

Project **HAIKU**  
*by* mozilla

***Haiku Application***

User Experience

**Version:** 0.01

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*Questions? E-mail the author*

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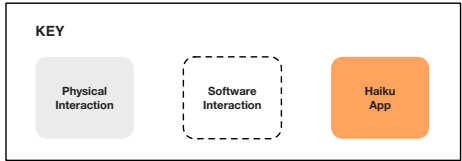
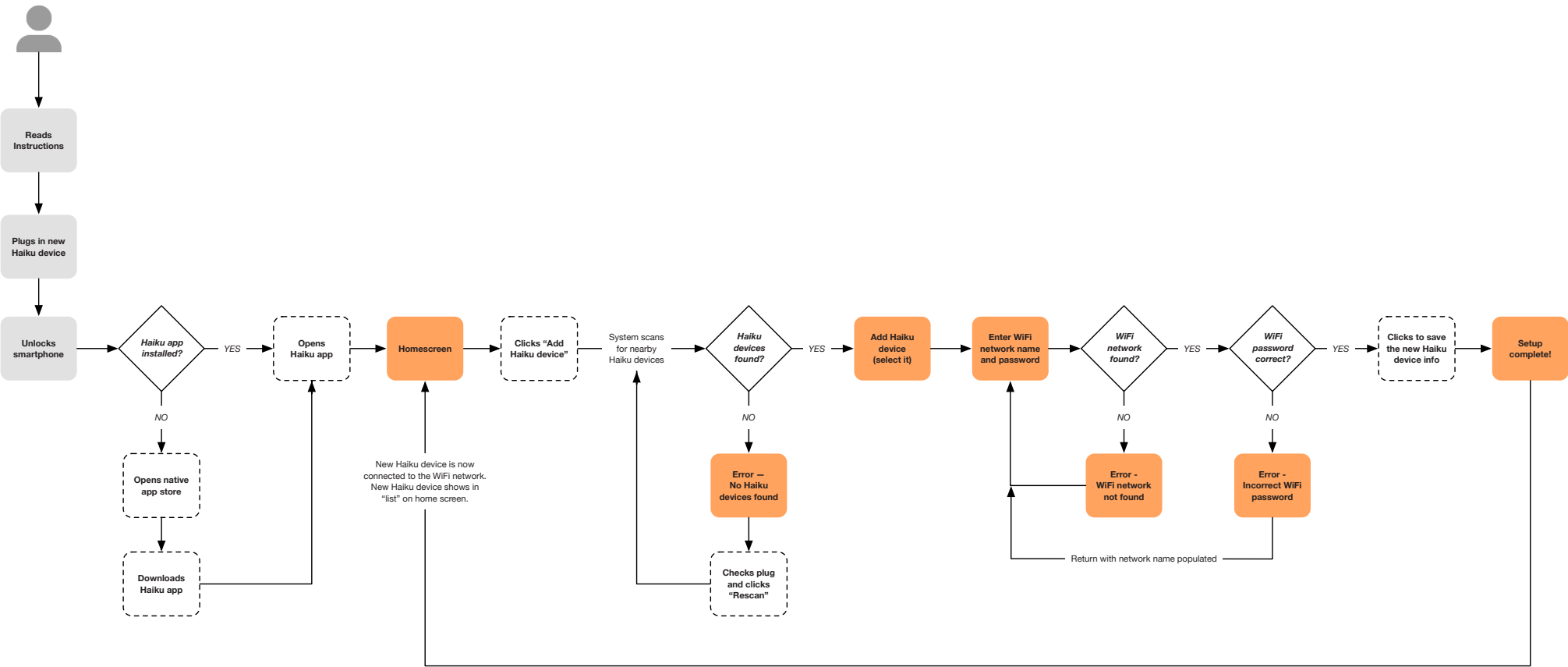
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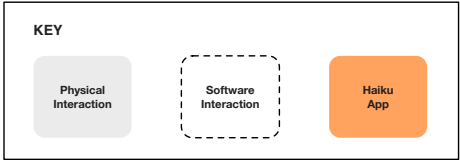
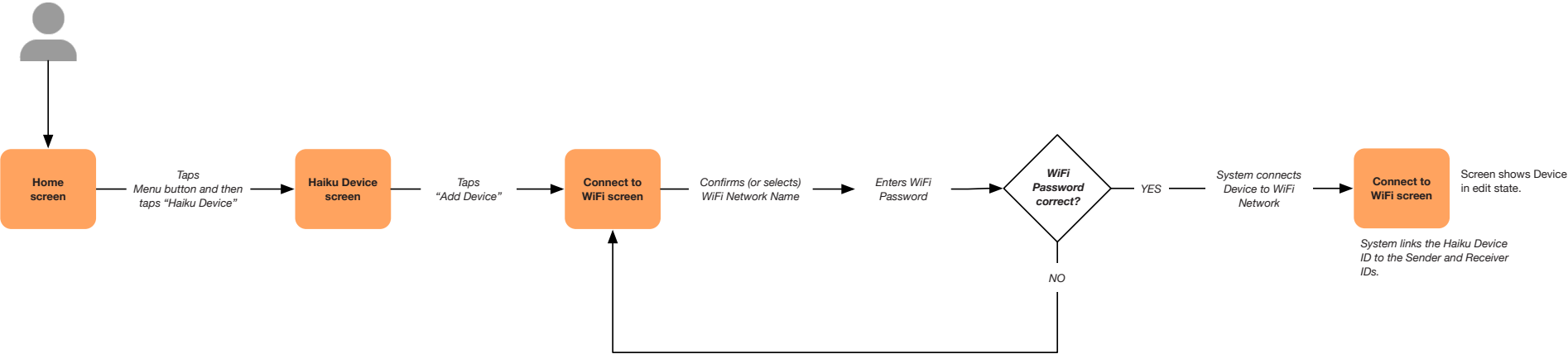
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# *User Flows*

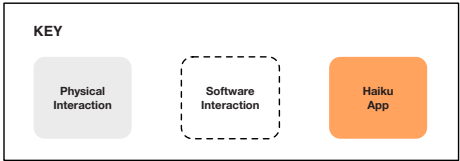
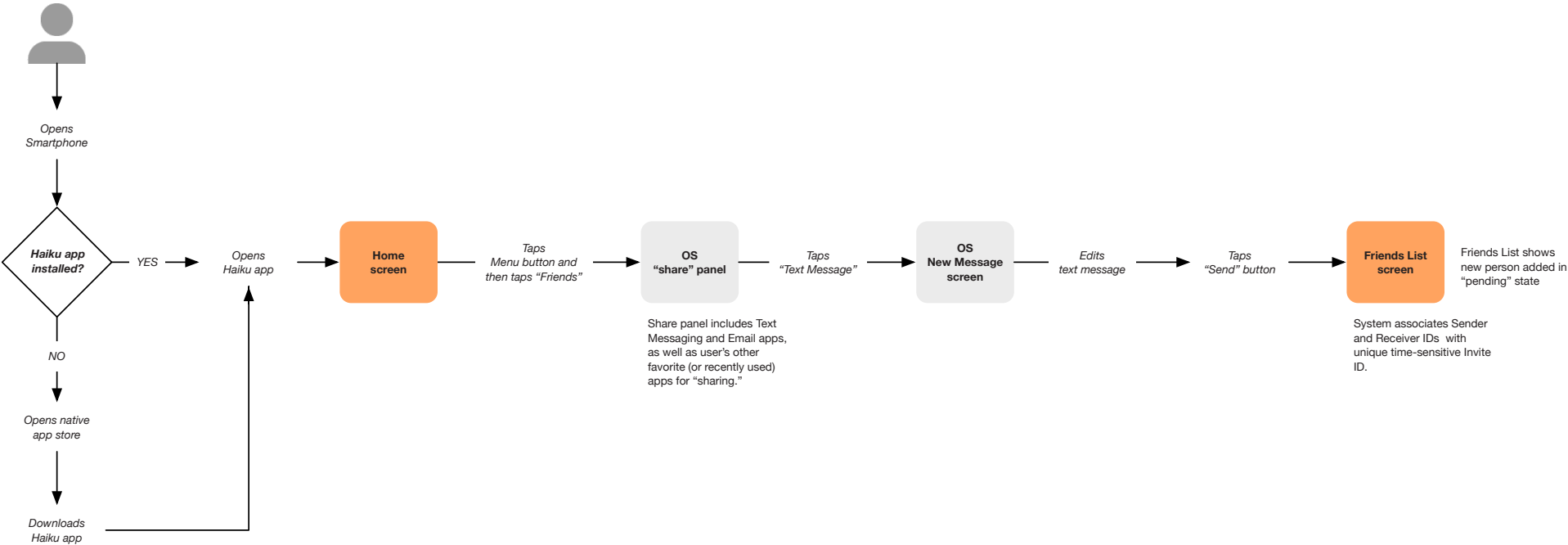
# Setup - Overview



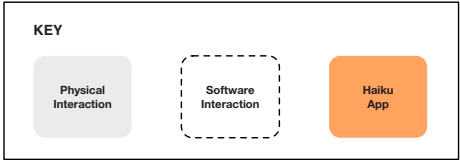
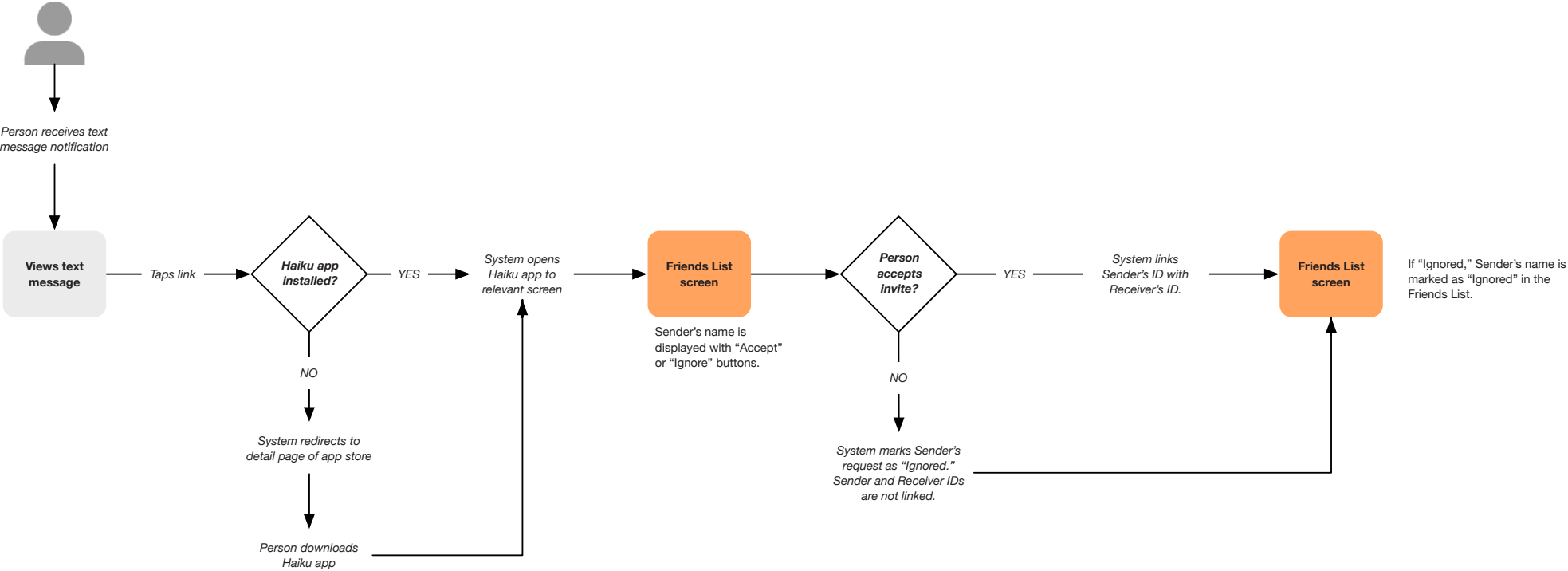
# Setup - Add Device



# Setup - Invite Friends

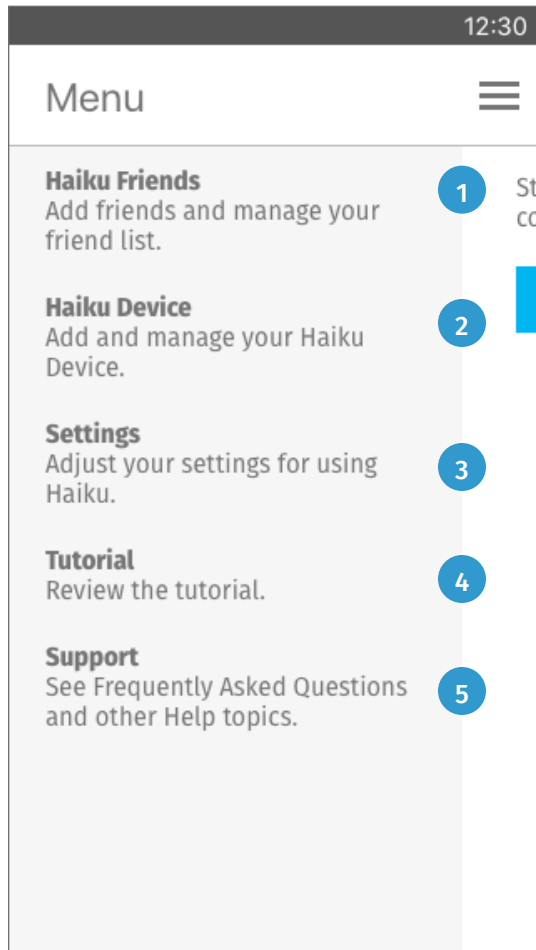


# Setup - Accept Invitation

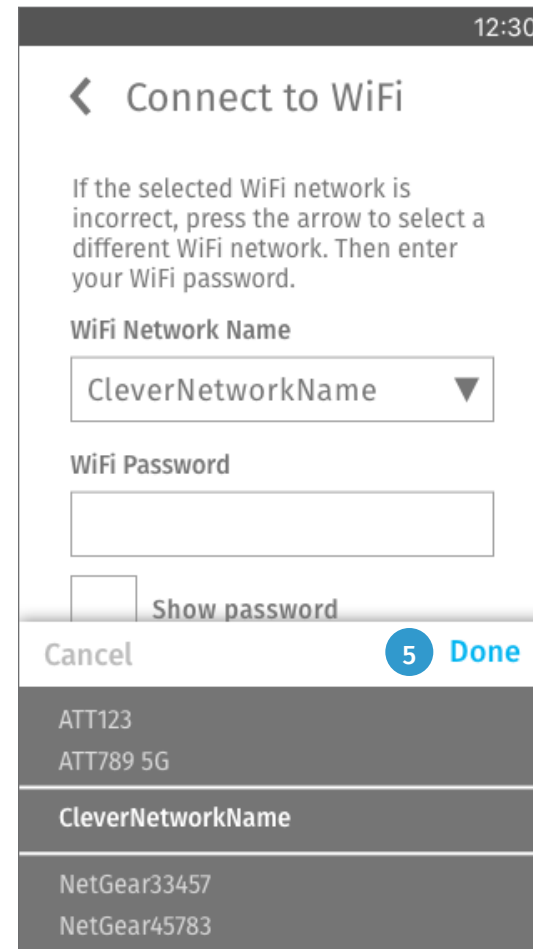
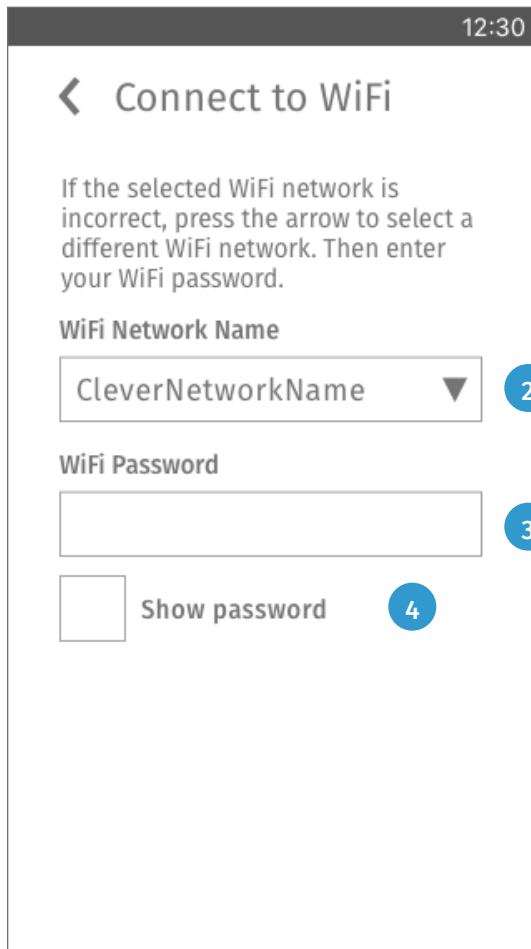
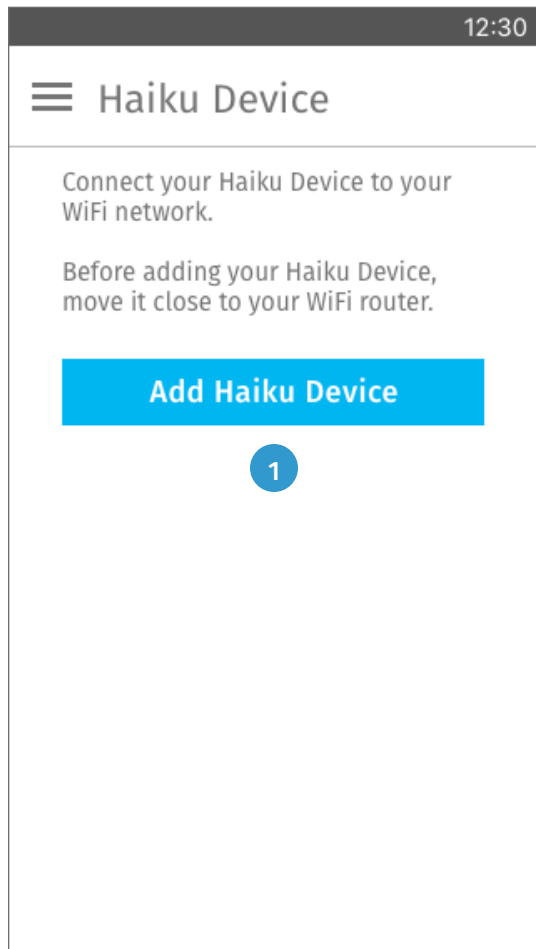


# *Haiku Application Screens*





- 1 Haiku Friends.** Access to adding a friend and accepting friend invitations.
- 2 Haiku Device.** Access for parents to connect their child's Haiku device to the home's WiFi network.
- 3 Settings.** Access to Settings.
- 4 Tutorial.** Access to the Haiku Tutorial. Content TBD.
- 5 Support.** Access to Help content. Content TBD.



**1 Add a Device.** When parent taps “Add Haiku Device,” the system starts scanning for nearby networks. After scanning, system advances to Note #2.

**2 Select Network.** The WiFi network with strongest signal strength is selected by default. Parent can tap to switch to a different network (see Note #5).

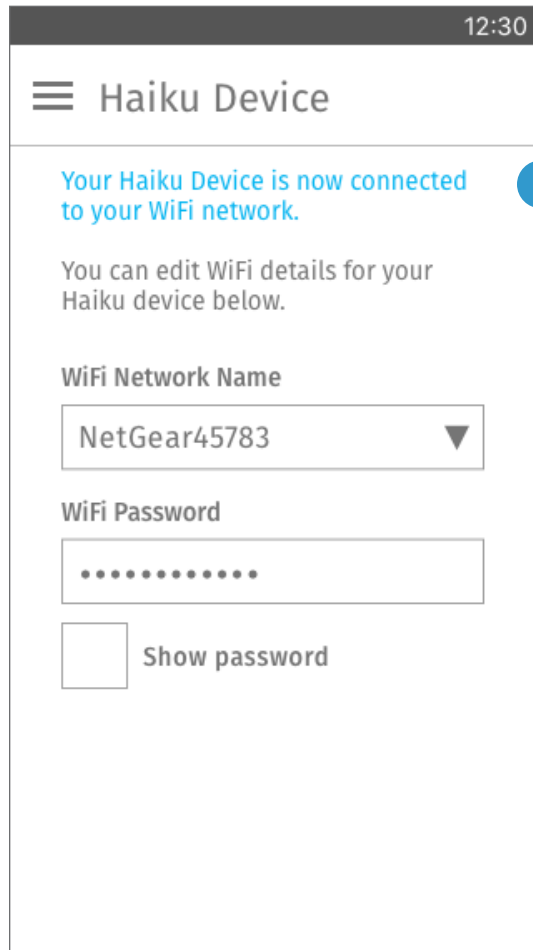
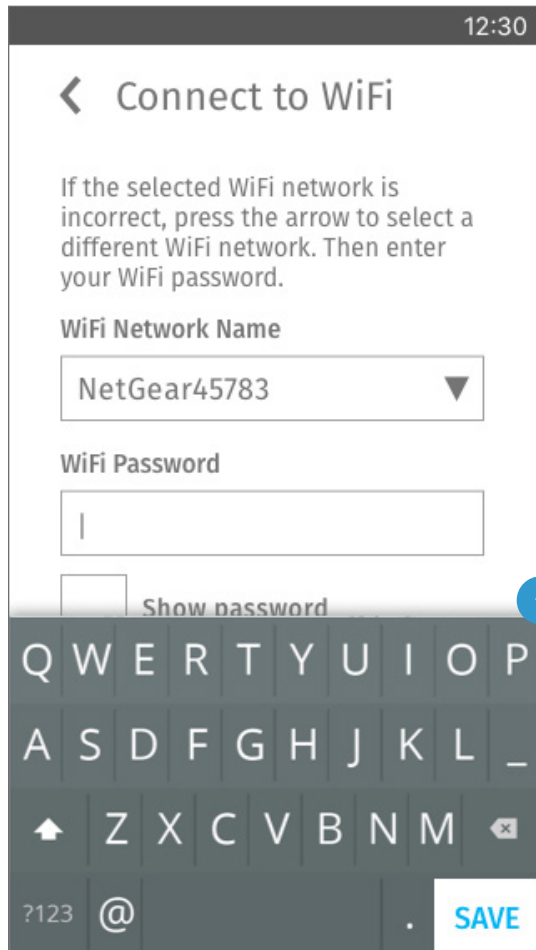
If there are no nearby networks, system displays the “No Network Found” message shown in Note #1 on Page 12.

**3 Enter Password.** Parent taps to enter the WiFi password. When parent taps the password field, the phone’s native keyboard appears (see Note #1 on Page 11).

**4 Show Password.** Parent can tap to show the entered password to confirm it’s been input correctly.

**5 Choose a Different Network.** The system shows the closest nearby networks in this list. Parent taps to select a network from the list, and then taps “Done.”

*Consideration:* We want to limit the number of networks that can be shown here. Depending on how we solve this technically, we’ll come back to this screen to revise the interaction.

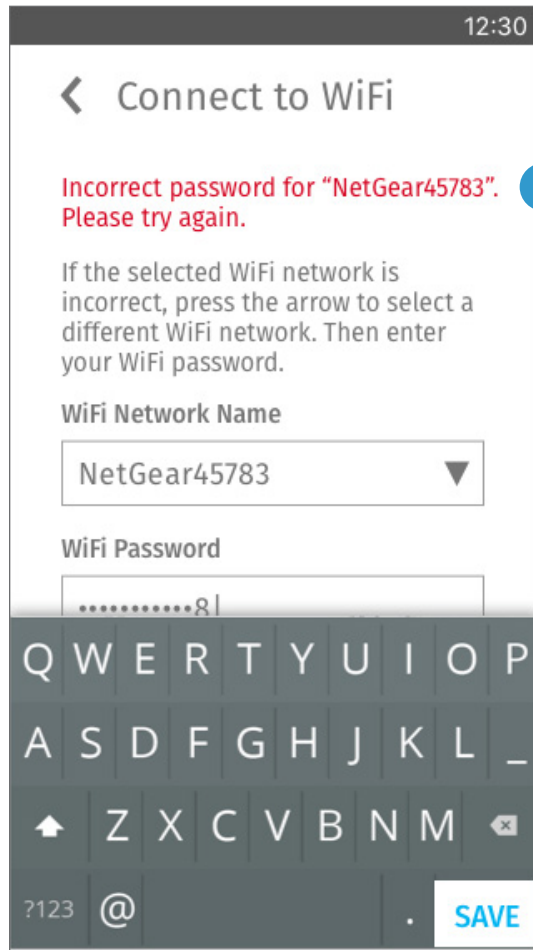
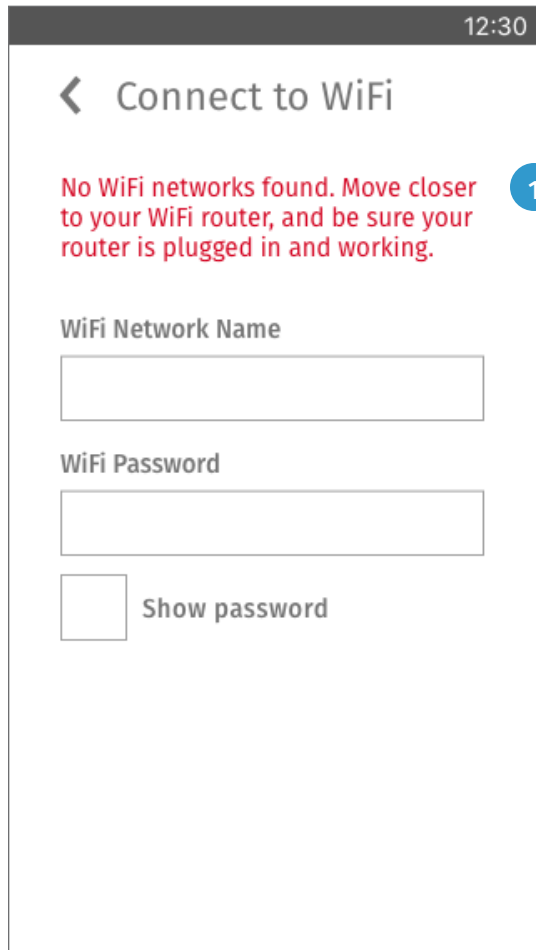


- 1 Keyboard.** Parent enters the password using the native keyboard, and then taps "Save."

- 2 Device Connected to WiFi Network.** Display confirmation message here.

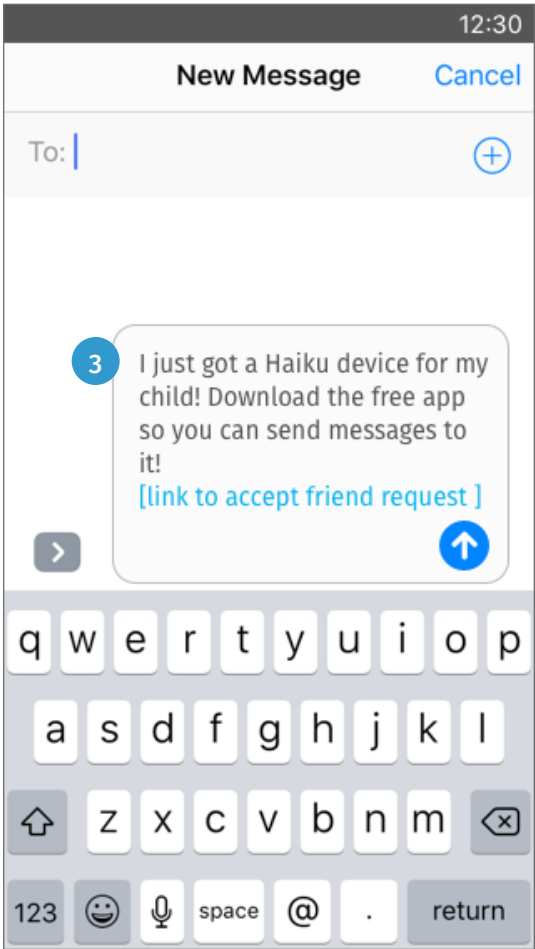
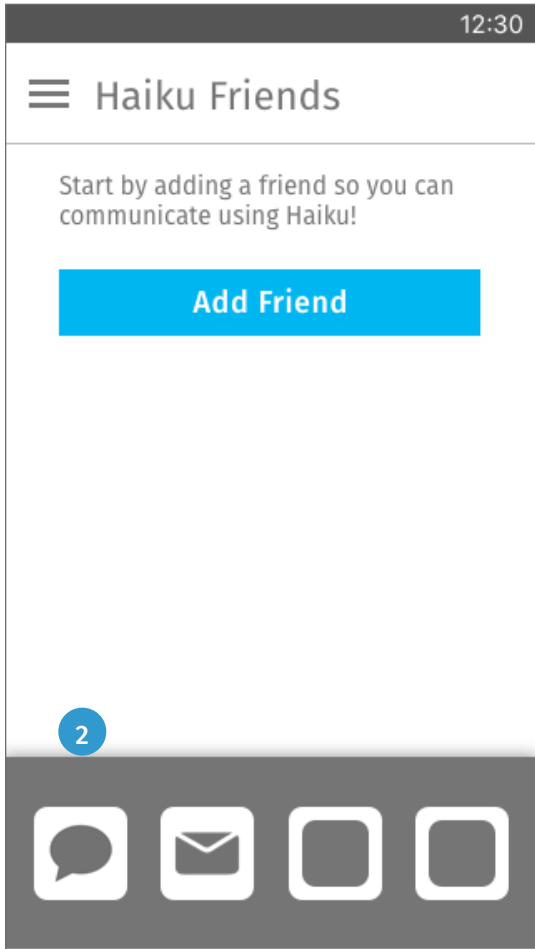
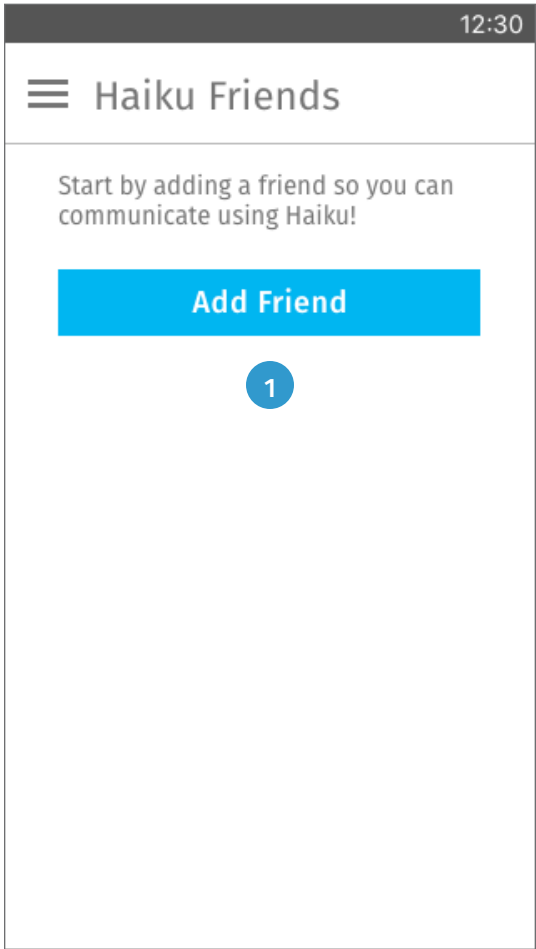
After parent taps "Save," the system tries to connect the Haiku device to the WiFi network. If successful, the system displays the "Device Connected to WiFi Network" message at the top of the screen.

If parent enters the incorrect password for the selected network, system displays the "Incorrect Password" message shown in Note #2 on Page 12.



- 1 No Network Found.** If there are no nearby networks, the system displays this message.
- 2 Incorrect Password.** If parent enters the incorrect password for the selected network, the system displays this message.

# Add a Friend



**1 Add a Friend - First Time.** Parents send Friend Invitations to the people with whom the child wants to communicate.

If the parent hasn't added any friends yet, this screen displays the "Add Friend" button. Parent taps it to open the panel at the bottom of Note #2.

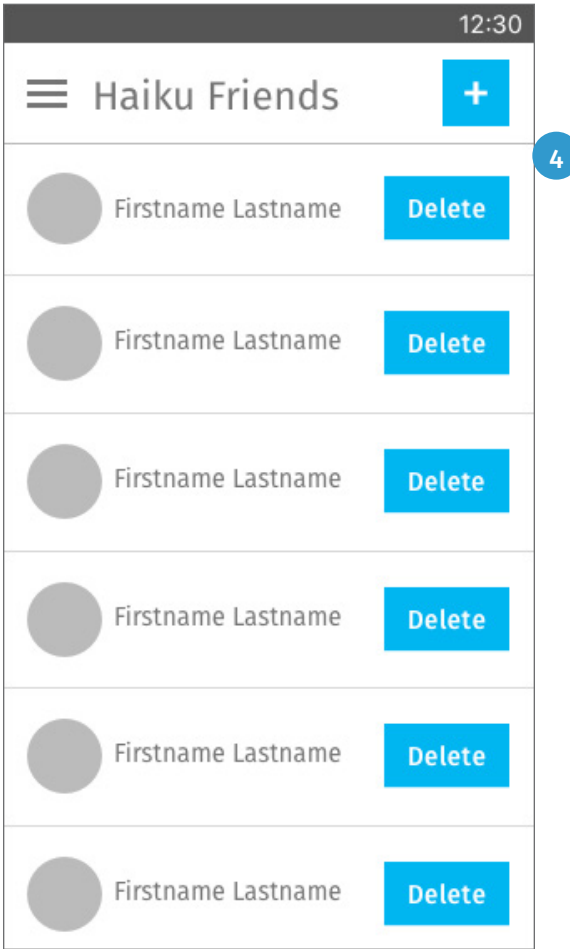
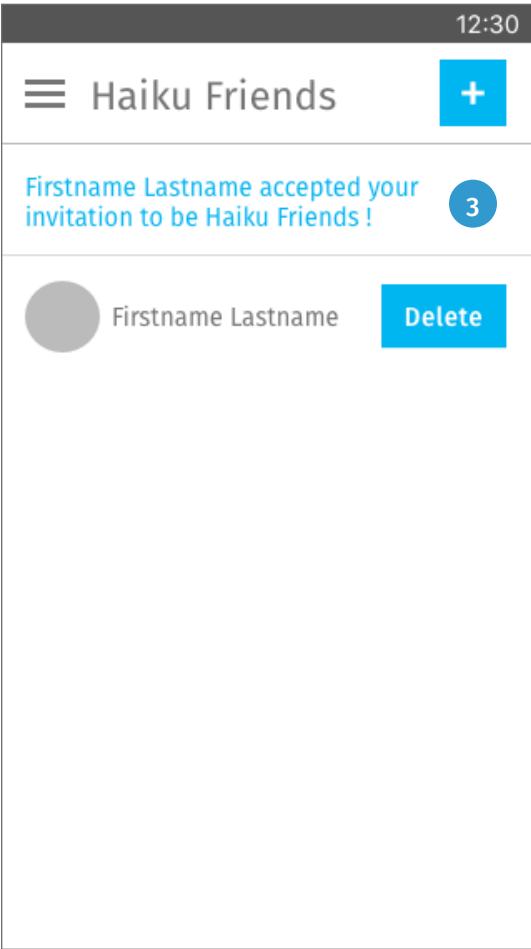
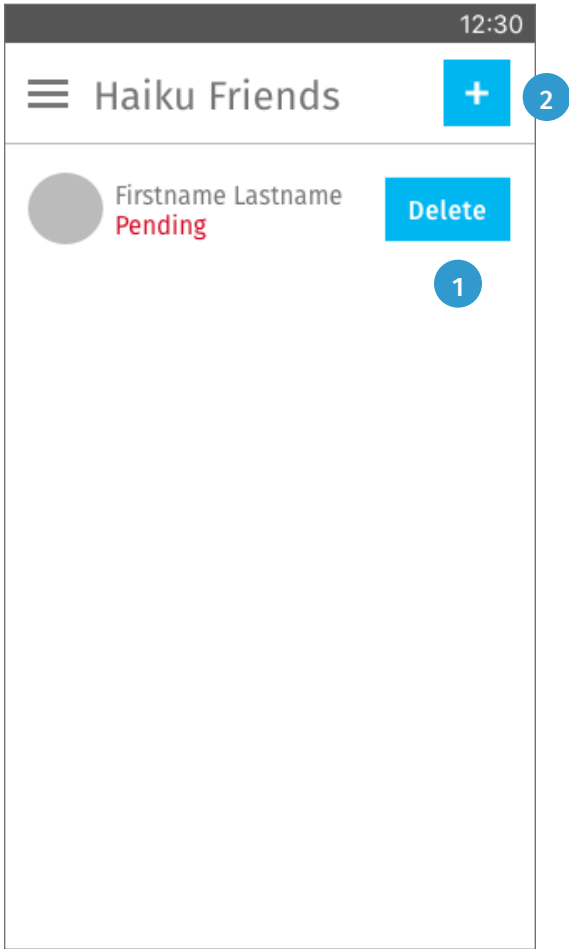
**2 Select Channel Panel.** This features uses the phone's native "share" panel and is populated with the phone's default sharing options (or preferred options if these have been set up by the user).

Parent taps one of the channels to open the native feature with a prepopulated

message. See Note #3 as an example using the phone's text message app.

**1 Send Text Invitation.** System prepares the message with prepopulated content.

Parent addresses and sends the text message as normal.



**1 Haiku Friends - Friends List.** After parent sends an invitation, a new “pending” item appears in the Friends List.

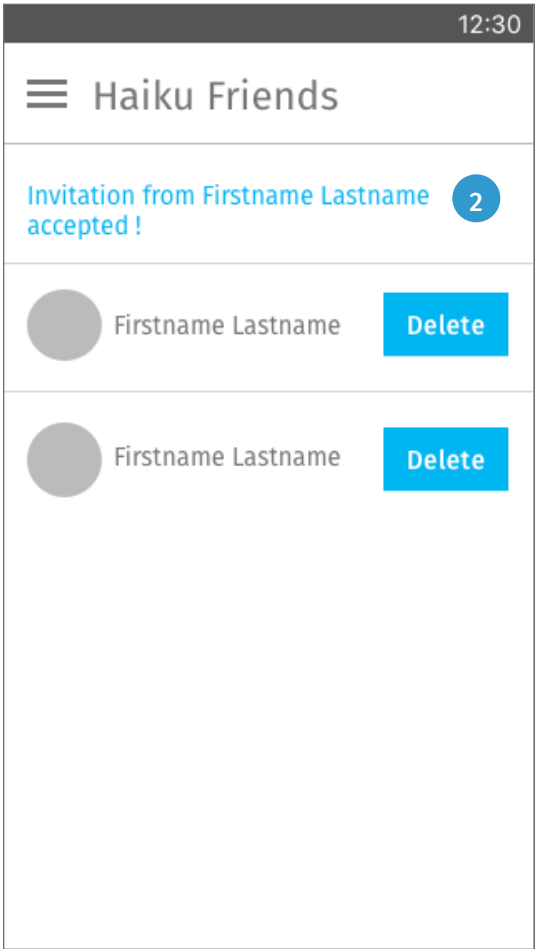
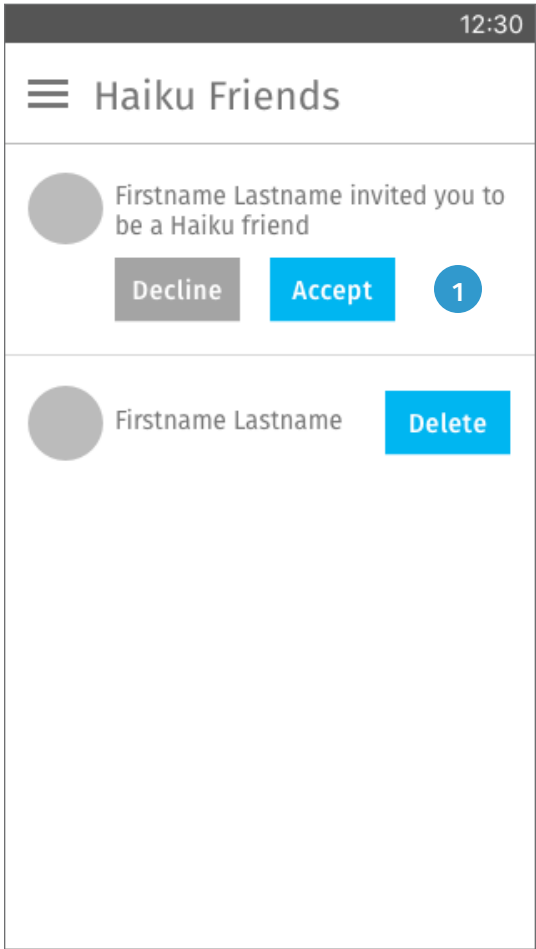
**3 Invitation Accepted.** When an invitation is accepted, a confirmation message appears at the top of the screen.

Parent can delete the invitation, which breaks the connection between parent and grandparent. So if grandparent clicks the link in the invitation, they see an error message.

**2 Add Friend.** To send more invitations, parent taps the plus (+) icon to open the Select Channel Panel (see Note #2 on page 13).

**4 Multiple Friends.** Example with multiple friends.

# Accept Friend Invitation



**1 Pending Invitation.** When parent sends an invitation, it appears in the grandparent's Friends List. Grandparent can either accept or decline the invitation.

If the invitation is accepted, the system creates a link between the grandparent's Haiku app and the ID of the Haiku device associated with the parent's Haiku app. There is now a direct link between the grandparent's Haiku app and the child's device.

**2 Invitation Accepted.** When grandparent accepts, the system displays the confirmation message shown here.