SMS specifications for sprint 1

HTML 5 project
V8.0

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Purpose of document

Document detailing UI specifications for the SMS section of the HTML5 project, sprint 1

Version control

Name	Version	Date	Notes
Ayman Maat	1.0	20.06.12	initial document produced
Ayman Maat	2.0	21.06.12	refer to release note
Ayman Maat	3.0	04.07.12	refer to release note
Ayman Maat	4.0	06.07.12	refer to release note
Ayman Maat	5.0	12.07.12	refer to release note
Ayman Maat	6.0	25.07.12	refer to release note
Ayman Maat	7.0	10.08.12	refer to release note
Ayman Maat	8.0	12.12.12	refer to release note

Release note

Wireframe pack lives in:

new wireframes

- SMS : message composer handling multiple SMS packets

updated wireframes

- none

deleted wireframes

- none

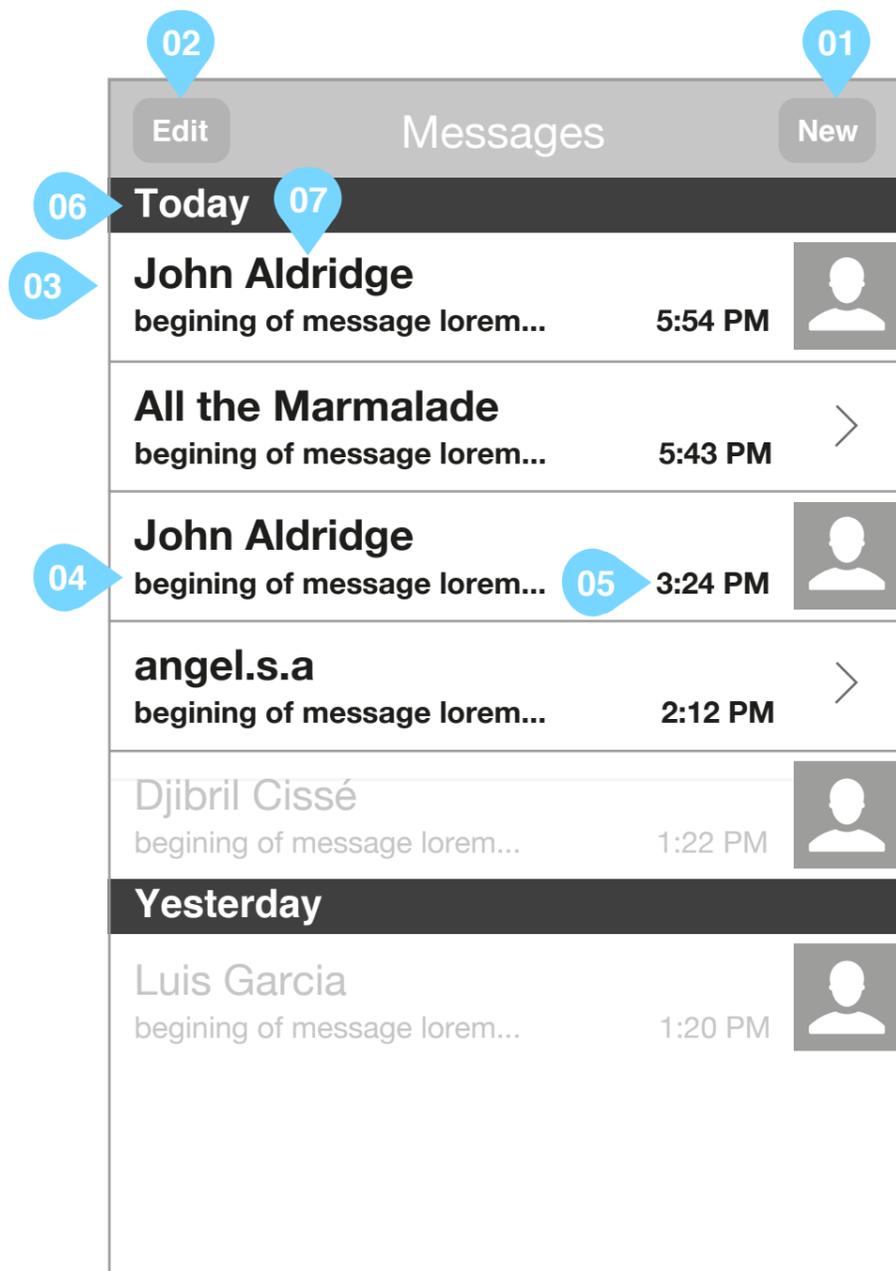# Table of Contents

Comms app (basic comms)
SMS : message thread listing

02 **01**

Edit   Messages   New

06 Today **07**

03 John Aldridge
begining of message lorem...   5:54 PM

All the Marmalade
begining of message lorem...   5:43 PM   >

John Aldridge
04 begining of message lorem...   **05** 3:24 PM

angel.s.a
begining of message lorem...   2:12 PM   >

Djibril Cissé
begining of message lorem...   1:22 PM

Yesterday

Luis Garcia
begining of message lorem...   1:20 PM

Wireframe illustrating content that is contained under the SMS tab:

annotation

01   **Compose new message button**

upon tap
opens black SMS composer. refer to wireframe ' SMS : new message composer'

02   **Edit button**
if there is not content in the list make the edit button incative

upon tap
changes list area to editable mode. refer to wireframe 'SMS : message thread listing edit mode'

03   **message module**
highlighted text indicates that the thread contains unread incoming message

upon tap
takes the use to the message thread. refer to wireframe 'SMS : message thread'

04   **message preview**
- truncated text of last message in thread
- if a message has failed to be sent replace meassage preview with 'Message failed to send'

05   **timestamp**
timestamp of last message in message thread

06   **time labelling**
for time labelling specification refer to wireframe 'call log' in wireframe pack 'HTML5_Dialer_Contacts_20120620_R2S1'

07   **name of contact**
if name of contact is unknown output contacts phone number
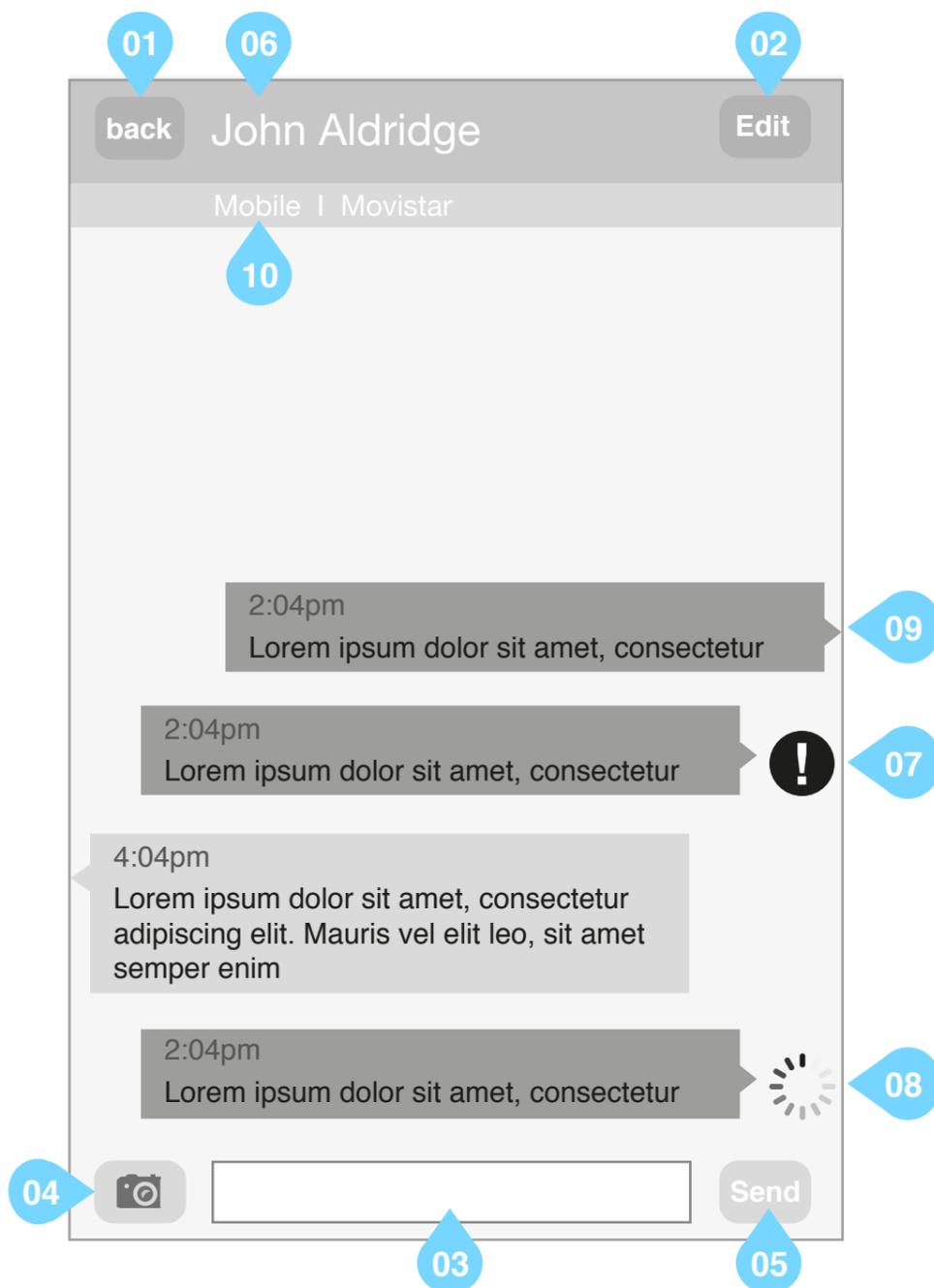
scrolling behaviour

- refer to wireframe: 'call log' in wireframe pack 'HTML5_Dialer_Contacts_20120724_R2S1_V4.0'.

first time / empty state

When the list is empty output 'no messages recorded, why not start communicating now'

Comms app (basic comms)
SMS : message thread

01 **06** **02**

back John Aldridge Edit

Mobile I Movistar

10

2:04pm
Lorem ipsum dolor sit amet, consectetur **09**

2:04pm
Lorem ipsum dolor sit amet, consectetur ! **07**

4:04pm
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Mauris vel elit leo, sit amet semper enim

2:04pm
Lorem ipsum dolor sit amet, consectetur **08**

04 📷 Send **05**

03

Wireframe illustrating an SMS message thread:

annotation

01   Back button
upon tap
takes the user back to the interface from which the thread was called

02   Edit button
upon tap
changes list area to editable mode. refer to wireframe 'SMS : edit mode'

03   textfield
upon tap
opens keyboard so that user can post to thread. refer to wireframe 'SMS : existing message composer'

04   add picture button

05   send button

06   contact name
if no name is associated to the contact write the contacts phone number here
upon tap
takes the user to the contacts profile. refer to wireframe : 'contact detail'

07   indication of failure in message sending
upon tap
takes the user to wireframe 'SMS : message failure options'

08   sending activity indicator
- upon successful sending of a message indicator vanishes and message right indents to enforce its sending
- if the message has not been sent becasue the service is unavailable the indicator remains until service becomes available and message is sent.

09   successfullly sent message

10   type of phone and carrier
- if a name is associated to the contact
        - if on information is entered into the carrier field that is associated to the phone number
                - replace the carrier with the phone number.
        - if the same contact has two unique phone numbers and the type and carrier are the same for each entry
                - replace the carrier with the phone number.
- if no name is associated to the contact
        - if on information is entered into the carrier field that is associated to the phone number leave the carrier field empty as phone
  number appears in place of contact name.
- if the contact is not in the users address book
        - do not display type of phone and carrier

scrolling behaviour
when the boundaries of the list are reached

- when the user drags vertically the list behaves elastically with the user being able to move the content but it snapping back to its original position when the user releases. Refer to the contact list of the iPhone for behavioural reference
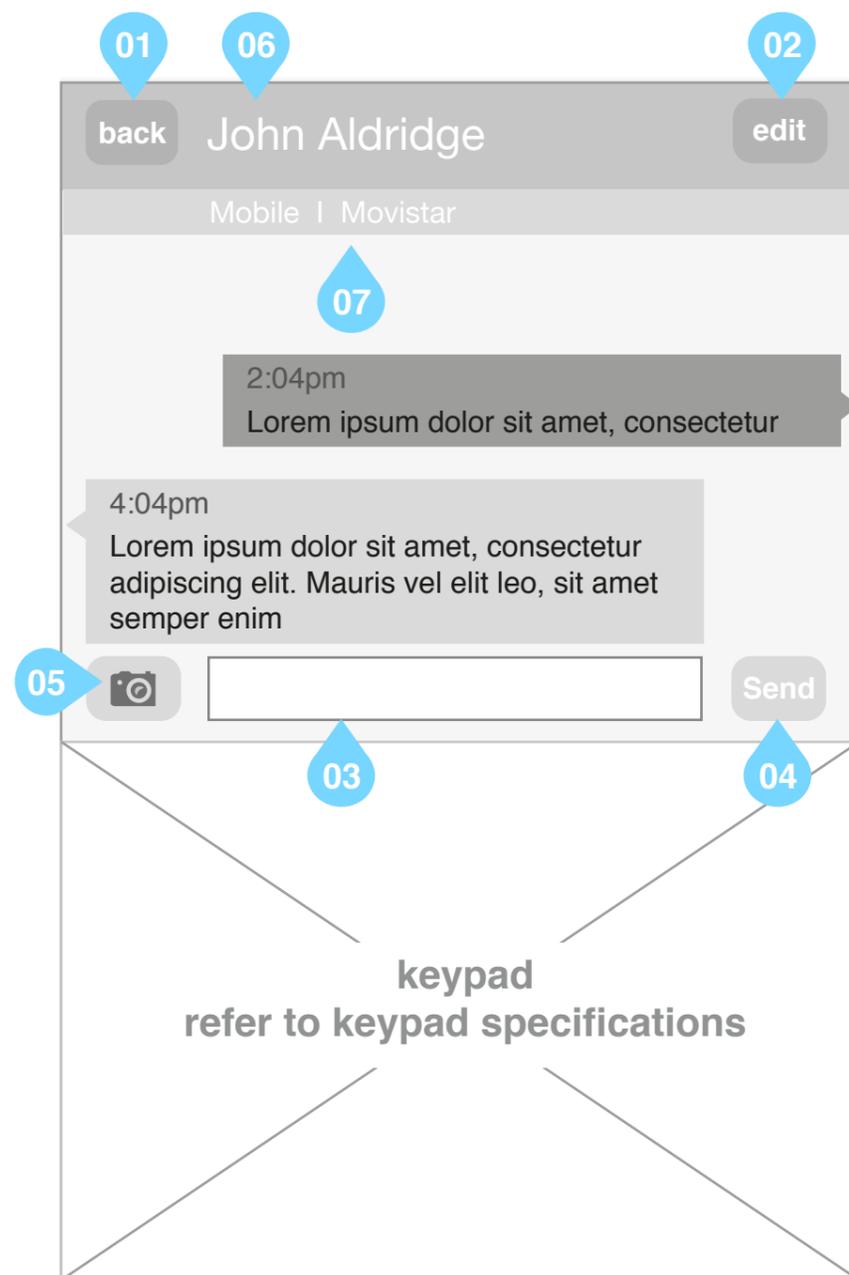
- ensure that this is implemented for all versions of a message thread

first time / empty state

When the list is empty output 'no messages recorded, why not start communicating now'

Comms app (basic comms)
SMS : existing message composer

01 **06** **02**

back John Aldridge edit

Mobile I Movistar

07

2:04pm
Lorem ipsum dolor sit amet, consectetur

4:04pm
Lorem ipsum dolor sit amet, consectetur
adipiscing elit. Mauris vel elit leo, sit amet
semper enim

05 [📷] [ ] Send

03 **04**

keypad
refer to keypad specifications

Wireframe illustrating an SMS message thread:

annotation

01   **Back button**

upon tap
takes the user back to the interface from which the thread was called

02   **Edit button**

upon tap
- keyboard is closed
- changes list area to editable mode. refer to wireframe 'SMS : edit mode'

03   **textfield**
plays back to user what they have written prior to posting on message thread

04   **Send button**
if flight safe mode is off
        - submits content of text field to message thread
if flight safe mode is on
        - opened wireframe 'confirmation dialogue' contained in wireframe pack 'HTML5_Dialer_Contacts_20120810_R2S1_V6.0' and
populate dialogue with:
                title: "Flight Safe Mode Activated"
                body: "In order to send a message, you must first disable Flight Safe Mode"
                buttons: "OK" (closes the dialogue and returns the user to wireframe 'SMS : existing message composer'

other input errors to communicate to end user upon selecting send:
- content typed into text field exceeds limit
- memory assigned for message storage is close to limit
- memory assigned for message storage exceeds limit
- service is unavailable. refer to wireframe : 'SMS : service unavailable'

05   **add photo button - version 2 feature**
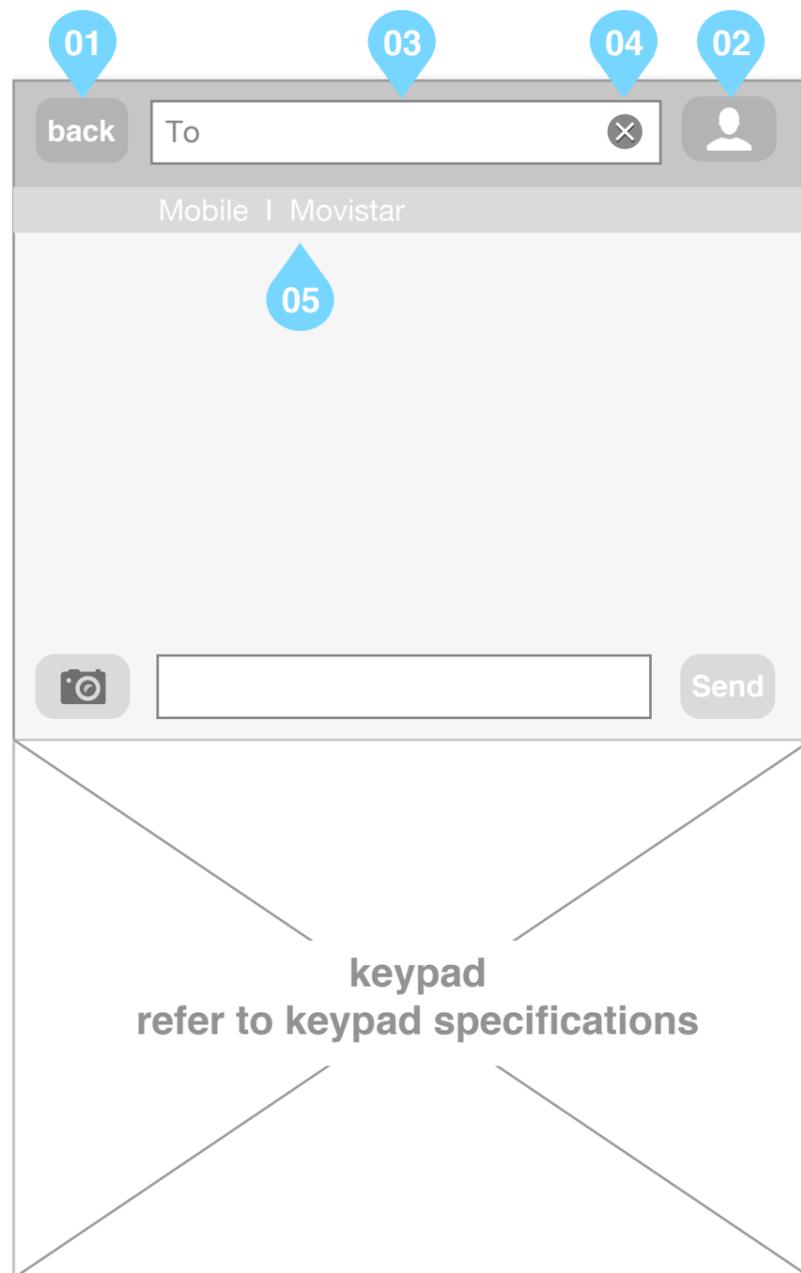
06   **contact name**
for requirements refer to wireframe : 'SMS : message thread'

07   **type of phone and carrier**
for requirements refer to wireframe : 'SMS : message thread'

Comms app (basic comms)
SMS : new message composer

01 **03** **04** **02**

| back | To | ⊗ | 👤 |

Mobile I Movistar

05

| 📷 | | Send |

**keypad
refer to keypad specifications**

Wireframe illustrating an SMS message thread:

annotation

01   **Back button**

upon tap
takes the user back to wireframe 'SMS : message thread listing'

02   **add contact button**

if content is already added to the textfield in annotation 03 make add contact button inactive

when active upon tap
- contact list is opened. refer to wireframe 'SMS : contact list'

03   **To Textfield**

when a recipient is added to the SMS via annotation 02 write name in textfield. otherwise:

upon tap
- text box becomes active, keyboard remains alphabetical

upon type
- upon typing a string live search results of string to contact name matches show in messages pane. refer to wireframe 'SMS : contact search autocomplete'

input errors to communicate to end user upon typing:
- no search results returned.

04   **call to action to delete content of textfield**

upon tap
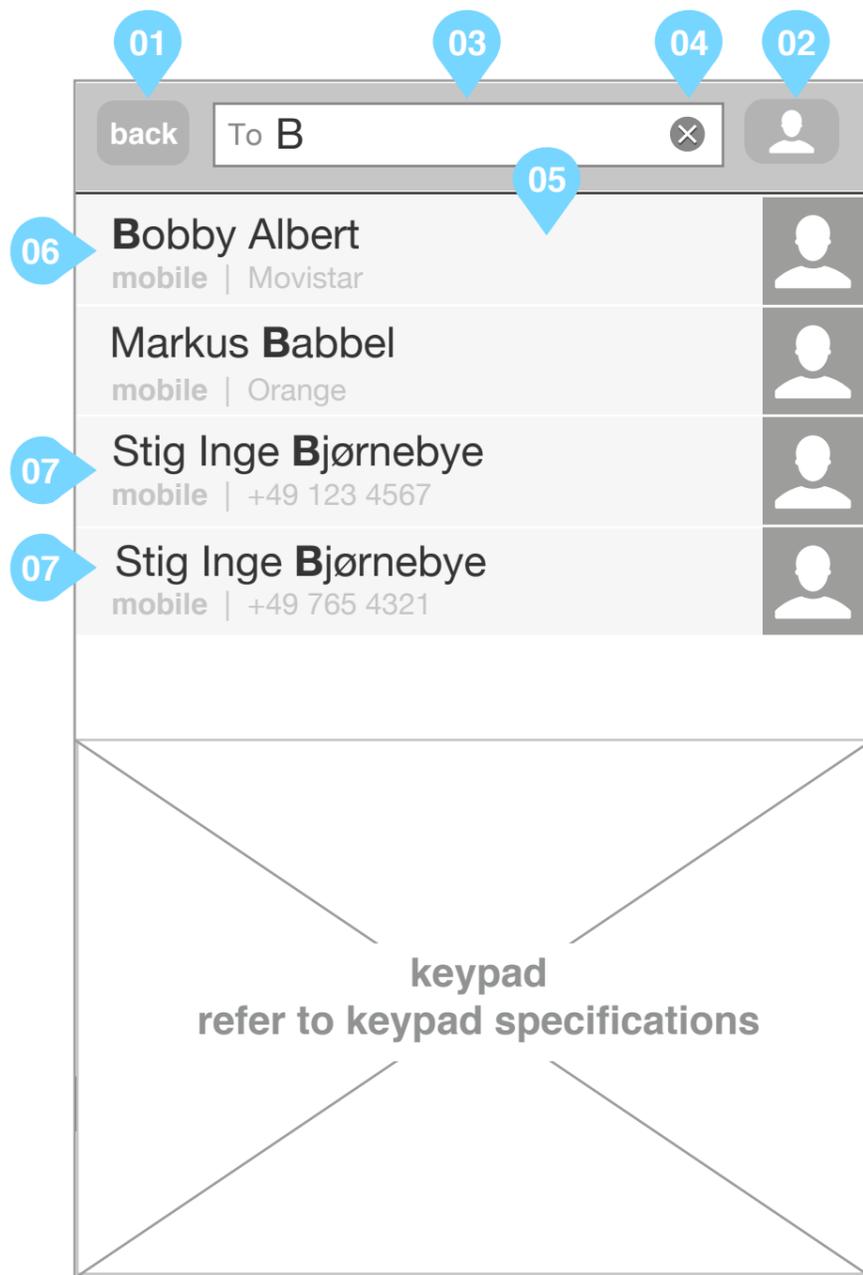content of text field is cleared

05   **type of phone and carrier**
- ony added to screen once a contact is from the address book has been added to the 'To' field.
- for further requirements refer to wireframe : 'SMS : message thread'

For all other functional specifications refer to wireframe 'SMS : existing message composer'

Comms app (basic comms)
SMS : contact search autocomplete

01 **03** **04** **02**

| back | To **B** ⊗ | 👤 |

05

06 **B**obby Albert
mobile | Movistar 👤

Markus **B**abbel
mobile | Orange 👤

07 Stig Inge **B**jørnebye
mobile | +49 123 4567 👤

07 Stig Inge **B**jørnebye
mobile | +49 765 4321 👤

**keypad
refer to keypad specifications**

Wireframe illustrating an SMS contact search autocomplete

annotation

01   **Back button**

upon tap
- contents of text field are discarded
- user is taken back to wireframe 'SMS : message thread listing'

02   **add contact button**

button is inactive

03   **To Textfield**

04   **call to action to delete content of textfield**

upon tap
- content of text field is cleared
- interface is returned back to state illustrated in wireframe 'SMS : new message composer'

05   **List of contact search results**
- if a contact has a phone number associated to their profile
    - By default there should be one module per contact and each contact module should display name of contact, type of phone and carrier. refer to annotation 07.
        - Exceptions:
            - If a contact has more than one phone number display an individual module for each unique phone number
                - If the type or carrier is different for each unique phone number entry
                    - display the name of contact, type of phone and carrier in each respective module for each unique phone number
                - If the type and carrier are the same for each unique phone number entry
                    - display the name of contact, type of phone and the unique phone number in each respective module for each unique phone number. refer to annotation 07
            - If the phone number does not have any content in the carrier (phone notes) field.
                - display the name of contact, phone number type and Phone Number literal.
        - If the contact has no name, and the user searches for numeric values
            - display the phone number where the name of contact should be displayed, type of phone and carrier in each respective module. refer to annotation 08 overleaf
        - If the contact has no name and no carrier, and the user searches for numeric values
            - display the phone number where the name of contact should be displayed and type of phone in each respective module. refer to annotation 09 overleaf
- if a contact does not have a phone number associated to their profile
    - do not display the contact in the contact search results

- N.B. Carrier is taken from the notes field of the associated phone number. refer to wireframe : 'add contact' in HTML5_Dialer_Contacts_20120810_R2S1_V6.0
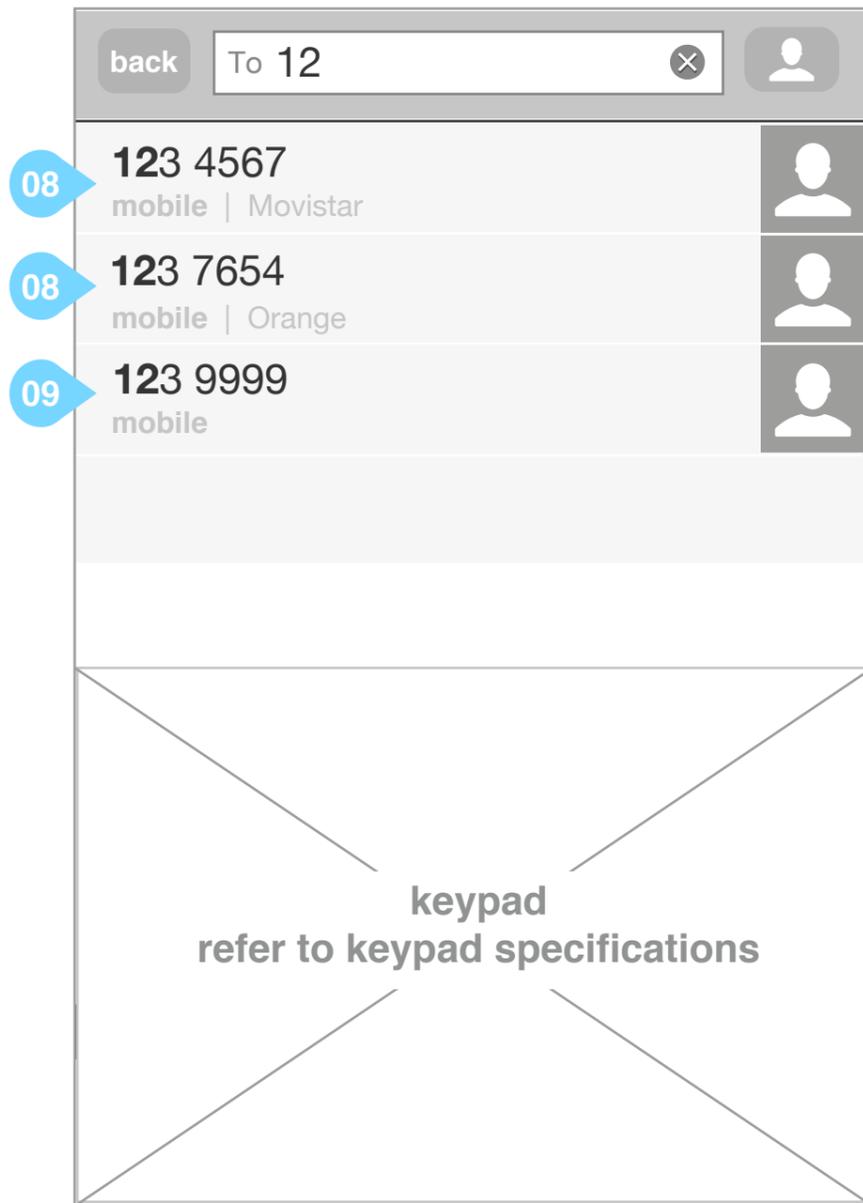
upon tap
- user is taken back to wireframe 'SMS : message thread listing' with the Contact added to 'To' field.
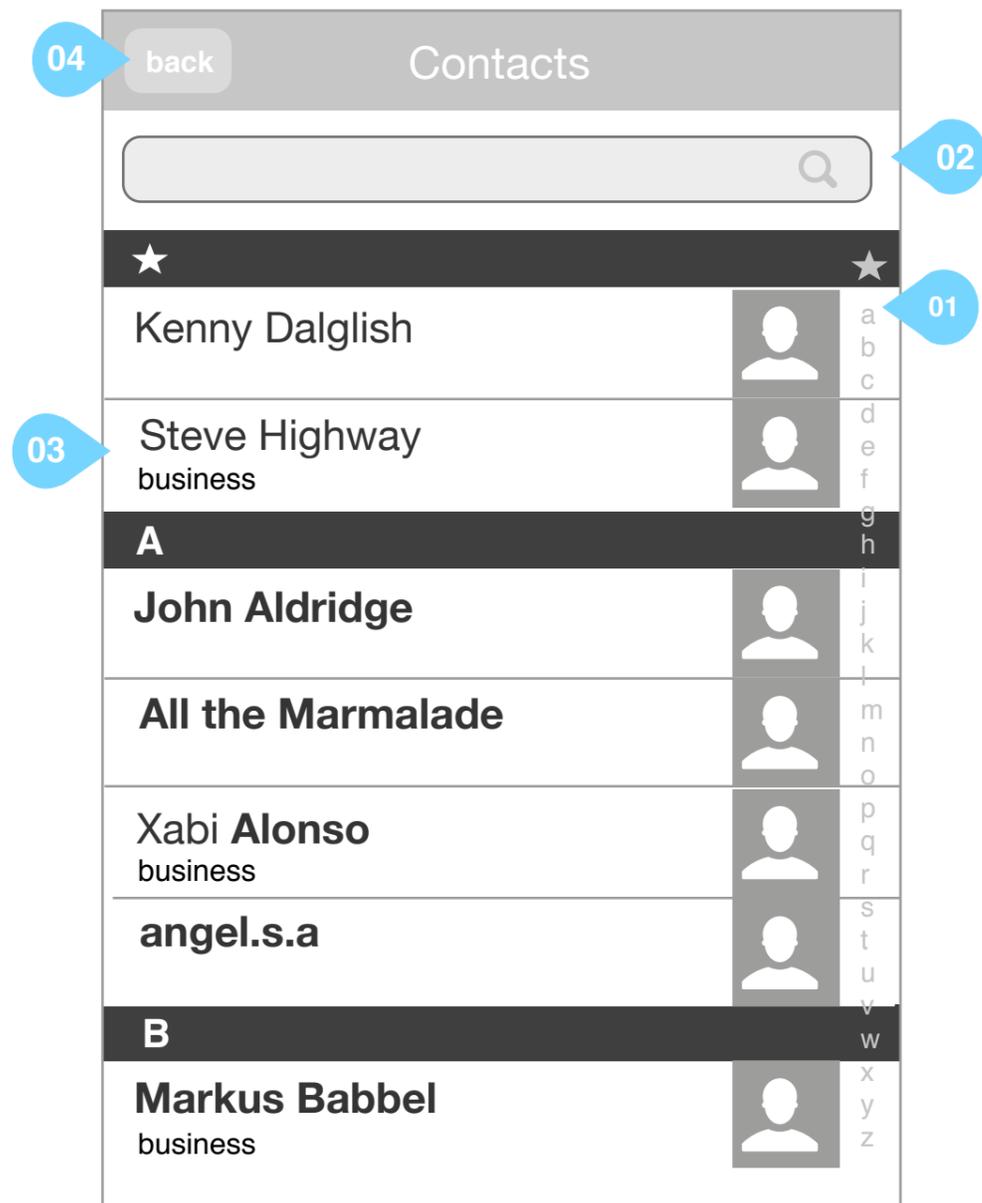
Comms app (basic comms)
SMS : contact search autocomplete (annotation continued)

...annotation continued from previous page

back   To 12   ⊗   👤

123 4567
mobile | Movistar

123 7654
mobile | Orange

123 9999
mobile

**keypad
refer to keypad specifications**

08
08
09

Comms app (basic comms)
SMS : contact list

04 back

Contacts

02

★   ★

Kenny Dalglish   **01**

a
b
c

03 Steve Highway
business

d
e
f

A

g
h

John Aldridge

i
j
k
l

All the Marmalade

m
n
o

Xabi **Alonso**
business

p
q
r

angel.s.a

s
t
u
v

B

w

Markus Babbel
business

x
y
z

Wireframe illustrating the contact list when accessed through the SMS tab

annotation

01   vertical index

upon tap
takes the user to the position in the contacts list starting with the selected letter

02   **Opens search facility allowing the user to search for a contact within the contacts list**

03   **Contact module including content of 'business' field if used**

upon tap
- If a contact within the contact list has only one phone number irrespective of 'type 'of phone number
     - clicking the contact in the contact list returns user immediately to wireframe 'SMS : new message composer' with the contacts name populating the 'To' field.
- If a contact has more than one phone number irrespective of 'type 'of phone number
     - clicking the contact in the contact list opens wireframe 'SMS : contact list phone numbers'
- If a contact within the contact list does not have a phone number
     - dialogue informing the user that there is no phone number is opened. refer to wireframe 'confirmation dialogue' in wireframe pack: HTML5_Dialer_Contacts_20120711_R2S1_V3.0. Content of dialogue is populated with:
         title: "no phone number"
         body: "<contact name> does not have a valid phone number"
         buttons: "OK" (closes confirmation dialogue and returns the user to wireframe 'SMS : contact list')

04   **back button**

upon tap
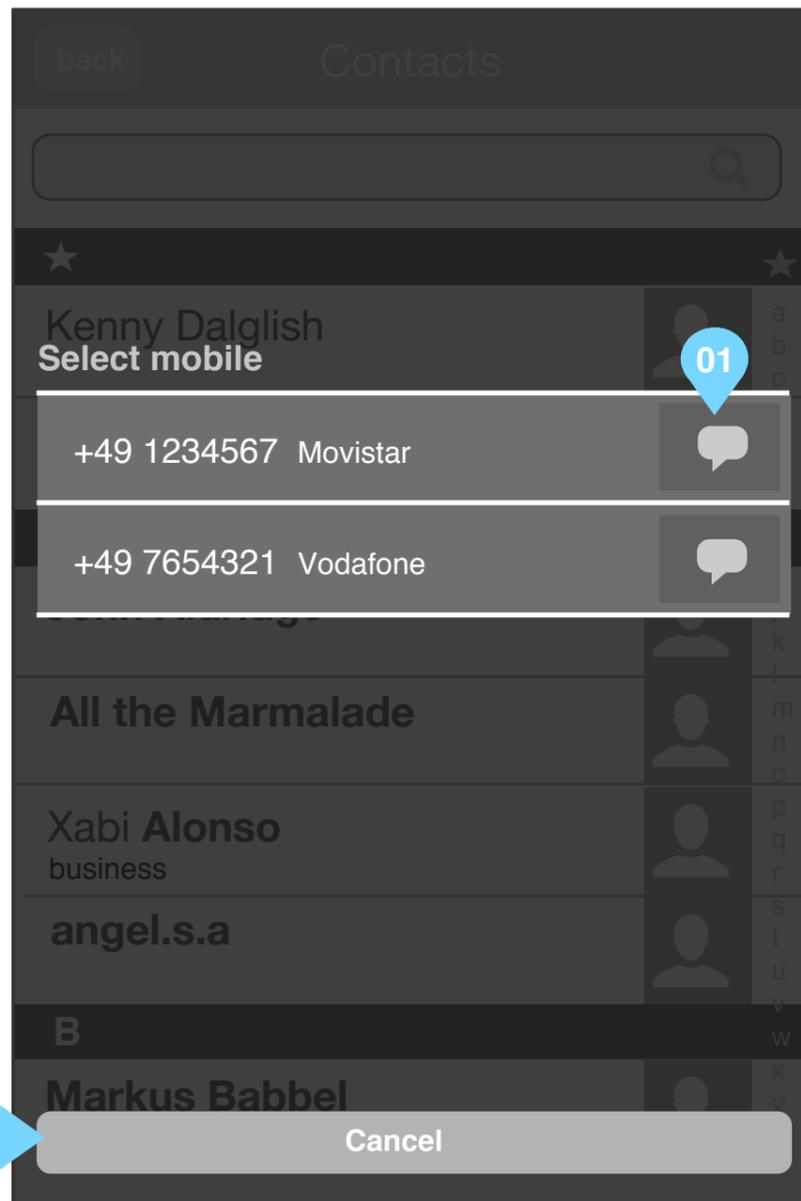user is returned to wireframe 'SMS : new message composer'

first time / empty state

- Suggest presenting in page invitation to import contacts or add new contacts.

- Make edit button inactive.

Comms app (basic comms)
SMS : contact list phone numbers

Wireframe illustrating reply options to a communications cluster in the timeline

annotation

01   **call to action to add contact to the SMS using the desired phone number**

upon tap
        - returns the user to SMS app with contacts name populated in the To field. refer to wireframe 'SMS : new message composer'
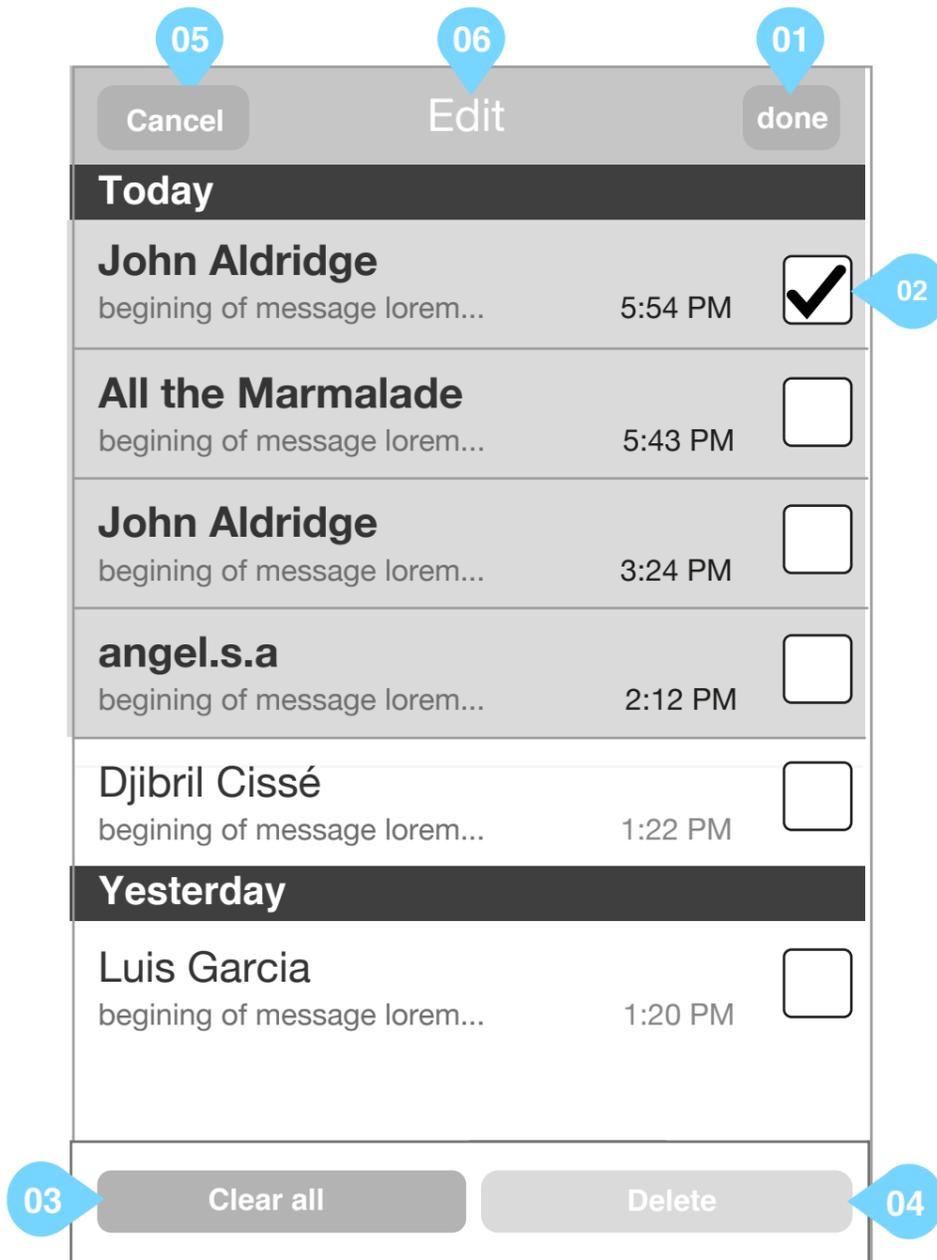
02   **cancel**

upon tap
closes overlay and returns the user back to their original view

Comms app (basic comms)
SMS : message thread listing edit mode

Cancel   Edit   **done**

Today

John Aldridge
begining of message lorem...   5:54 PM   ☑   02

All the Marmalade
begining of message lorem...   5:43 PM   ☐

John Aldridge
begining of message lorem...   3:24 PM   ☐

angel.s.a
begining of message lorem...   2:12 PM   ☐

Djibril Cissé
begining of message lorem...   1:22 PM   ☐

Yesterday

Luis Garcia
begining of message lorem...   1:20 PM   ☐

03   **Clear all**   **Delete**   04

Wireframe illustrating the messages listing in edit mode. The timeline in edit mode allows the user to:

- remove selected messages

- clear all messages from all contacts

annotation

01   **done button**

upon tap
- any edits to the timeline are committed
- editable mode is exited and the user is returned to the messages listing view
- label of button changes to 'edit'

02   **checkbox to select a message to delete**

upon tap

checkboxes become ticked

03   **clear all messages button**

upon tap
dialogue to confirm deletion of all messages from SMS is opened. refer to wireframe 'confirmation dialogue' in wireframe pack: HTML5_Dialer_Contacts_20120711_R2S1_V3.0
        Content of dialogue is populated with:
        title: "Clear all messgages"
        body: "Are you sure you want to clear all messages?"
        buttons: "Cancel" "Clear"

04   **delete selected messages button**
button is inactive until the user selects a checkbox

upon tap
deletes all selected messages

05   **cancel button**

upon tap
- any edits to the message thread listing are discarded
- editable mode is exited and the user is returned to the message thread listing view.
- label of 'Done' button changes to 'new'
- label of 'cancel' button changes to 'edit'
- Header text is replaced by the word 'Messages'
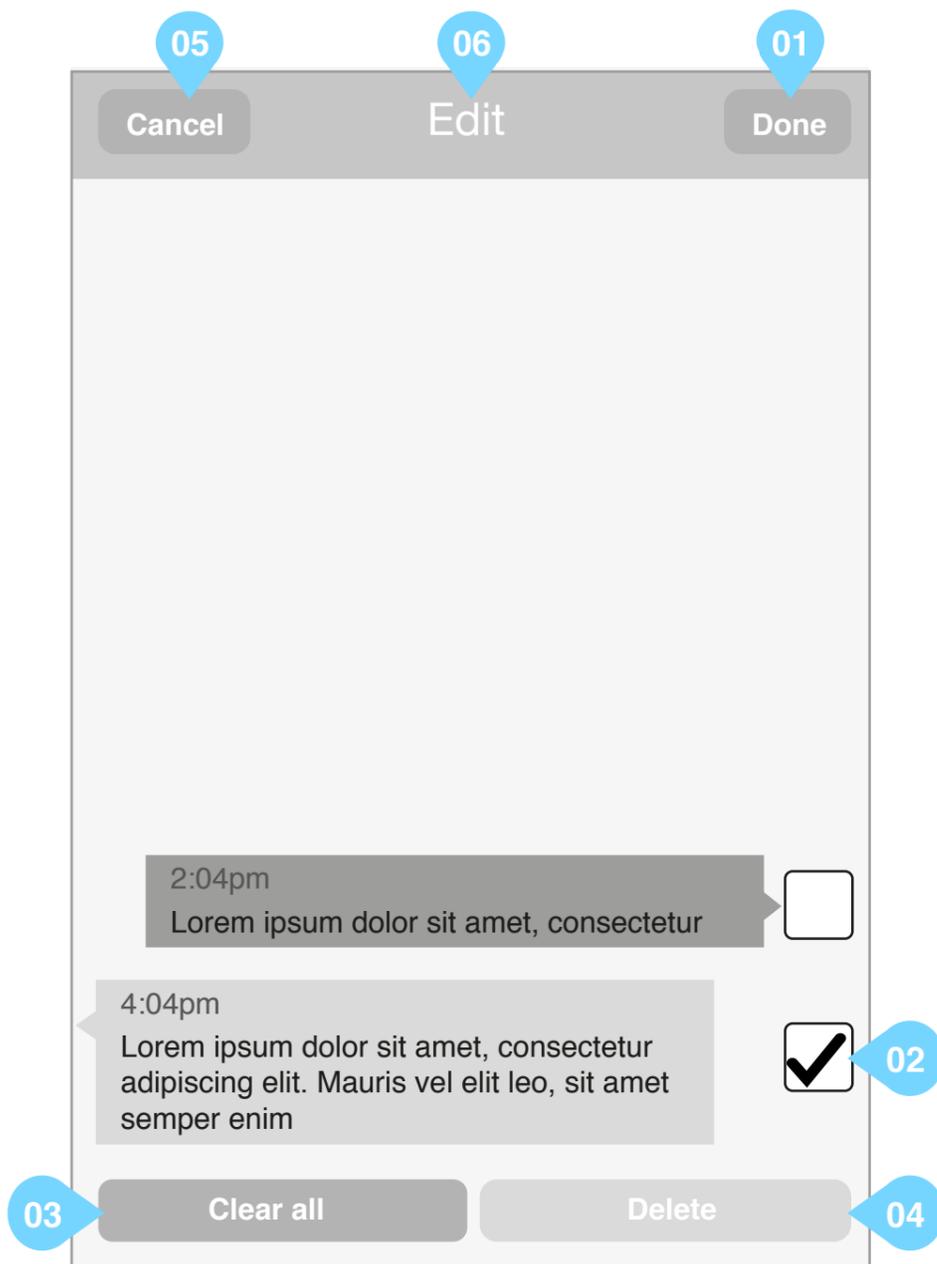refer to wireframe 'SMS : message thread listing'

06   **header text**

upon selection of a checkbox

replace 'edit' with '<n> selected' where <n> is the number of checkboxes selected

Comms app (basic comms)
SMS : message thread edit mode

05	06	01

Cancel   Edit   **Done**

2:04pm
Lorem ipsum dolor sit amet, consectetur   ☐

4:04pm
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Mauris vel elit leo, sit amet semper enim   ☑ — 02

03 — **Clear all**   **Delete** — 04

Wireframe illustrating the SMS thread in edit mode. The edit mode allows the user to:
- remove selected messages
- clear all messages in the thread

annotation

01   **done button**

upon tap
- any edits to the thread are committed
- editable mode is exited and:
    - if messages remain in the thread and the user has entered edit mode from wireframe 'SMS : message thread' user is taken to wireframe 'SMS : message thread'
    - if messages remain in the thread and the user has entered edit mode from wireframe 'SMS : existing message composer' user is taken to wireframe 'SMS : existing message composer'
    - if no messages remain in the thread user is taken to wireframe 'SMS : new message composer'

02   **checkbox to select a message to delete**

upon tap empty checkbox

checkboxes become ticked

upon tap ticked checkbox

checkboxes become empty

03   **clear all messages button**

upon tap y
dialogue to confirm deletion of all messages from selected contact is opened. refer to wireframe 'confirmation dialogue' in wireframe pack: HTML5_Dialer_Contacts_20120711_R2S1_V3.0
    Content of dialogue is populated with:
    title: "Clear all messgages"
    body: "Are you sure you want to clear all messages?"
    buttons: "Cancel" "Clear"

04   **delete selected messages button**
button is inactive until the user selects a checkbox

upon tap
deletes all selected messages

05   **cancel button**

upon tap
- any edits to the message thread are discarded
- editable mode is exited and the user is returned to the message thread view.
- label of 'Done' button changes to 'edit'
- label of 'cancel' button changes to 'back'
- Header text is replaced by name and carrier of contact
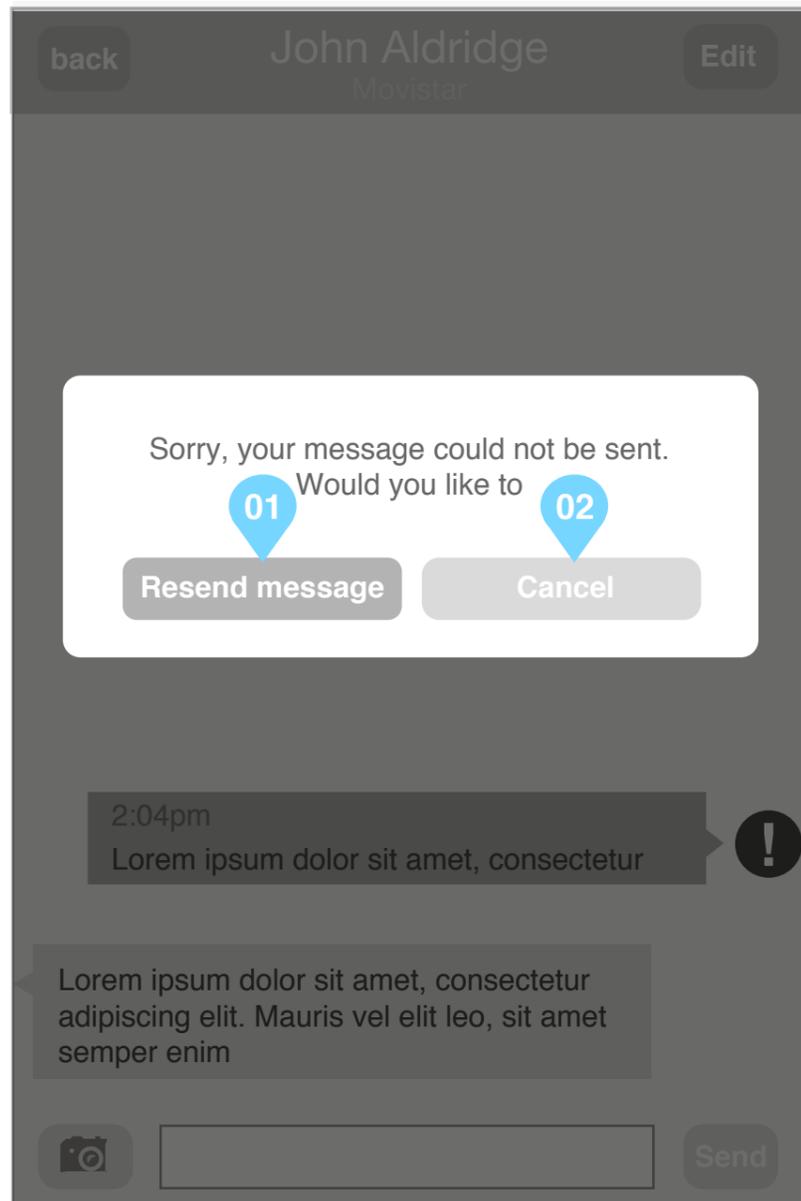refer to wireframe 'SMS : message thread'

06   **header text**

upon selection of a checkbox

replace 'edit' with '<n> selected' where <n> is the number of checkboxes selected

Comms app (basic comms)
SMS : message failure options

Wireframe illustrating the options when an SMS has failed to send:

annotation

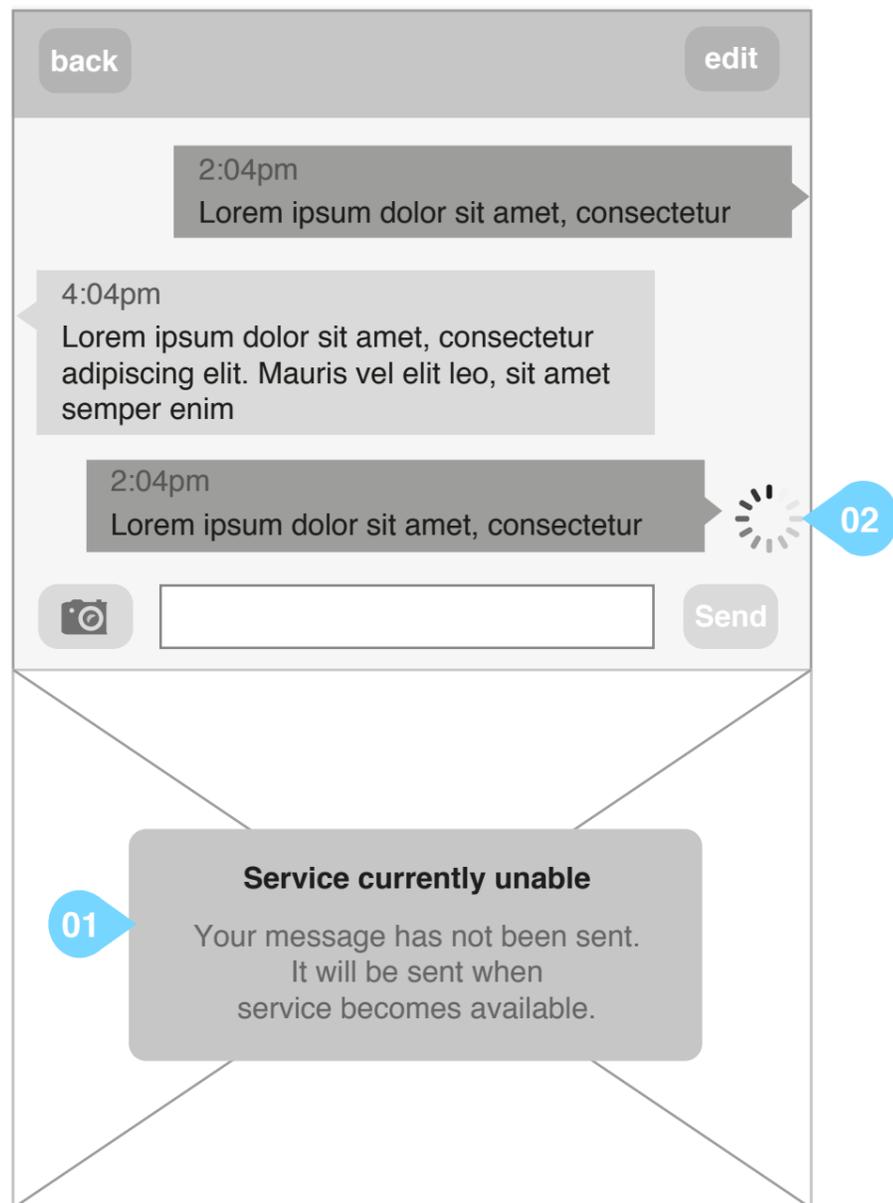|	
01	**resends message**
02	**cancels the message**

upon tap
changes list area to editable mode. refer to wireframe 'SMS : edit mode'

Comms app (basic comms)
SMS : service unavailable

back   edit

2:04pm
Lorem ipsum dolor sit amet, consectetur

4:04pm
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Mauris vel elit leo, sit amet semper enim

2:04pm
Lorem ipsum dolor sit amet, consectetur

02

Send

01

Service currently unable

Your message has not been sent.
It will be sent when
service becomes available.

Wireframe illustrating a sent SMS message when the service is unavailable

annotation

01   **tempory message overlays keyboard informing the user that the servcie is unavailable and that the message has not been sent**

02   **sending activity indicator**
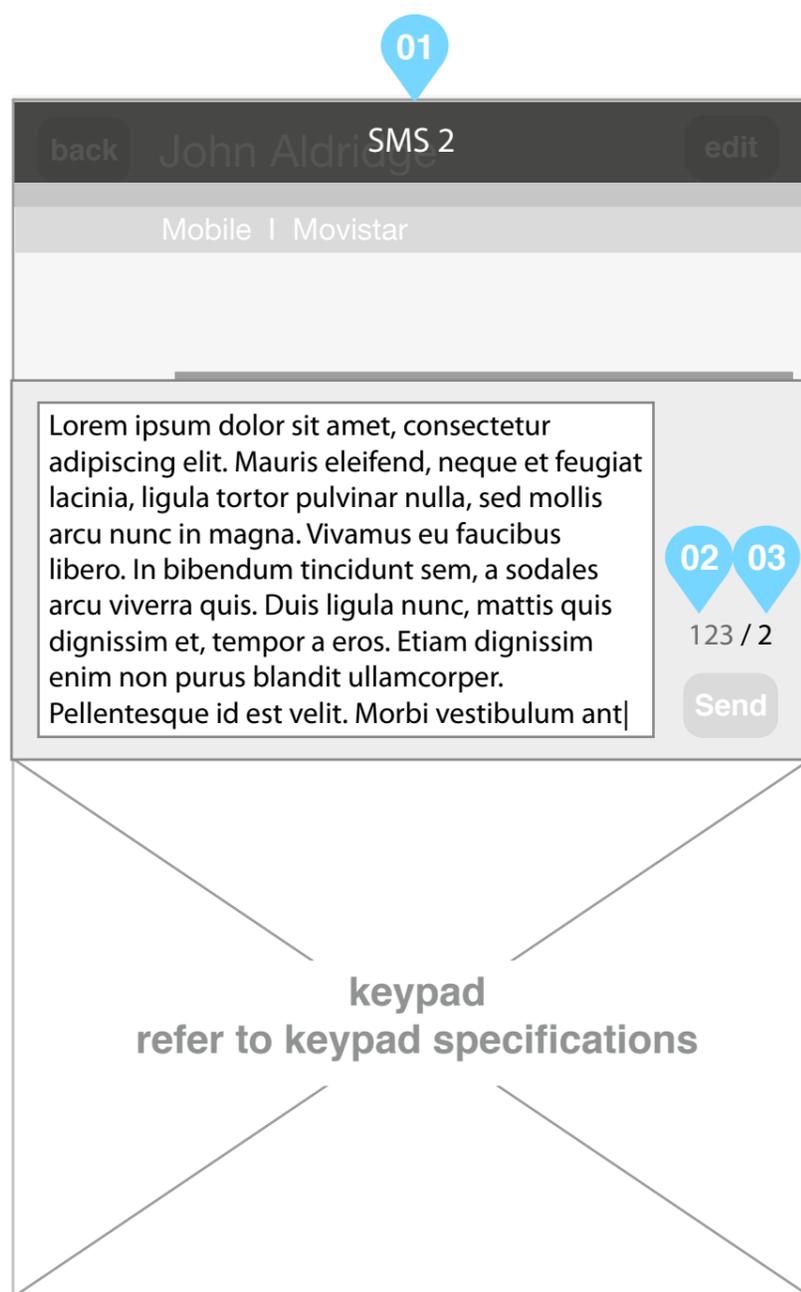remains present when service is unavailable

alternative presentation

if it is technically not possible to overlay the keyboard with a message:

- close the keyboard

- make the message thread full screen

- make the 'service unavailable message' a full screen layer. refer to wireframe: 'confirmation dialogue' in wireframe pack: 'HTML5_Dialer_Contacts_20120724_R2S1_V4.0' and populate with:
        title: "Service currently unable"
        body: "Your message has not been sent. It will be sent when service becomes available."
        single buttons: "OK" (closes layer)

Comms app (basic comms)
SMS : message composer handling multiple SMS packets

01

SMS 2

~~back~~ ~~John Aldridge~~ ~~edit~~

Mobile | Movistar

03

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Mauris eleifend, neque et feugiat lacinia, ligula tortor pulvinar nulla, sed mollis arcu nunc in magna. Vivamus eu faucibus libero. In bibendum tincidunt sem, a sodales arcu viverra quis. Duis ligula nunc, mattis quis dignissim et, tempor a eros. Etiam dignissim enim non purus blandit ullamcorper. Pellentesque id est velit. Morbi vestibulum ant|

02 **03**

123 / 2

Send

keypad
refer to keypad specifications

Wireframe illustrating the composing of an SMS message when the message to be sent comprises of multiple SMS packets

annotation

01   **Temporary in App message informing the user that they have started another SMS packet**
- message displayed for 3 seconds when user crosses the boundary between SMS packets.
- message exists to help orientate the user as to the meaning of the information delivered in annotation 02 and 03

02   **number of characters left in SMS packet**
- displayed after the user enters the second SMS packet
- counter counts down the number of characters left before the user enters the next SMS packet

03   **number of SMS packets that will be sent when SMS is sent**
- displayed after the user enters the second SMS packet, so count will start at 2
- informs the user of the number of SMS packets that will be sent when the message is sent
- number displayed here must be the same as number displayed in temporary message detailed in annotation 01

Thank you

Ayman Maat
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