



Micro-interactions and revised wireframe presentation

Micro-interactions: drop down menu

States breakdown

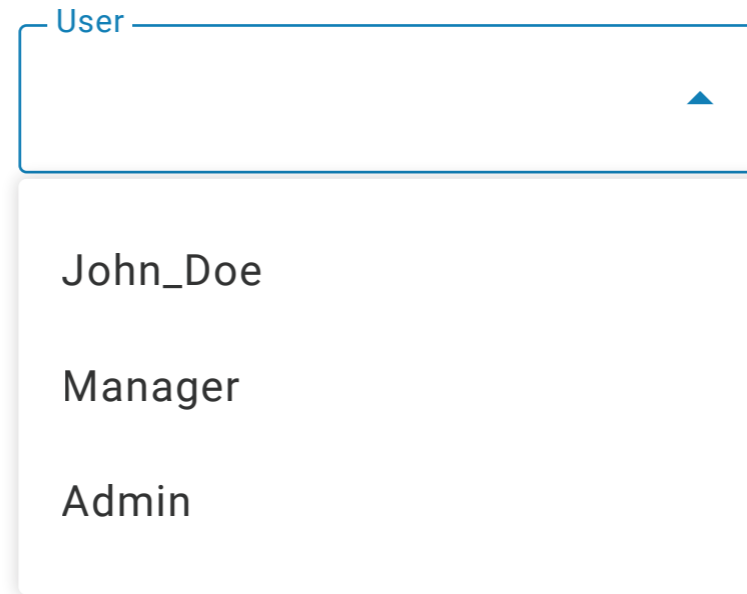
inactive



First time view. State is "inactive".

Visual feedback: box, placeholder text and icons are set to grey.

focused

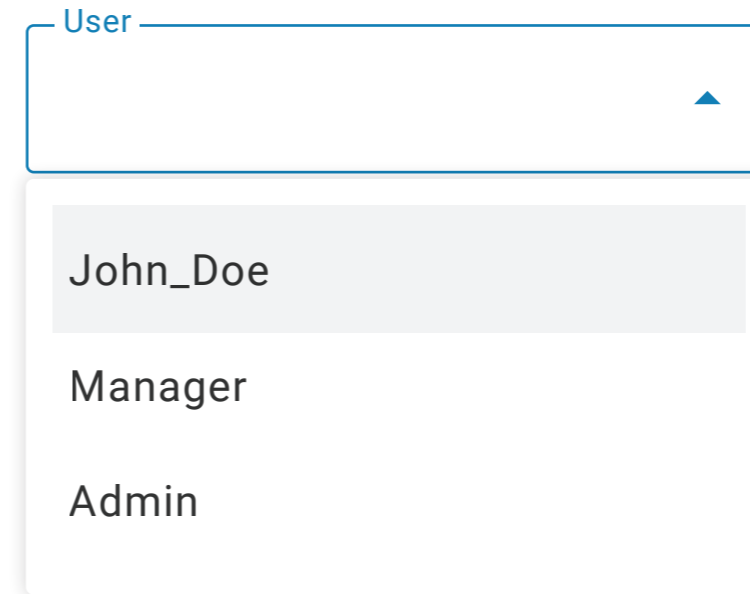


Once tapped the state changes to "focused" and a list of options to select from appears below the the selection menu.

Visual feedback:

- box and icon turn blue
- icon faces upwards
- placeholder text moves to the top-left corner of the box and turns blue

selection



User feedback: selection is highlighted.

inactive & populated



Once a selection has been made, the drop down selection menu closes and the state changes to "inactive & populated".

Visual feedback:

- box and icon turn back to grey
- placeholder text turns grey and remains to the top-left corner of the box
- selected item is black

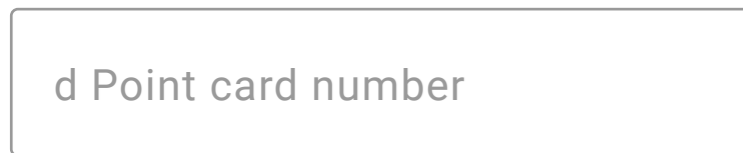
Micro-interactions: text-fields

States breakdown

inactive



Placeholder text "Password" in grey inside a grey-bordered box.



Placeholder text "d Point card number" in grey inside a grey-bordered box.



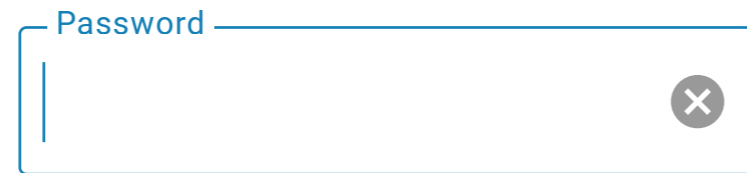
Placeholder text "Total bill" in grey inside a grey-bordered box. Below the box is the text "Including TAX" in grey.

First time view. State is "inactive".

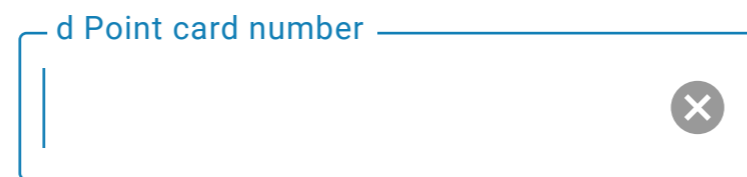
Visual feedback:

- box and placeholder text are set to grey.
- some text-fields may need helper text, which will be grey throughout all states

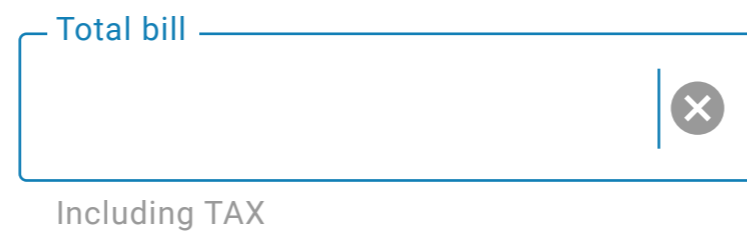
focused



Placeholder text "Password" in blue inside a blue-bordered box. A vertical blue cursor is on the left. An "X" icon is on the right.



Placeholder text "d Point card number" in blue inside a blue-bordered box. A vertical blue cursor is on the left. An "X" icon is on the right.



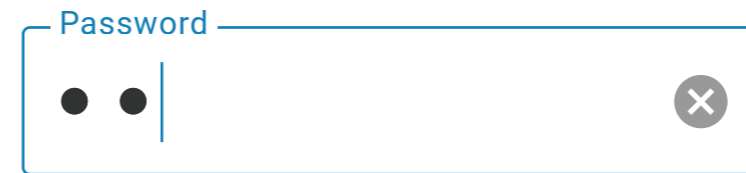
Placeholder text "Total bill" in blue inside a blue-bordered box. A vertical blue cursor is on the right. An "X" icon is on the right. Below the box is the text "Including TAX" in blue.

Once tapped the state changes to "focused", the user can start typing.

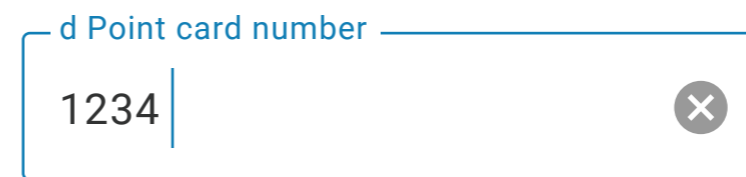
Visual feedback:

- box turns blue
- flashing cursor appears, either to the left, (d Point card number), or right, (Total bill) of the text-field
- an icon appears to allow the user to "erase" input in case of mistake
- placeholder text moves to the top-left corner of the box and turns blue

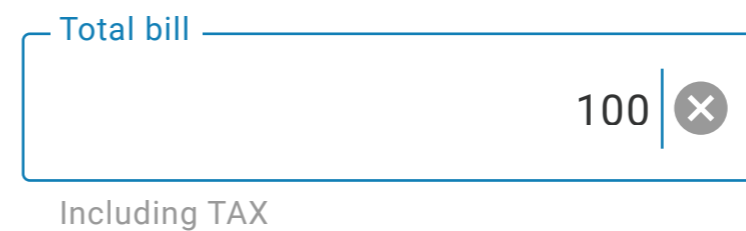
user typing



Placeholder text "Password" in blue inside a blue-bordered box. Two black dots and a vertical cursor are on the left. An "X" icon is on the right.



Placeholder text "d Point card number" in blue inside a blue-bordered box. Numbers "1234" and a vertical cursor are on the left. An "X" icon is on the right.



Placeholder text "Total bill" in blue inside a blue-bordered box. Numbers "100" and a vertical cursor are on the right. An "X" icon is on the right. Below the box is the text "Including TAX" in blue.

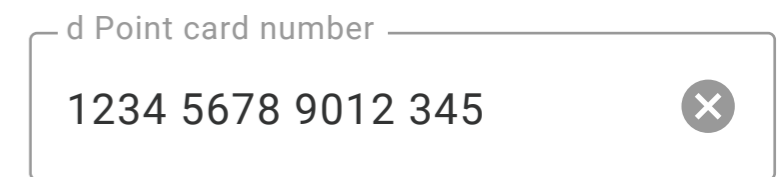
Depending on the characteristics of the text-field visual feedback may be:

- black dots (Password)
- numbers on the left (d Point card number)
- numbers on the right (Total bill). In this case if the user does not insert cent integers, the system will once the user moves out of the text-field, (see next state).


activated



Placeholder text "Password" in grey inside a grey-bordered box. Five black dots are on the left. An "X" icon is on the right.



Placeholder text "d Point card number" in grey inside a grey-bordered box. Numbers "1234 5678 9012 345" are on the left. An "X" icon is on the right.



Placeholder text "Total bill" in grey inside a grey-bordered box. Numbers "100.00" are on the right. An "X" icon is on the right. Below the box is the text "Including TAX" in grey.

Once user finished typing, the state changes to "activated".

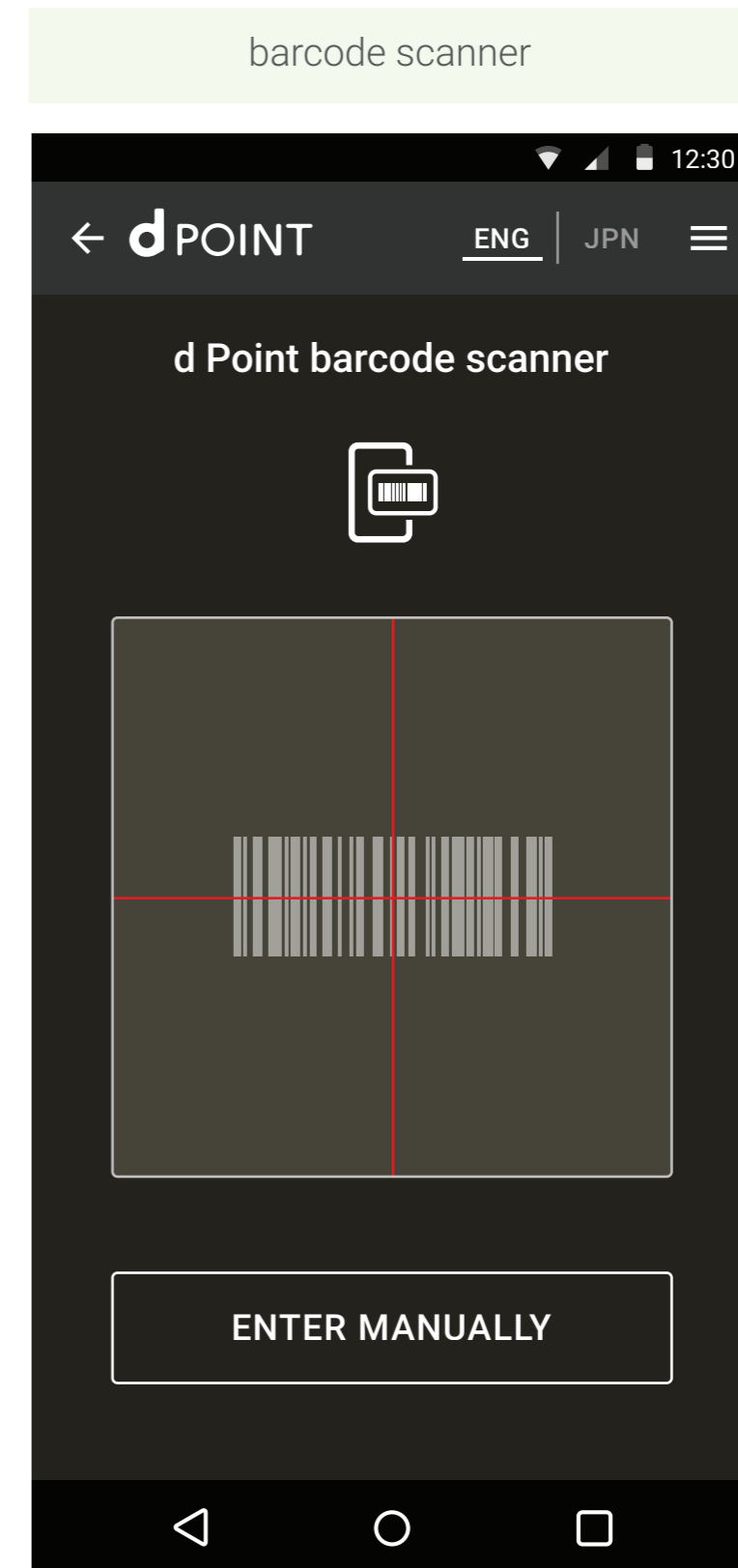
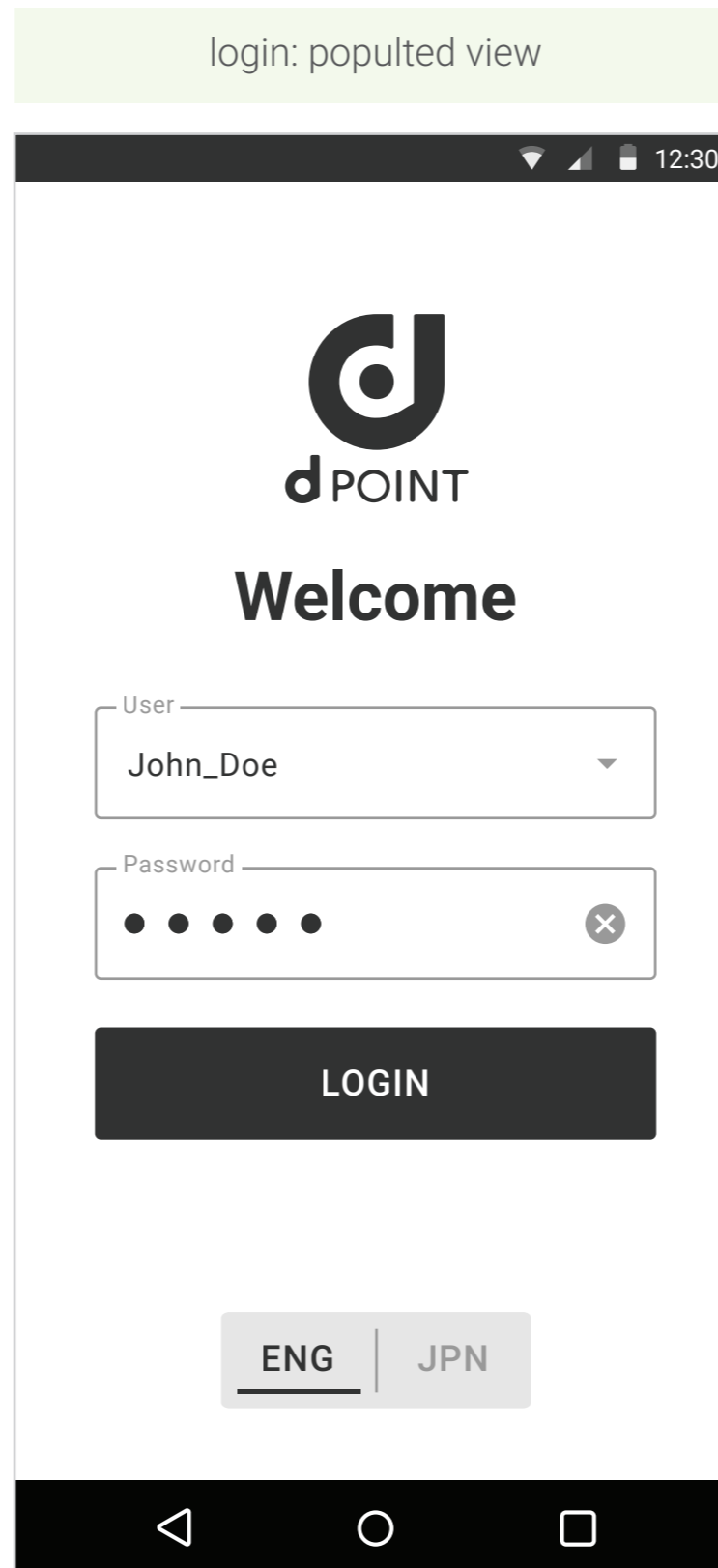
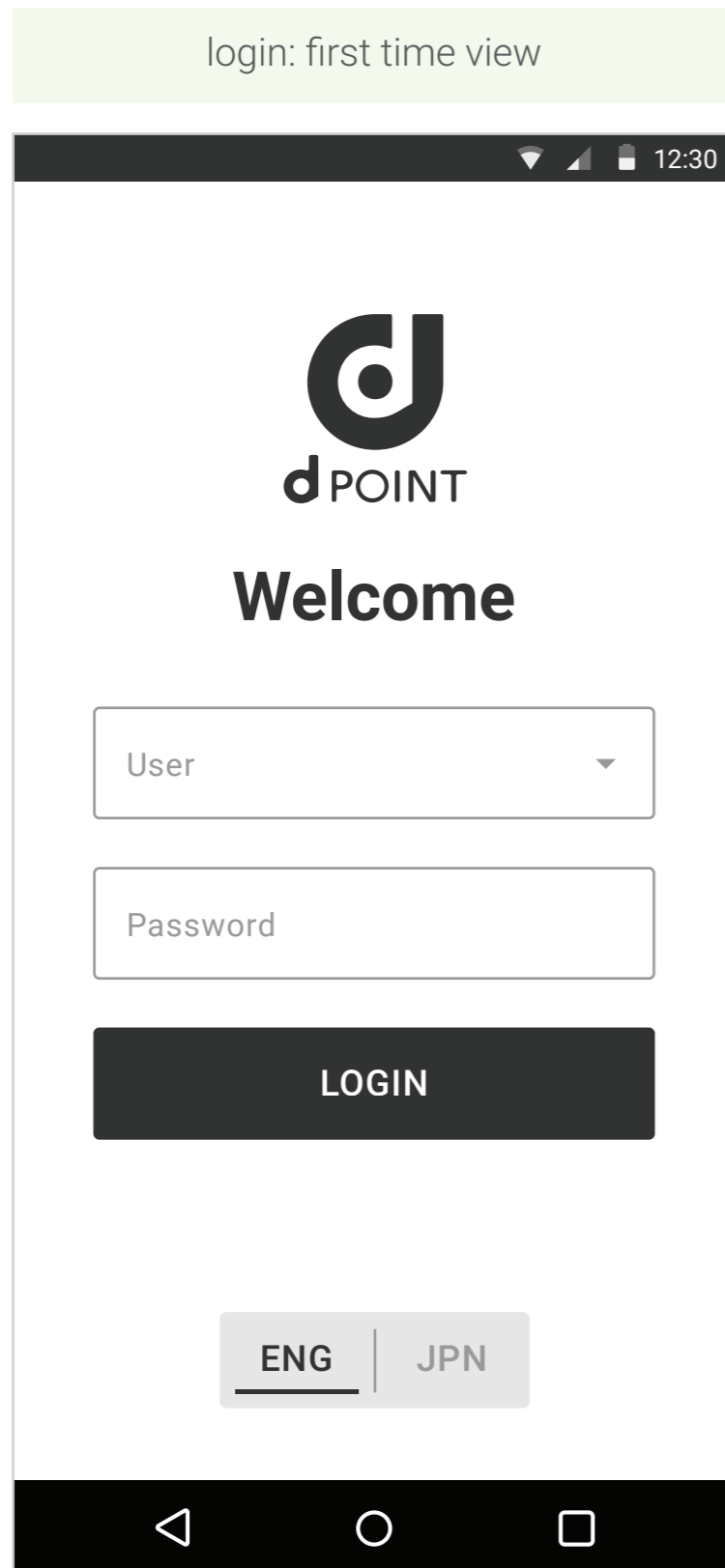
Visual feedback:

- box turns back to grey
- placeholder text turns grey and remains to the top-left corner of the box
- the "erase" icon remains in case the user might want to change input
- input text feedback colour is black

* Depending on the capabilities of "react native", the UI of some components may differ slightly from what shown in this presentation.

Screens: login and card scanner

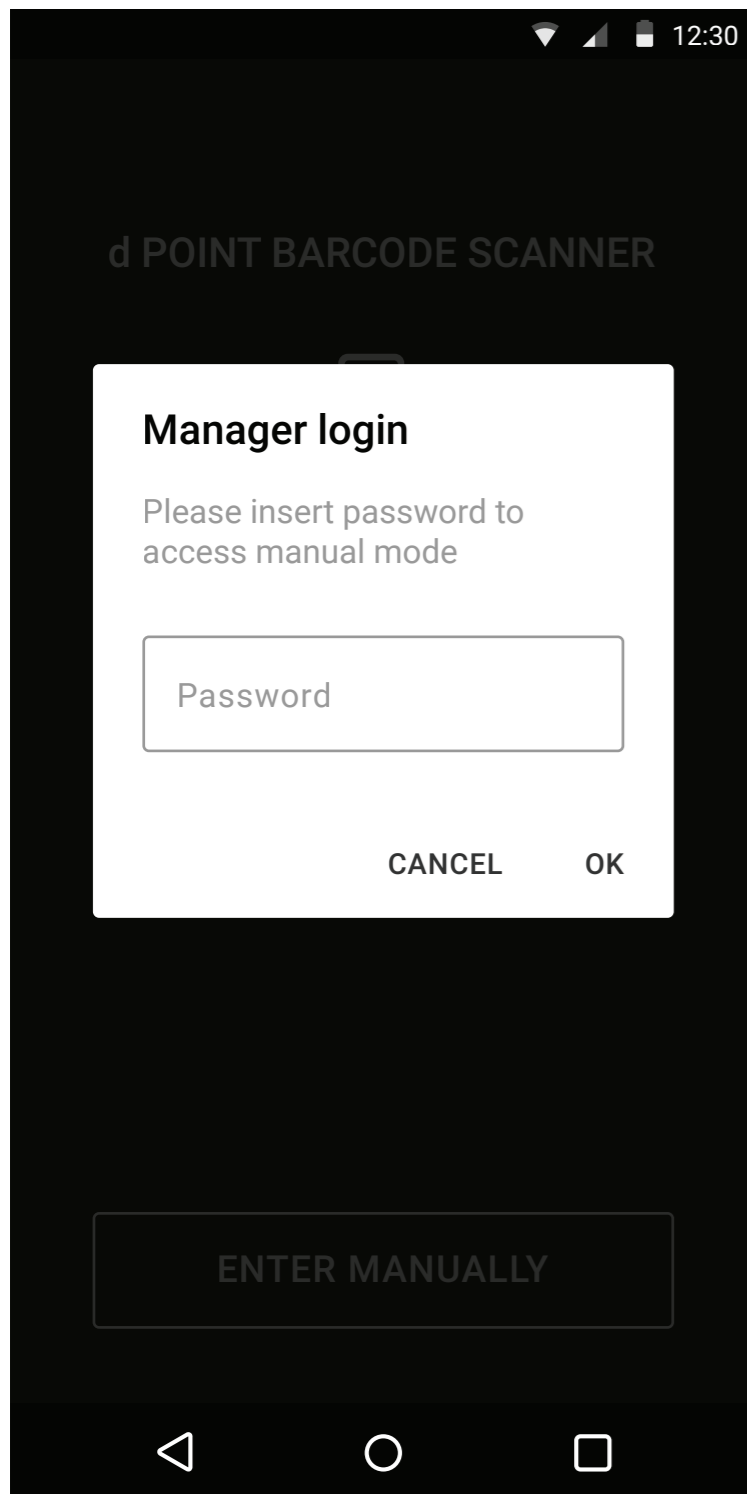
Due to space limitations micro-interactions are shown in their inactive and activated/final state. For micro-interactions breakdown please refer to pages 1 & 2.



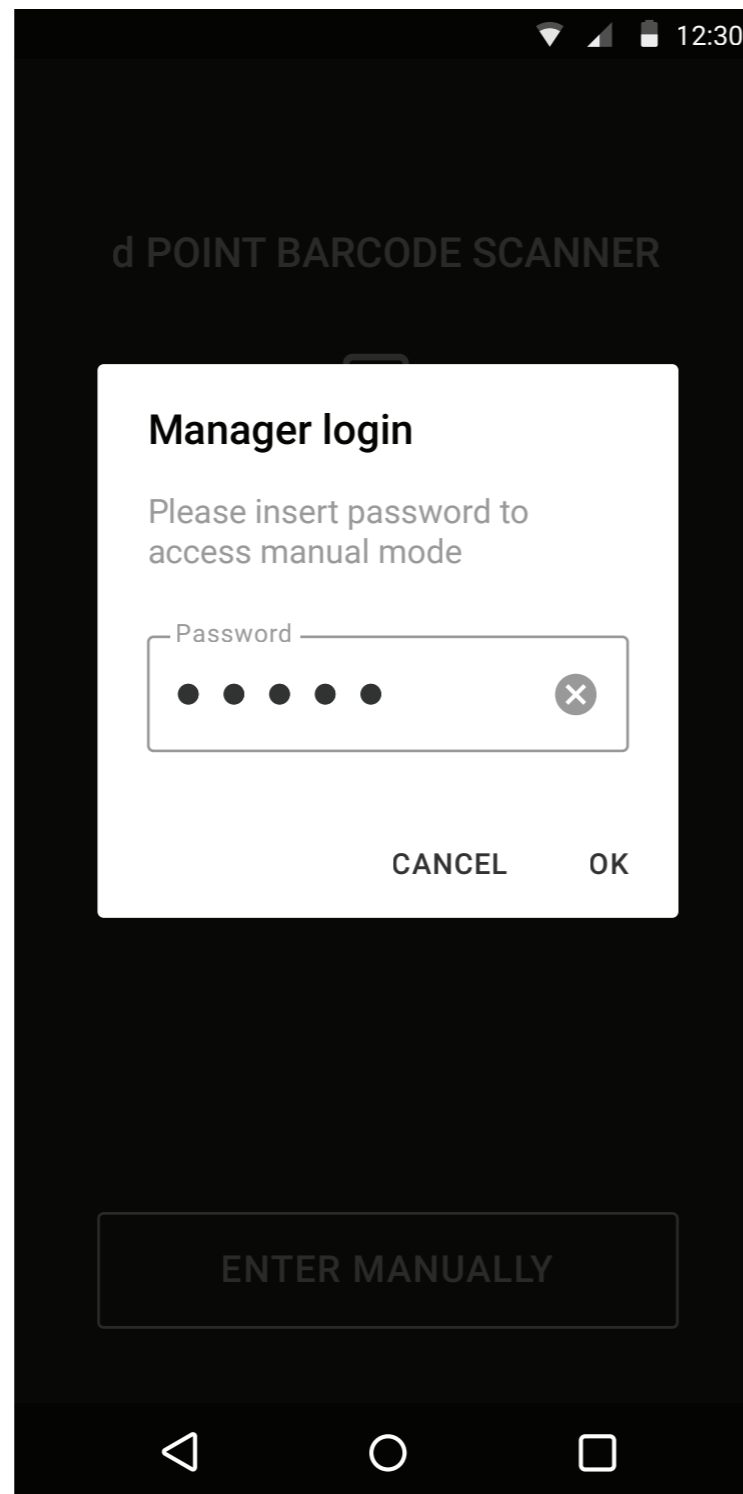
Screens: manager login dialog and manual mode

Due to space limitations micro-interactions are shown in their inactive and activated/final state. For micro-interactions breakdown please refer to pages 1 & 2.

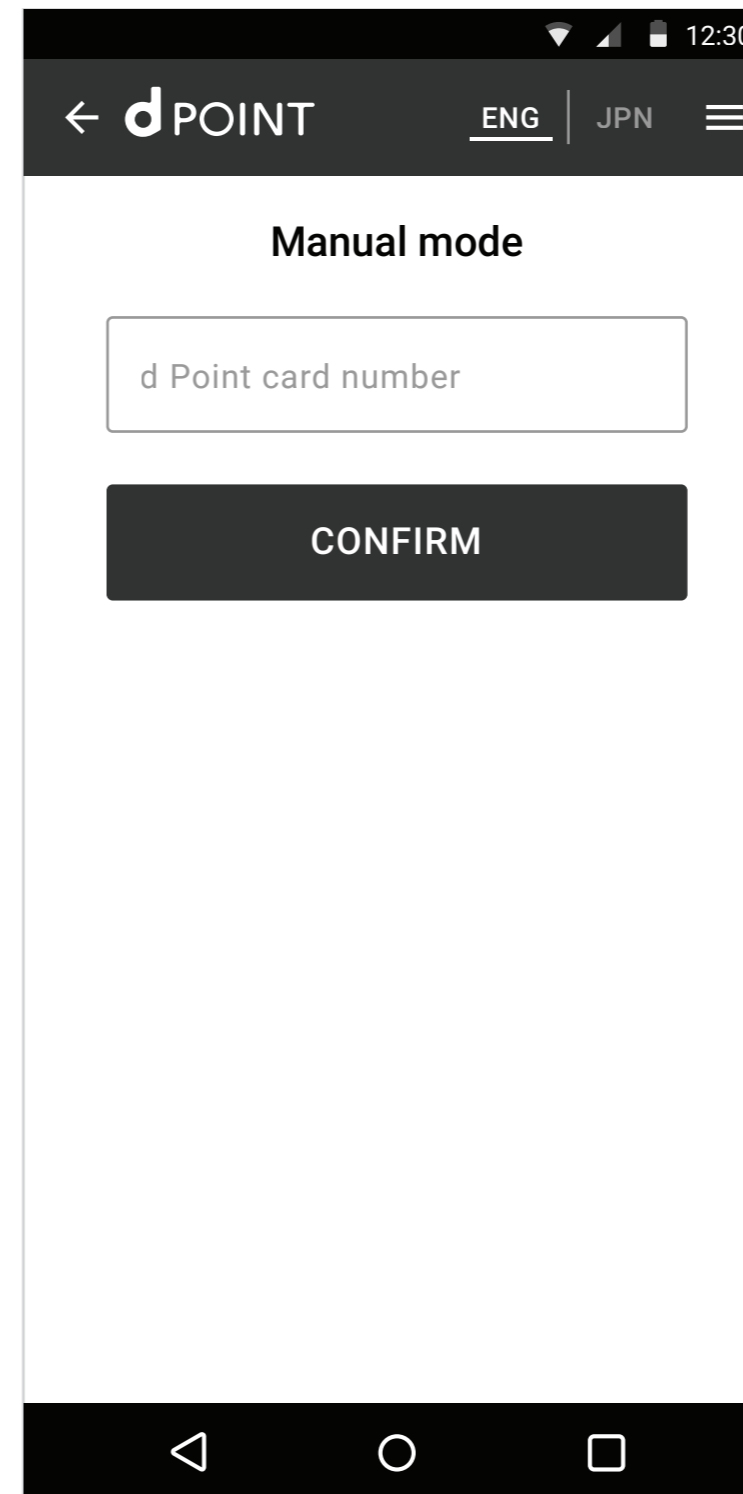
manager login dialog: first time view



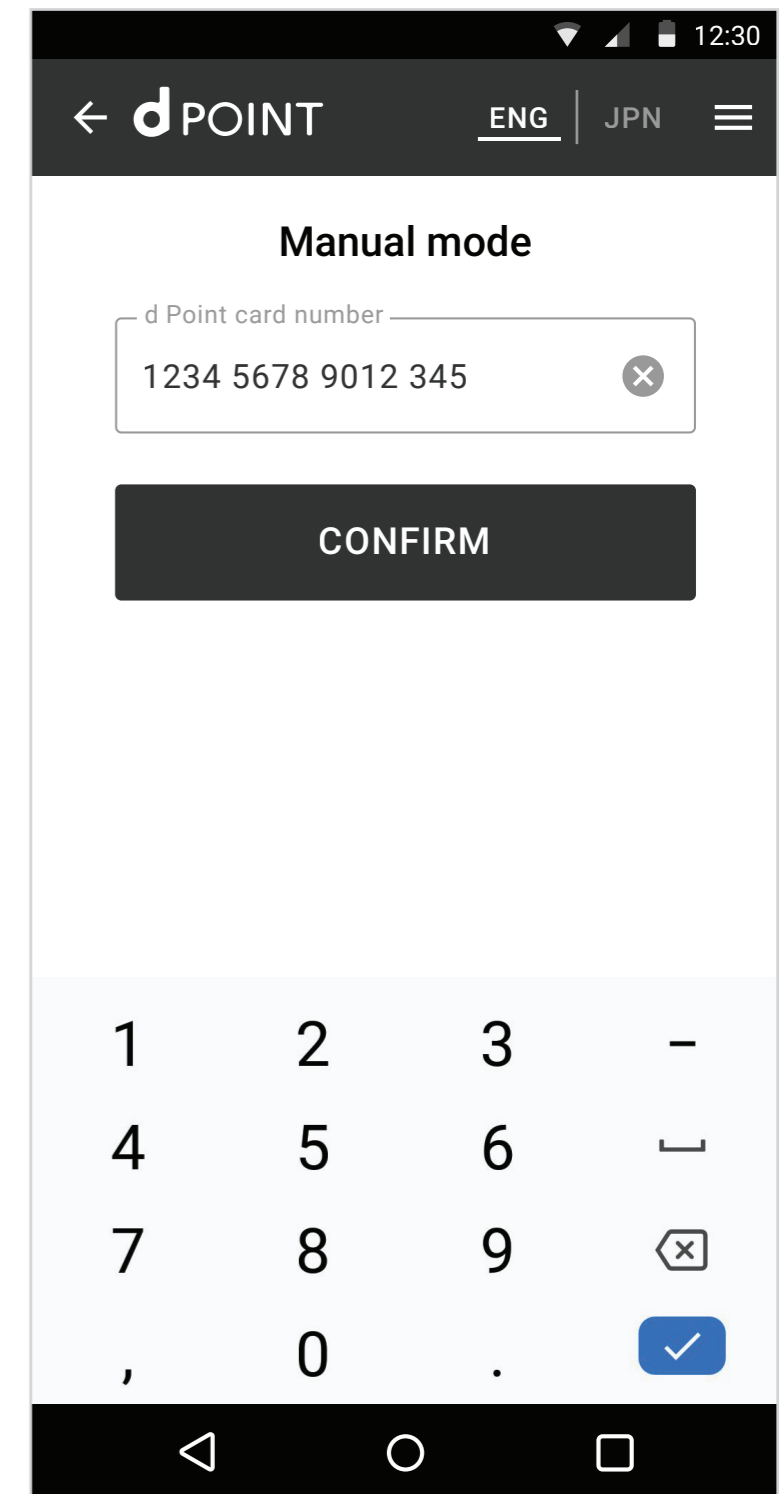
manager login dialog: populated view



manual mode: first time view



manual mode: populated view



Screens: new transaction first time view

Use cases at the bottom of screen for welcome, campaign and total points to be saved, plus keyboard view.

all parameters available

The screenshot shows the 'dPOINT' app interface. At the top, there's a header with a back arrow, the 'dPOINT' logo, and language options 'ENG' and 'JPN'. Below the header, a card number '***2 345' and '3,458 pts' are displayed with a printer icon. The main content area is titled 'Save/spend' and contains several input fields: 'Total bill' (with 'Including TAX' below it), 'Points to be spent' (with 'XXX points limit' below it), and a 'SPEND MAXIMUM POINTS' button. At the bottom, there's a 'Total due' section showing '\$0.00', a 'Points to be saved' section with '0 pts', and three toggle switches for 'Welcome points (1pts)', 'Campaign points (1pts)', and 'Total points to be saved' (0 pts). A 'NEXT' button is at the very bottom.

only 1 parameter available

This screenshot is identical to the first one, but the 'Total points to be saved' section is collapsed, and only the 'Total points to be saved' label and '0 pts' value are visible. The 'NEXT' button is still present at the bottom.

no parameters available

This screenshot is identical to the previous ones, but the 'Points to be saved' section is collapsed, and only the 'Total points to be saved' label and '0 pts' value are visible. A large 'NEXT' button is positioned at the bottom of the screen.

keyboard view: text-field focused

This screenshot shows the 'dPOINT' app in keyboard view. The 'Total bill' input field is focused, and a numeric keypad is overlaid on the screen. The keypad has buttons for digits 1-9, 0, a decimal point, a minus sign, and a checkmark. The 'Total due' section shows '\$0.00'.

* phone bar missing in some screenshots due to space limitations.

Screens: new transaction use cases

Use cases for spend no points, spend points, spend maximum points

spend no points, only save points

Card number: ***2 345 3,458 pts

NEW TRANSACTION HISTORY/CANCEL

Save/spend

Total bill

Including TAX

Points to be spent

XXX points limit

Total due \$100.00

Points to be saved 100 pts

Welcome points (1pts)

Campaign points (1pts)

Total points to be saved 102 pts

spend points, save points

Card number: ***2 345 3,458 pts

NEW TRANSACTION HISTORY/CANCEL

Save/spend

Total bill

Including TAX

Points to be spent

XXX points limit

Total due \$90.00

Points to be saved 90 pts

Welcome points (1pts)

Campaign points (1pts)

Total points to be saved 92 pts

spend maximum points

Card number: ***2 345 3,458 pts

NEW TRANSACTION HISTORY/CANCEL

Save/spend

Total bill

Including TAX

Points to be spent

XXX points limit

Total due \$0.00

Points to be saved 0 pts

Welcome points (1pts)

Campaign points (1pts)

Total points to be saved 2 pts

keyboard view: screen scroll

Card number: ***2 345 3,458 pts

NEW TRANSACTION HISTORY/CANCEL

Save/spend

Total due \$90.00

Points to be saved 90 pts

Welcome points (1pts)

Campaign points (1pts)

Total points to be saved 92 pts

1 2 3 -

4 5 6 -

7 8 9

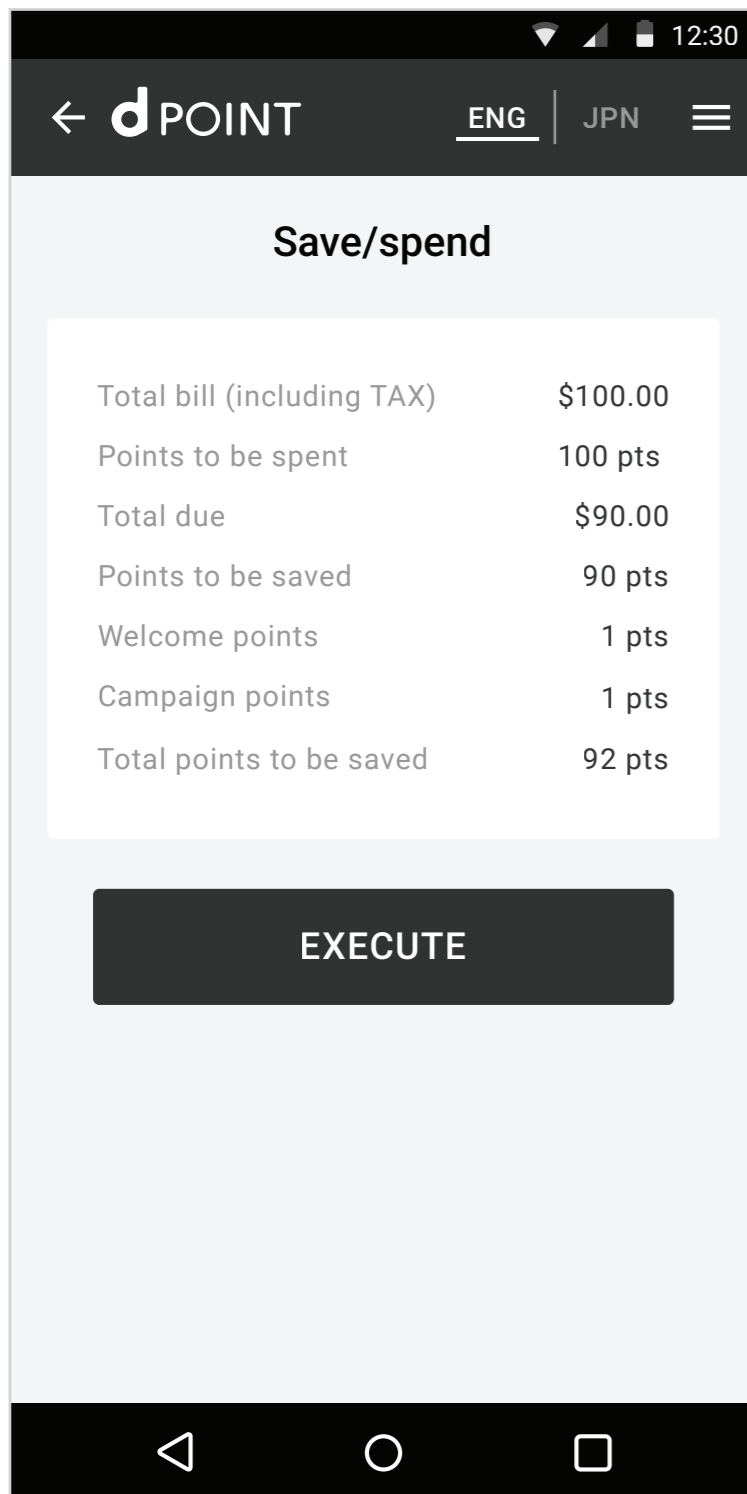
, 0 .

* phone bar missing in some screenshots due to space limitations.

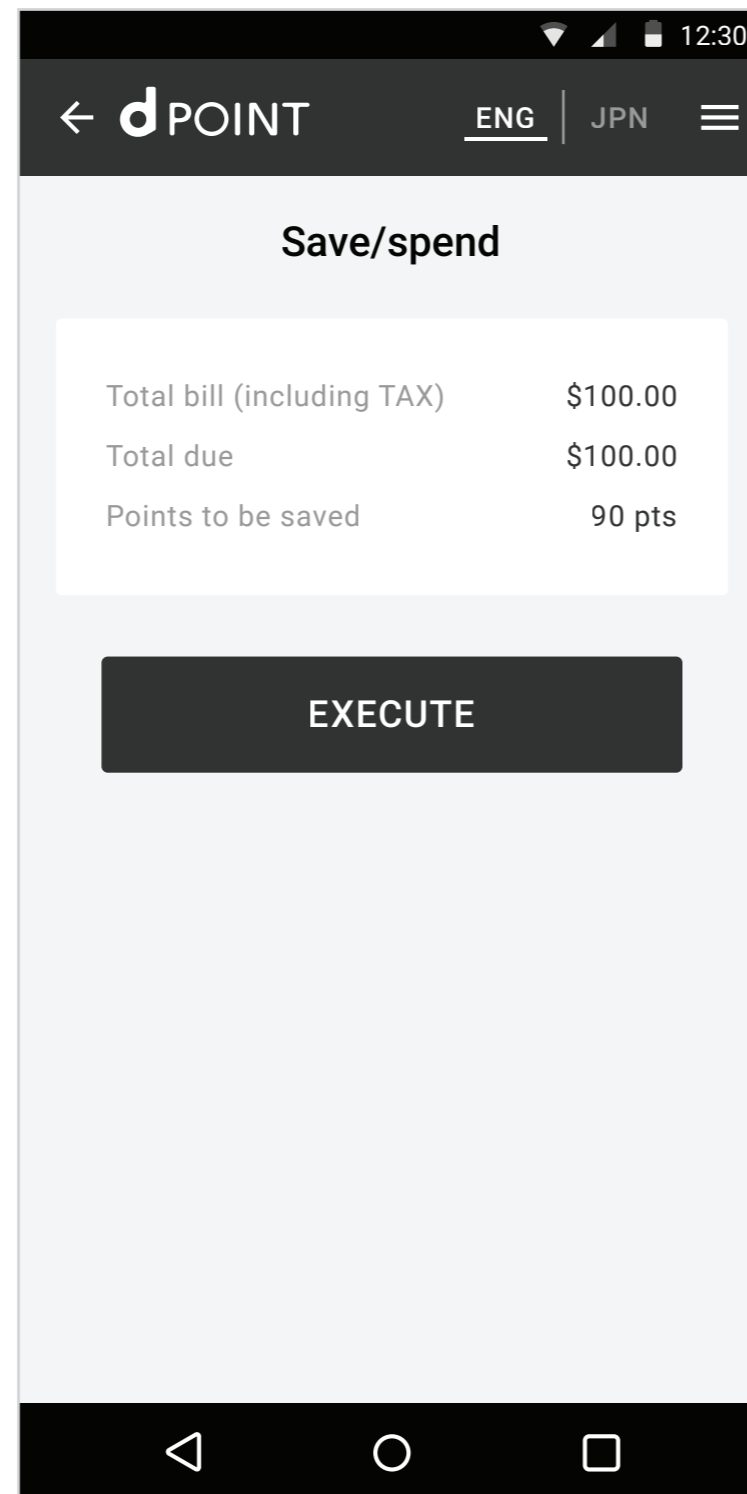
Screens: new transaction info recap and receipt

Use cases for information recap and receipt

recap for points to be spent and saved



recap for points to be saved



Please check if this information recap screen is correct.

receipt with time based feedback

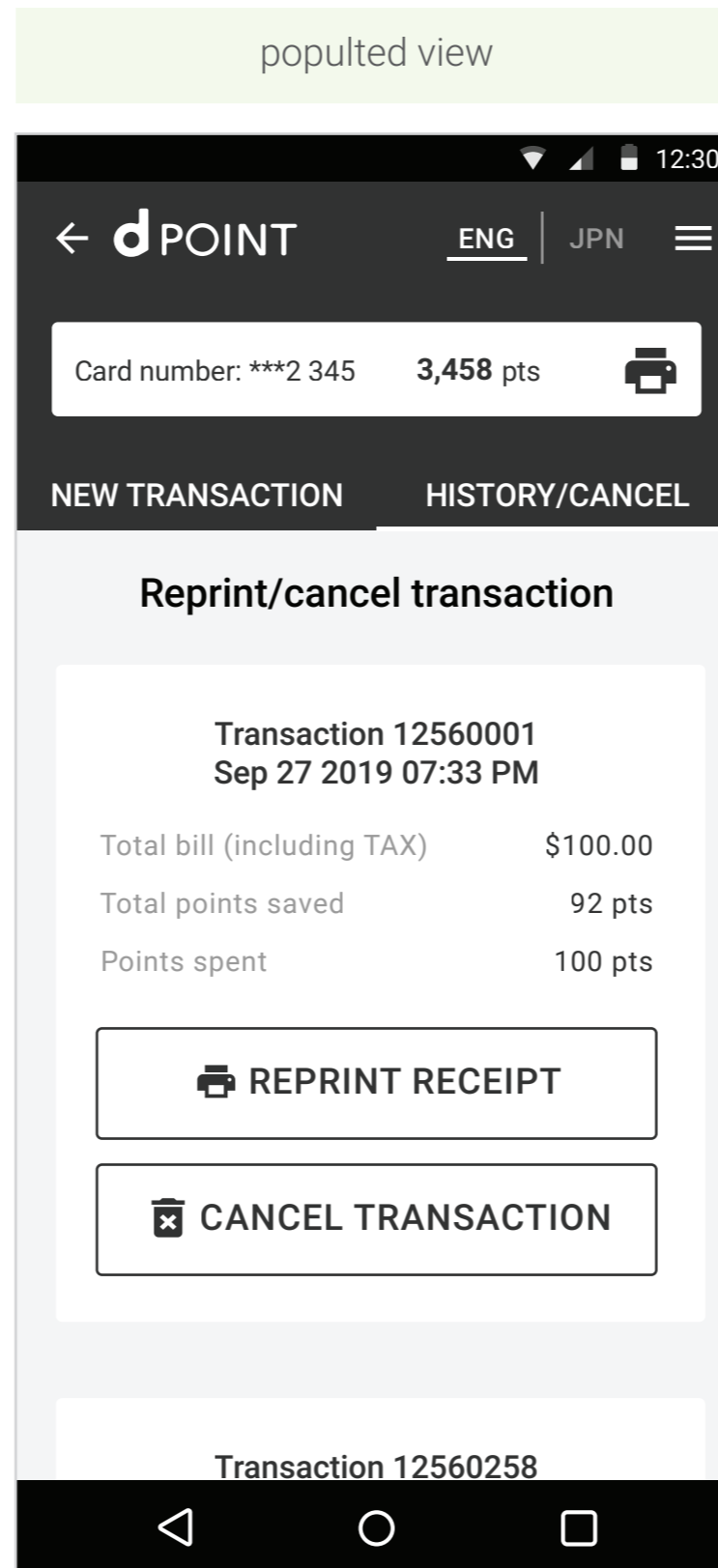
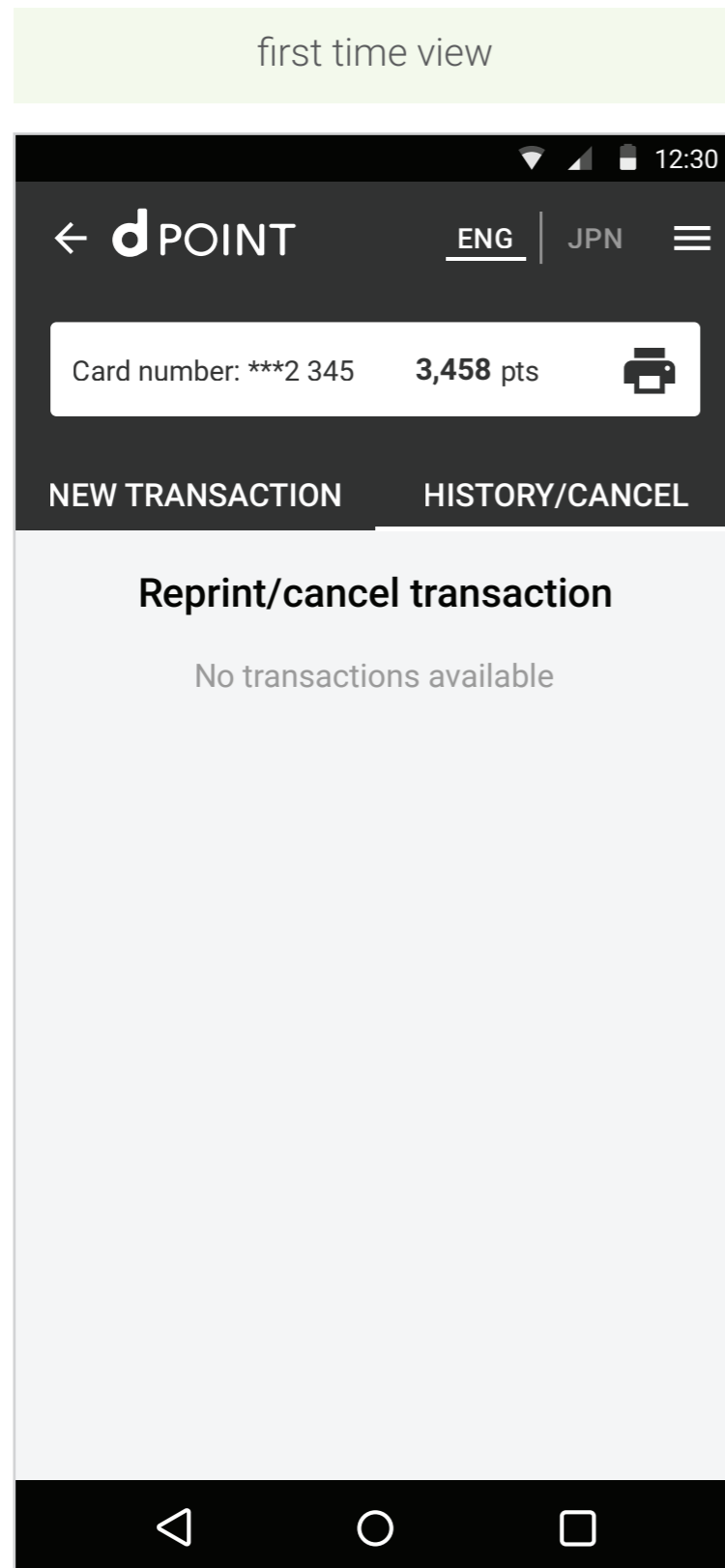


receipt



Screens: history/cancel - reprint receipt

Reprint receipt flow.



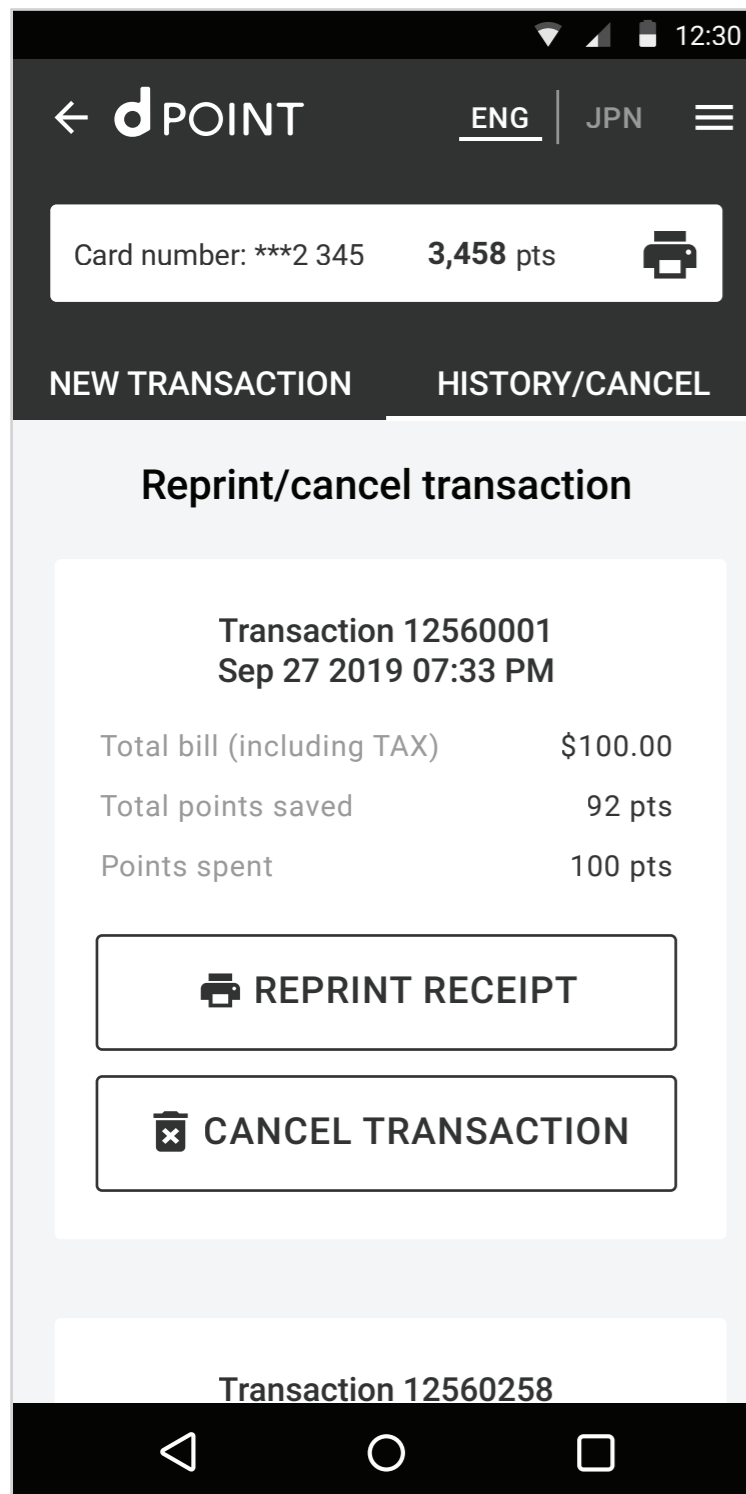
In this case user will press the "reprint receipt" button



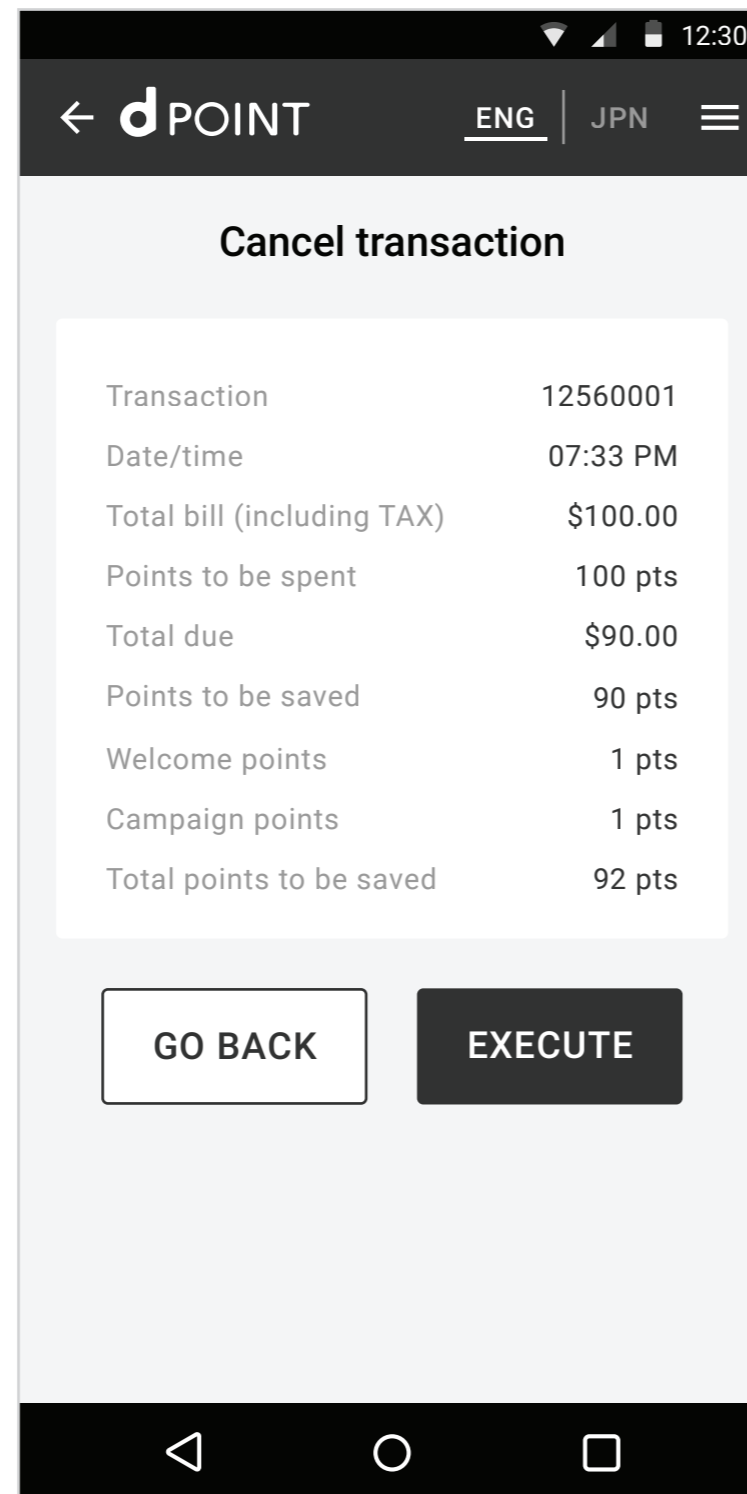
Screens: history/cancel - cancel transaction

Cancel transaction flow.

populated view



information recap



receipt with time based feedback



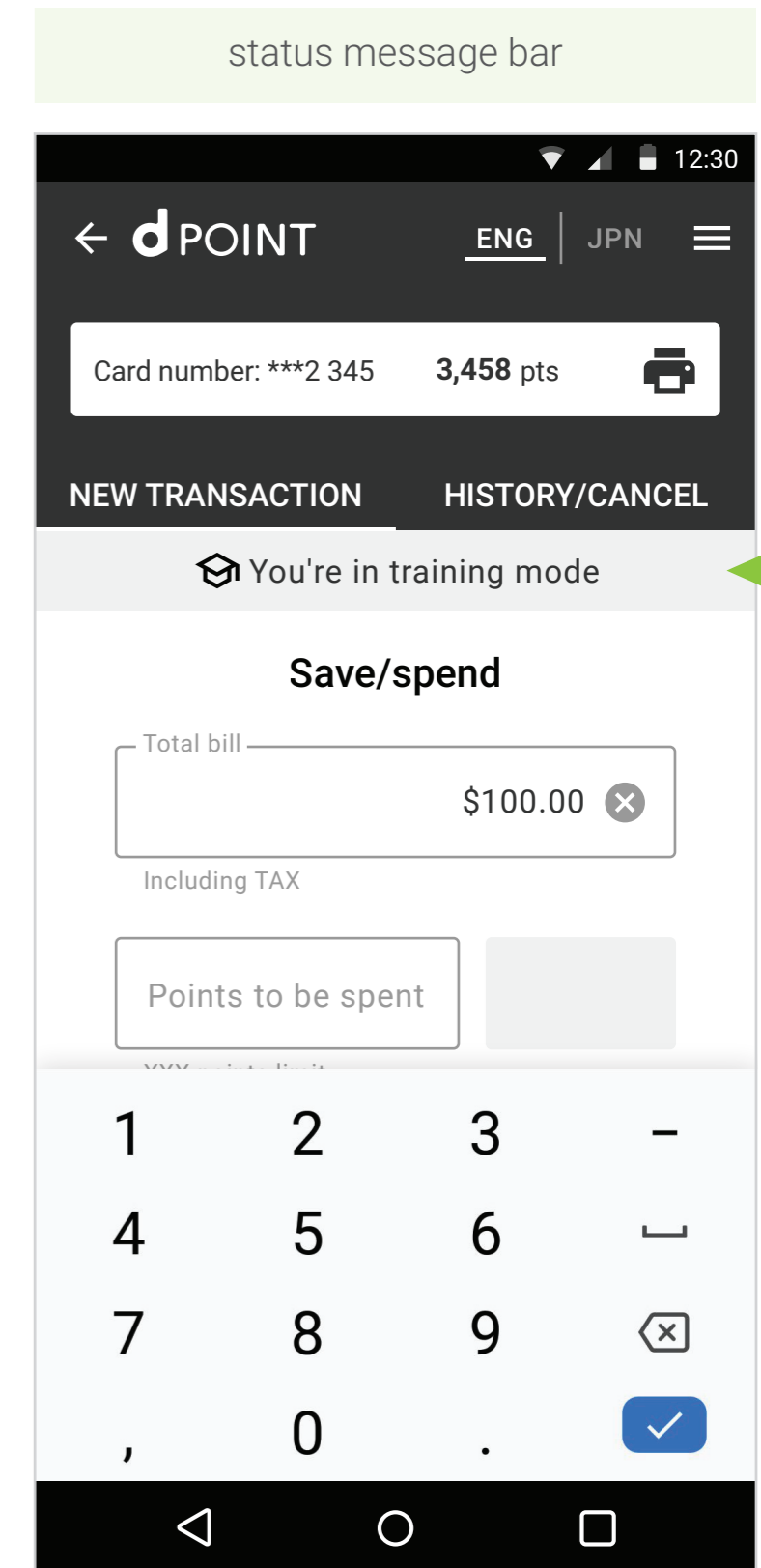
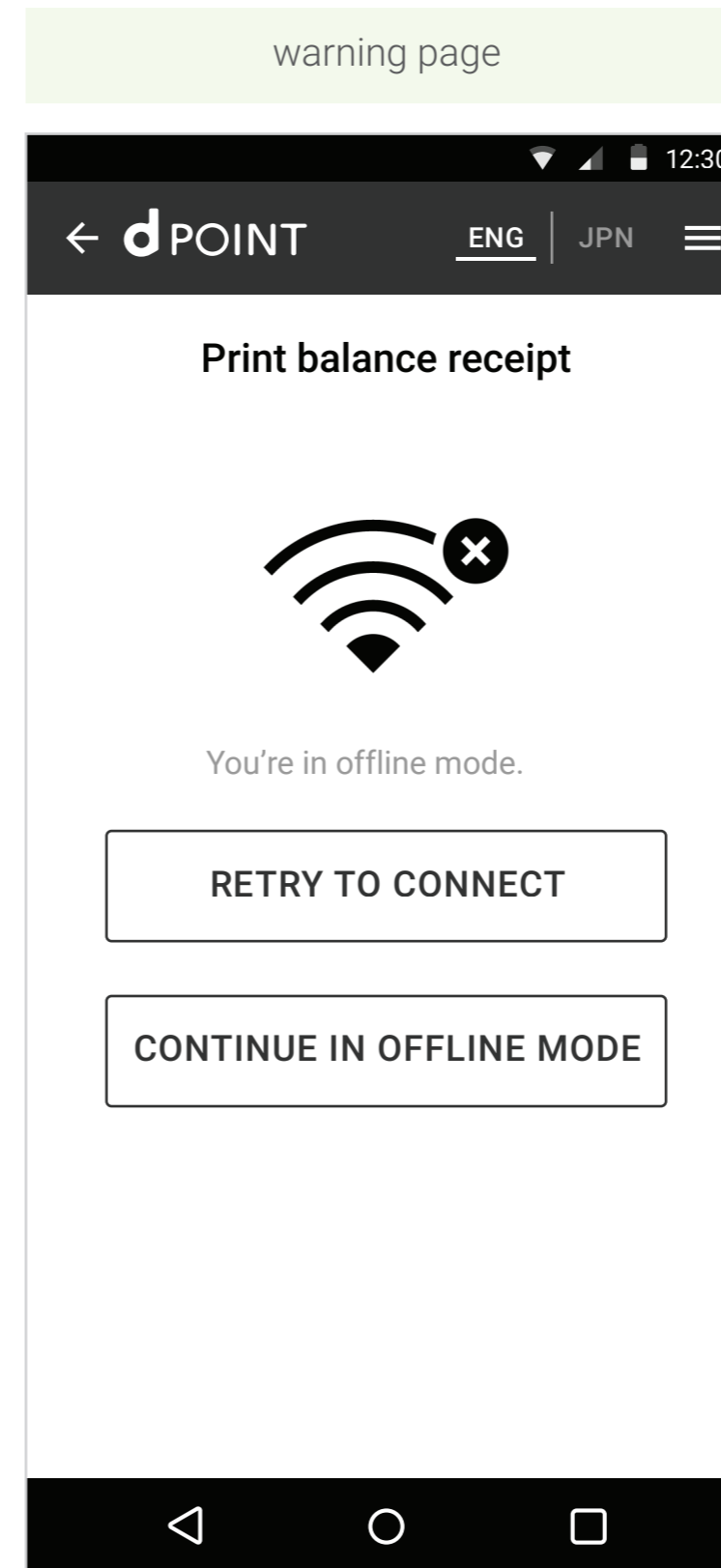
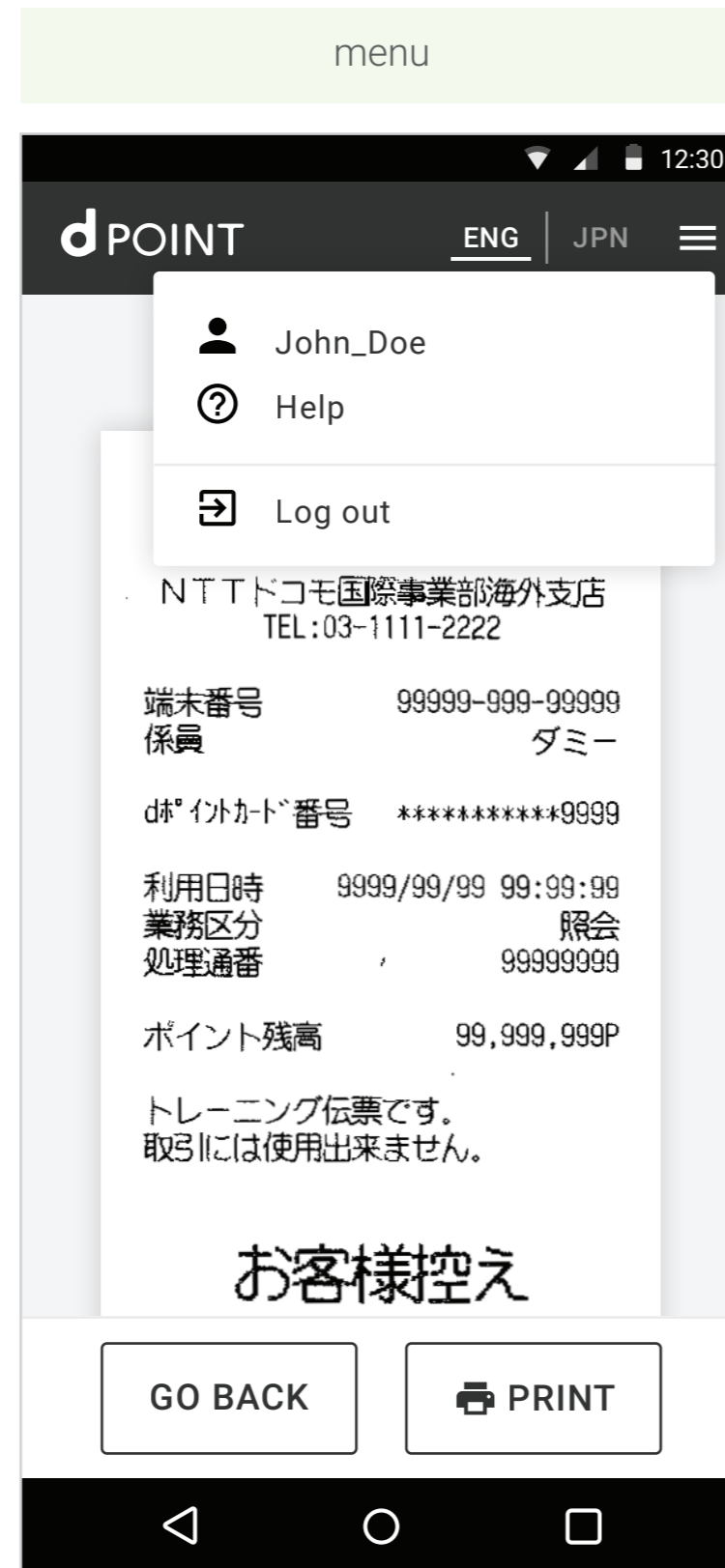
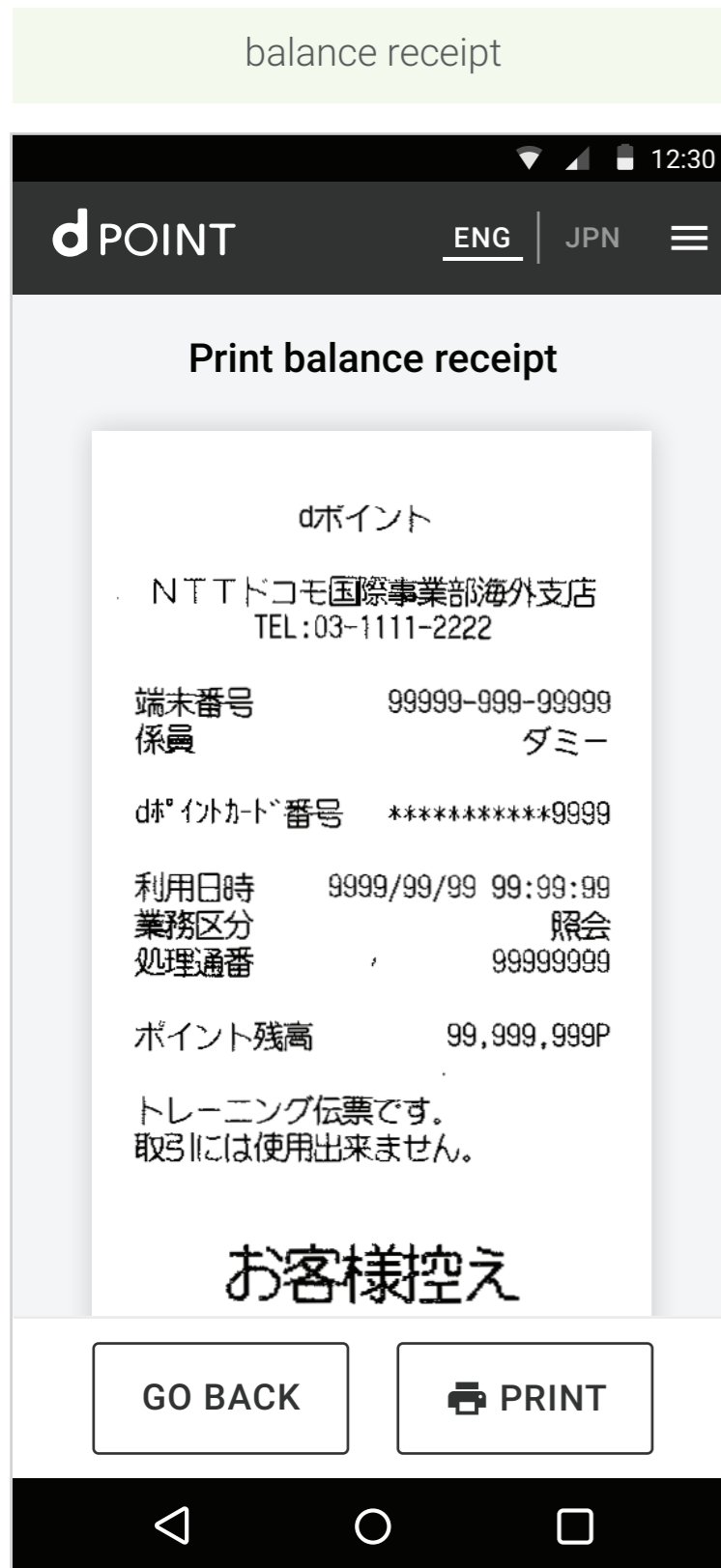
receipt



In this case user will press the "cancel transaction" button

Screens: balance receipt, menu, help section, warning page and status message bar

Other screens preview.



This receipt is generated by pressing the print icon in the card details box