add Event Screen.
- 3) If Cancel is tapped then close buttons per standard conventions and show the Estimator Screen as it was in its previous state.

Add Event Screen (Standard)



This is the standard iPhone Add Event screen.

- 1) When either the Cancel or Done buttons are tapped, return the user to the Estimator Screen in the same state as they left it.

If Done is tapped, add the date that the bananas will be ripe as indicated by the What I Want arrow and estimated time to the user's calendar.

- 2) Default the title of the event to "Bananas Are Ripe!", but it may be edited.

Save to Calendar Buttons



Save to Calendar Screen (Standard)

