Allergan iPad

Wire Frames - DRAFT

Round 11

Deloitte. Digital

Table of Contents

How to Review a Wire Frame

Purpose

Wireframes primarily communicate functionality, behavior, and priority of content. Wireframes help establish relationships between screens in an experience and put the distinct pieces into context. Wireframes can effectively demonstrate ideas and concepts, while measuring the concept's practicality and illustrating user interactions.

Because wireframing occurs early in the development process, not all the concepts and ideas presented are release-ready. If you see something that isn't working — point it out. Without constructive and targeted feedback, especially around specific areas of concern, we won't arrive at a final product that you're happy with. In the interest of saving time and money — and ensuring that you're satisfied with the final product — give us feedback early and often.

Feedback

When you first set your eyes on an idea that is attempting to solve a problem for you, a whirlwind of "what-ifs" will generally run through your mind—this is valuable to us. When providing feedback, nothing is too obvious, and it's important that you share all your thoughts and ideas with the team. Just as we're experts in mobile and user experience, you're the expert in your business, so share your knowledge and expertise to help inform the best possible solution for your needs.

Let's dig deeper into providing constructive feedback. We recommend:

- Focus on mapping feedback to user and business goals rather than feelings. Instead of "Our logo feels too small," think about the implications of that design decision. A response of "Our brand seems to get lost in the background of all the other content" provides us with better guidance.
- Negative feedback is ok...as long as it's constructive! Let us know what isn't working, so we can reach a collaborative solution.
- Provide timely feedback. It's crucial to the entire process and should be treated as such.

Do

Review the wireframes, and take notes to capture first impressions, thoughts, and questions. Then, ask your stakeholders the following questions:

- ☐ Are the goals of the user being addressed?
- ☐ Are business goals being addressed?
- ☐ Is navigation between screens clear?
- ☐ Is the purpose of the screen clear?
- ☐ Is it clear how the user will interact with the information on screen?
- ☐ Is all necessary content on the screen? Is anything important missing?
- ☐ Is there anything on the screen that shouldn't be there?
- ☐ Do you know what all the elements on the screen are?
- ☐ Are the interactions between elements straightforward?

Don't

- Providing feedback on icons, typography or color is not necessary. These will be addressed during the visual design component and do not need to be reviewed at this stage.
- You don't need to fix problems by yourself. Tell us what you see and we'll work together to find creative solutions.

Document Assumptions

- This is a living document and will be added to and updated throughout the project.
- Colors, tints, shades and shapes shown in this document do not represent final visual design.
- All copy, messaging and text shown within the views in this document need to be reviewed and approved prior to implementation.

Legend

New A new screen or page.

Updated Screen or page has been updated.

A Used to callout screen elements with a description to add clarity of functionality.

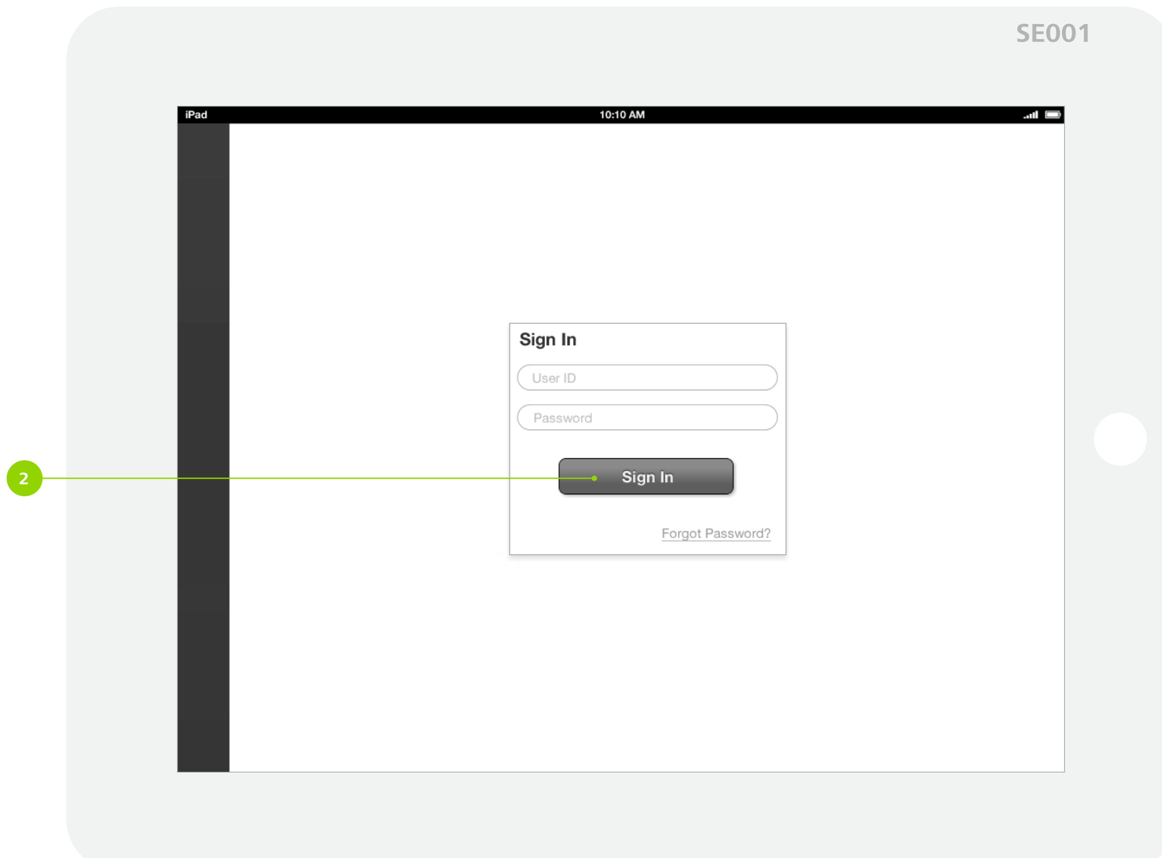
10 User flow - denotes what screen the interface element will take you to. This element is clickable and will take you to the 'linked' destination. Screen numbers are unique in the deck.

First Launch / Sign In

Wireframes

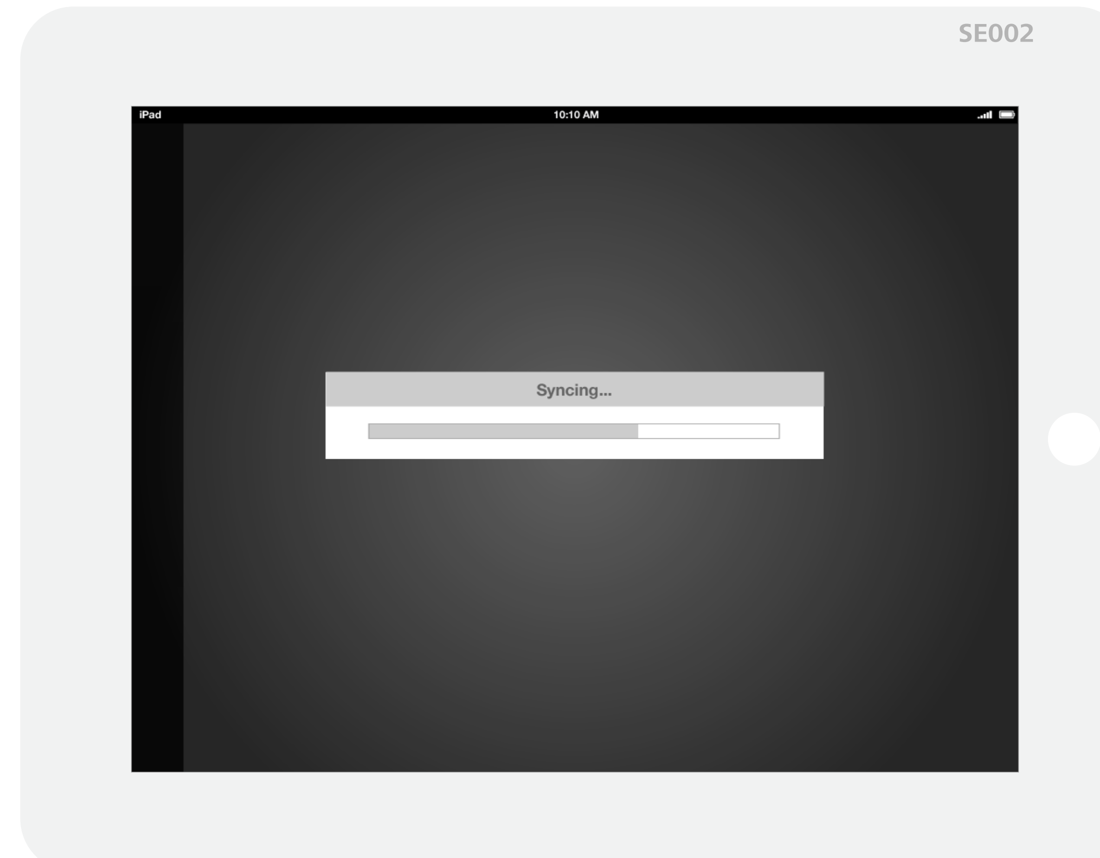
Sign In and Sync

1. Sign In



On first launch of the app, the rep will be presented the sign-in view before anything else in the app is accessible. Sign in will be handled in a webview.

2. Syncing



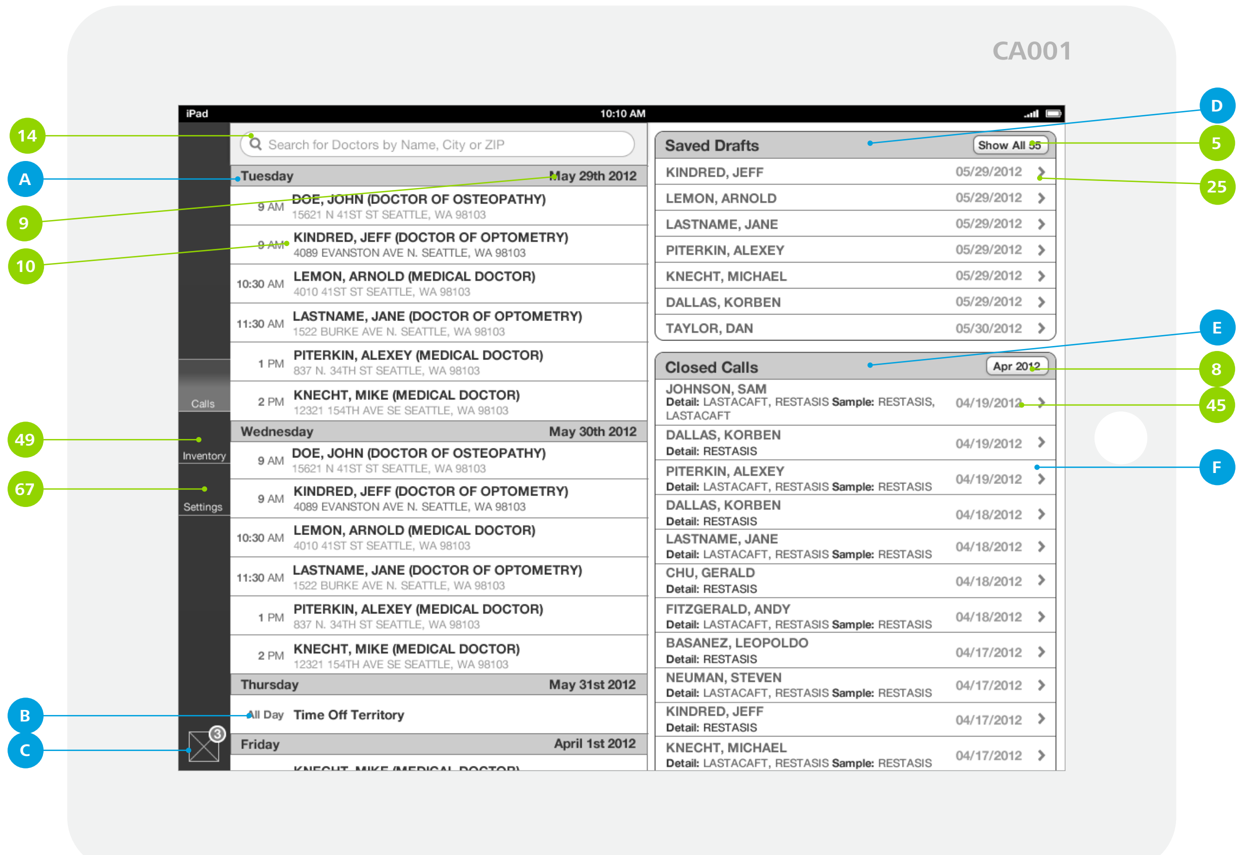
The application will remain on this screen until syncing is complete. If the application is offline, a sync will not be attempted and this screen will not be shown.

‘Calls’ Tab

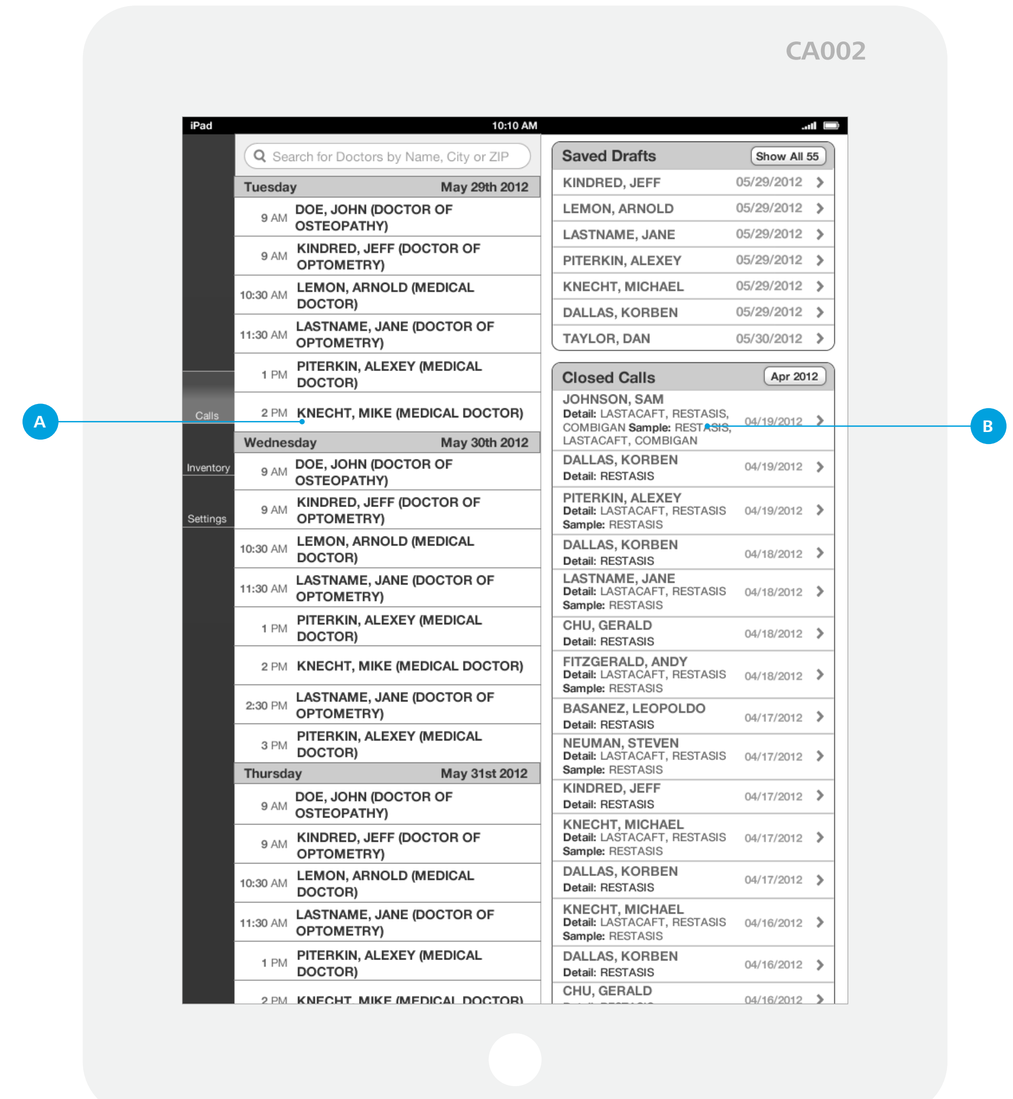
Wireframes

Calls Landing

3. Schedule, Drafts and Closed Call History - Landscape



4. Schedule, Drafts and Closed Call History - Portrait



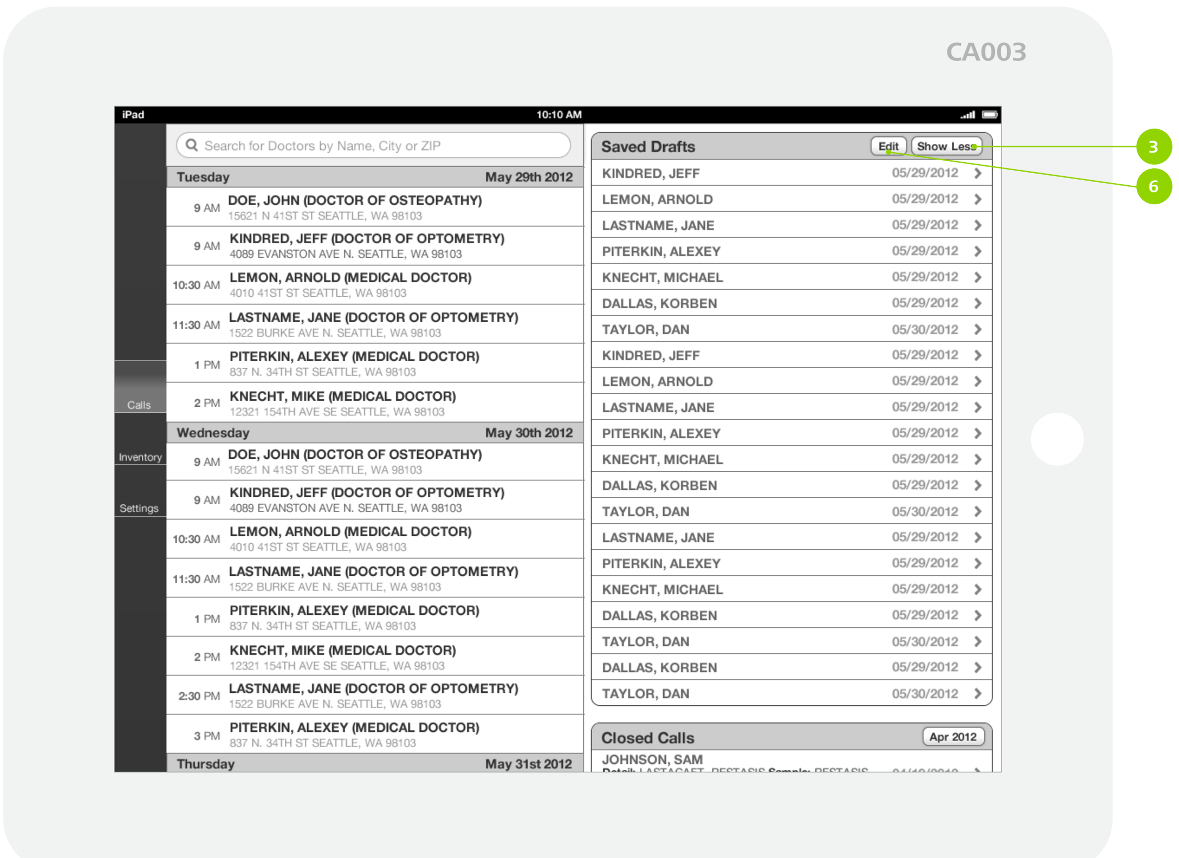
- **A** Current day will be defaulted to the top of the view on first launch. Scrolled to position will persist otherwise.
- **9** When tapped will load a date picker in a popover.
- **B** Time Off Territory display.
- **C** Indication of how many calls are in the update sync queue. This icon/badge combo will only be shown if there are calls in the queue.
- **D** Next 10 upcoming call drafts. If there are 10 or less draft calls, the "Show All" button will be replaced by an "Edit" button to allow batch deletion without having to "Show All". Additionally "swipe to delete" will be available on this table outside of "Edit" mode.
- **5** Appends all draft calls to the table and will place an "Edit" button in the table header. The button will also display the number of drafts that have been saved.
- **E** Closed calls - Displays a list of all calls closed by the rep for a specific month with the most recent at the top.
- **8** Month selection to display a different month's closed calls.
- **F** High level call details. HCP Name, what was detailed/ sampled and date call was closed.

- **A** HCP address has been removed in portrait orientation to make 2 lines available for the HCP name/title.
- **B** Detail and Sample overview will continue to expand as needed to include all details and samples recorded.

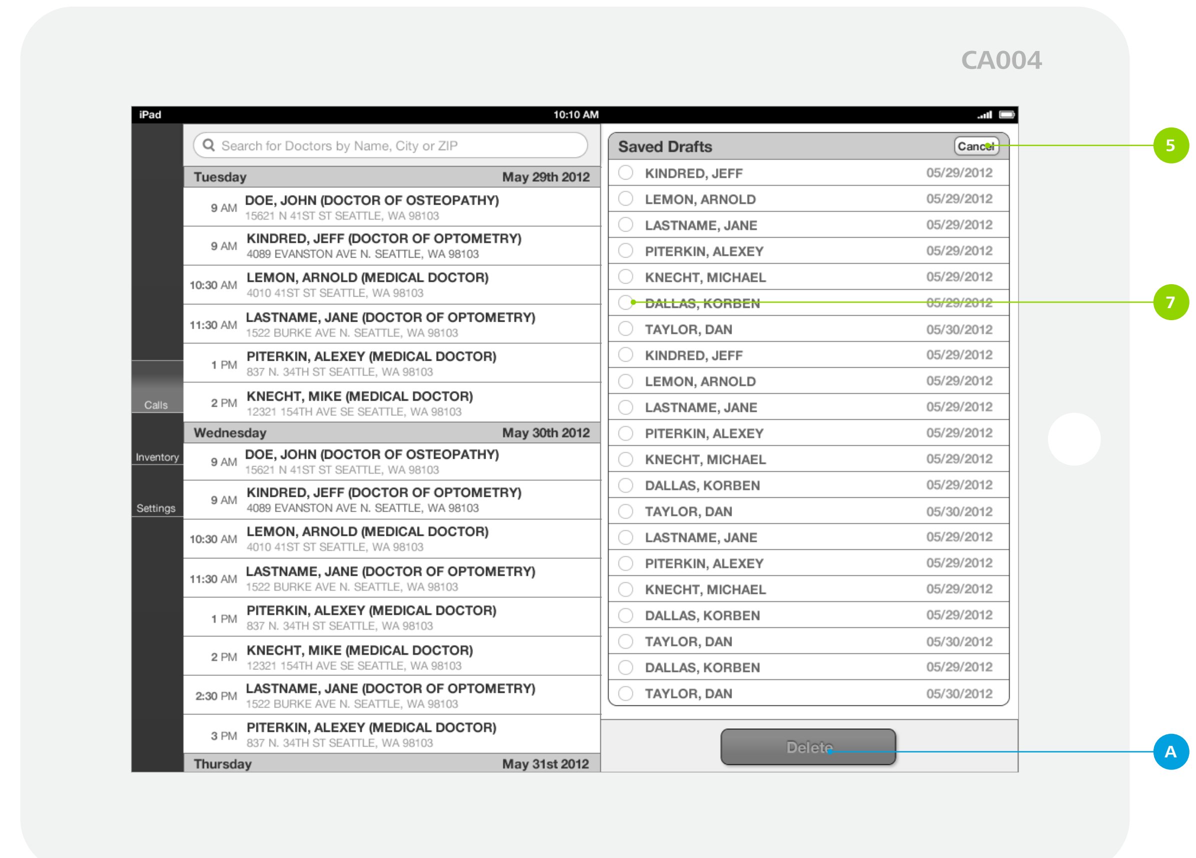
Wireframes

Show All Drafts

5. Show All Drafts



6. Select Drafts to be Deleted



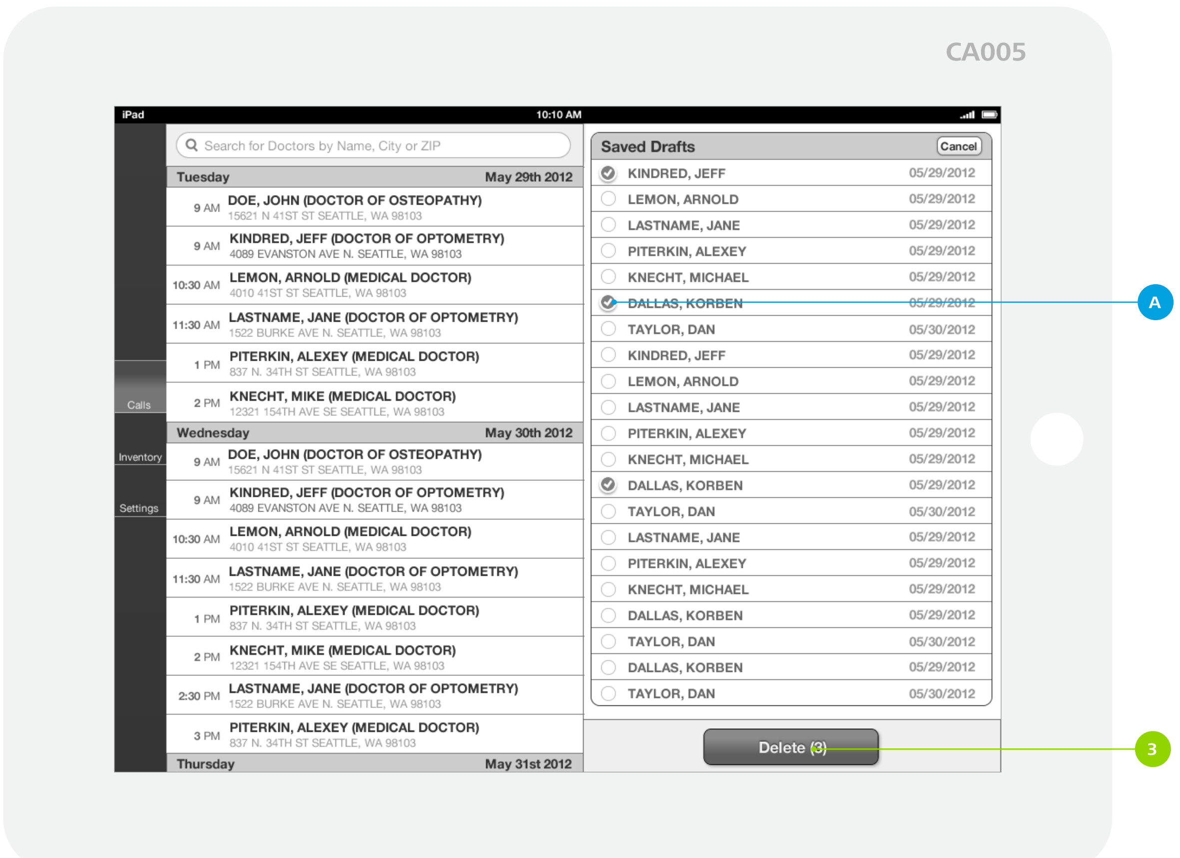
Once in Edit mode, the closed calls table is hidden and a bar with a delete button will be shown. The list of saved drafts will display all saved drafts created by the rep regardless of how many there are.

A Delete button will remain non-functional until a draft is selected for deletion.

Wireframes

Delete Drafts and Closed Call Range Selection

7. Delete Drafts



8. Closed Calls - Month Selection

A The reps can perform batch deletion of drafts by selecting multiple.

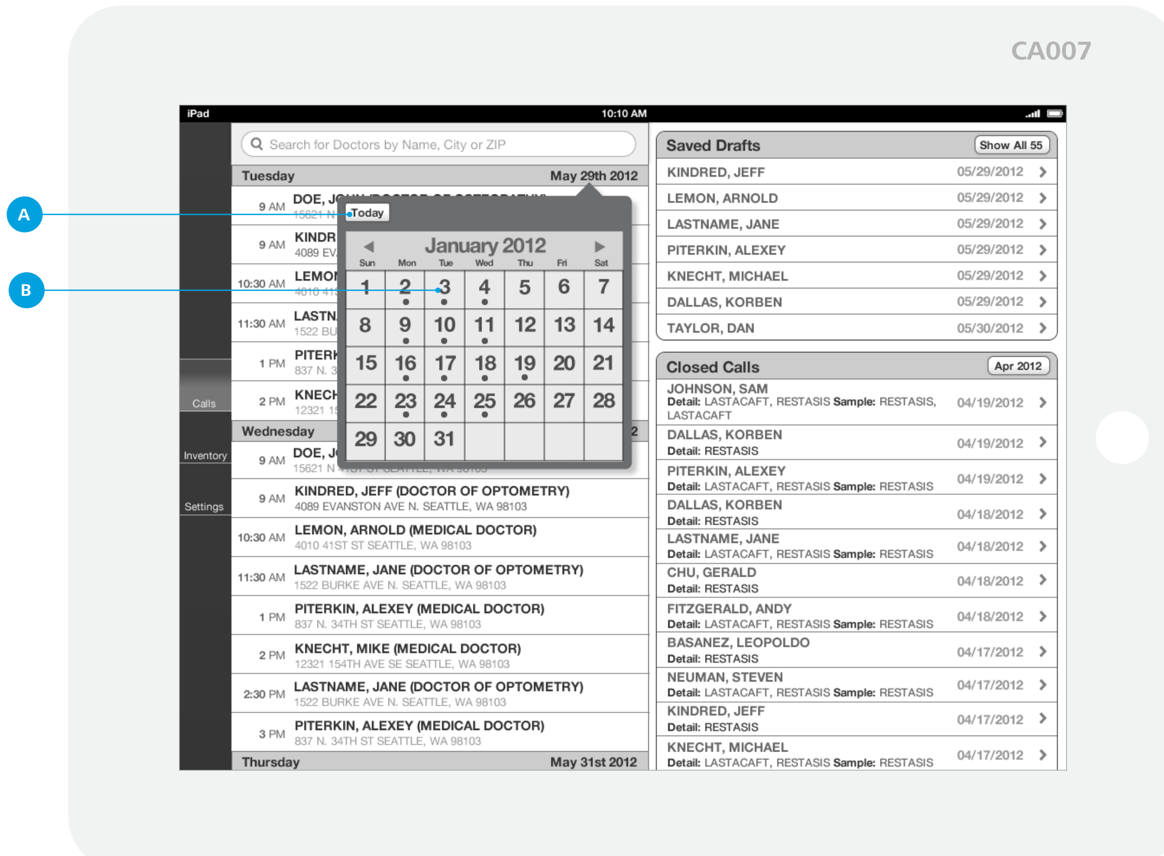
3 Tapping on delete will delete the drafts and refresh the view.

A List of months available to view closed calls.

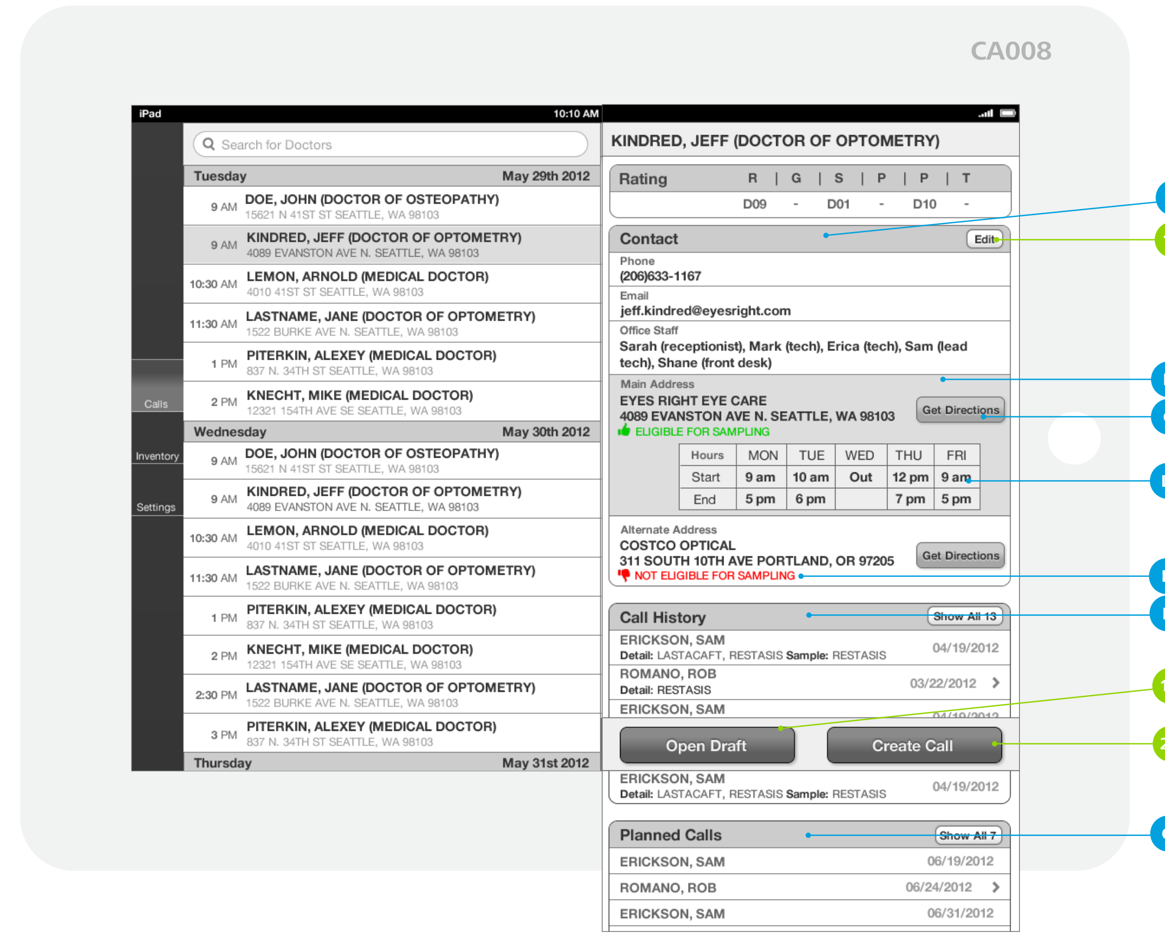
Wireframes

Date Selection and HCP Profile

9. Schedule - Date Selection



10. Schedule - HCP Profile



A Quickly navigate to today.

B A specific date can be selected by tapping on the date in the schedule view to view all closed or planned calls for that day in the schedule view. Dates with a dot indicate that there are either scheduled calls (in the future) or closed calls (in the past) for that specific date.

A Contact information for the selected HCP

B Main address selected by default. Selecting an alternate address will change the Call History and Planned Calls tables to show address specific info.

C Launches the Maps app with the destination address pre-populated.

D HCP hours as input by rep

E Address level eligibility

F Call History will display all closed calls for this HCP regardless of the rep / team that made the call. Calls that belong to the signed in rep will be able to be accessed indicated by the disclosure arrow.

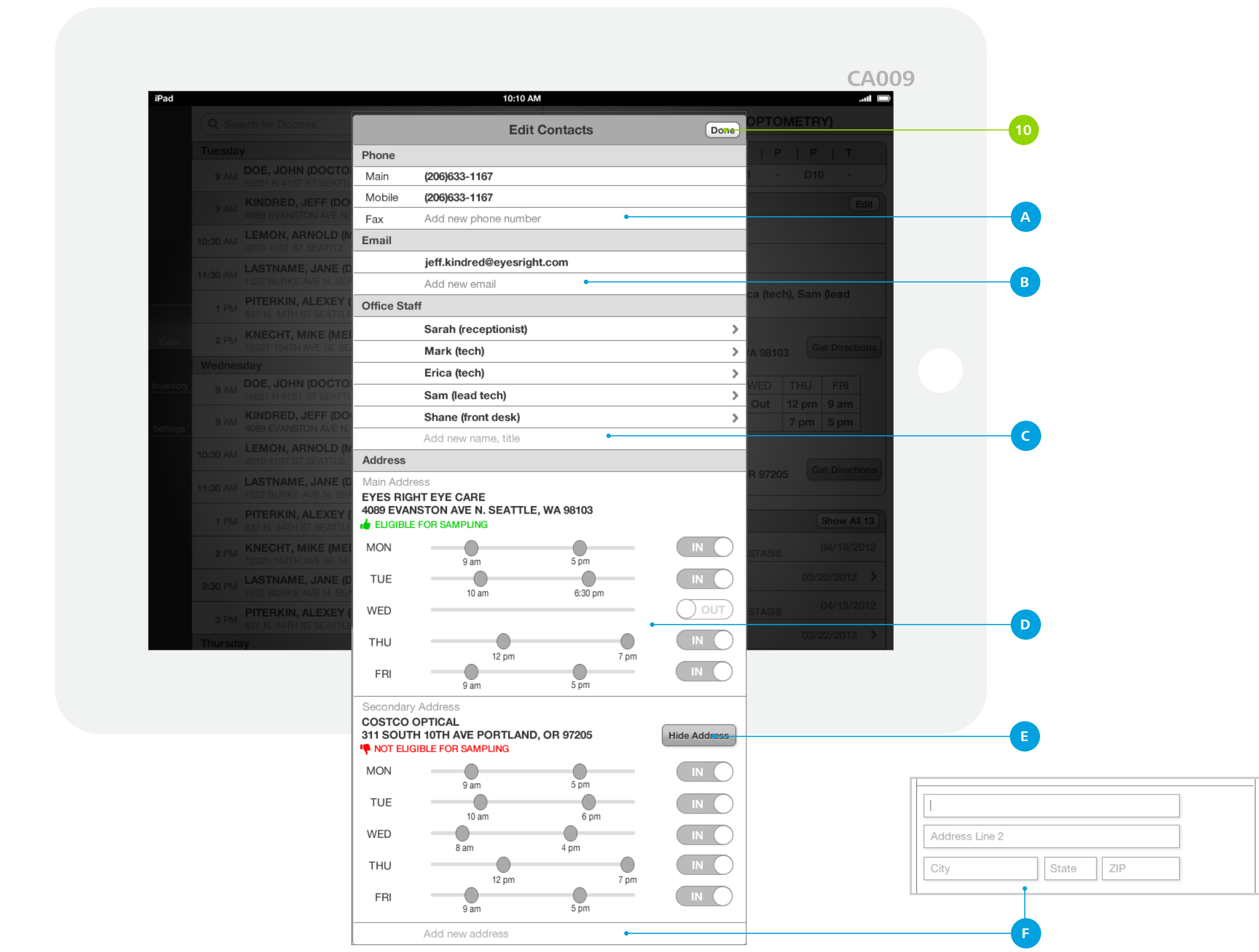
G Planned Calls will display all planned calls for this HCP regardless of which rep has planned the call. Calls that belong to the signed in rep will be able to be accessed indicated by the disclosure arrow.

19 If there are multiple drafts, a popover will be displayed to choose which draft to open. If there are not multiple drafts, the only available draft will be opened. If there are no drafts, the button becomes non-functional.

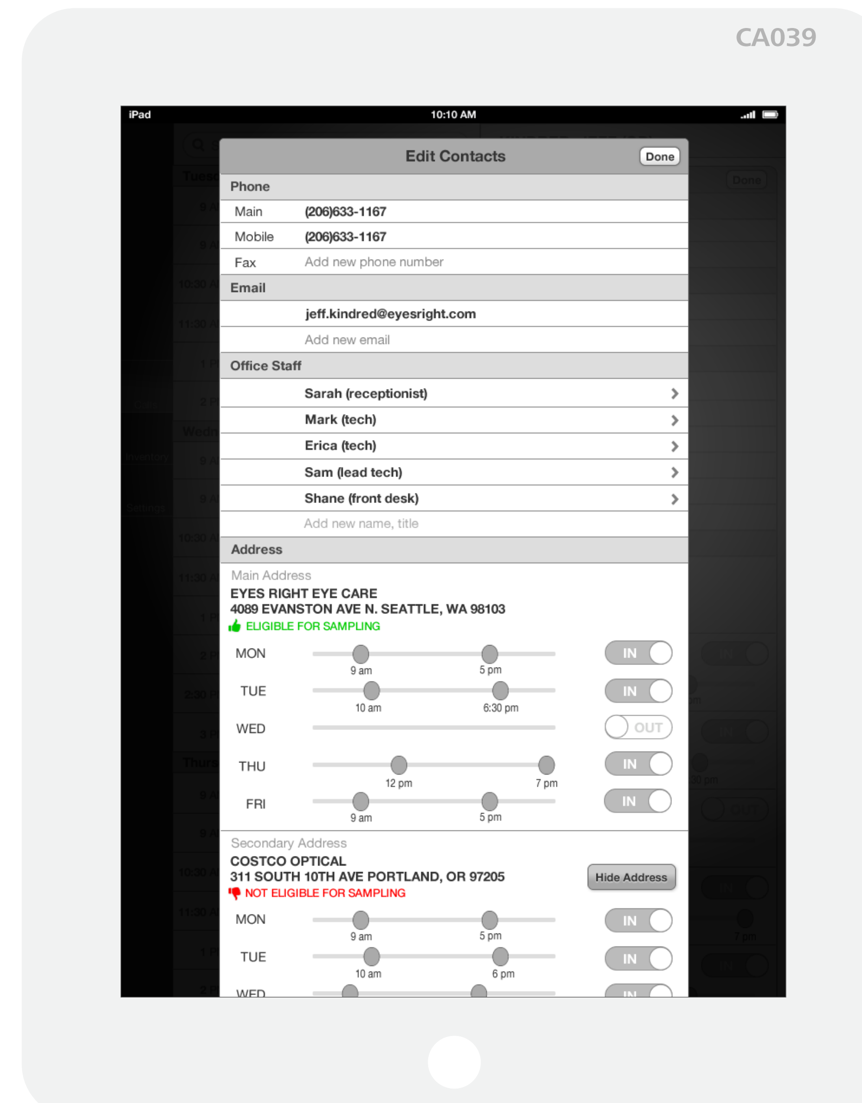
Wireframes

Edit Profile

11. HCP Profile - Edit



12. HCP Profile edit - Portrait



A Tapping "Phone number" will launch the keyboard to input a new phone number.

B Tapping "Email" will launch the keyboard to input a new email address.

C Tapping "Name, Title" will launch the keyboard to input an employee name and title/position.

D HCP Hour range sliders. M-F 7a-7p only. In/Out toggle switches.

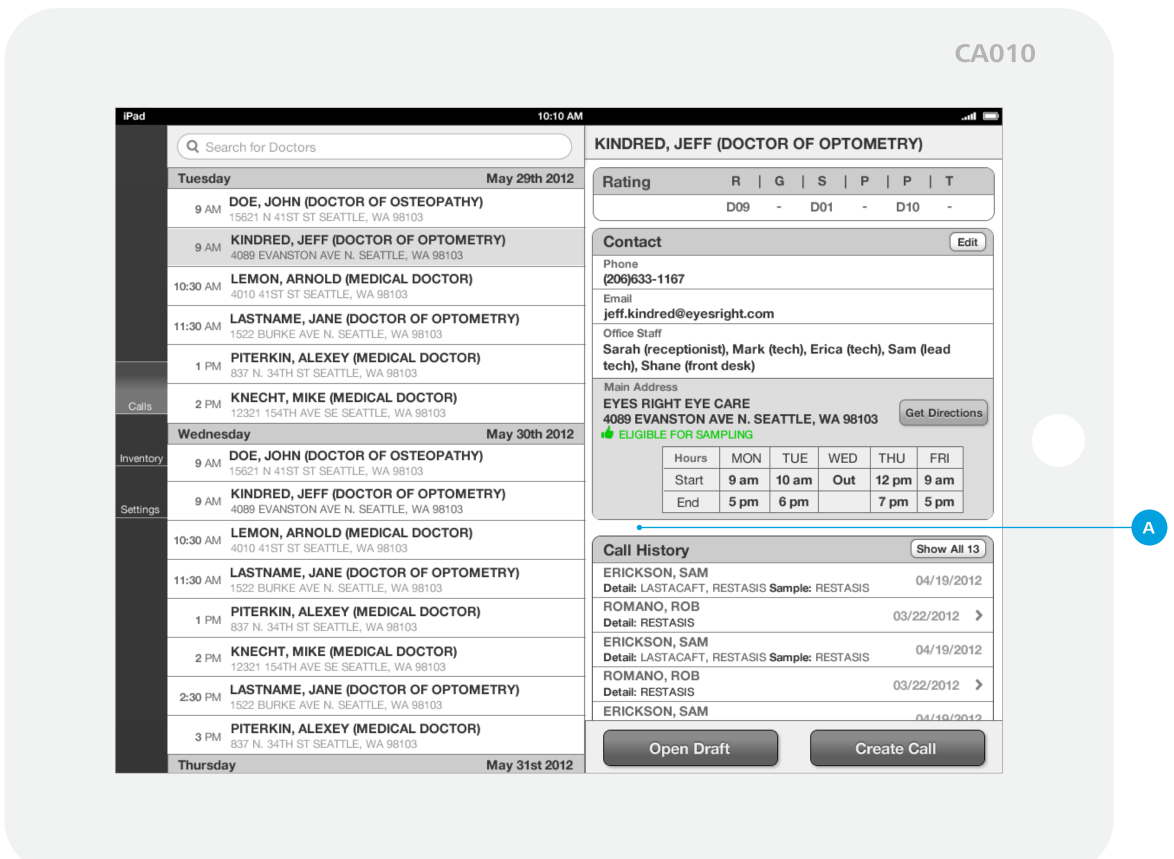
E Tapping on Hide Address will supress the address from the HCP detail view locally on the device until the rep chooses to show it again from the edit mode.

F Tapping "Address" will launch the keyboard and reveal text fields to input a new address. This will also flag the new address for MIMO.

Wireframes

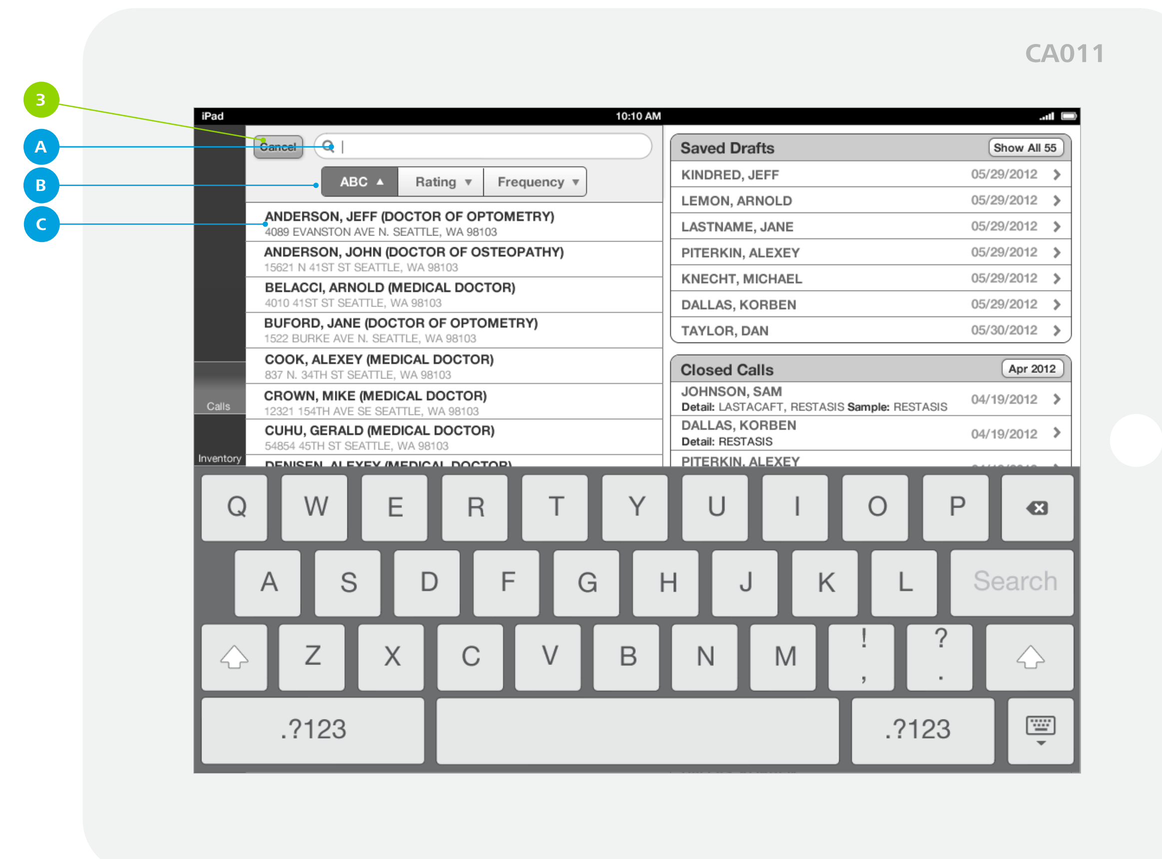
Search

13. HCP Profile - Hidden Address



A Ineligible address hidden by the rep.

14. Search



A Search will be performed as the rep types. Searches can be made by HCP Name, City or ZIP.

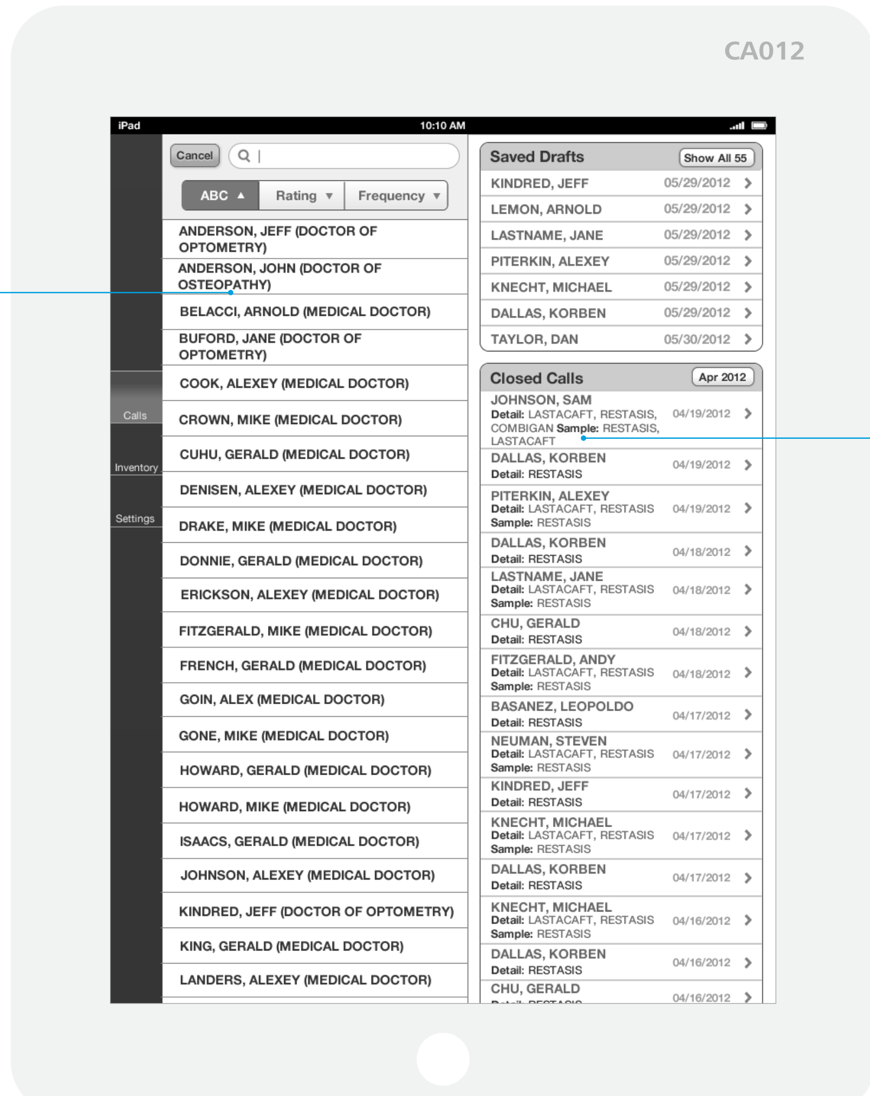
B Options to sort the HCP list. Defaults to ascending alphabetization.

C Alphabetized list of HCPs available to the rep. List can be 'browsed' by dismissing the keyboard and scrolling.

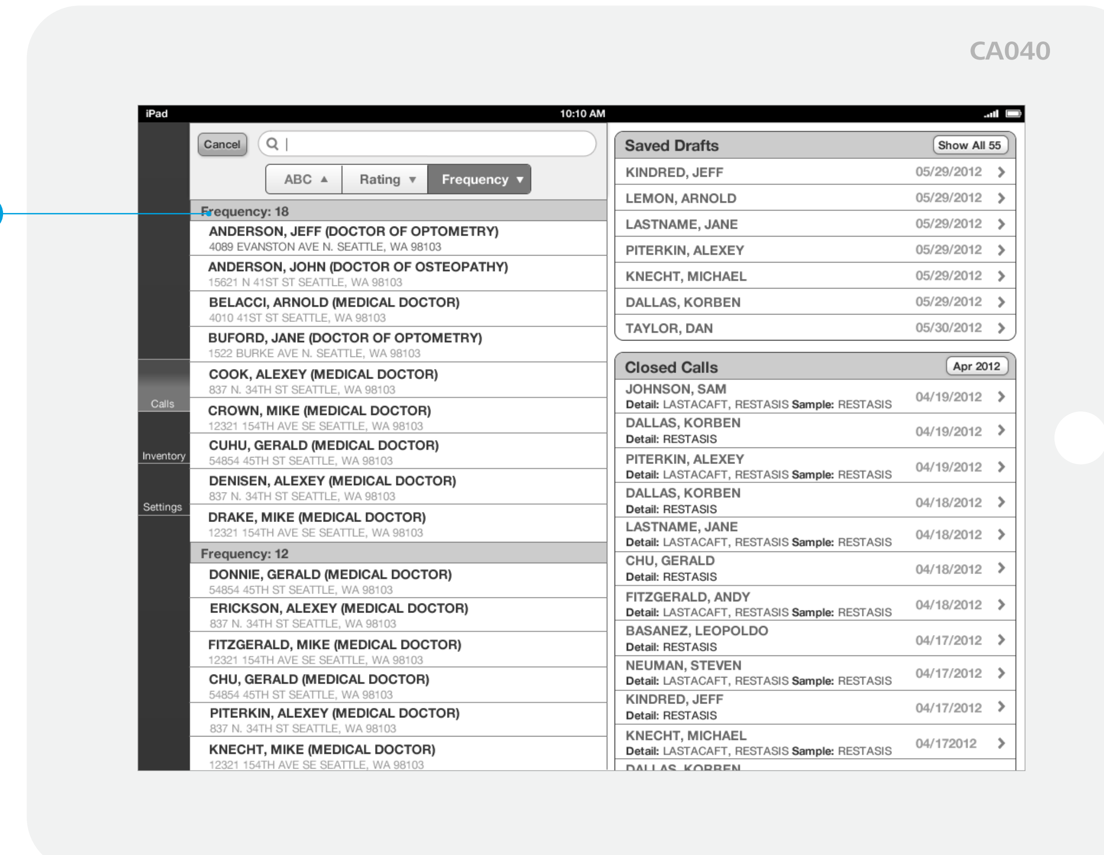
Wireframes

Search Results and Sorting

15. Search - Portrait



16. Search - Sort by Frequency



A When sorting by frequency, results will be grouped under headers that display the frequency rate.

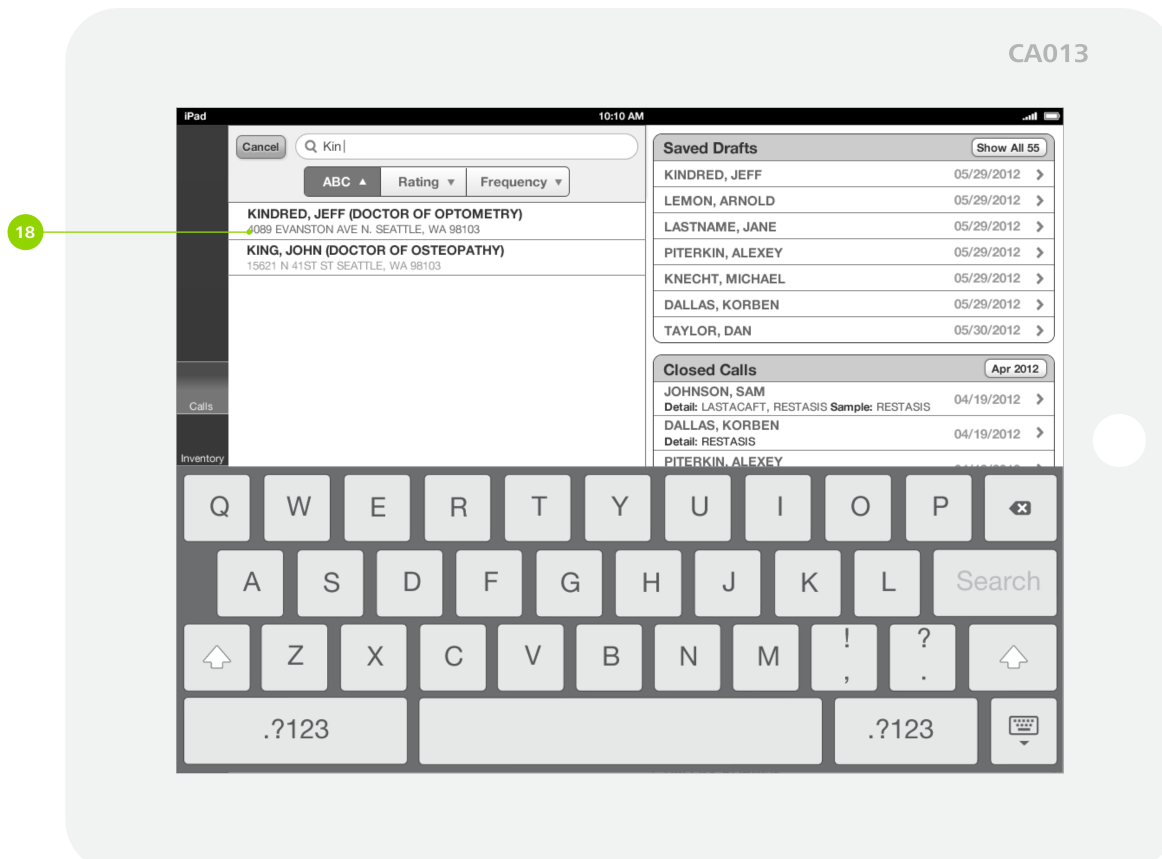
A HCP address has been removed in portrait orientation to make 2 lines available for the HCP name/title.

B Detail and Sample overview will continue to expand as needed to include all details and samples recorded.

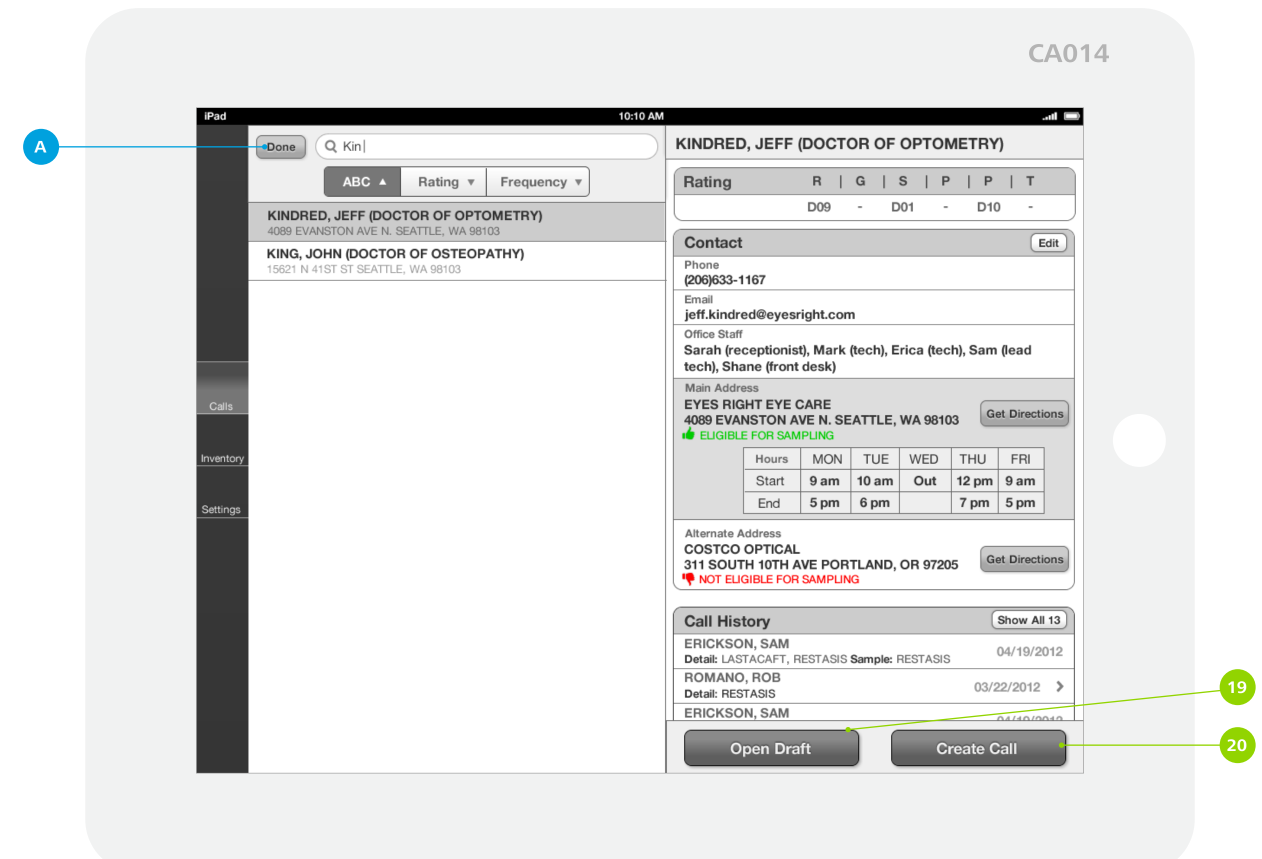
Wireframes

Search Results

17. Search Results



18. Search Results - HCP Profile

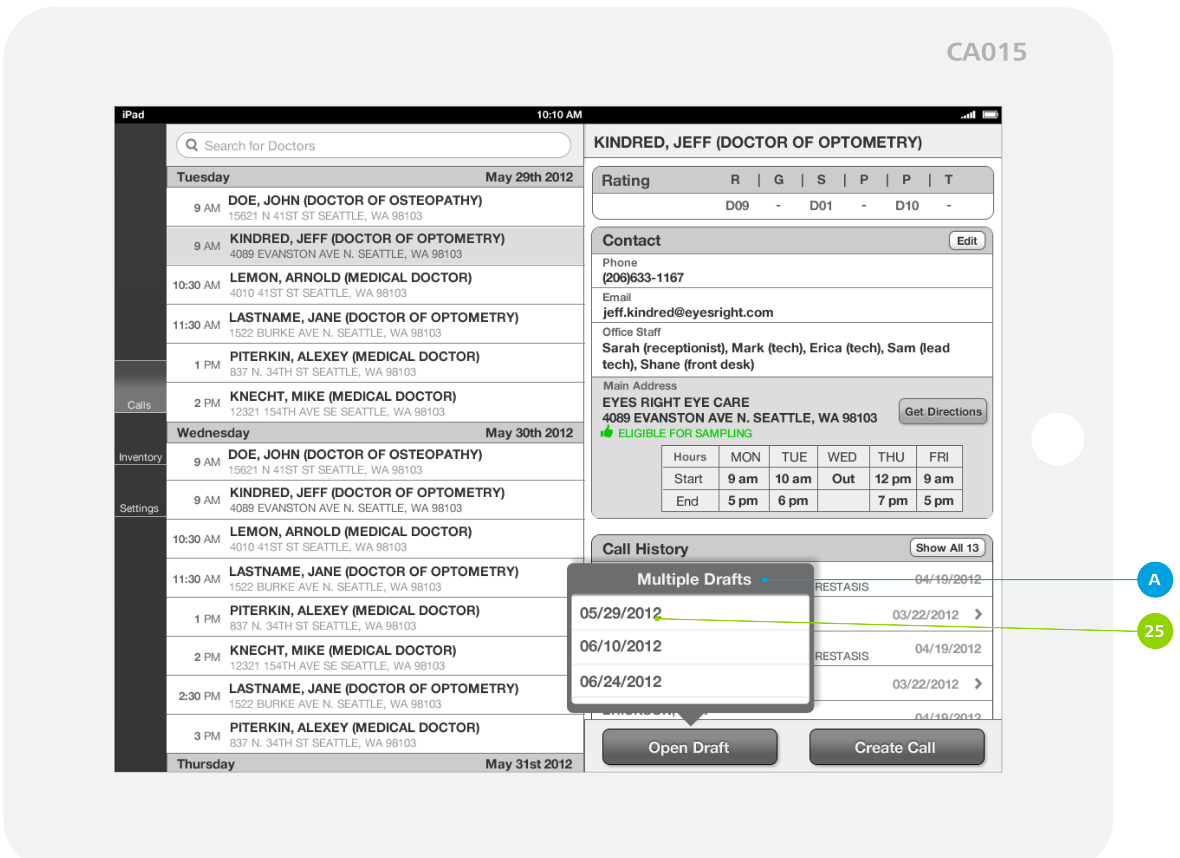


A Once the rep selects an HCP from the HCP list the cancel button will change to say “done”.

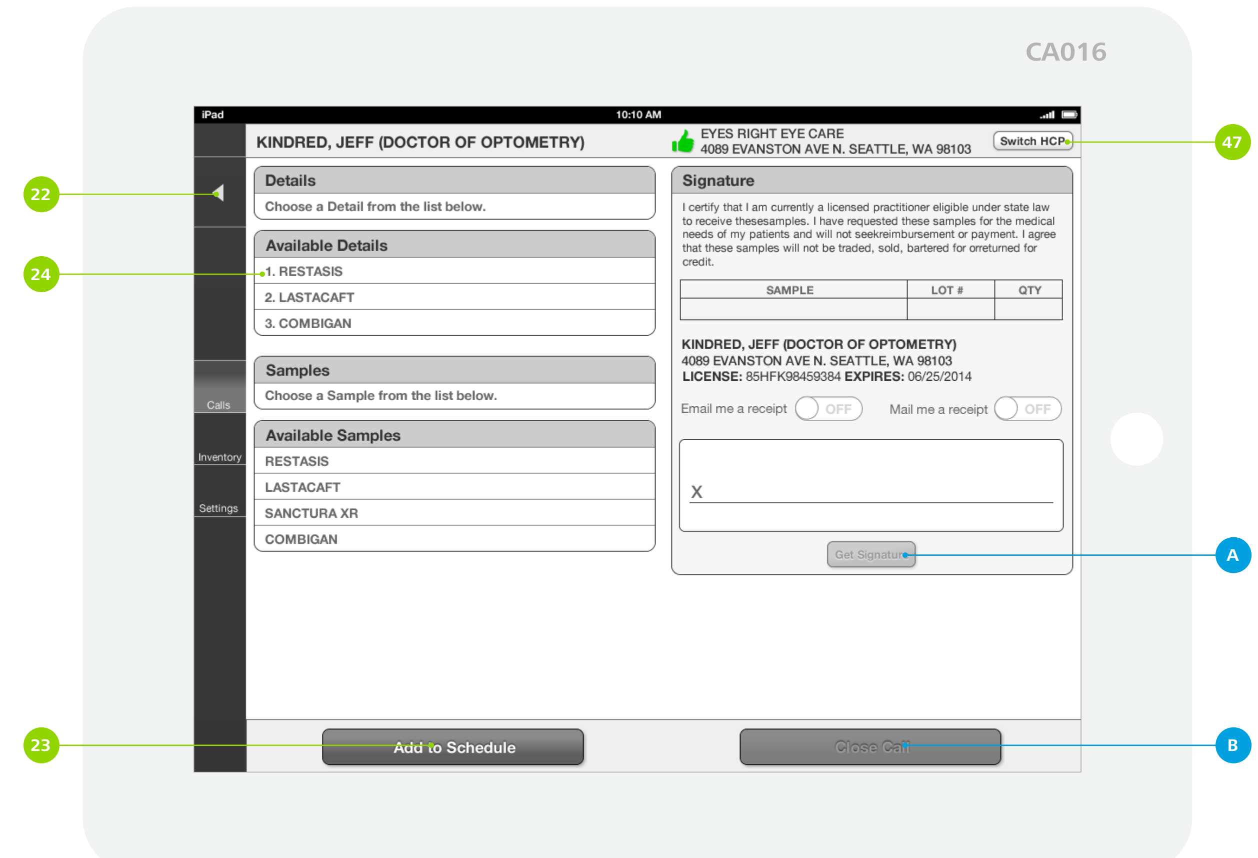
Wireframes

Draft Selection and New Call

19. Schedule - HCP Profile - Choose Draft



20. New Call



A Multiple saved drafts. Final naming convention TBD.

22 If the rep chooses to go back from this screen (a new call) they will be presented an alert to prevent erroneous cancelation of call creation.

A Get signature button remains non-functional until a sample has been added.

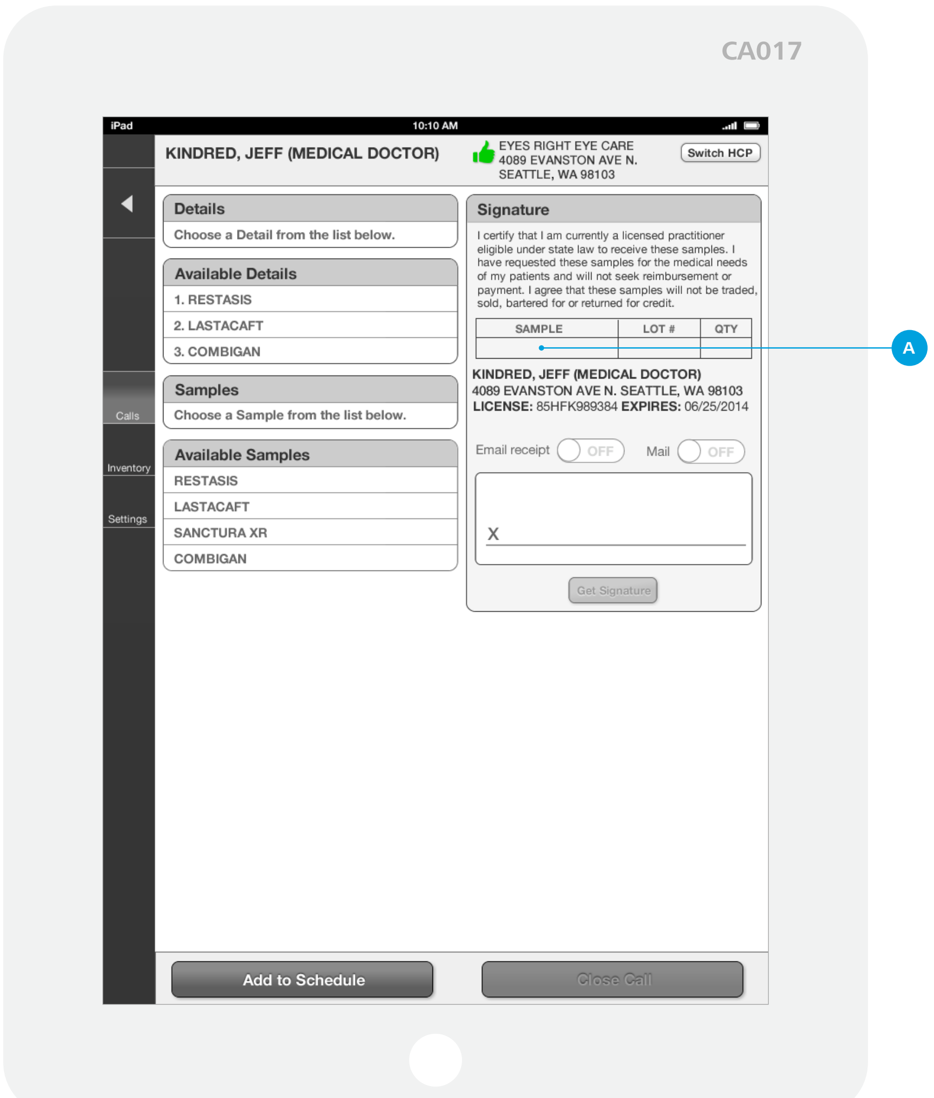
B Close call button remains non-functional until details have been added.

23 When a rep chooses to “Add to Schedule” they will be presented a date and time selection popover so they can add the draft to a specific day and time on their schedule.

Wireframes

New Call - Portrait and Alert

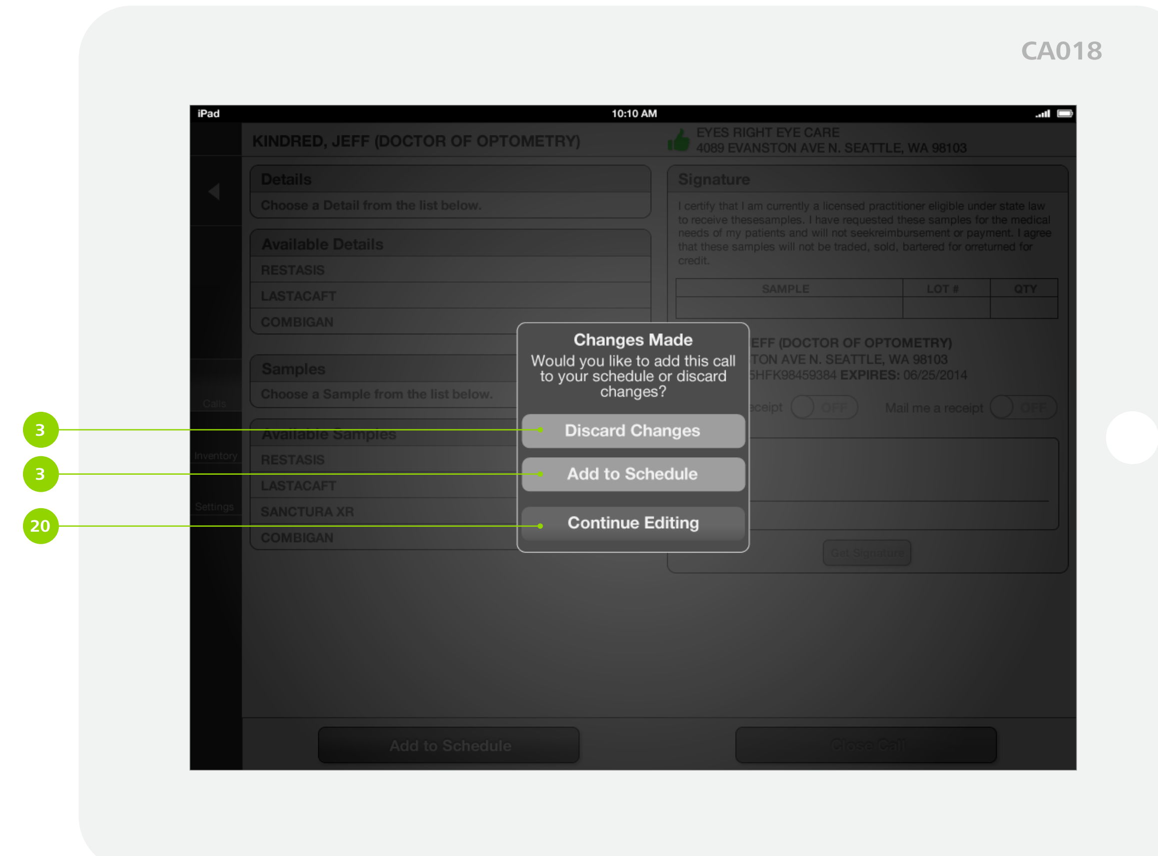
21. New Call - Portrait



Portrait orientation view of the call screen.

A Sample names will be truncated in this table in portrait orientation. Full sample names will be displayed when the signature is being captured.

22. Changes Made Alert



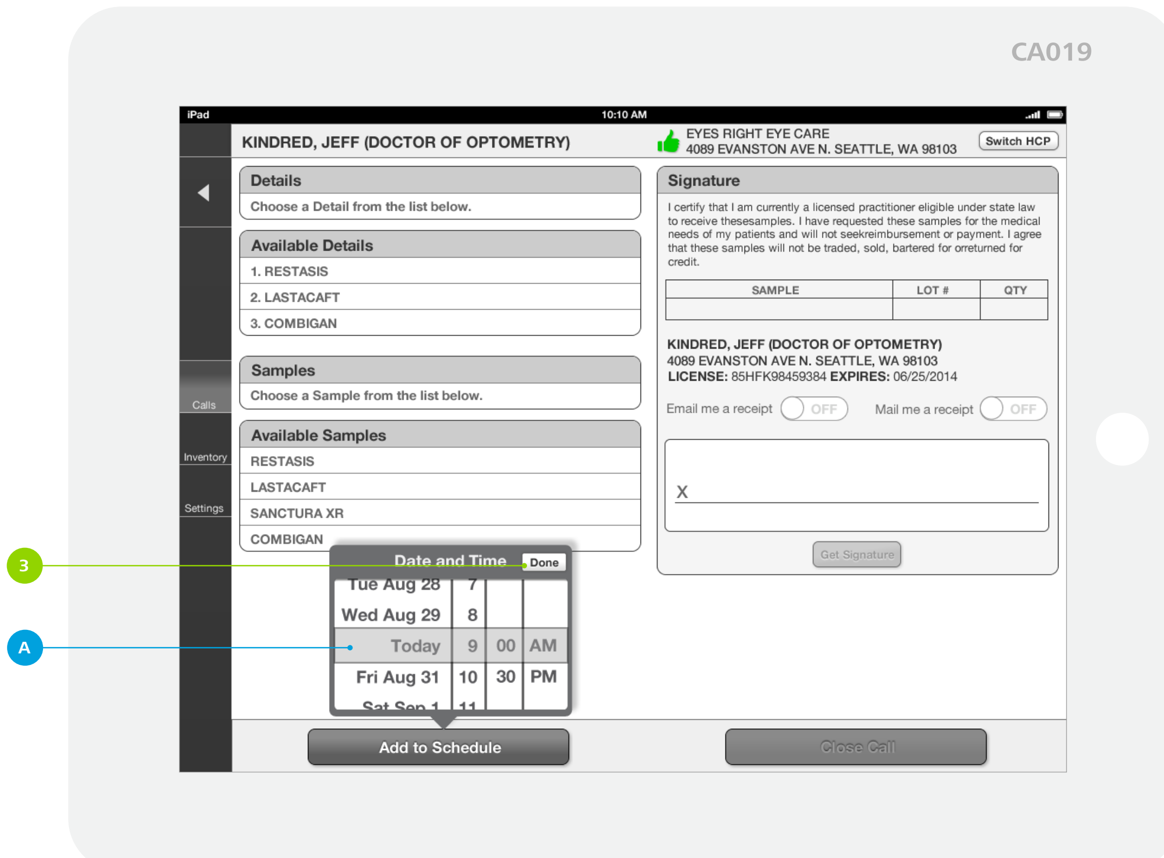
3 Selecting to Discard Changes will cancel call creation and take the rep back to the top level. Selecting to Add to Schedule will utilize the default date/time selection and add the call to the schedule/Saved Drafts table at the top level.

20 Selecting to Continue Editing will dismiss the alert and allow reps to continue call creation.

Wireframes

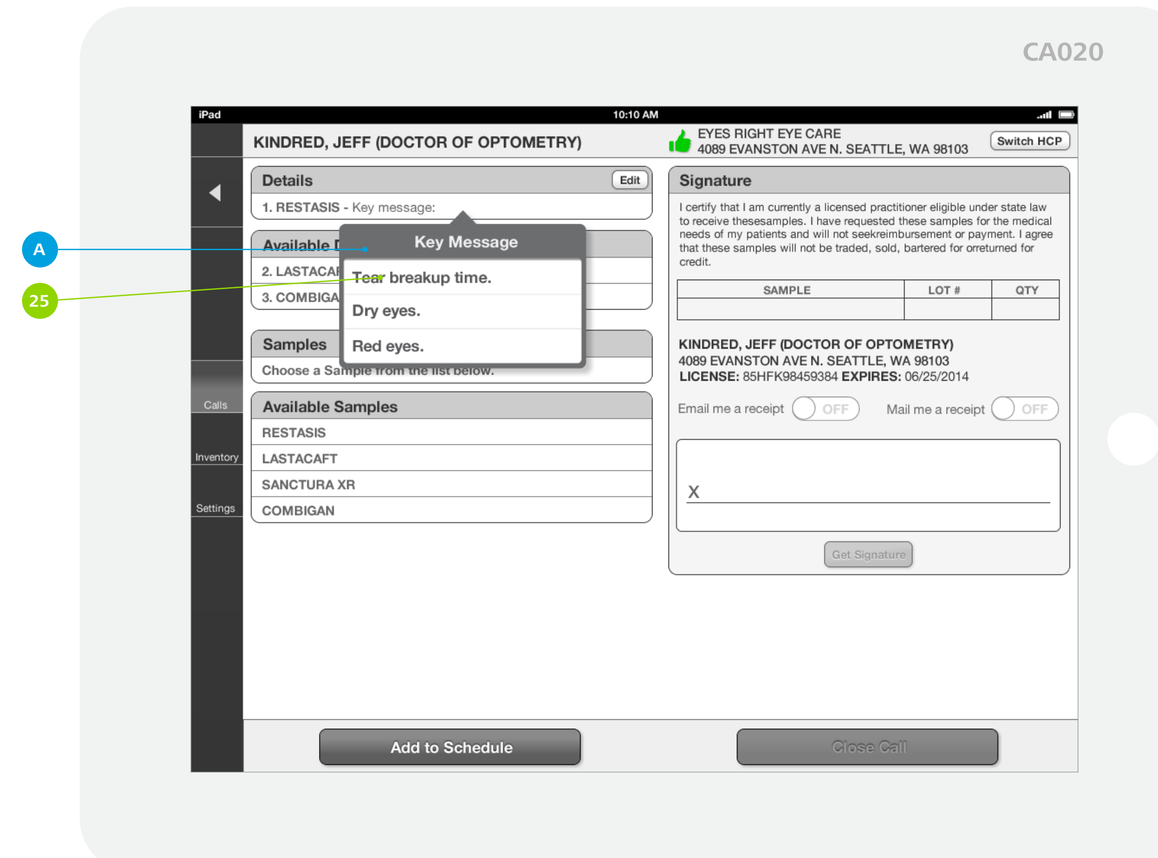
Add to Schedule and Add Details

23. Add to Schedule - Date Selection



A Rep will select the date and time for scheduling. Date and time will default to the closest half hour in the future.

24. Add Detail Messaging

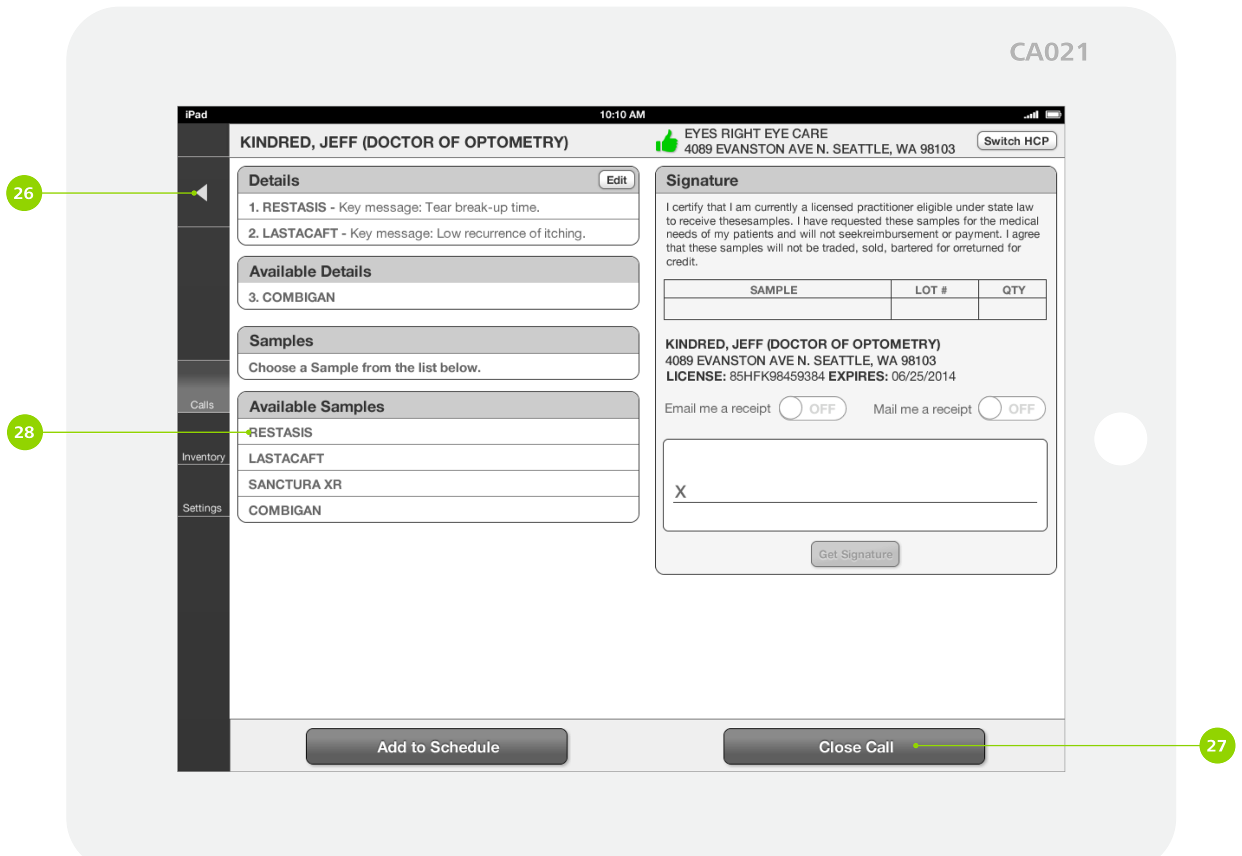


A Key messages will be selected via popover. If no key messages are available, the popover will not be displayed and reps can immediately tap another available detail to add it to the list.

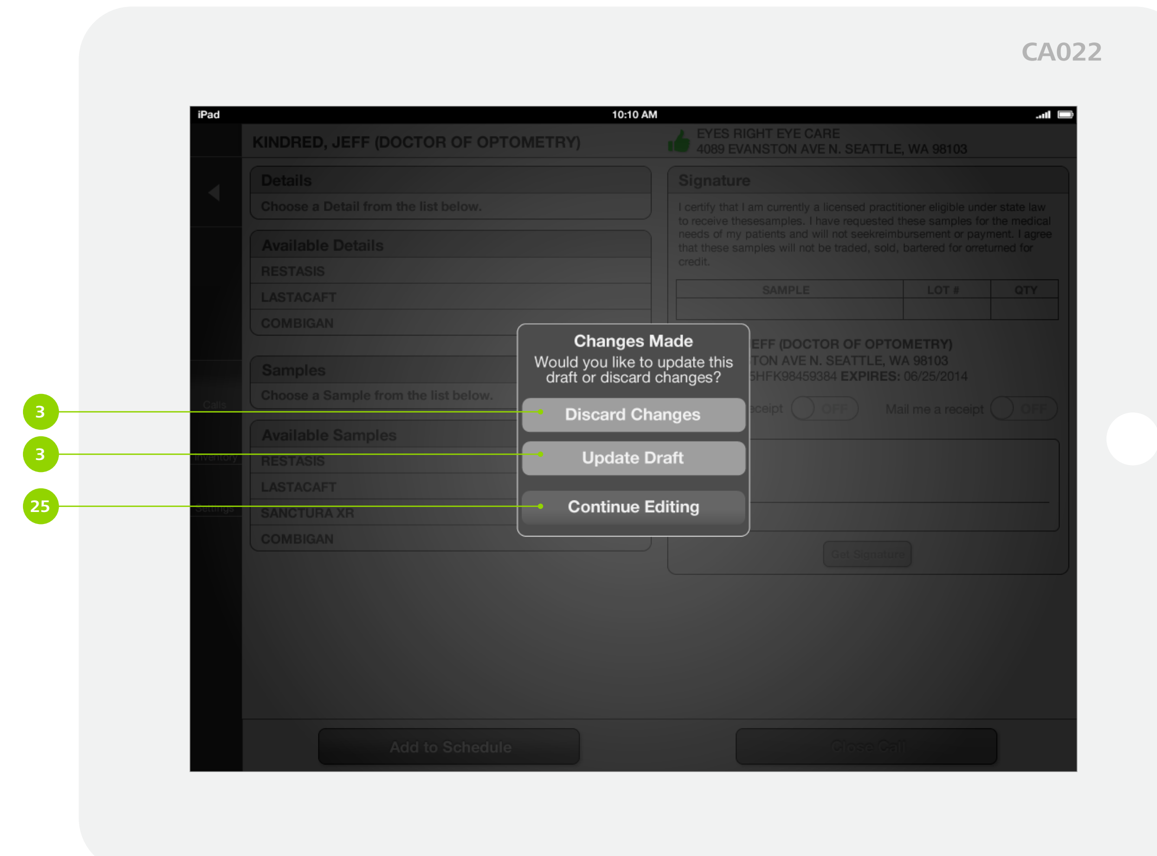
Wireframes

Details Added and Alert

25. Details Added



26. Changes Made Alert



26 If the rep chooses to go back from this screen (any opened draft) they will be presented an alert to prevent erroneous cancelation of changes.

28 Tapping on an available sample will start the add sample flow.

27 If the rep closes the call with only details added, they will be shown a popover to select the contact they talked to.

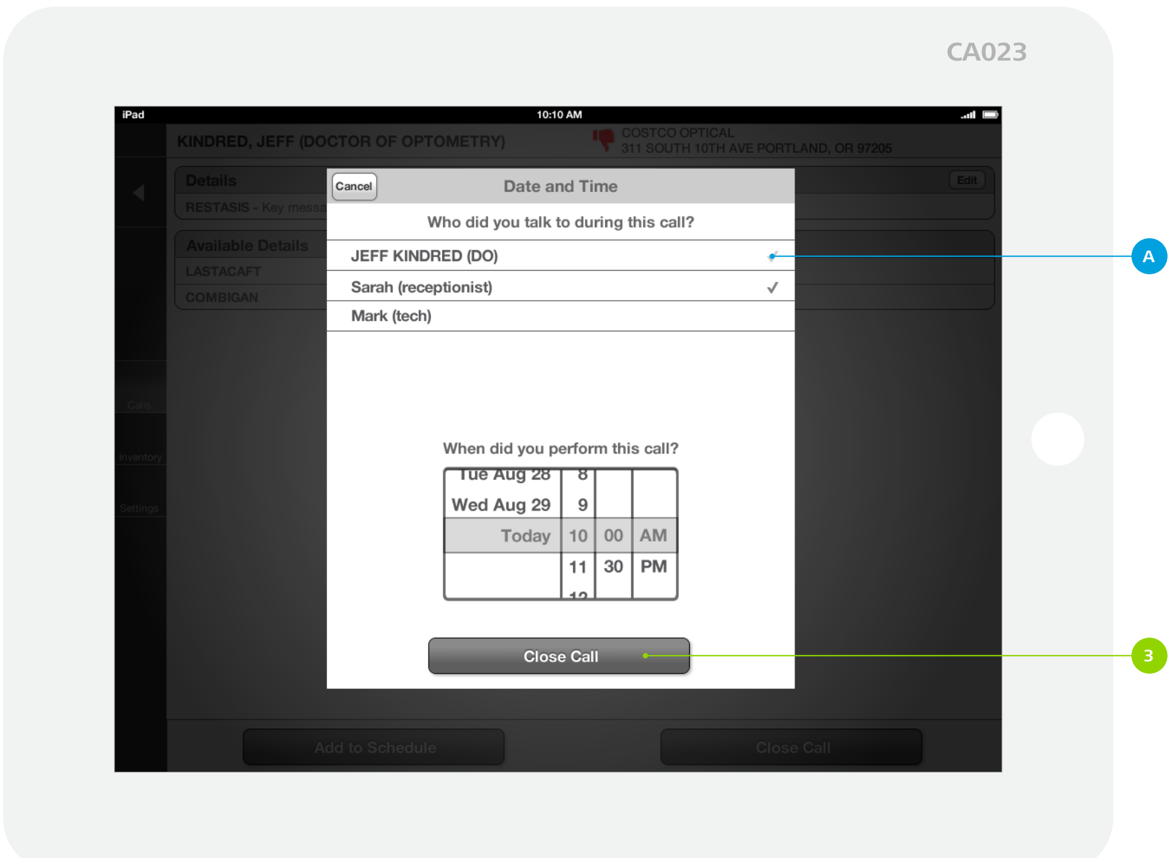
3 Selecting to Discard Changes will ignore any changes made and take the rep back to the top level. Selecting to Update Draft will utilize the date/time selected when the draft was first saved.

25 Selecting to Continue Editing will dismiss the alert and allow reps to continue making changes to the draft.

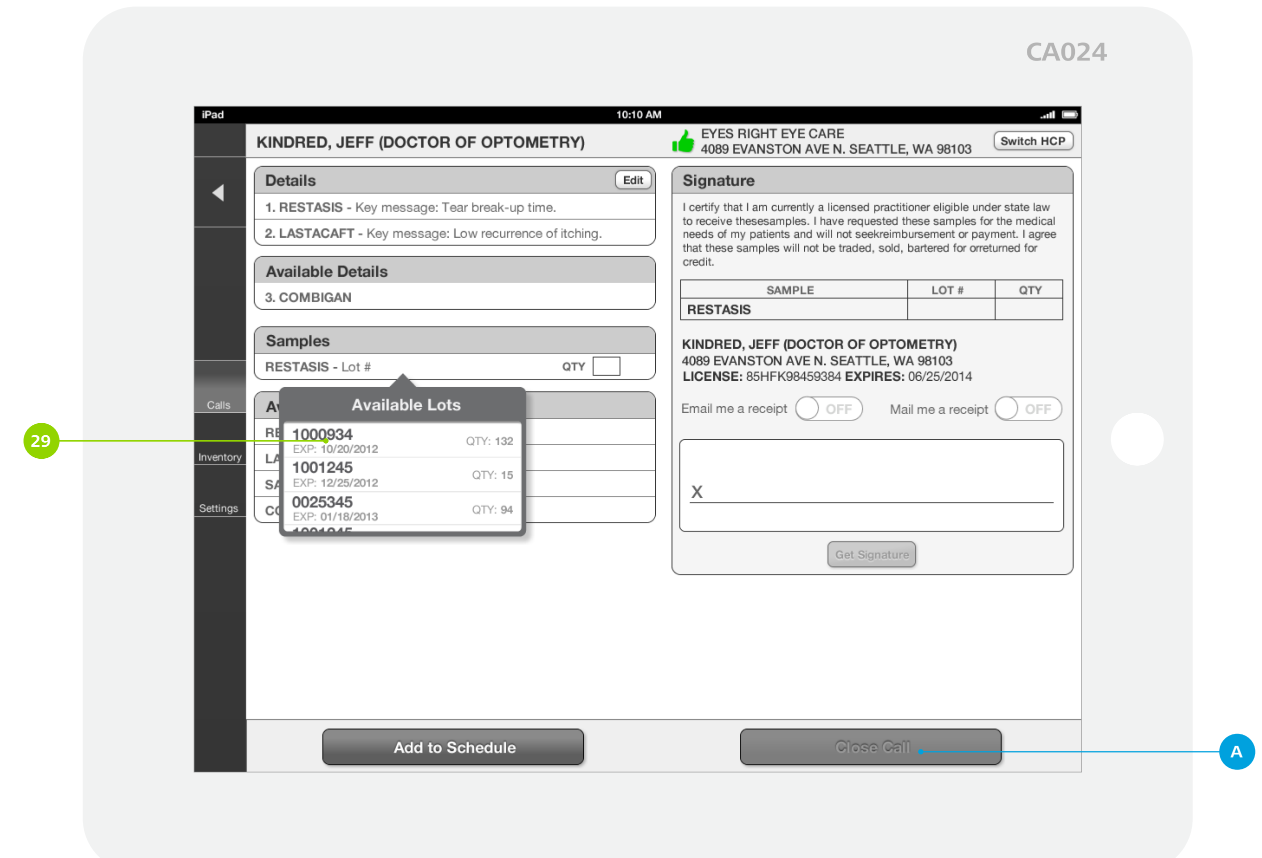
Wireframes

Choose Contacts and Add Samples

27. Detail Only - Choose Contact(s)



28. Add Samples - Choose Lot



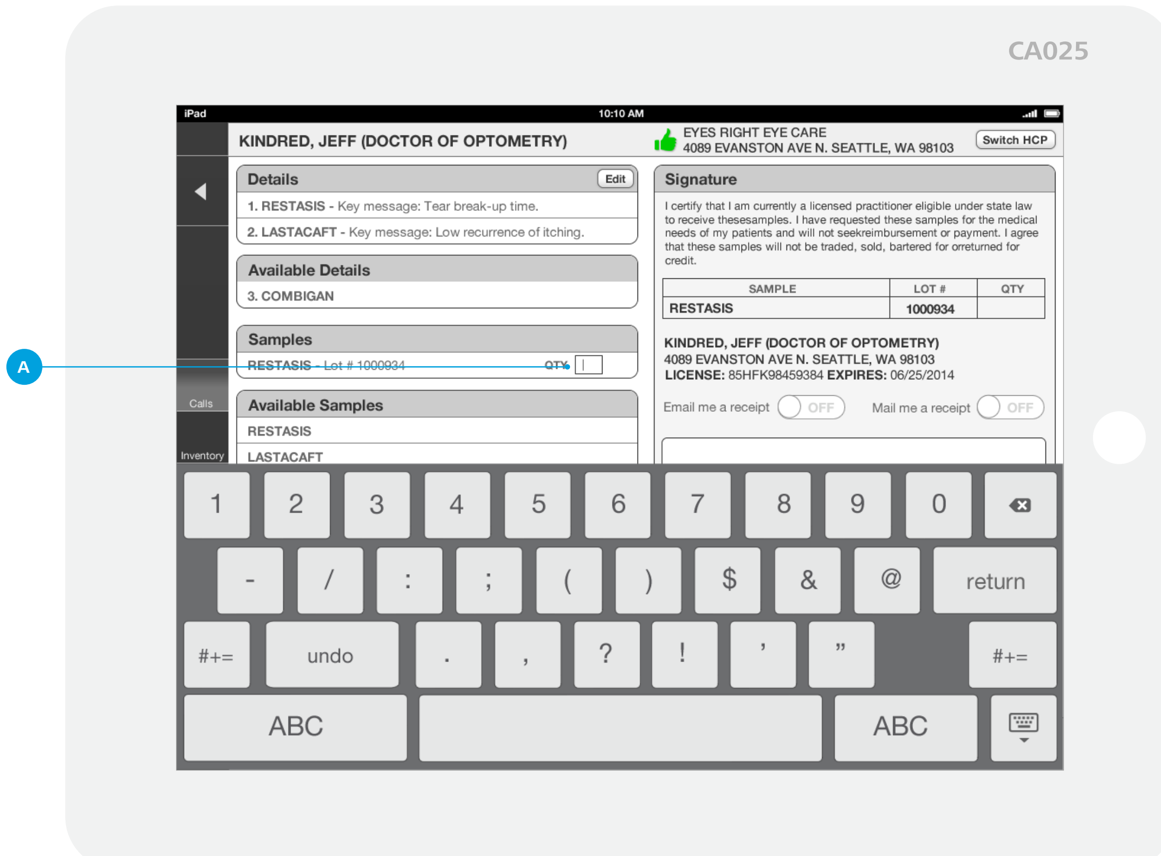
A Multi-select allows for zero or one HCP and/or zero, one or many contacts. If the call has samples associated with it, it will not be able to be closed until a signature is accepted. If a signature has been accepted, the HCP will be selected by default and can not be deselected, contacts can still be selected and added to the call.

A Close Call becomes non-functional once samples have been added. After a signature is accepted, the button will become functional again.

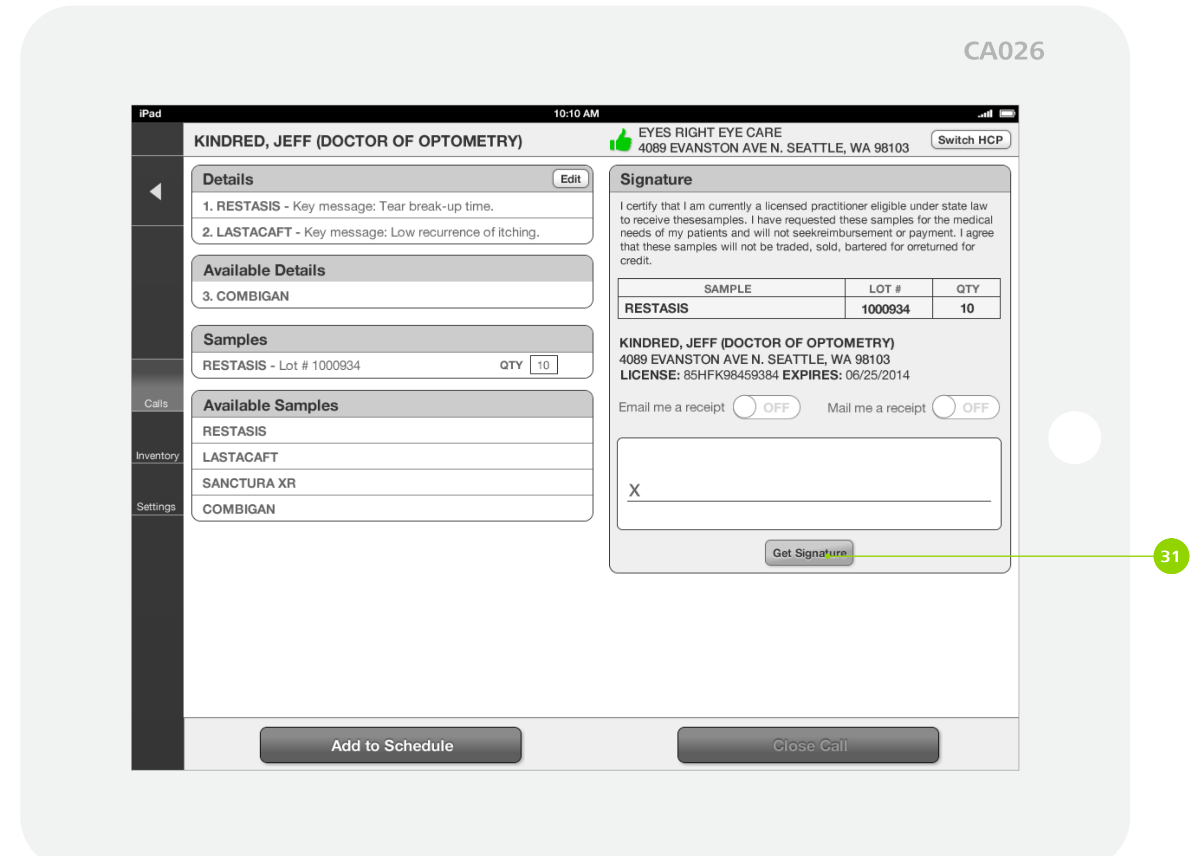
Wireframes

Samples

29. Add Sample Quantity



30. Samples Added



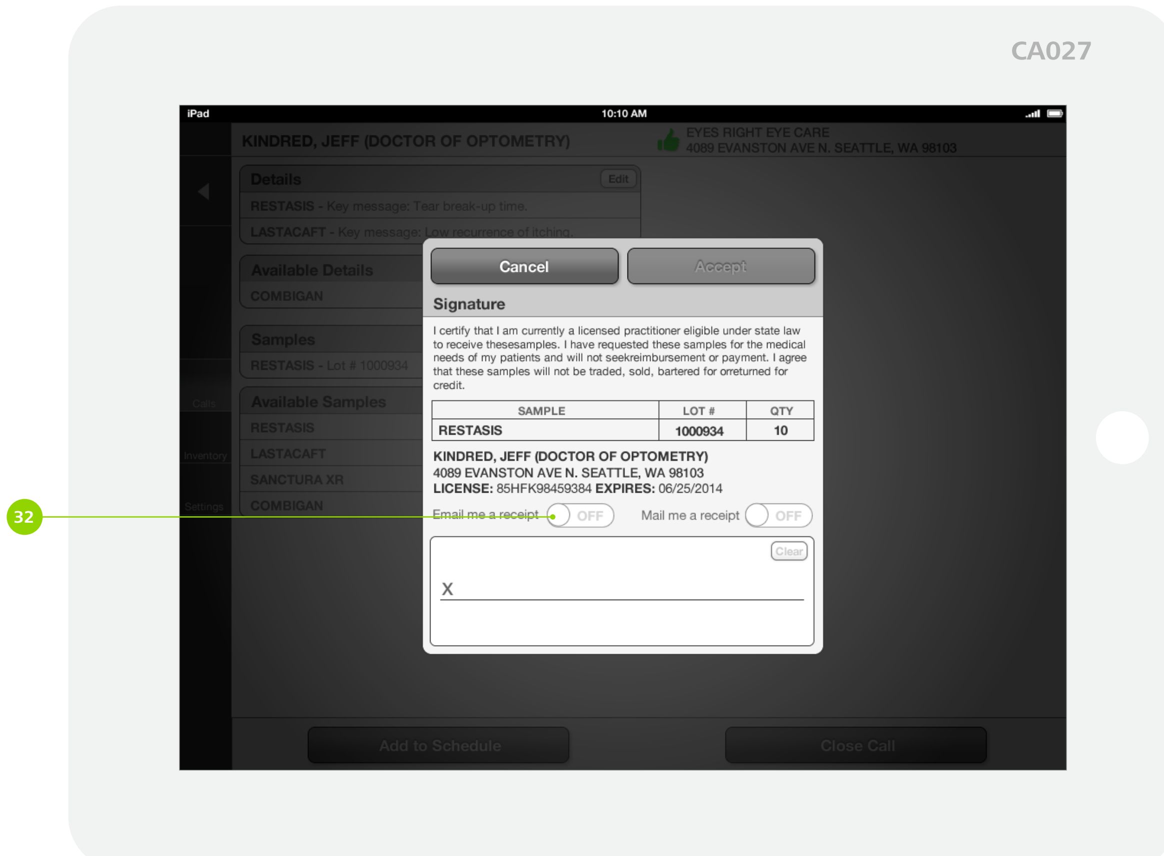
A Keyboard will automatically launch after a lot has been selected to easily input quantity.

31 After a sample has been added the get signature button becomes functional.

Wireframes

Signature Modal

31. Signature Modal



32. Choose Email

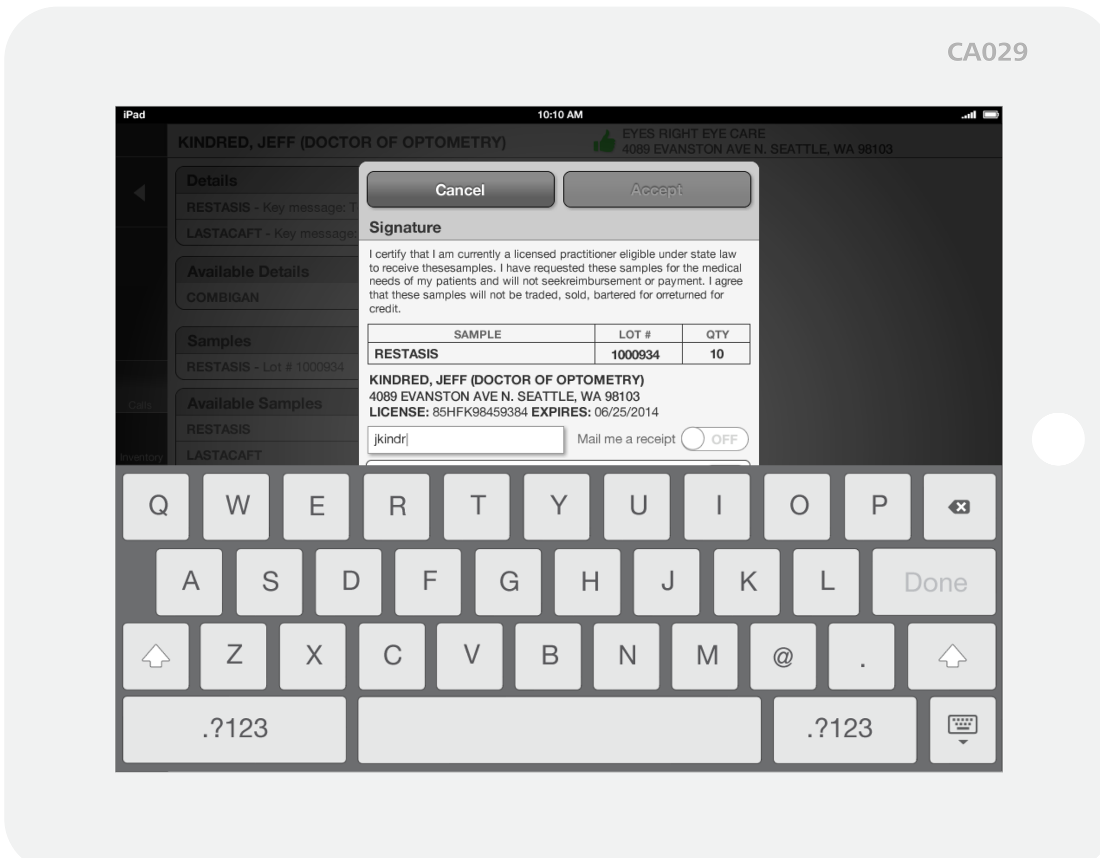
32 Selecting to have a receipt emailed will launch a popover containing email addresses that are on file for the HCP.

If the expected email is not on file, it will be able to be added at this point. If there are 3 email addresses on file already, a receipt can still be sent to a different email, the newly entered email will not be saved in the HCP Profile.

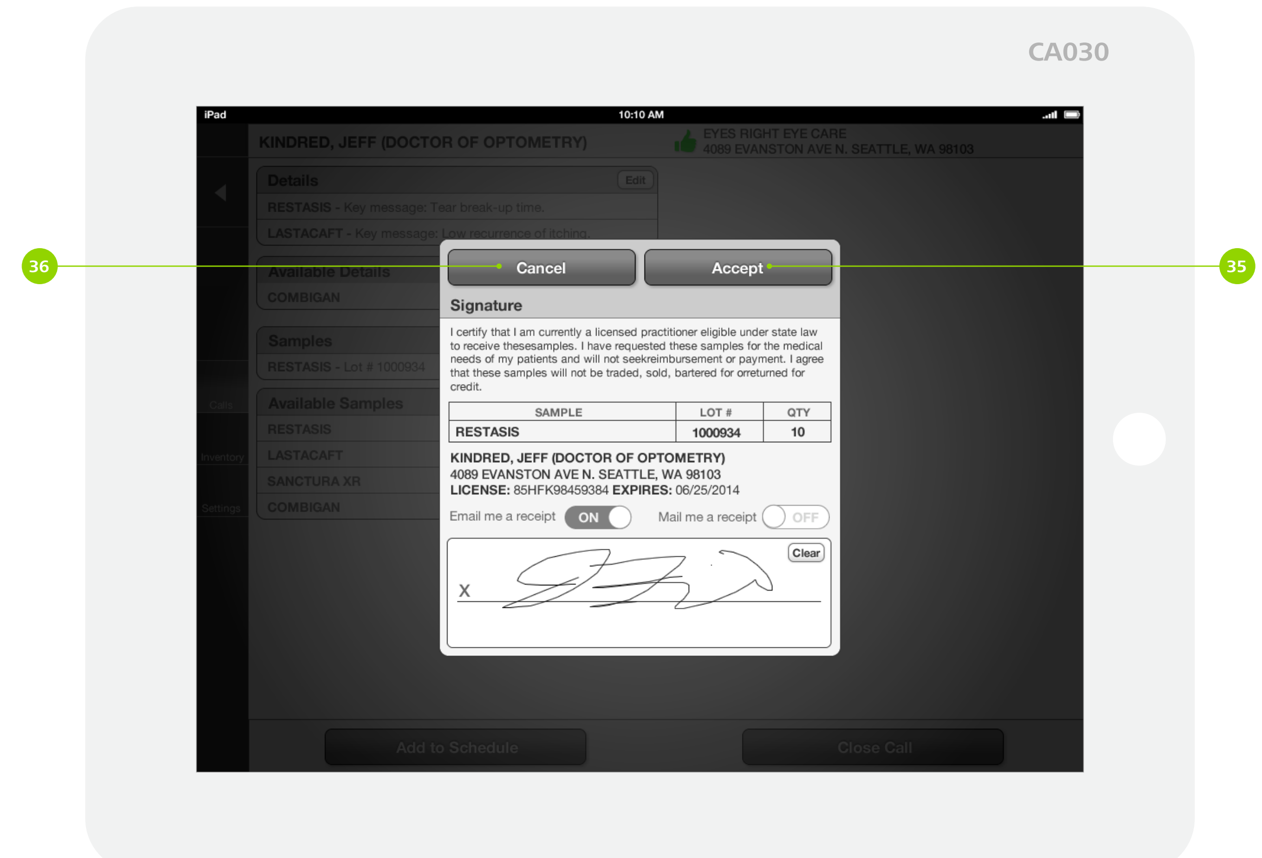
Wireframes

Add New Email and Ready to Accept

33. Add New Email



34. Signed - Ready to Accept

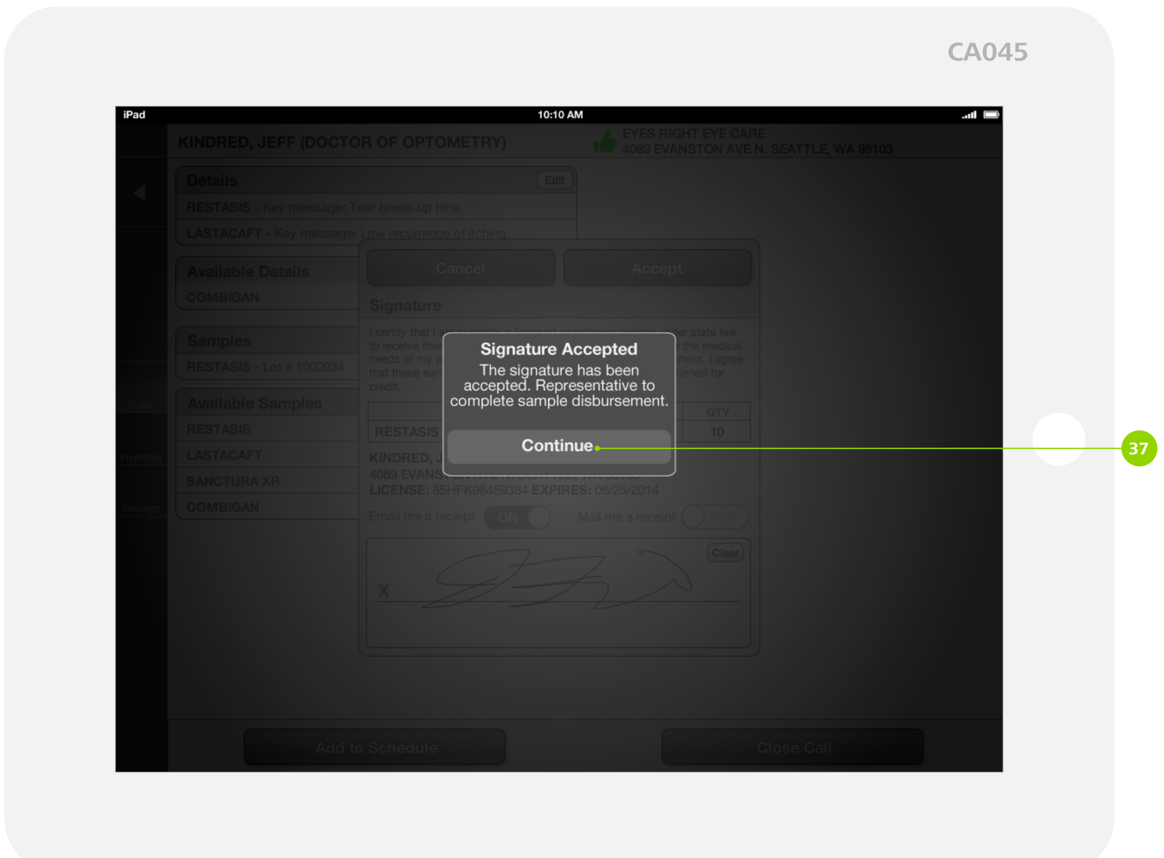


36 37 To help prevent an unauthorized person from viewing data on the device, both "Cancel" and "Accept" buttons will launch an alert that will have to be confirmed by the rep.

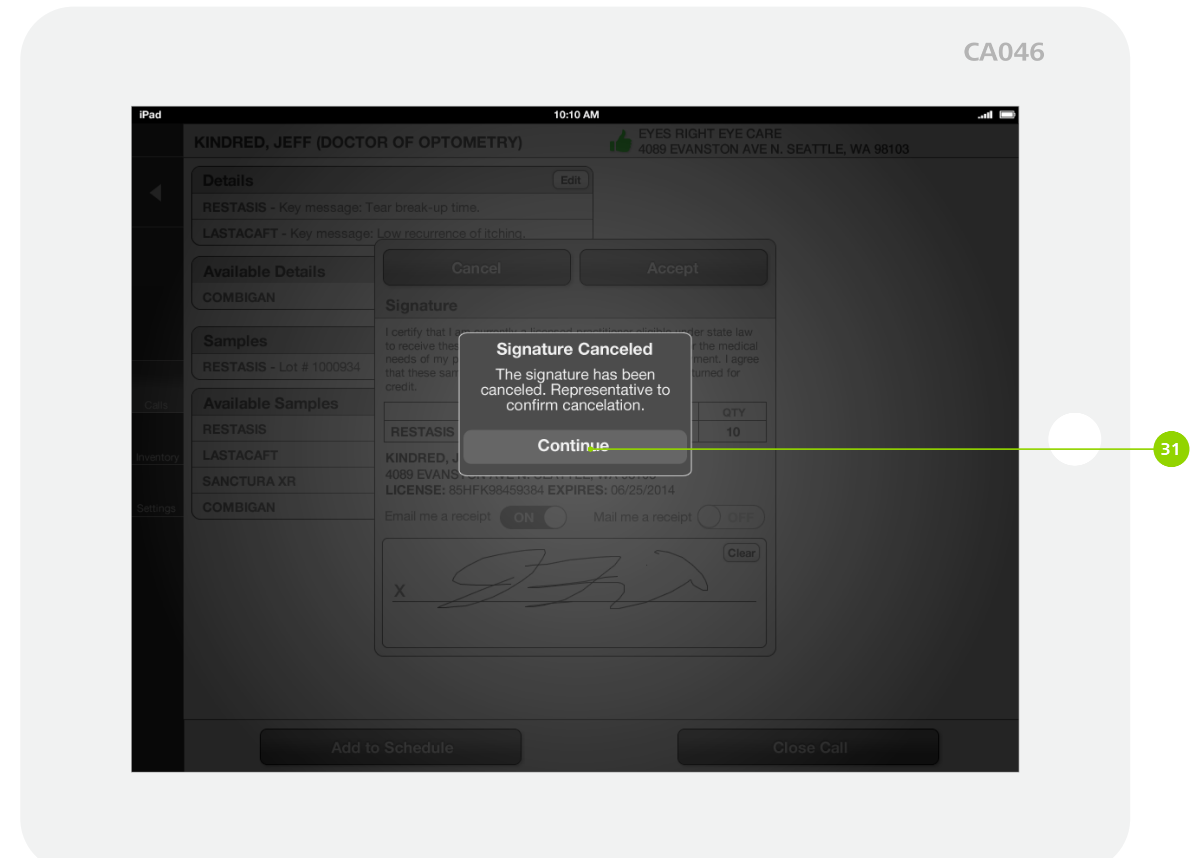
Wireframes

Signature Screen Lock

35. Signature Accepted



36. Signature Canceled

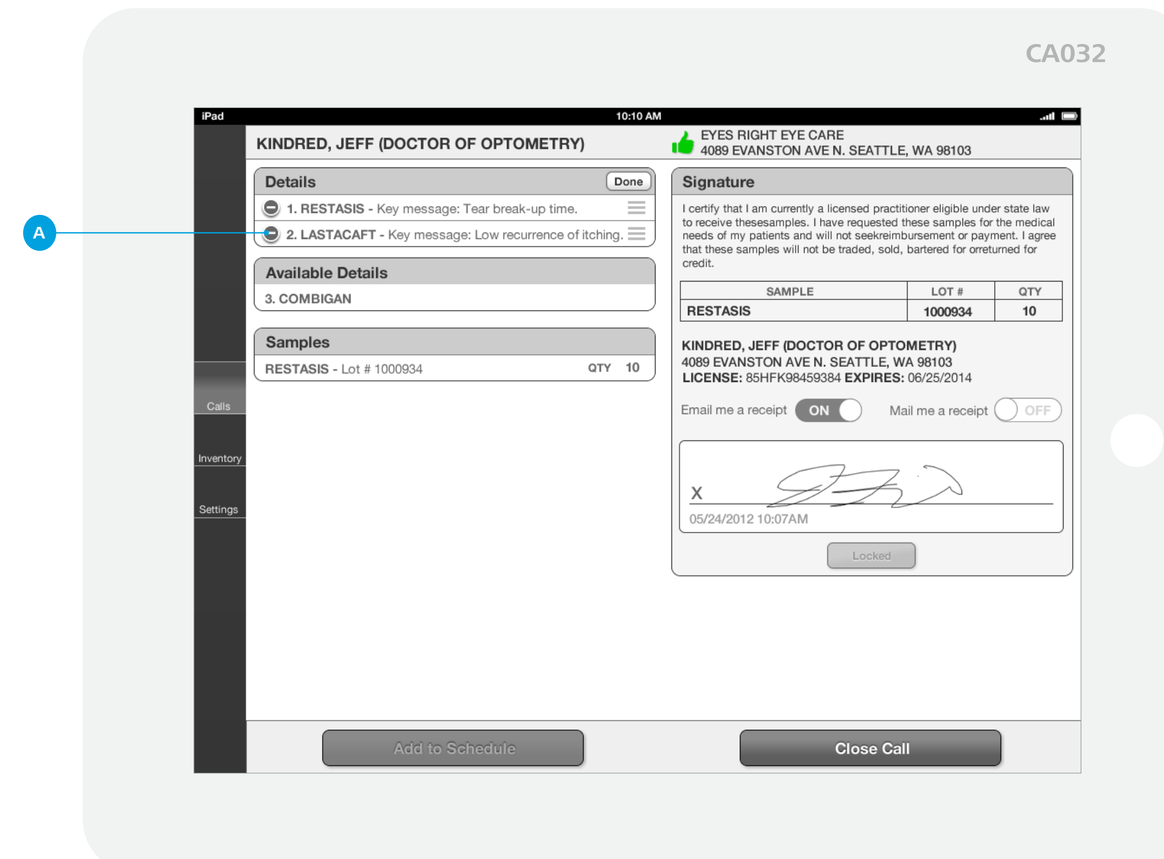


Wireframes

Ready to Close and Edit Details

37. Accepted - Ready to Close

38. Ready to Close - Edit Details



A Available samples table has been removed now that a signature has been accepted.

3 Once a call is closed, the rep will be taken back to the calls landing screen and the closed call will be prepended to the top of the closed calls list.

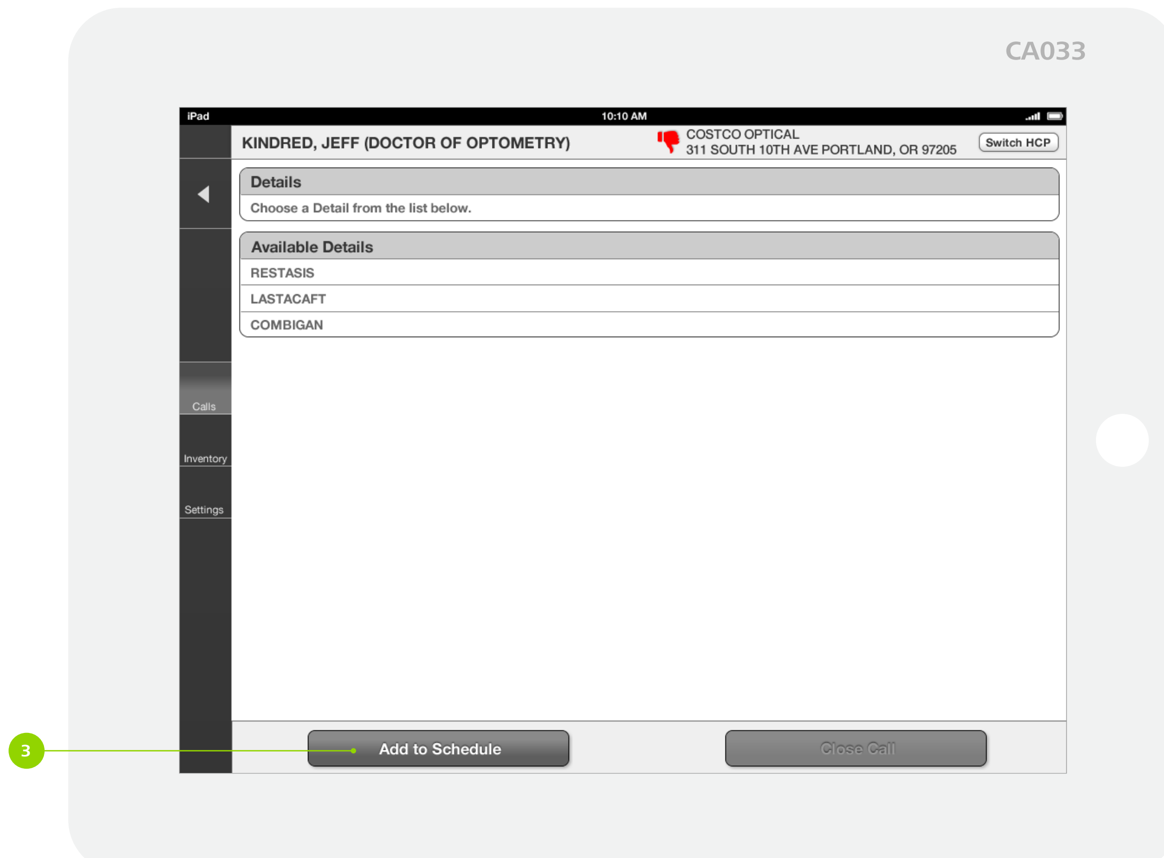
B Once a signature has been accepted, the call can no longer be saved as a draft and can only be closed.

A The ability to change the positioning and remove details will be available until the call is closed.

Wireframes

Ineligible Detail Only Call

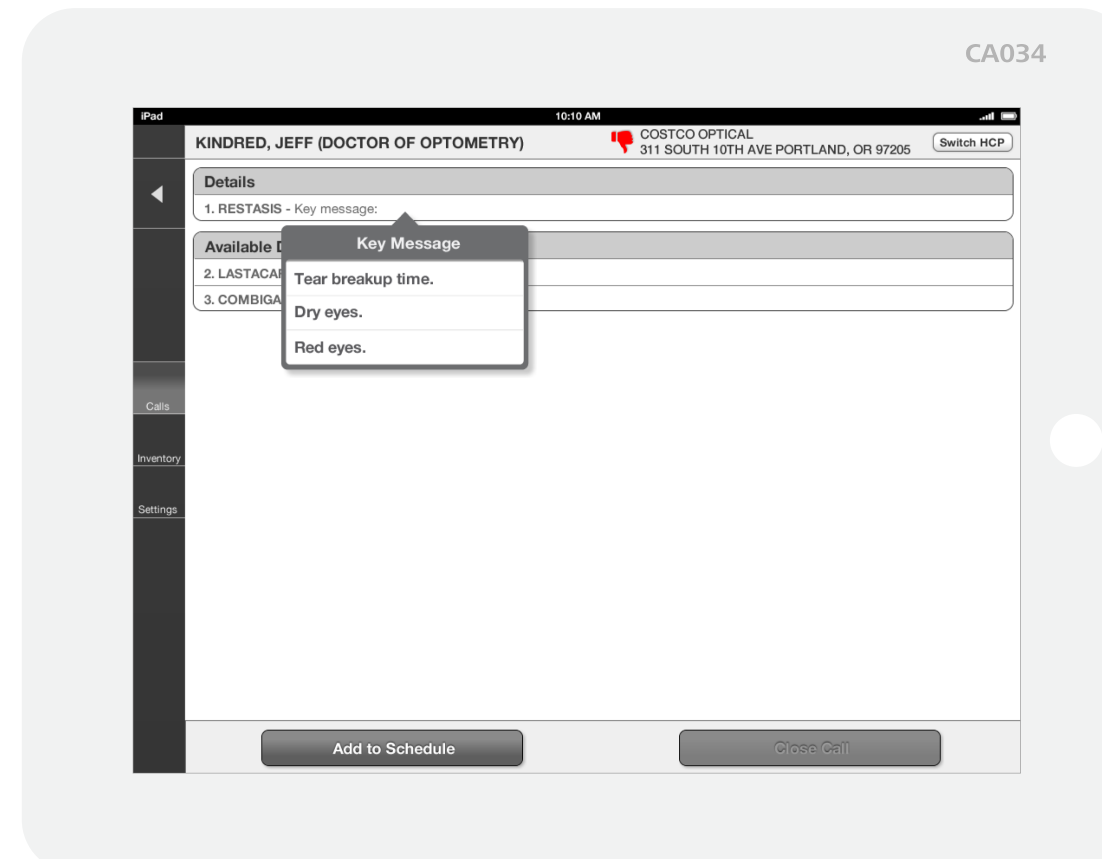
39. Create Call - Detail Only



If an HCP is ineligible for sampling, a detail only call may still be completed.

A Close Call button will be non-functional until a detail has been added.

40. Detail Only - Add Details

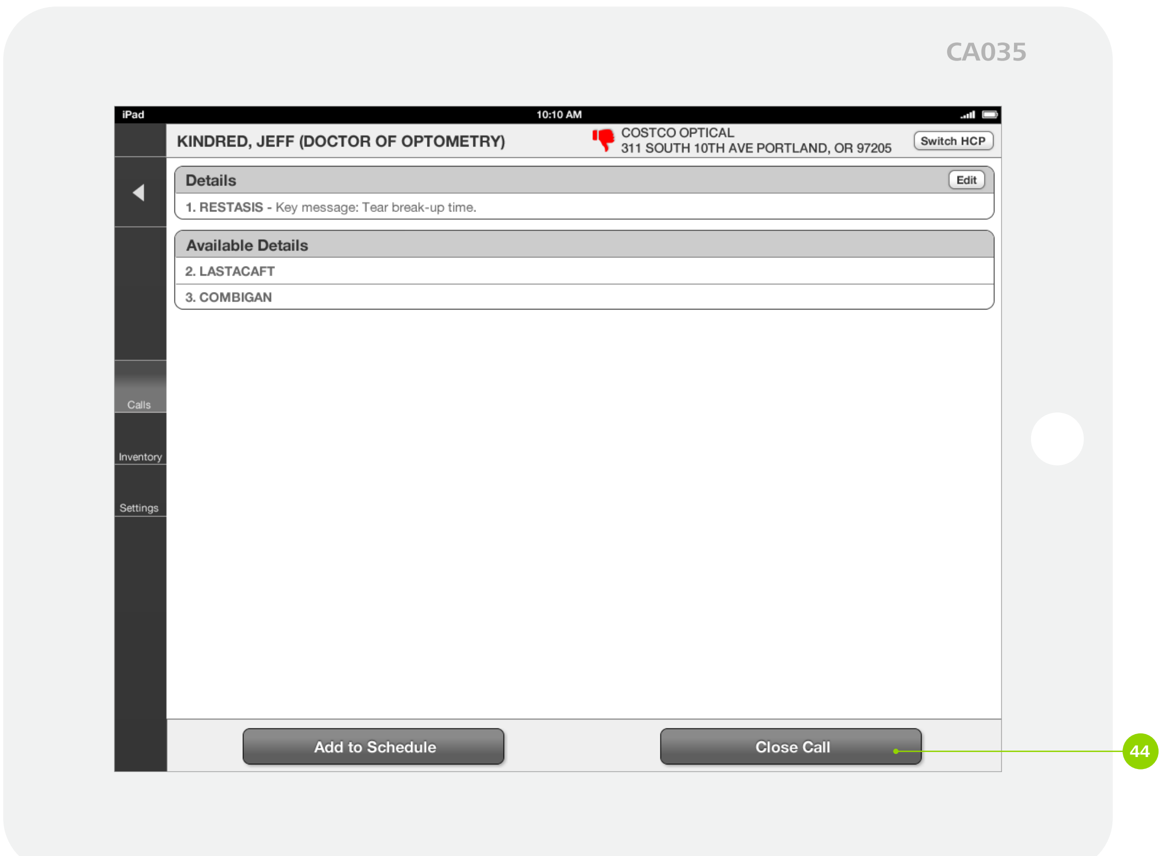


Reps will be able to choose multiple details, if needed, before they close the call.

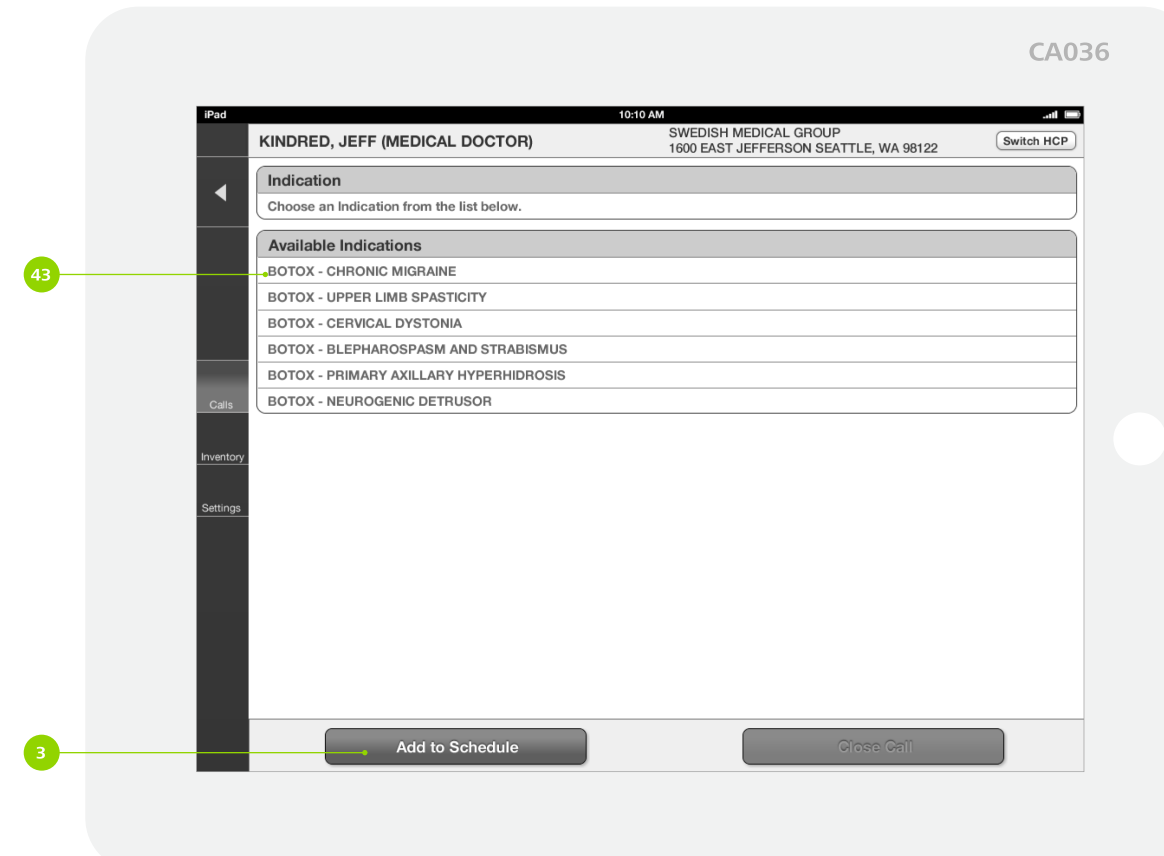
Wireframes

Indication Level Call

41. Detail Only - Ready to Close



42. Indication Only - New Call

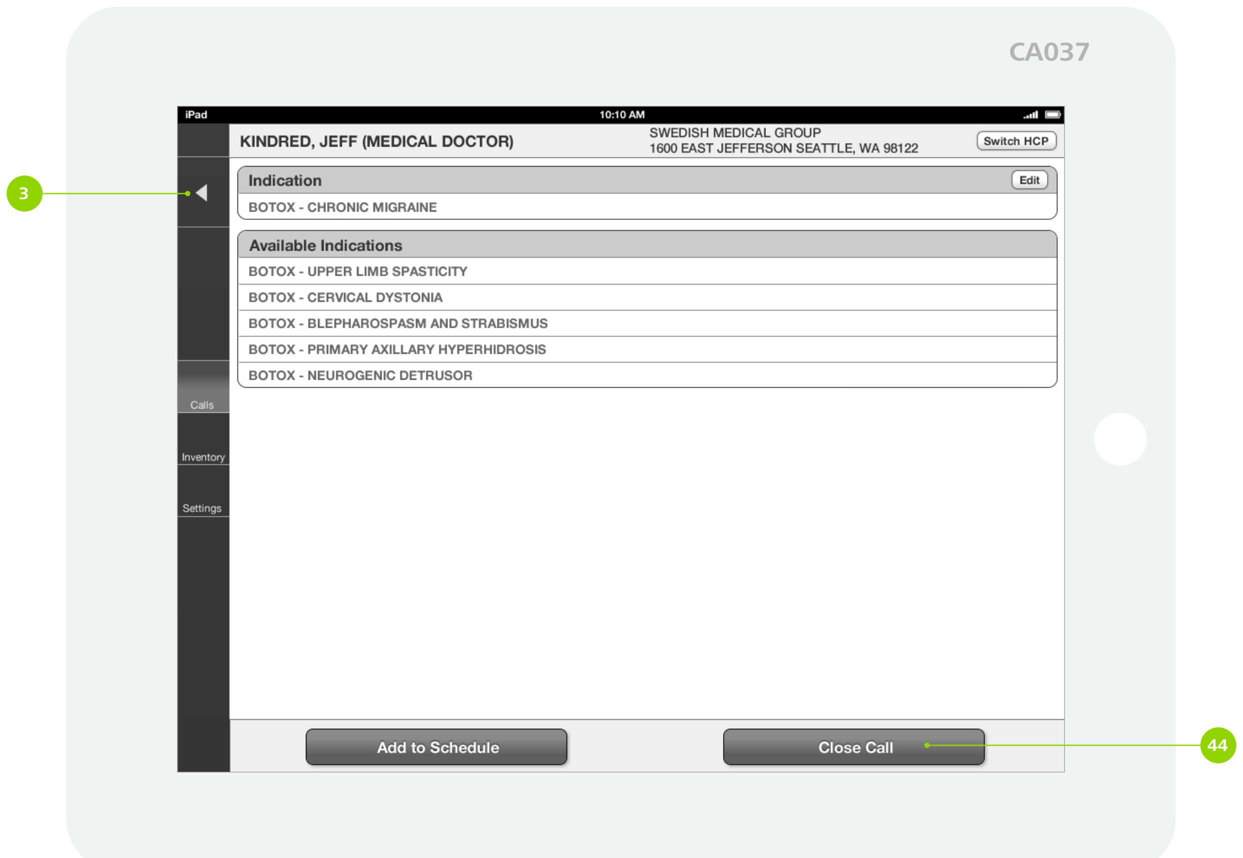


This and the next 2 screens are for Reps who Detail at the Indication level and do not sample.

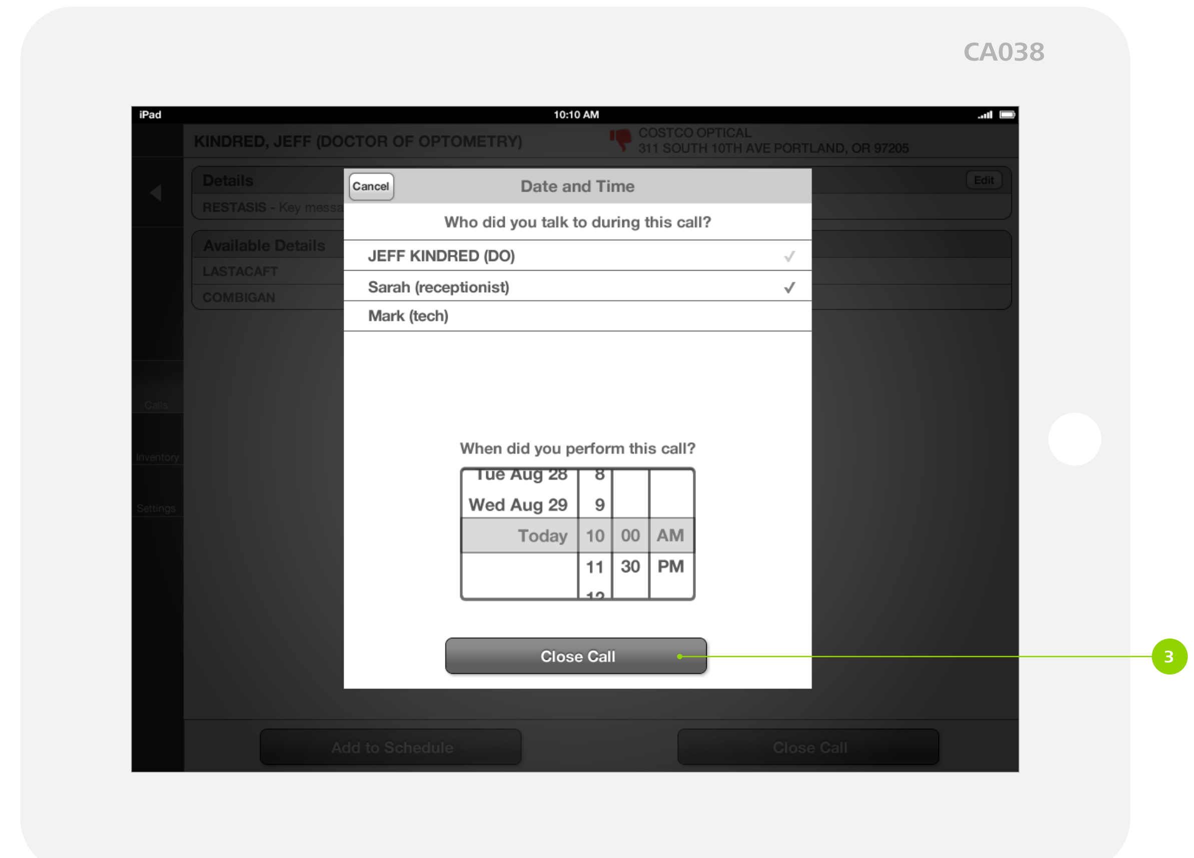
Wireframes

Indication Call

43. Indication Selected - Ready to Close



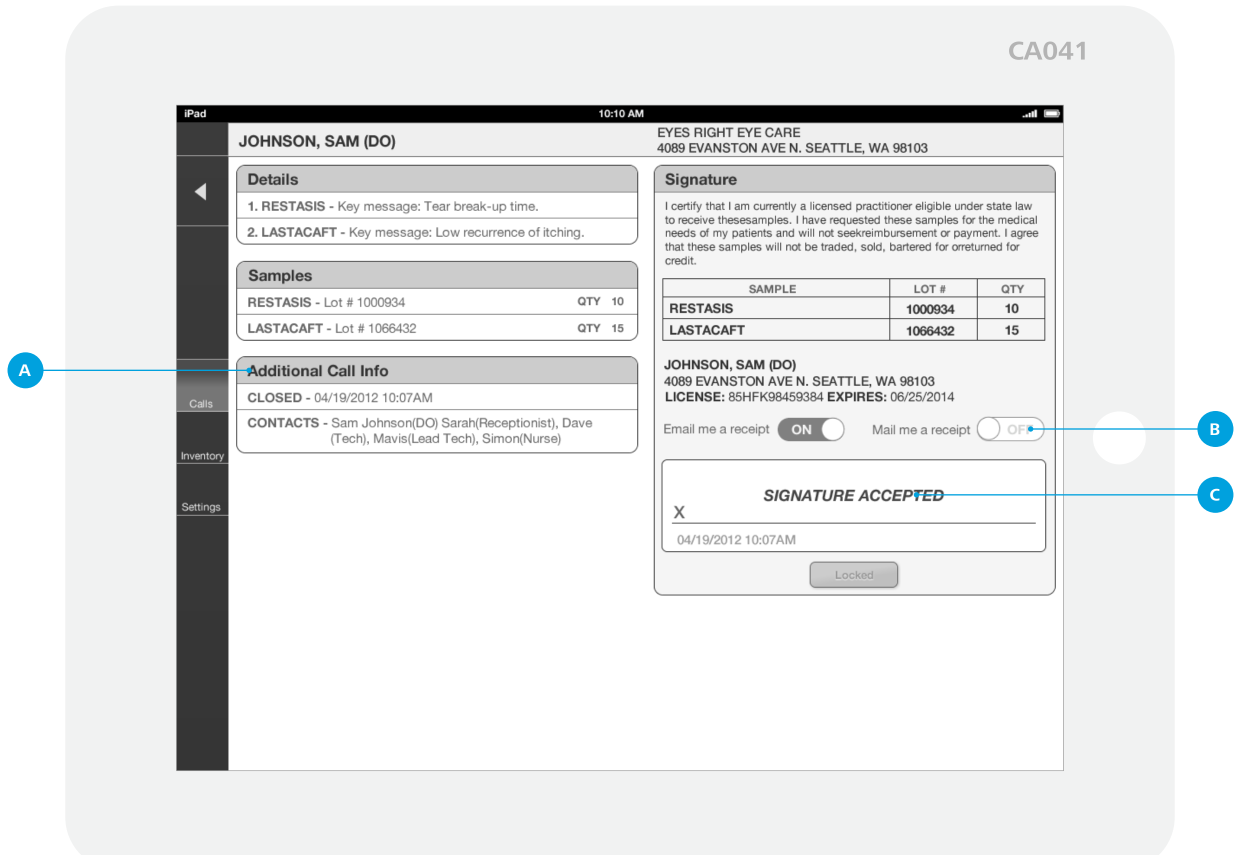
44. Ready to Close - Choose Contact(s)



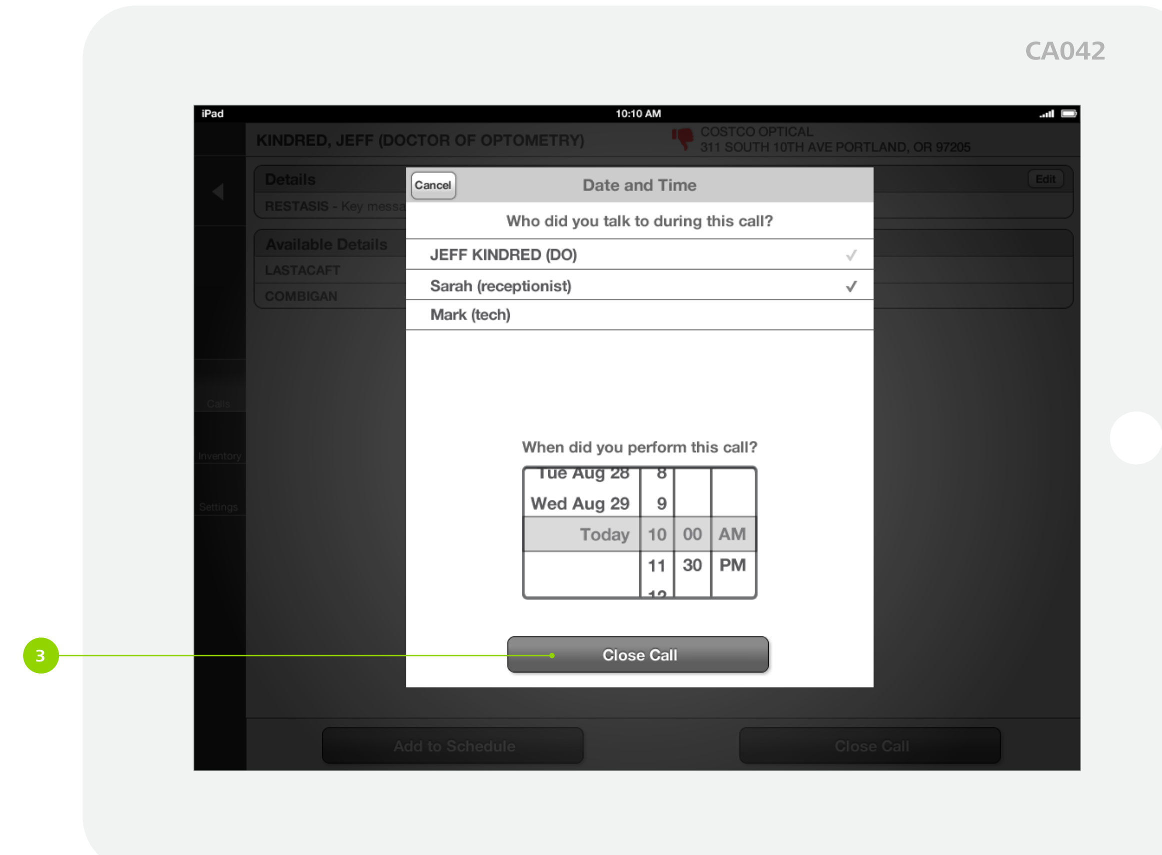
Wireframes

Closed Call and Closure Prompt

45. Viewing Closed Sample Call



46. Closure Prompt



A Additional call info includes Date/Timestamp of closure and contacts spoke to.

B The call can be flagged for receipt still.

C Indication that the signature was accepted and synced.

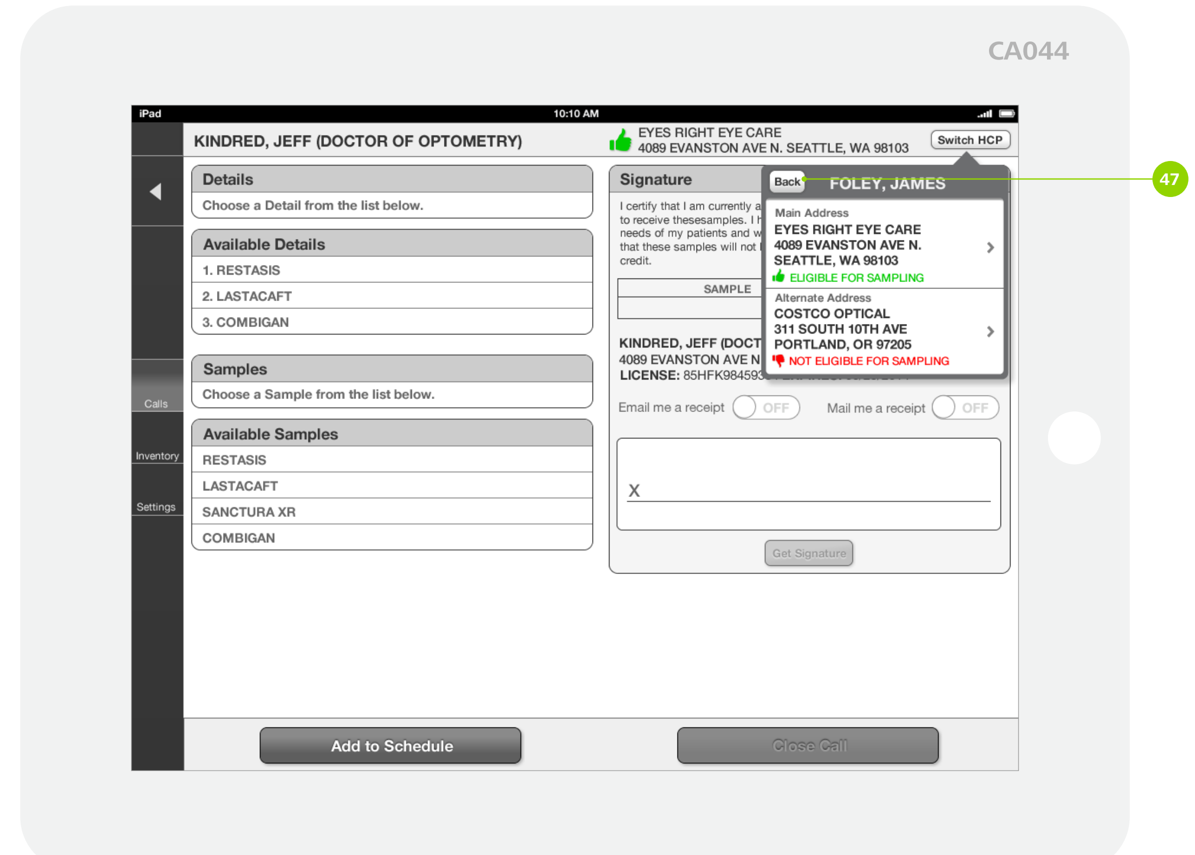
Wireframes

Switch HCPs

47. Switch HCP - Available HCP Popover

Tap on switch HCP, launch popover with list of all available HCPs, filter and select HCP.

48. HCP Address Selection



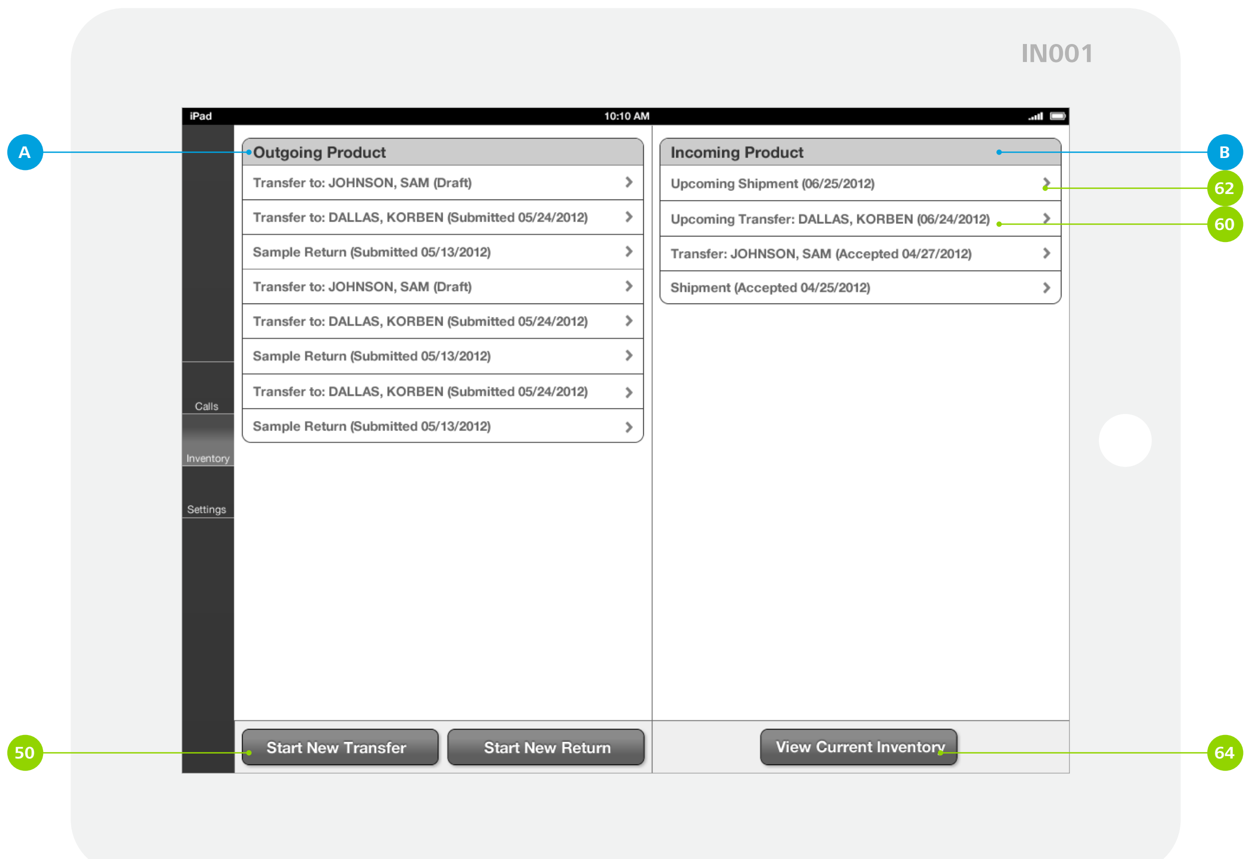
Select HCP Address, load new call for new HCP with any existing details/samples pre populated.

‘Inventory’ Tab

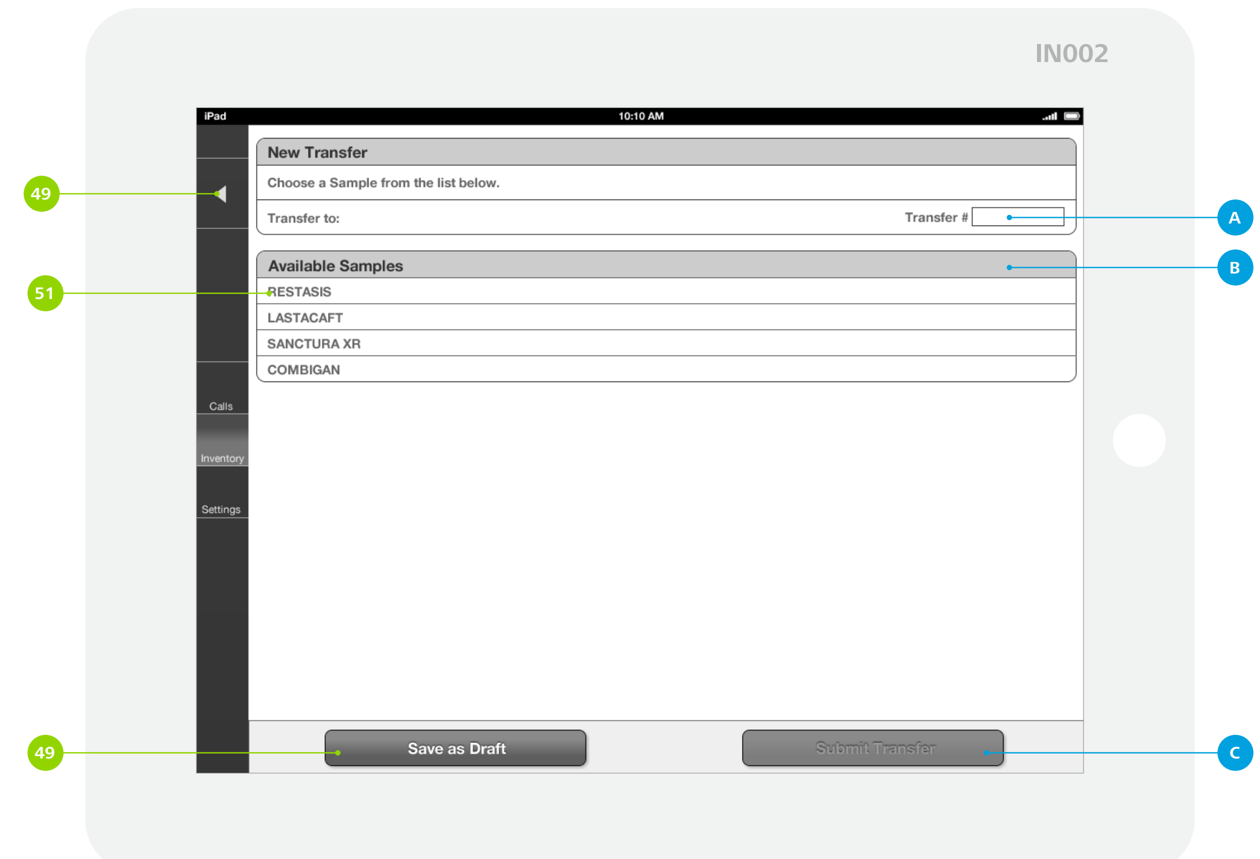
Wireframes

Inventory Landing and New Transfer

49. Inventory Landing



50. New Transfer



A Outgoing product list, includes drafts and submitted transfers and returns.

B Incoming product list, includes drafts and accepted transfers and shipments.

A Transfer Number needs to be obtained prior to completing a transfer.

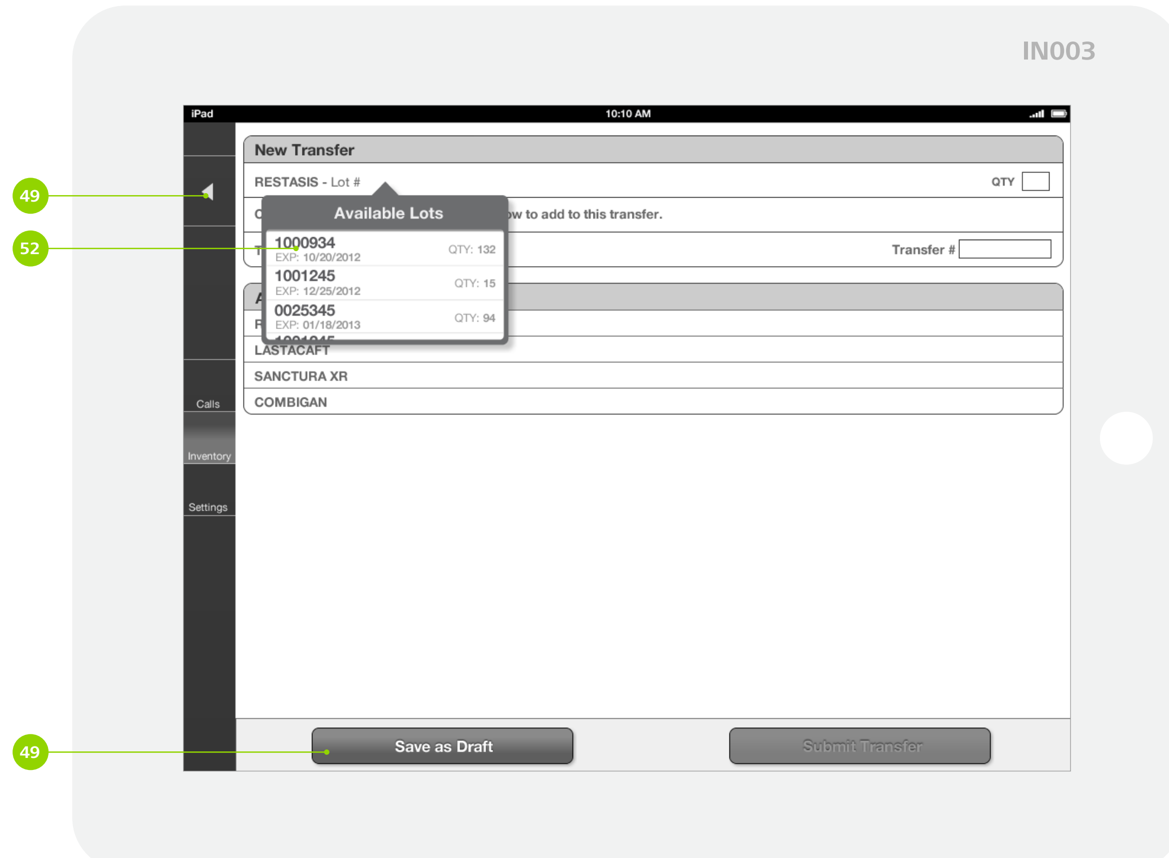
B List of samples that are available to transfer.

C Submit transfer button will remain non-functional until the form is complete.

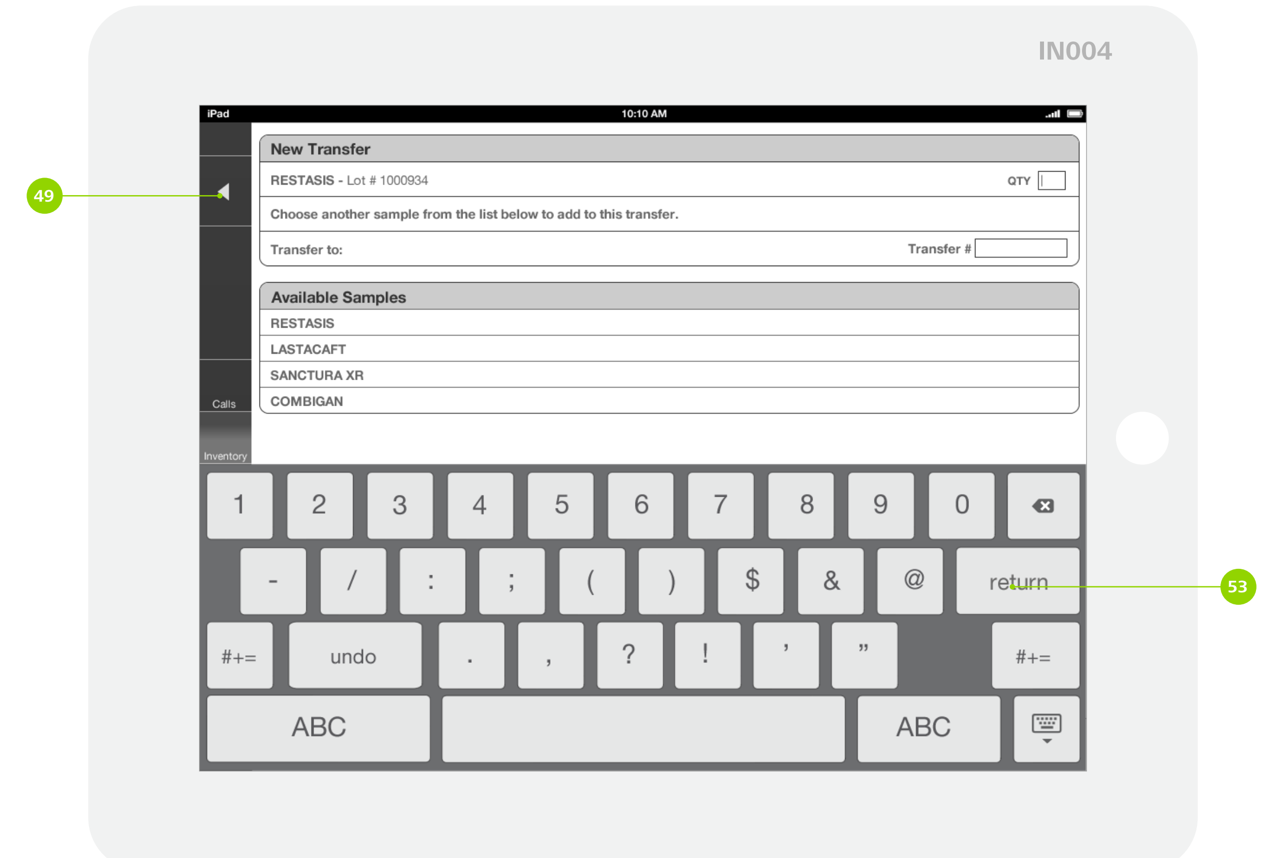
Wireframes

Transfer

51. Transfer - Choose Lot Number



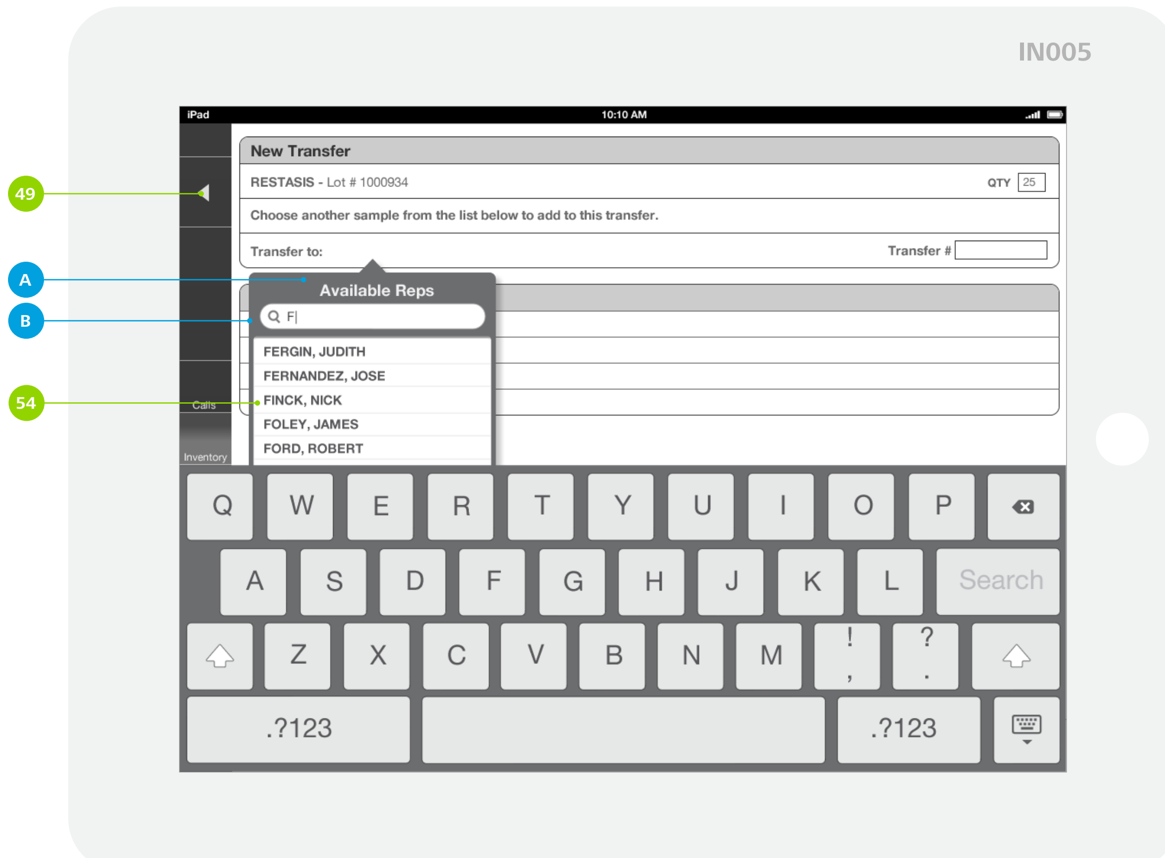
52. Transfer - Add Quantity



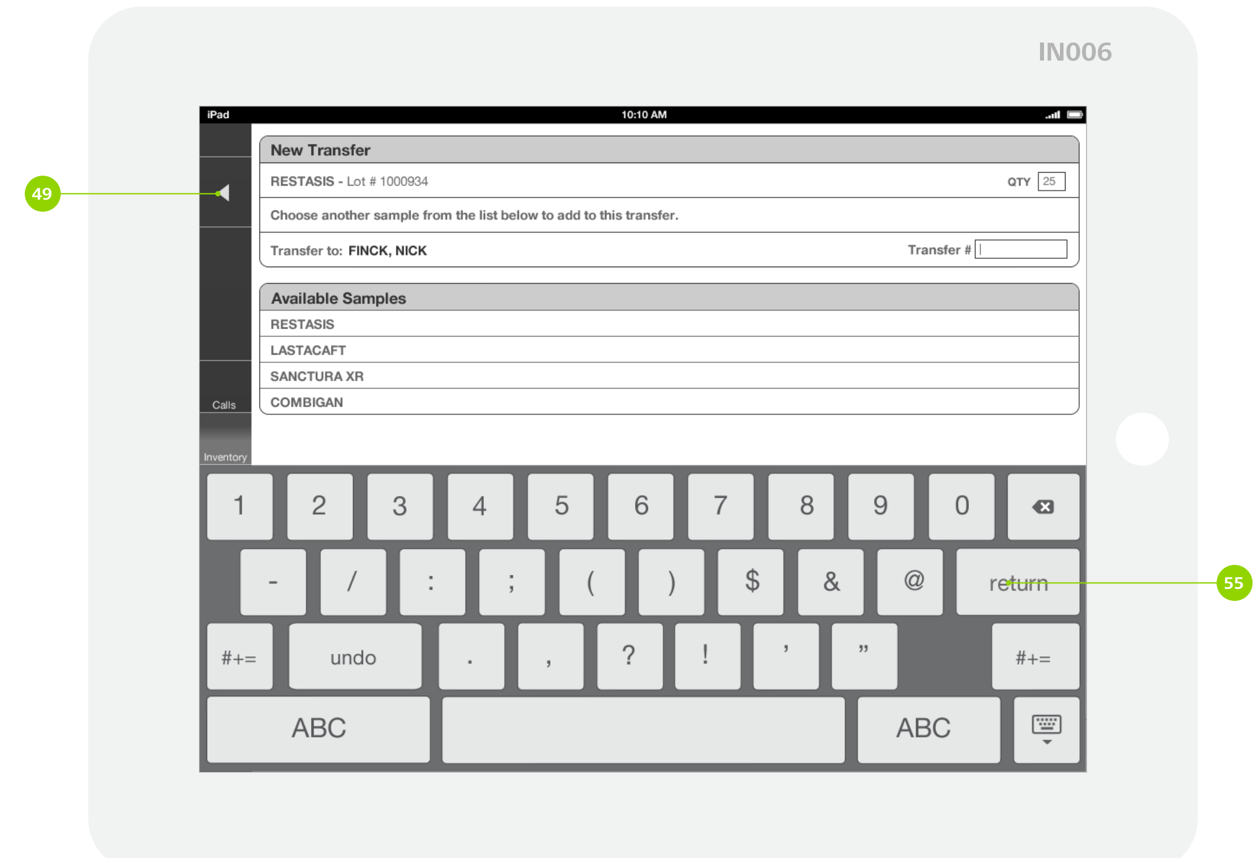
Wireframes

Transfer

53. Transfer - Choose Rep



54. Transfer - Enter Transfer Number



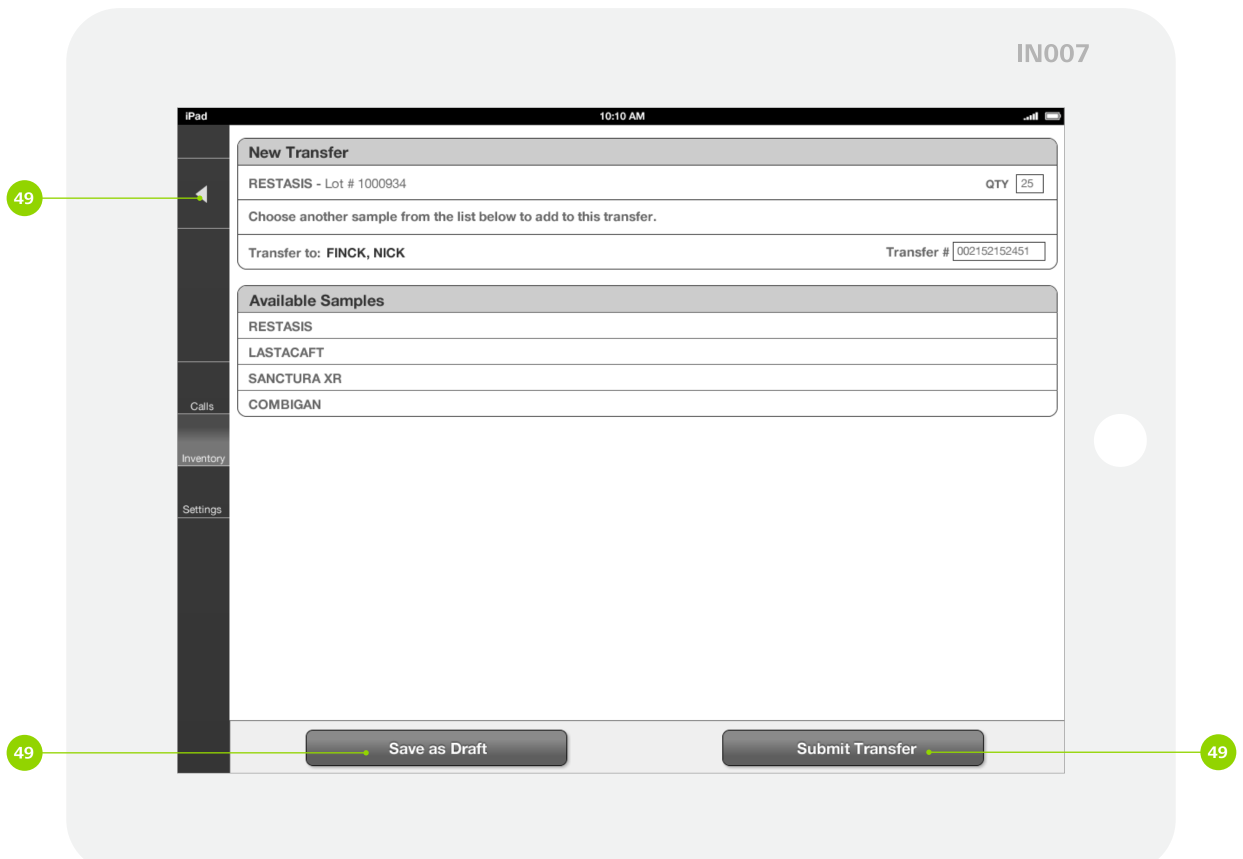
A List of reps available to transfer to.

B Filtering of available reps.

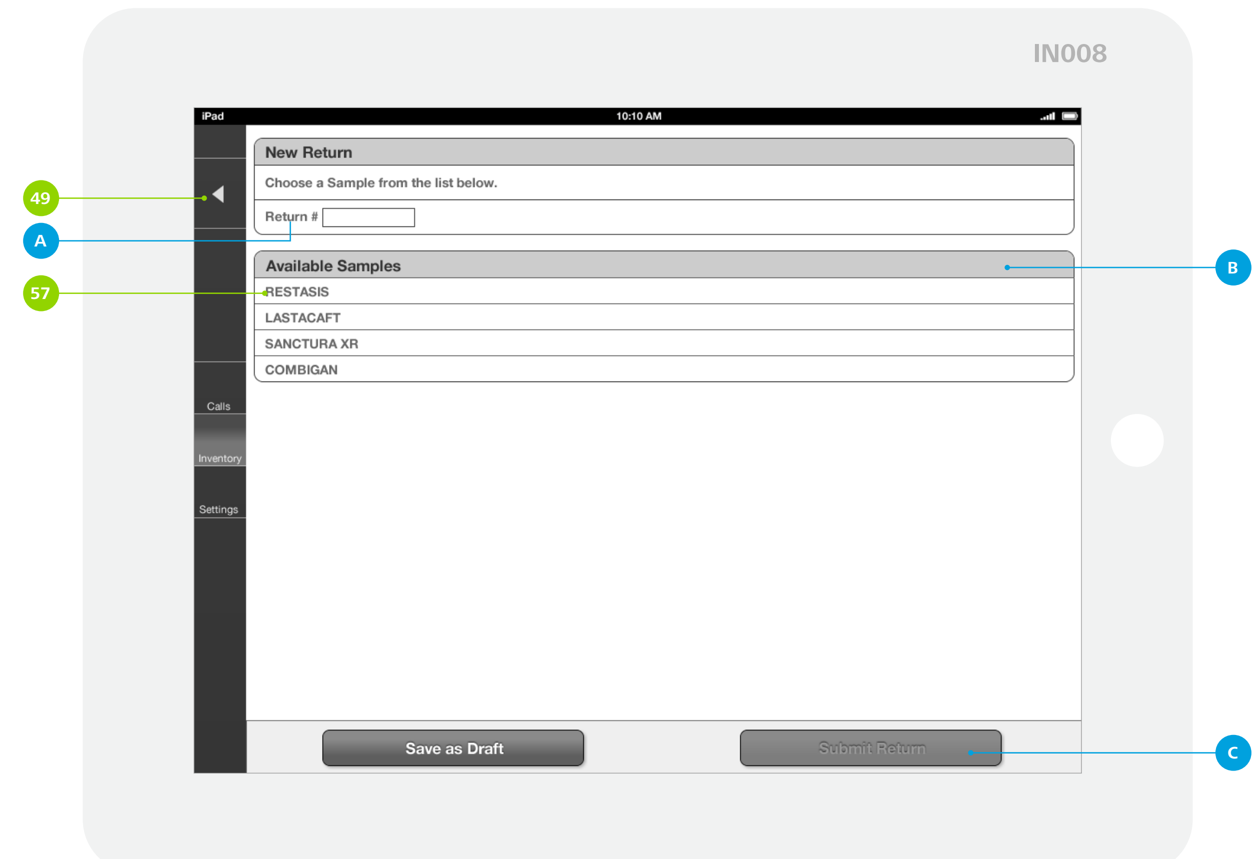
Wireframes

Submit Transfer and New Return

55. Transfer - Ready to Submit



56. New Return



A Return Number needs to be obtained prior to completing a return.

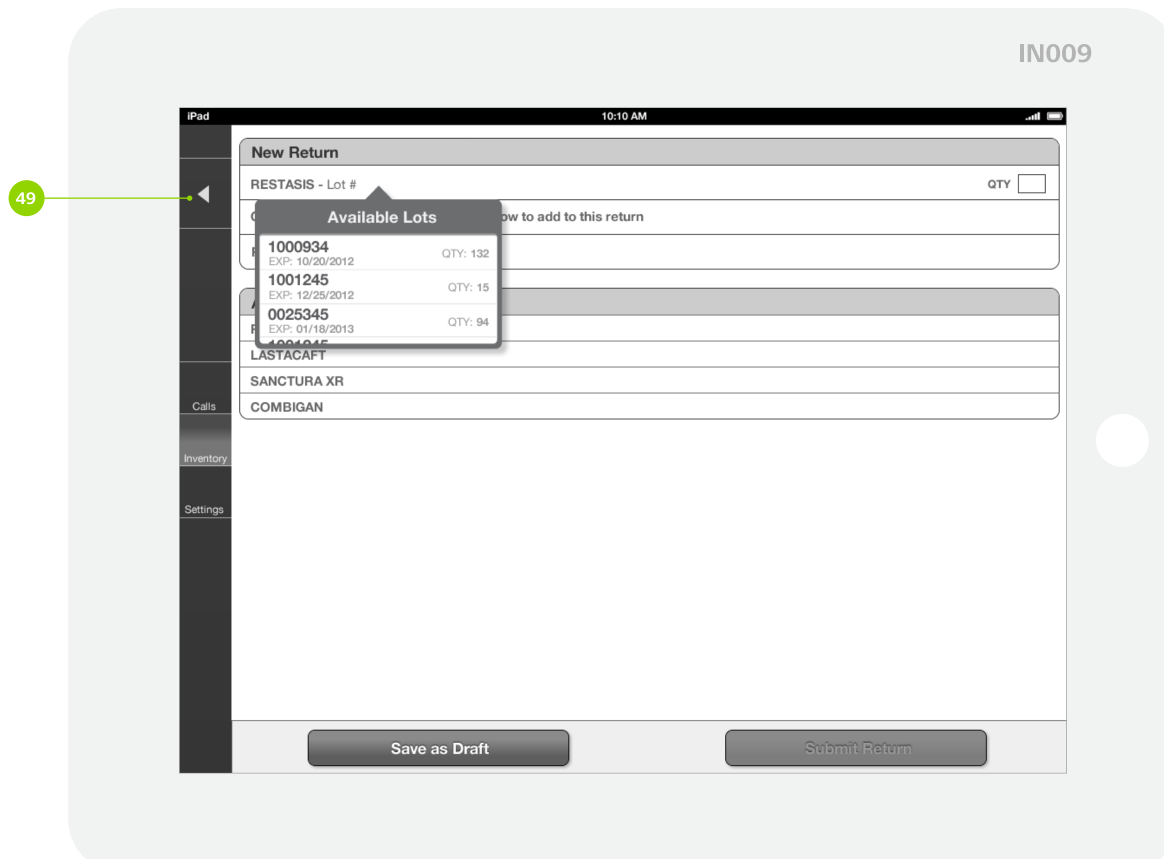
B List of samples that are available to return.

C Submit Return button will remain non-functional until the form is complete.

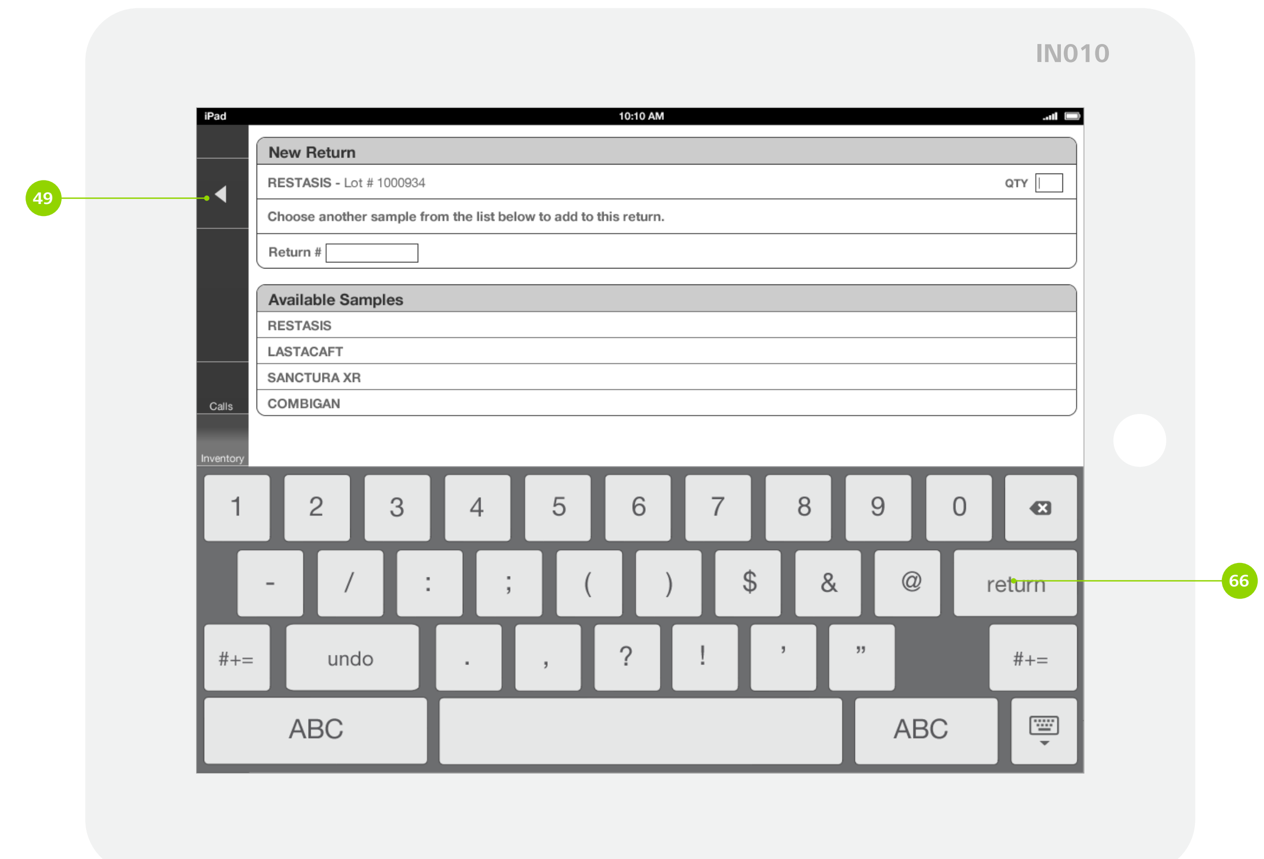
Wireframes

Return

57. Return - Add Sample



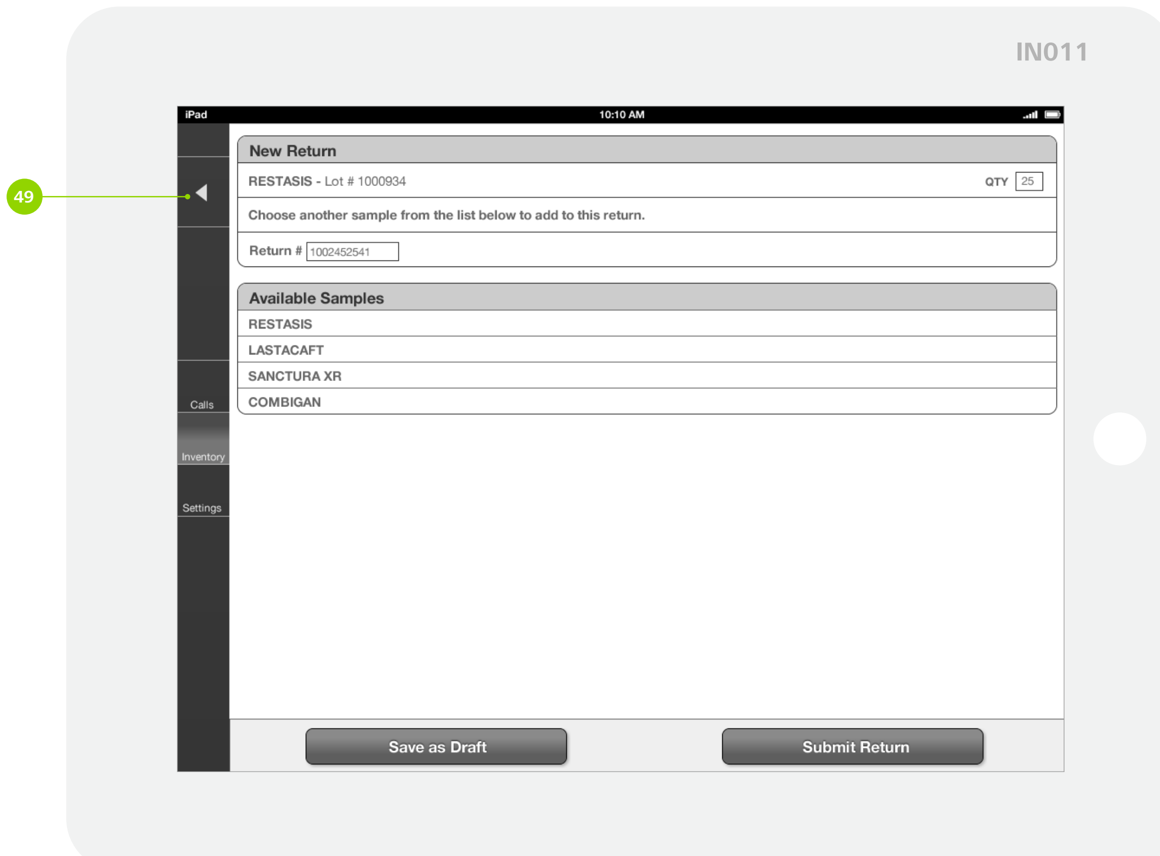
58. Return - Add Quantity



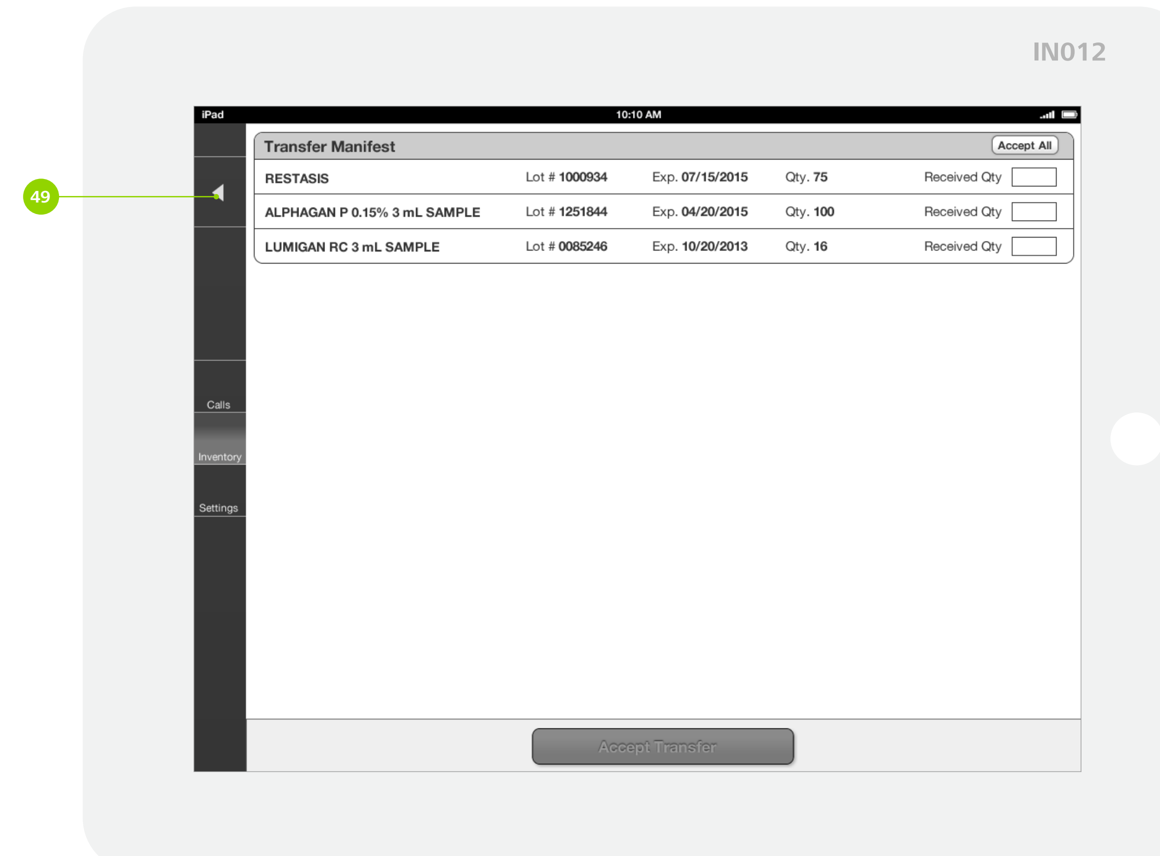
Wireframes

Return and Accept Transfer

59. Return - Ready to Submit



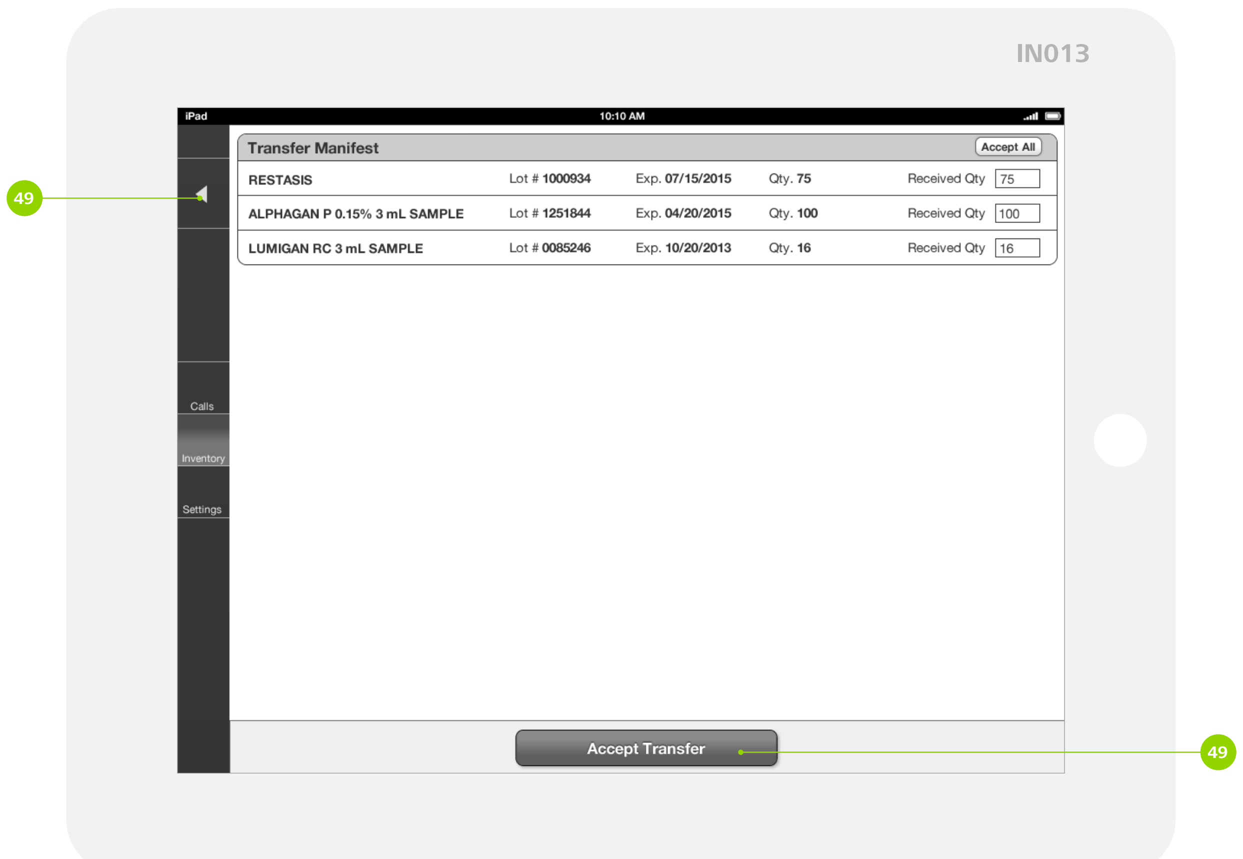
60. Accept Transfer



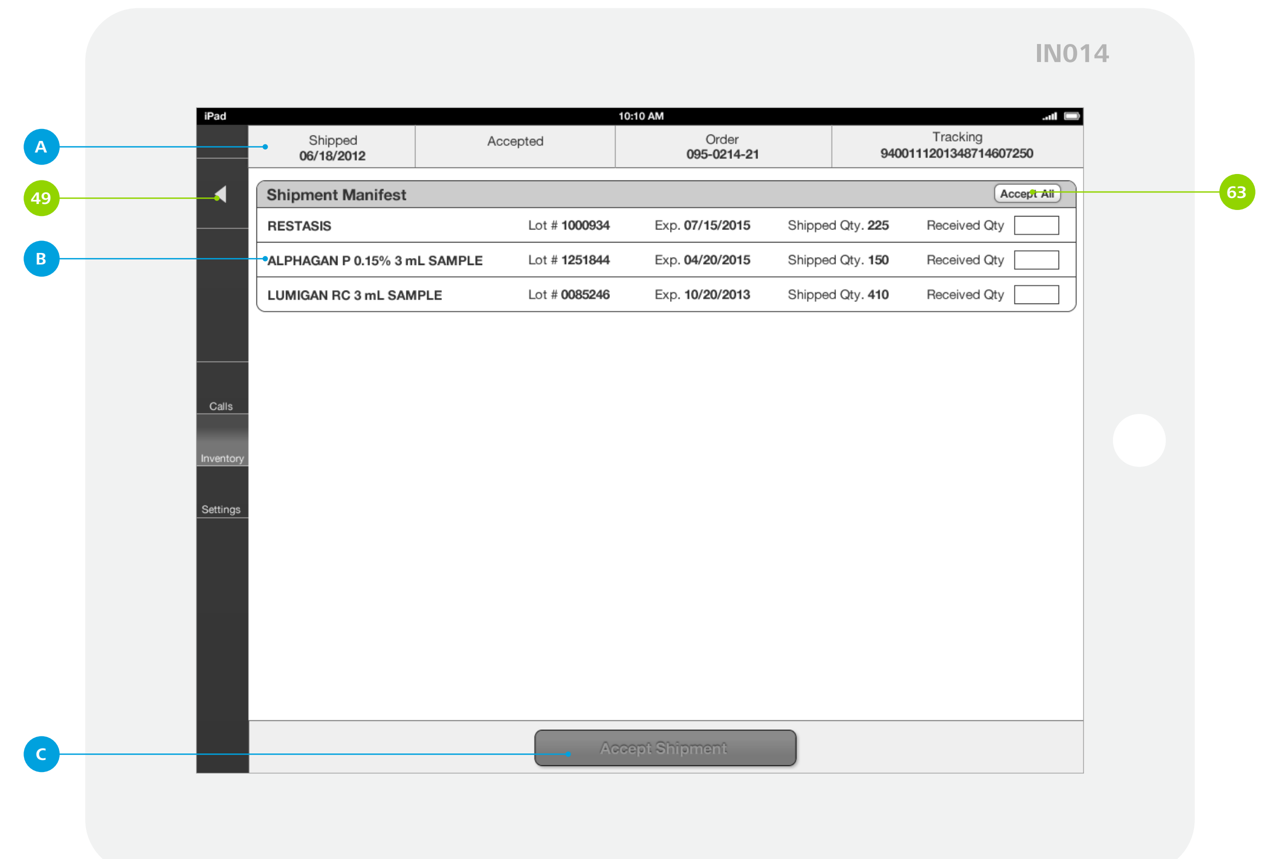
Wireframes

Accept Transfer and Receive Shipment

61. Transfer - Ready to Accept



62. Receive Shipment



A Shipment information including date shipped, accepted date, order number and tracking number. The Accepted cell will be populated once the shipment is accepted.

B Sample name, lot number, expiration date and shipped quantity.

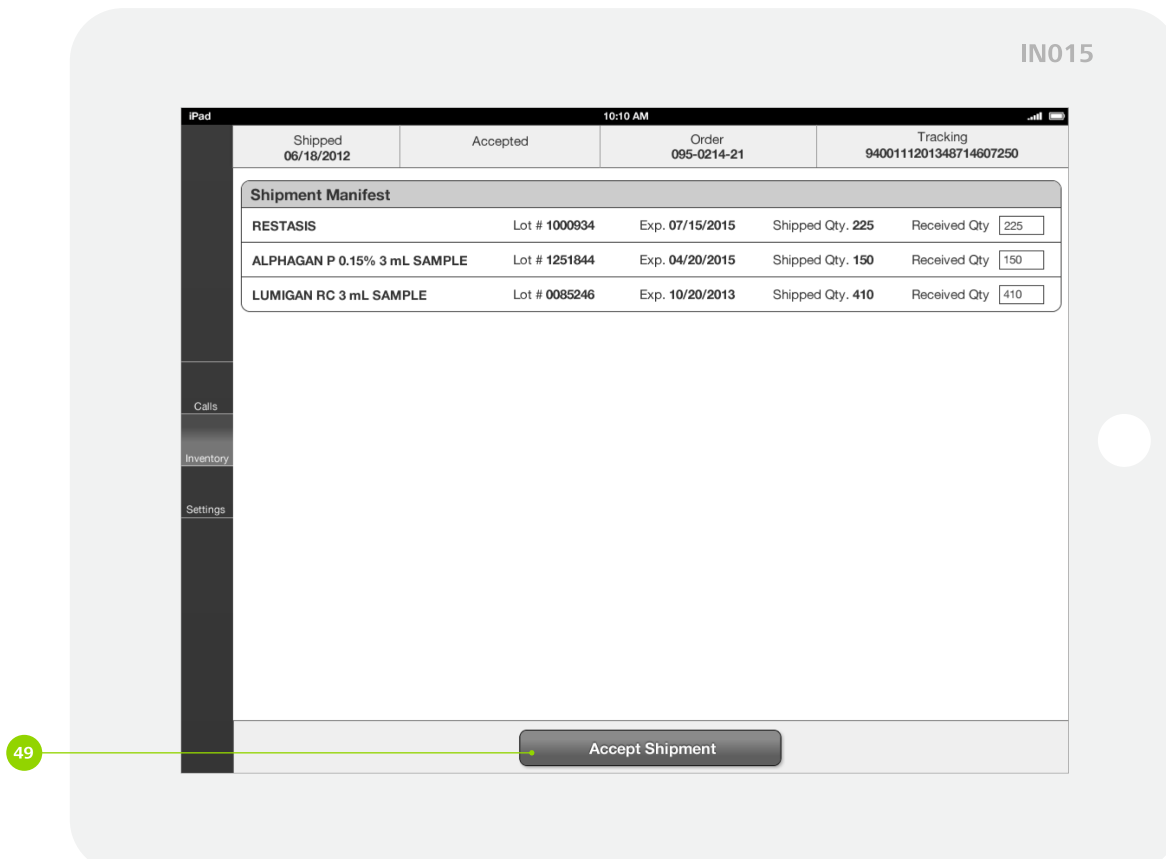
C Accept Shipment button will remain non-functional until all received quantaties are input.

63 Tapping on Accept All will populate all of the Received Qty fields with the expected quantity. Reps will be able to modify any of the fields should there be a discrepancy between expected and actual quantities.

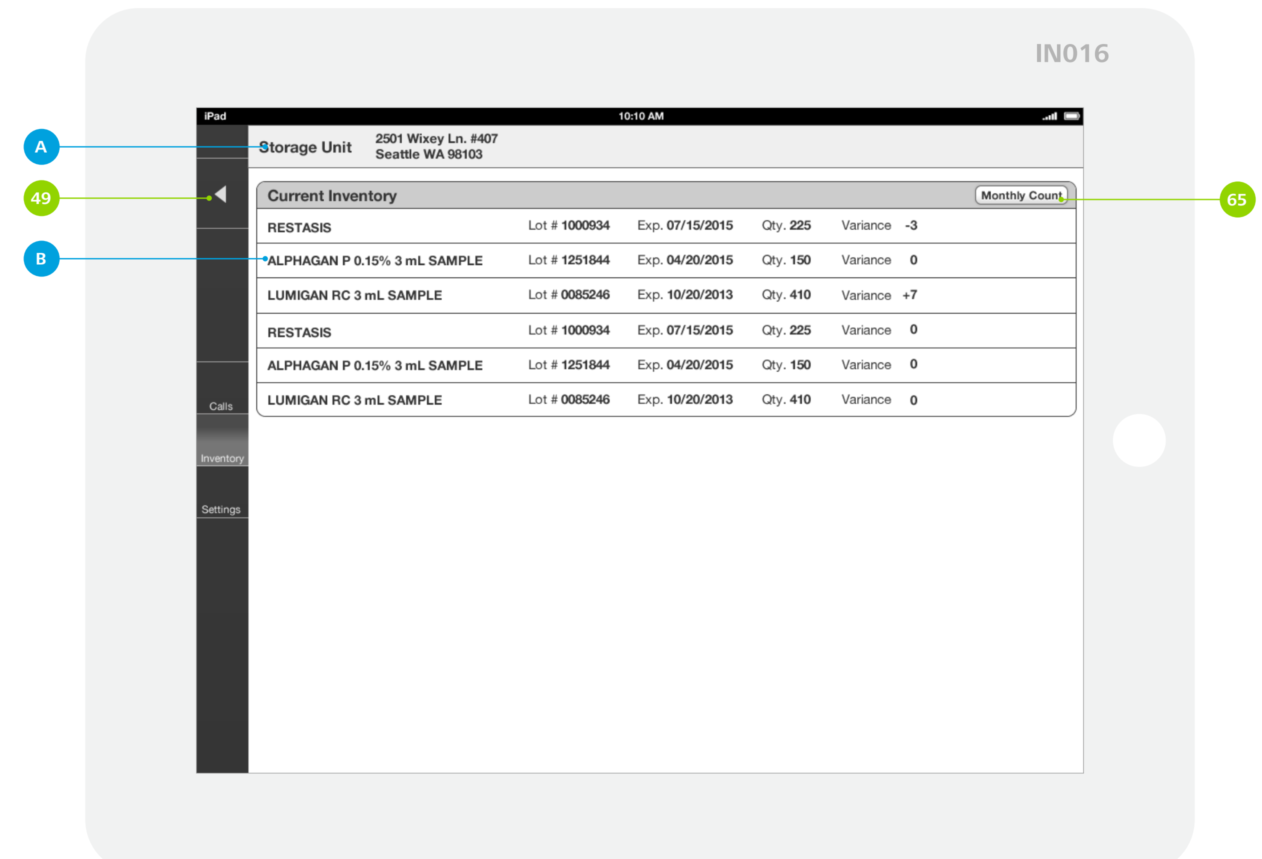
Wireframes

Shipment and Current Inventory

63. Shipment - Ready to Submit



64. Current Inventory



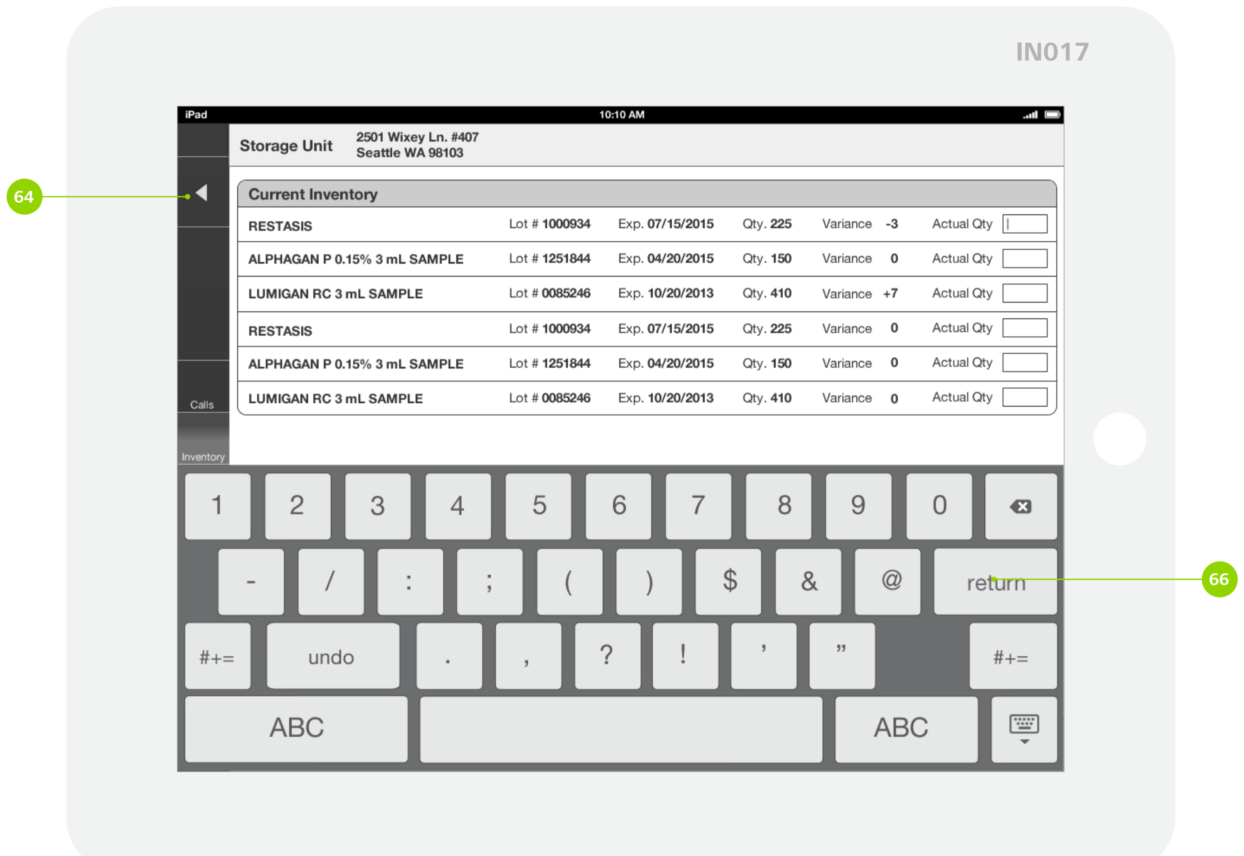
A Storage unit address (will have to be input by rep)

B Sample name, lot number, expiration and on-hand quantity.

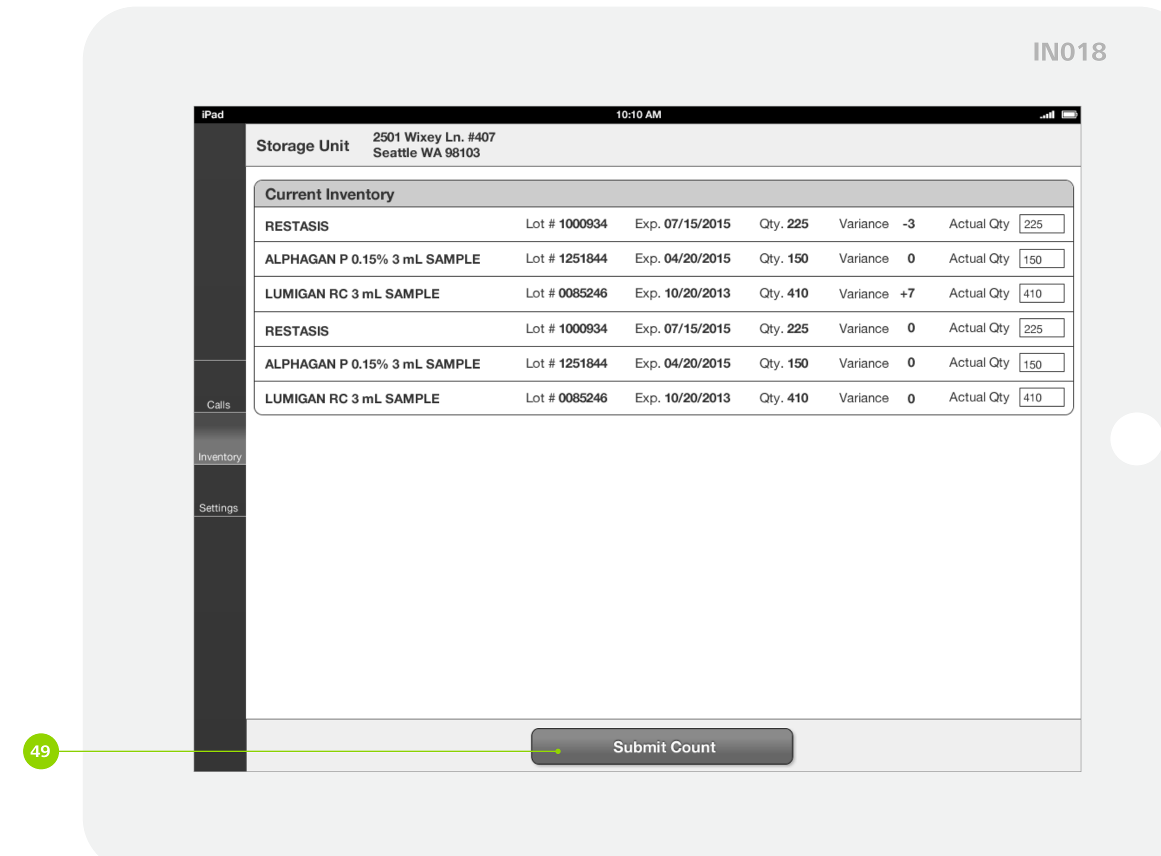
Wireframes

Monthly Count

65. Current Inventory - Monthly Count



66. Monthly Count - Ready to Submit

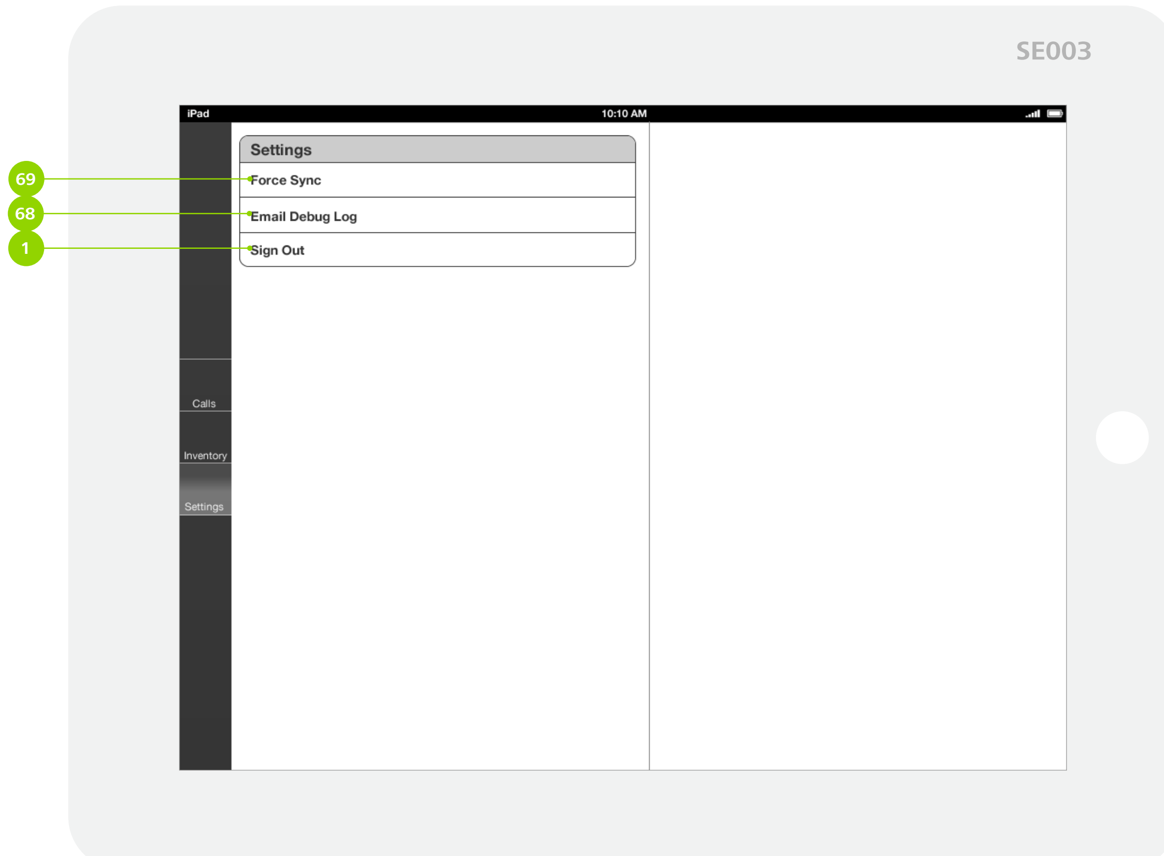


‘Settings’ Tab

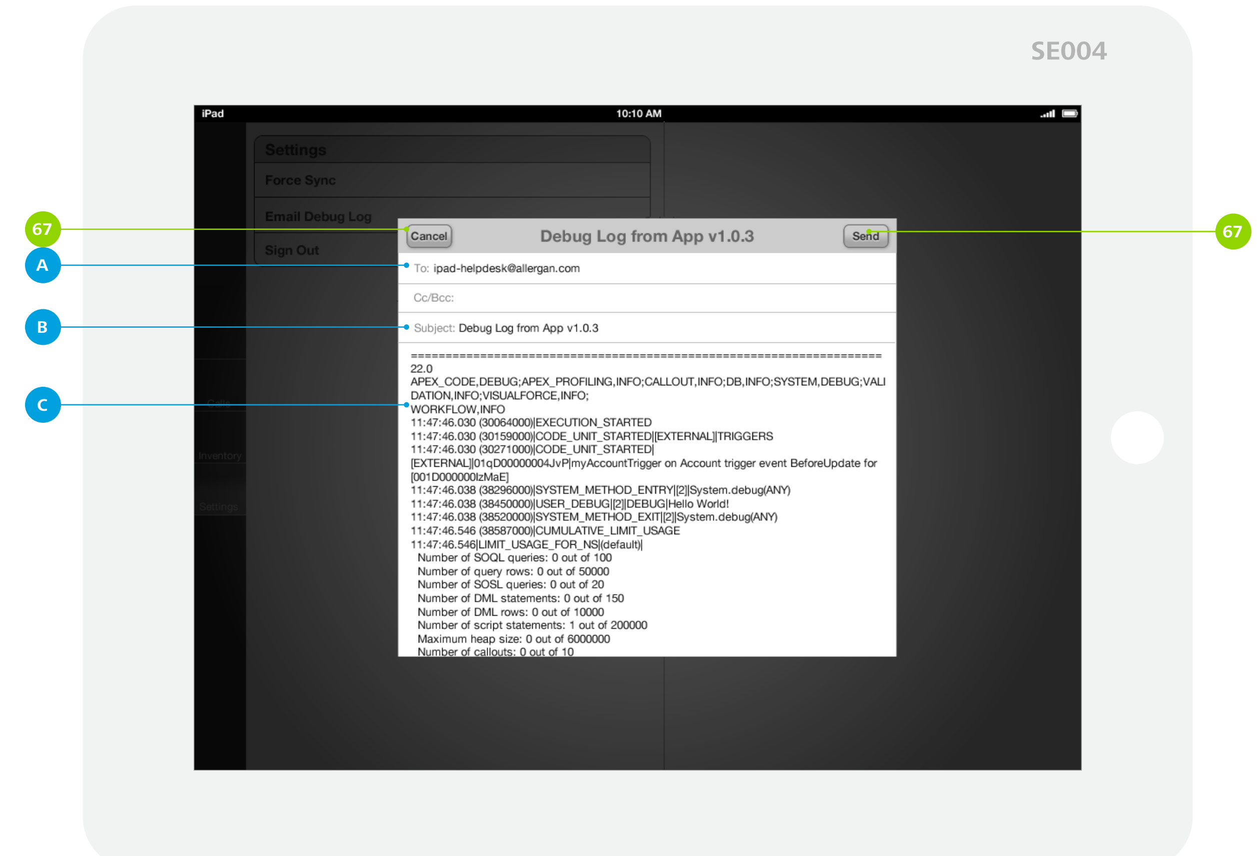
Wireframes

Settings Landing and Email Debug Log

67. Settings Landing



68. Email Debug Log



A “To:” field will be pre-populated with the proper email address. Reps will be able to add Cc and Bcc recipients if needed.

B “Subject:” field will be pre-populated.

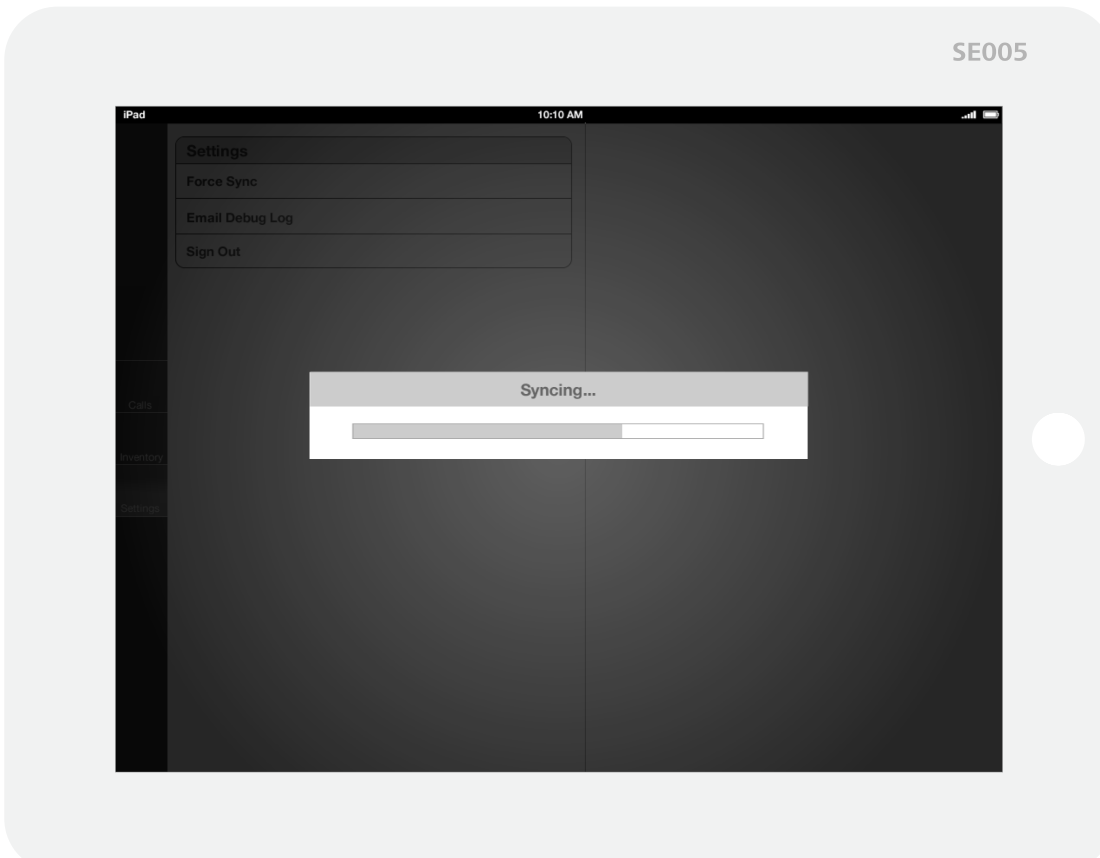
C The body of the email will contain the debug log as plain text. An attachment of the local database may be included as well.

67 Tapping on ‘Cancel’ will prompt the rep to “Delete Draft” or “Save Draft”. If they choose to save the draft, it will be located as a draft in the Mail app.

Wireframes

Force Sync

69. Force Sync



When a downstream sync is occurring, the app will launch a modal and remain on this screen -- interaction with the application is not possible until the sync is completed.

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