



Nevro PTA & Pathfinder

UX Documentation - End of Project

10/07/2018 | Version 2.9 WIP

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Version	Date	Reviewed / Published:	Feedback / Updates:	Change log
1.0	03/06/2018	Kimberly Morris, Grant Houston	Initial version of the PTA and Pathfinder application maps based on feedback from NEVRO kick-off.	
	03/14/2018	Kimberly Morris, Grant Houston	Incorporating userflows.	Added document structure.
	03/20/2018	Kimberly Morris, Grant Houston	Updates to Userflows	Added EULA, Discover & Pair and Notification Settings Userflows.
	03/23/2018	Kimberly Morris, Grant Houston	Updates to Userflows based on call with Nevro on 3/22/2018	• Included DRAFT watermark since requirements are still in flux. • Refined High-Level Application Maps to include “Notification CTA” under Conditional messages on the Home Screen. • Refined Userflows to denote content in brackets is placeholder text. • Refined “Discover and Pair” to illustrate “Elected” state for stimulator. • Added “Notification CTA” comment to Notifications Userflow and removed notification-specific options (sound, banner ad style, etc.)
1.1 & 1.2	04/09/2019	Kimberly Morris, Grant Houston		• Changes to High-Level Application Maps and Userflows based on 04/04/2018 Inception Meeting with Nevro and Orthogonal. • Added “App Personalization” and “Child Safety Mode Settings” Userflow. • Added Happy Path to “Discover & Pair” Userflow.
1.5	04/26/2018	Kimberly Morris, Grant Houston		• Added Data Flow diagrams • App Personalization Wire Flow • PTA & Pathfinder Survey Wire Flow • Prototype Screens (Exploded View)
1.6 & 1.7	05/03/2018	Kimberly Morris, Grant Houston	Updates to App maps and App Personalization flow.	• Heavily Revised Application Maps and other pages to reflect consensus for end of Phase 1. • Revised 3.3 App Personalization to remove baseline questions and illustrate “Be Free To...” activity picker. • Added About this Document
1.8	05/17/2018	Kimberly Morris, Grant Houston	Sprint 1 Changes	• Refined 1.2 Discover & Pair to incorporate a step for checking internet connectivity.

Version	Date	Reviewed / Published:	Feedback / Updates:	Change log
1.9	05/27/2018	Kimberly Morris, Grant Houston	Sprint 1 Changes	- Added “Phone Compatibility Test” to First-Tlme Setup flow, after EULA and renumbered steps as needed. - Changed “Child-Safety Mode Settings” to “App Security Settings” in the First-Time Setup and corresponding IA maps and User Flows. - Added Wireframe States for 1.0 First-Time Setup - Grouped PTA and Pathfinder Explorations into their own section at the end. - Grouped User Flows and Wireframes together for each step, respectively, in First-Time Setup. - Revised Prototypes section.
2.0	06/11/2018	Kimberly Morris, Grant Houston	Sprint 2	Added Sprint 2 with the following pages: - Turning Stimulation On/Off + Change Program Settings - App Navigation - Tab Bar - Battery & BLE Connection States - Battery & BLE Connection Notifications / Alerts - Revised Prototypes section. - Consolidated 2.6 into 2.5 on both IA Application Maps
2.1	06/13/2018	Kimberly Morris, Grant Houston	Sprint 1 Reconciliation between UX and UI	- Modified “Decline” alert for EULA at beginning of First-Time Setup (1.1.1.1). - Modified “1.3.1” and “1.3.3.1” to convey animation with light text in lieu of text-heavy instructions. Removed 1.3.3.1 to consolidate steps onto 1.3.1 using animation.
2.2	07/13/2018	Kimberly Morris, Grant Houston	Sprint 1 Reconciliation between UX and UI + Revisions from Client.	Heavy modifications throughout the entire document: - Revisions to Application Maps (PTA and Pathfinder) - Revisions to 1.2 Phone Compatibility Test Wireframes - Revisions to 1.3 Discover & Pair - User Flow & Wireframes - Revisions to 1.4 App Personalization - User Flow & Wireframes - Revisions to 1.5 Notification Settings - User Flow & Wireframes - Revisions to 1.6 App Security - Wireframes - Addition of Annotations & Content Inventory Tags on 1.1 — 1.6 Wireframe pages. Please reach out to Nevro for link to Content Inventory spreadsheet online. - Addition of Appendix B - Body Pain Areas - Moved Previous Phase 1 Artifacts into Appendix C
2.3	07/17/2018	Kimberly Morris, Grant Houston	Sprint 1 Reconciliation between UX and UI + Revisions from Client.	- Revisions to 1.2 Phone Compatibility Test Wireframes - Revisions to 1.3 Discover & Pair User Flow to move BLE check to 1.2 Phone Compatibility Test User Flow and also simplify logic in the remaining part of the flow. - Annotation Number revisions throughout.

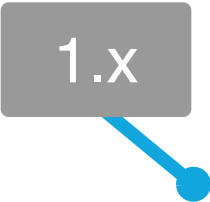
Version	Date	Reviewed / Published:	Feedback / Updates:	Change log
2.4	07/19/2018	Kimberly Morris, Grant Houston	Sprint 2 Reconciliation between UX and UI + Revisions from Client.	Refinement of About this Document to describe Content & Annotation tags. Sprint 2 changes including: - Added PTA & Pathfinder Wireflows for Turning Stimulation On/Off - Detail of Control Panel (CP) States - Refinement of wireframes for Turning Stimulation On/Off, Battery & BLE Connection Notification / Alerts - Annotation Number and Content Inventory Tags
2.5	08/01/2018	Kimberly Morris, Grant Houston	Sprint 3	Iterated on Sprint 3 by adding the following pages: - Pathfinder & PTA Survey Wireflow - Survey CTAs and Intro Screen States - Survey Cards - Q1 Pain Relief - Survey Cards - Q2 Pain Scores - Survey Cards - Q3 Activity Level & Q4 Pain Medication - Survey End Cards - Pathfinder - Survey End Cards - PTA - Exiting Survey Early
2.6	08/03/2018	Kimberly Morris, Grant Houston	Documentation Additions	Added Sprints 1, 2 and 3 Scope Maps at the beginning of each respective section.
2.7	09/03/2018	Kimberly Morris, Grant Houston	Sprint 5	Added Sprint 5. Added “Nav Bar with Favorite Added Toast Overlay” to Sprint 2 section on “NAV - App Navigation / Tab Bar, continued”
2.8	09/25/2018	Kimberly Morris, Grant Houston	Sprint 6	Added Sprint 6 wireframes - 1st version.
2.9	10/7/2018	Kimberly Morris, Grant Houston	Updates to Design per User Assessment and Client Requests.	Revised “About This Document” Removed “NAV – App Navigation / Tab Bar, continued” that contained “Favorite Added” toast information that’s described at a later point. Removed “2.3 – Control Panel (CP) States (WIP / No Longer Applicable)” Revised wireframes on “NAV – App Navigation / Tab Bar” Revised wireflow on “2.2 – PTA Wireflow - Turning Stimulation On/Off” Revised wireflow on “2.2 – Pathfinder Wireflow - Turning Stimulation On/Off” Removed Wireframe “2.5_ios_home-pta_program-settings_stim-off_warning” from “2.5 – PTA - Changing HF10 Settings While Stimulation is Off (WIP)” Revised “2.3 – Battery & BLE Connection States” Removed Appendix: Prototypes Added: Appendix: Bluetooth Pairing Animation Content States Revised Sprint 6 wireframes with correct wireframes at dimension. Revised “2.4 – Pathfinder & PTA Survey Wireflow” with new Survey Intro cards and other refinements. Will continue on next page.

Version	Date	Reviewed / Published:	Feedback / Updates:	Change log
2.9	10/7/2018	Kimberly Morris, Grant Houston	Updates to Design per User Assessment and Client Requests.	Continued from last page.

About This Document

This documentation does not represent visual design, final copy, or placement of messages. It is a living document, and therefore subject to frequent updates over the course of the PTA & Pathfinder Sprints as a coordinated effort between Karten Design and Nevro, for delivery to Velentium as the development partner. All screens in this document demonstrate iOS functionality, and Android exceptions will be noted as necessary.

To facilitate understanding of this document, and the dynamic nature of content within the app, annotations are called out using grey and blue markers:



Grey markers refer internally to annotations within this document to describe technical or functional details around interactions.



Blue markers refer to a Content Inventory spreadsheet containing copy, button labels, illustrations and other types of content that will likely change over the course of this project. Access to this spreadsheet can be requested through Karten Design.

***** The Content Inventory supersedes all tagged copy in this document. *****

PTA = Patient Therapy App

Intended to be a *manual* version of the smartphone app in parity with the PTR (Patient Therapy Remote) plus additional features including pain surveys, tracking patient progress and favorites. Patient can have up to five (5) programs, each of which can have a variable number of levels.

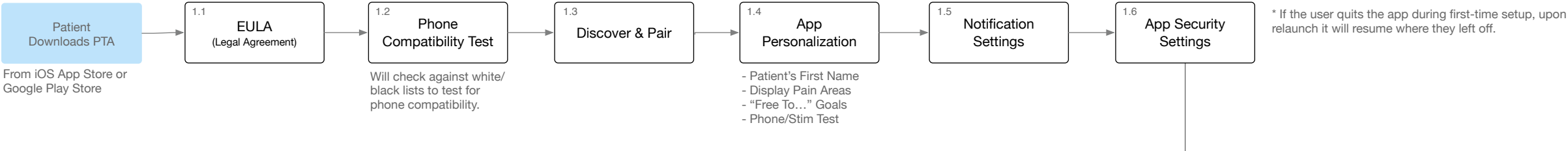
Pathfinder

Intended to be an *automatic* version of the smartphone app with a TBD algorithm to suggest new program settings. Patient isn't given visibility into the program and level for each setting, but in certain cases they are afforded the ability to increase/decrease levels within saved favorites.

0.0 IA Application Maps

0.1 – PTA Application Map (High-Level)

First-Time Setup*



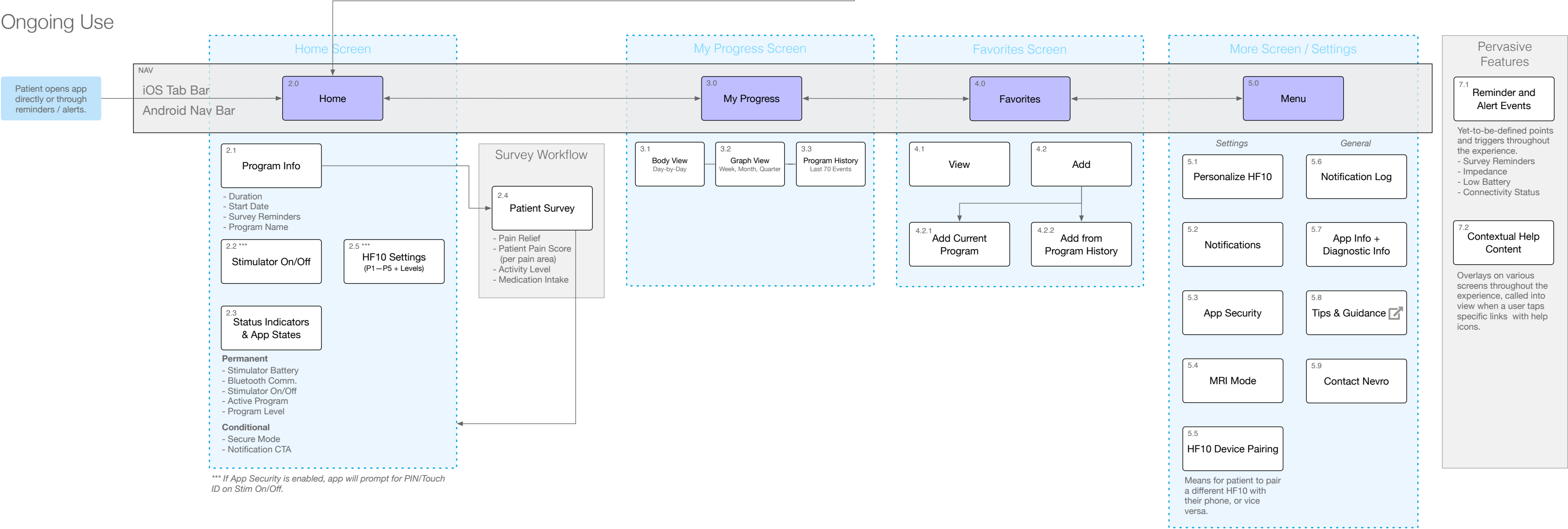
Notes

Initial programming of the stimulator will be done on a Clinician Programmer.

Expected CP Functionality

- Patient ID
- Pain Areas
- Sensation Thresholds
- Amplitude Settings
 - min
 - max
 - step size
- 1st Time Pairing
- App Mode (PTA or Pathfinder)
- Reset Stimulator
- Reset PTA

Ongoing Use



Key

Main Navigation

Confirmed Feature (Screen / State / Workflow)

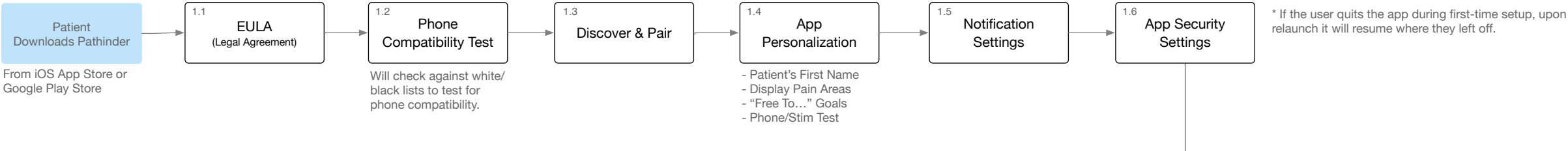
User Action

Core section within the application

Overlay

0.2 – Pathfinder Application Map (High-Level)

First-Time Setup*



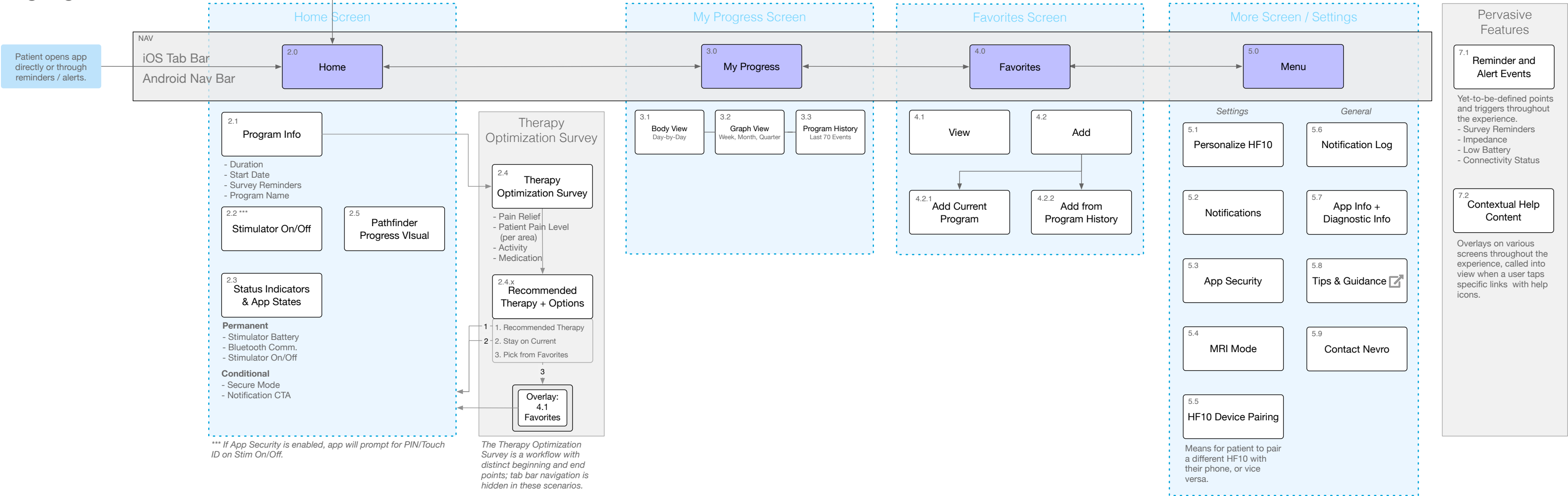
Notes

Initial programming of the stimulator will be done on a Clinician Programmer.

Expected CP Functionality

- Patient ID
- Pain Areas
- Sensation Thresholds
- Amplitude Settings
 - min
 - max
 - step size
- 1st Time Pairing
- App Mode (PTA or Pathfinder)
- Reset Stimulator
- Reset PTA

Ongoing Use



Key

Main Navigation

Confirmed Feature
(Screen / State / Workflow)

User Action

Core section within the application

Overlay

Sprint 1

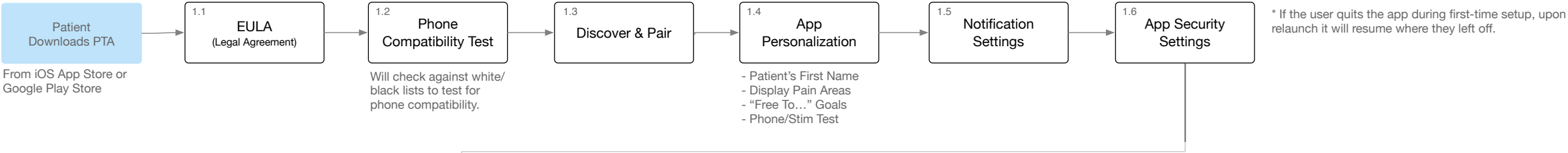
User Flows & Wireframes

First-Time Setup

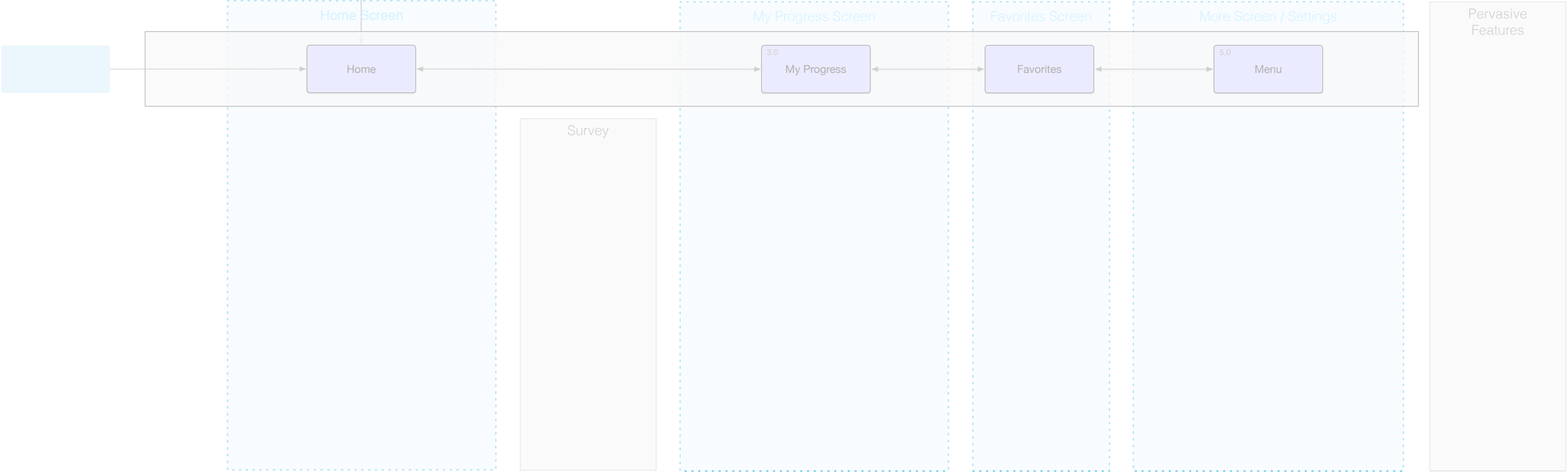
- EULA
- Phone Compatibility
- Discover & Pair
- App Personalization
- Notification Settings
- App Security

Sprint 1 Scope

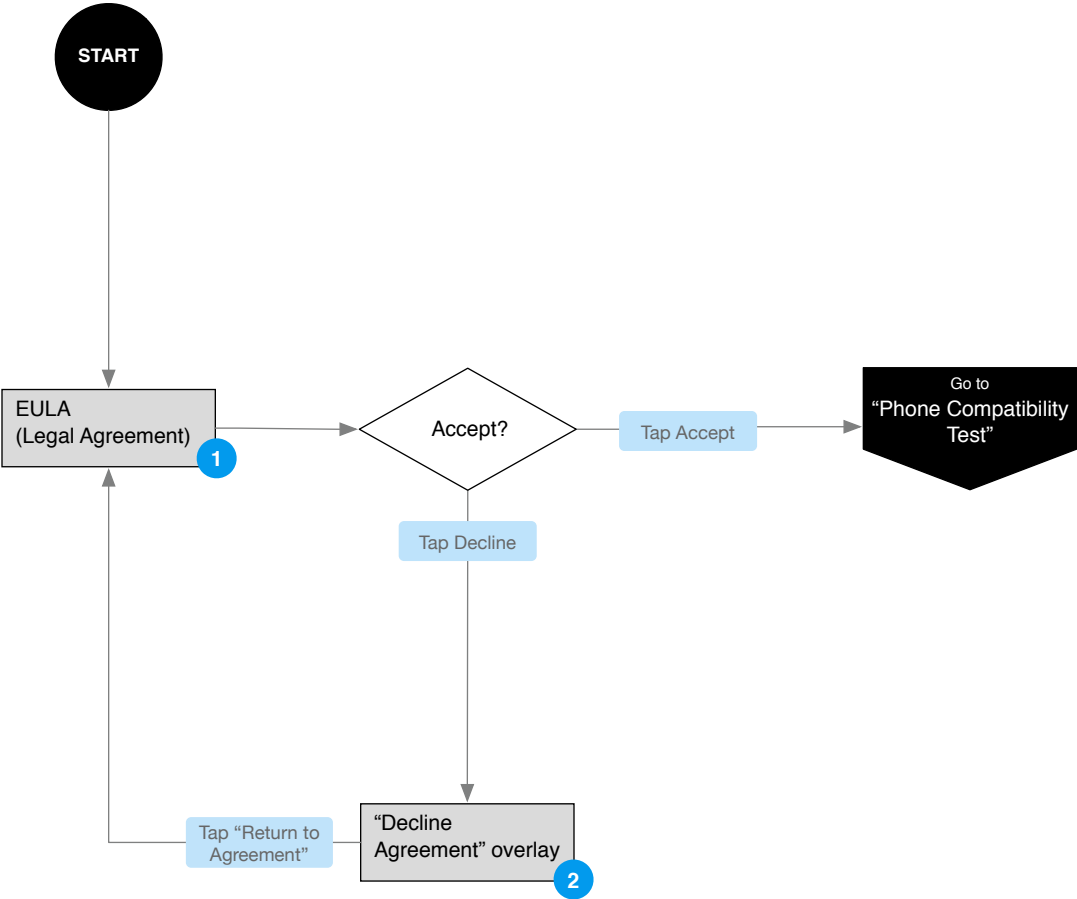
First-Time Setup*



Ongoing Use

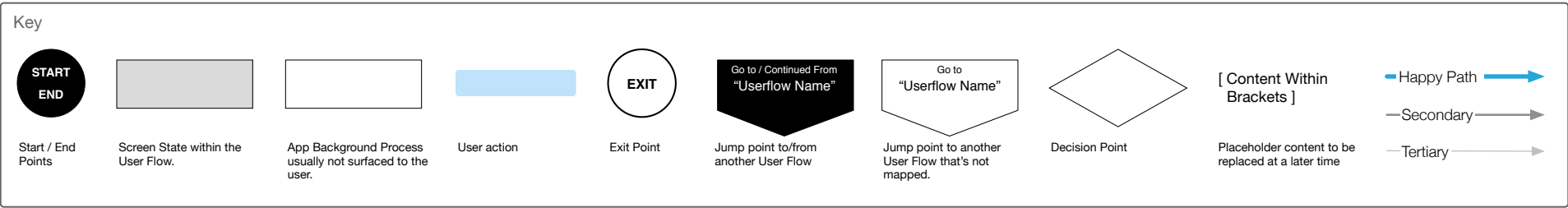


1.1 – EULA - User Flow

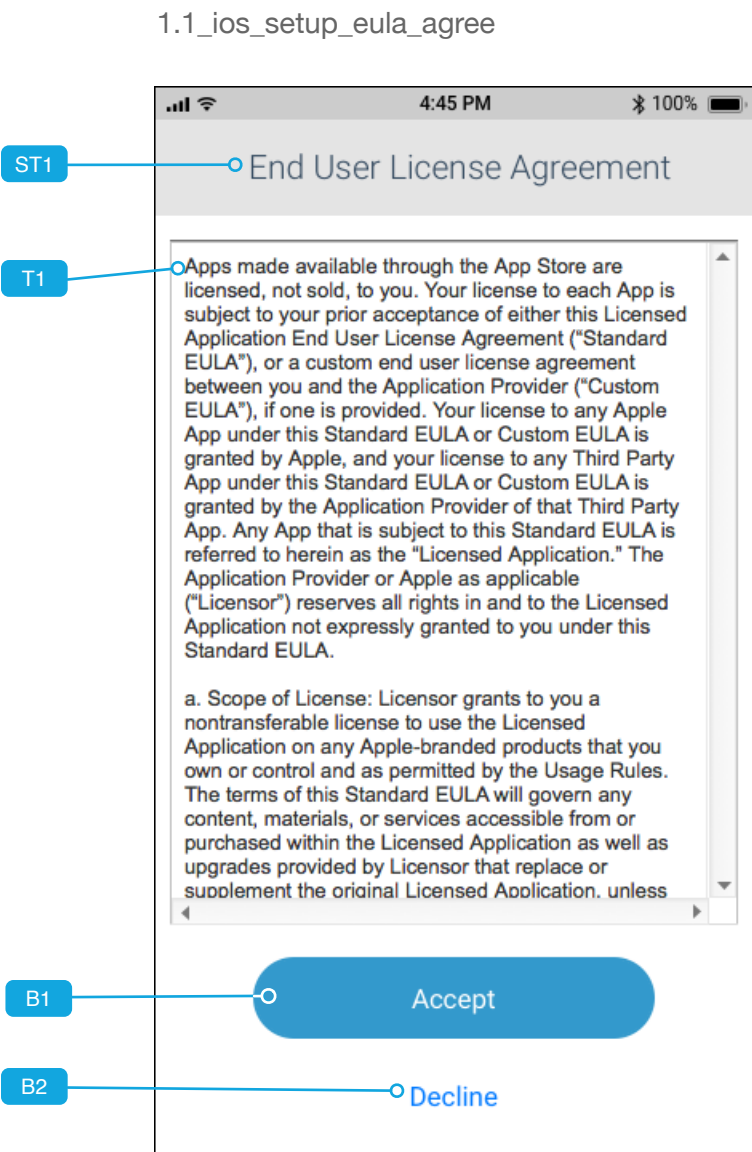


Annotations

- 1. User will not need to scroll to bottom of EULA to accept terms.
- 2. If Decline is tapped, a modal overlay presented to the user encourages them to accept the agreement since they can't use the app unless they do.



1.1 – EULA - Wireframes

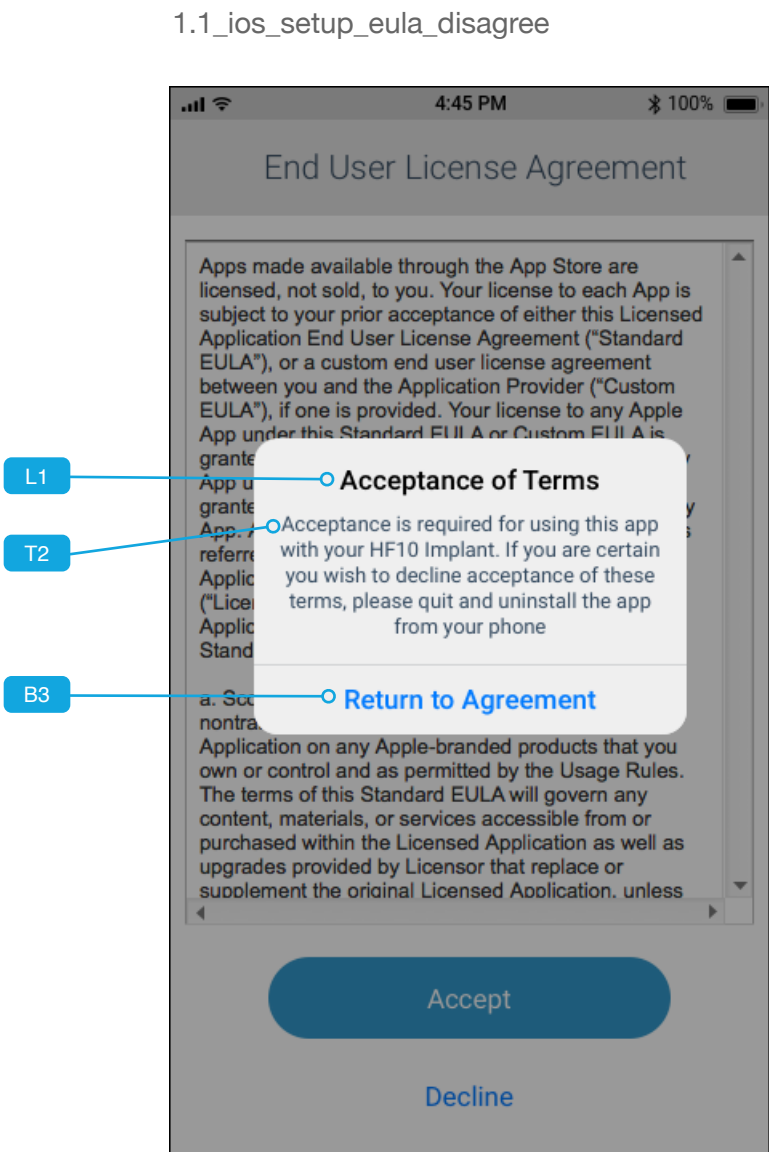


Annotations

Purpose: As the patient, I want to view and accept the EULA so I can use the app.
Pre-condition: User has downloaded app for the first time after surgery or is installing it on a new phone.

ST1 - Name of this screen.
T1 - Inline frame with vertical scrolling displays the EULA content, which will either reside in the app itself or online.

User Actions	App Response
B1 - User Taps to accept the EULA	GOTO 1.2_ios_setup_pair_video
B2 - User Taps to decline the EULA	GOTO 1.1_ios_setup_eula_disagree



Purpose: Inform the patient that Acceptance is required to use the app.
Pre-condition: User has tapped B2 on 1.1_ios_setup_eula_agree.

L1 - Title of alert
T2 - Message informing patient that Acceptance is required to use the app.

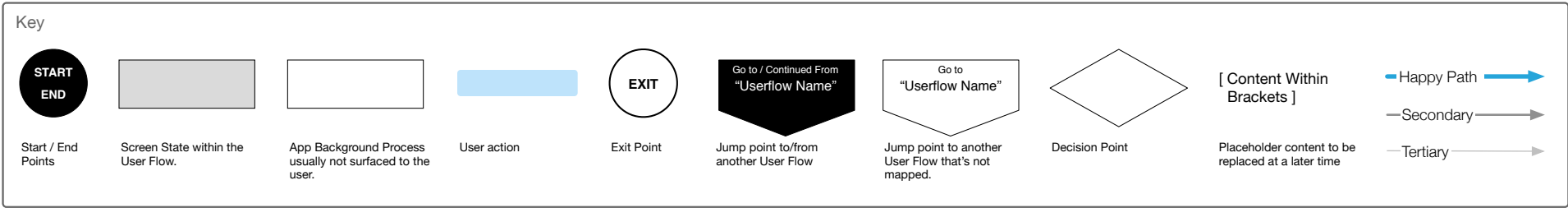
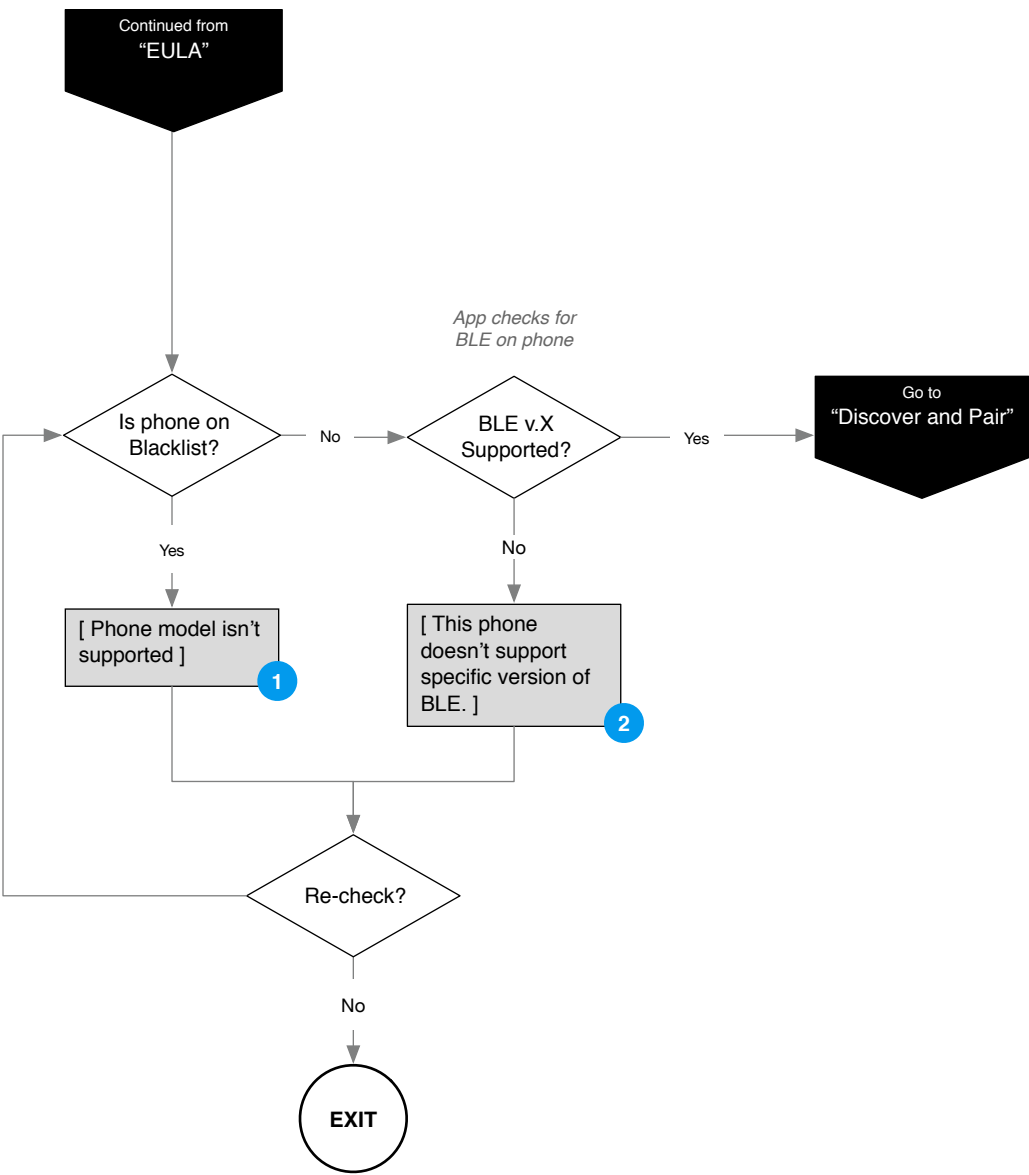
User Actions	App Response
B3 - User Taps to dismiss alert	GOTO 1.1_ios_setup_eula_agree

1.2 – Phone Compatibility Test - User Flow

Annotations

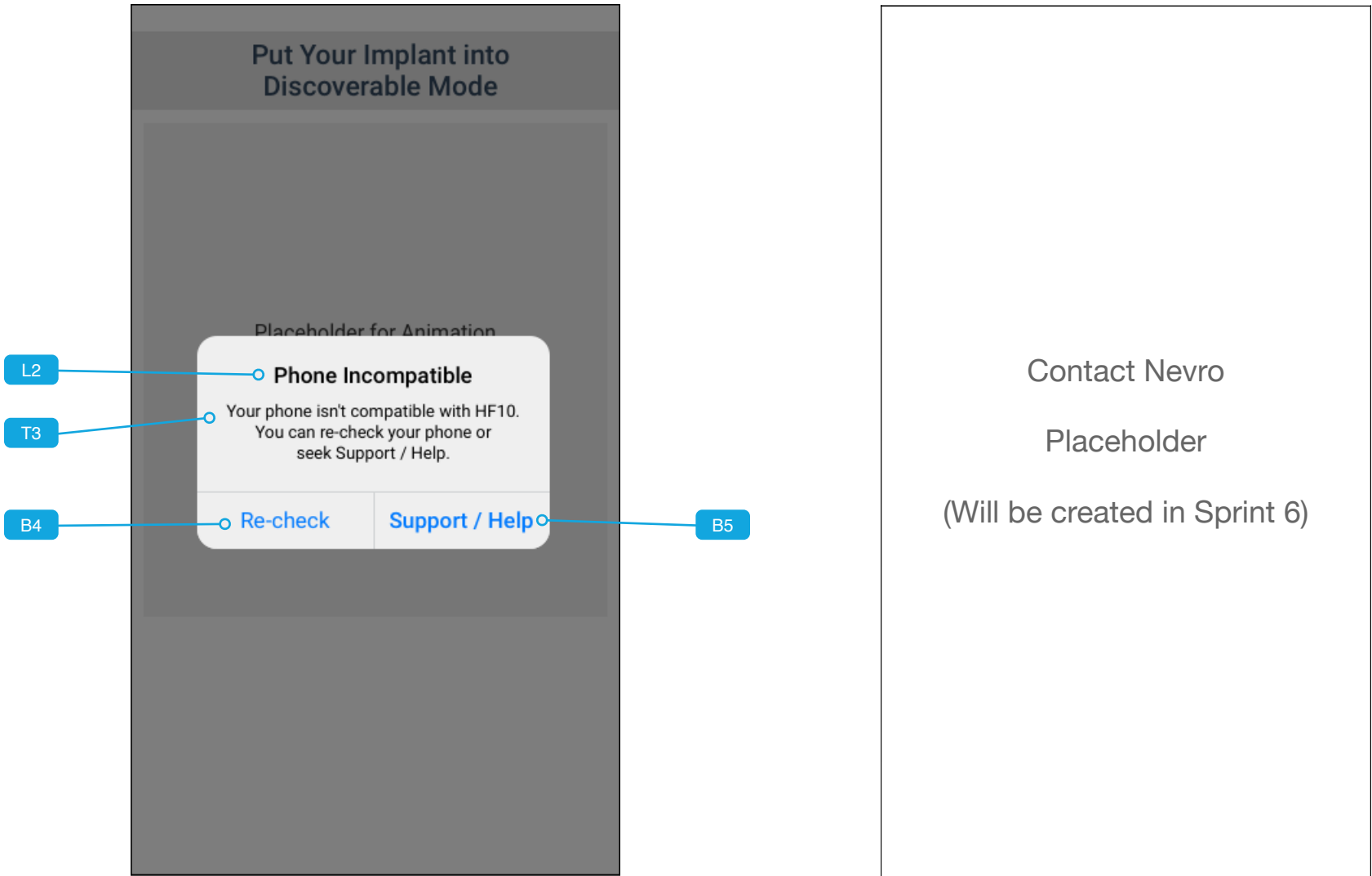
1. User is only shown their phone is incompatible if they fail this test that's run in the background.

2. While a phone may not be on the black-list, it may fail the test for a specific version of BLE required.



1.2 – Phone Compatibility Test - Wireframes 1

1.2_ios_setup_self-test1_fail



Annotations

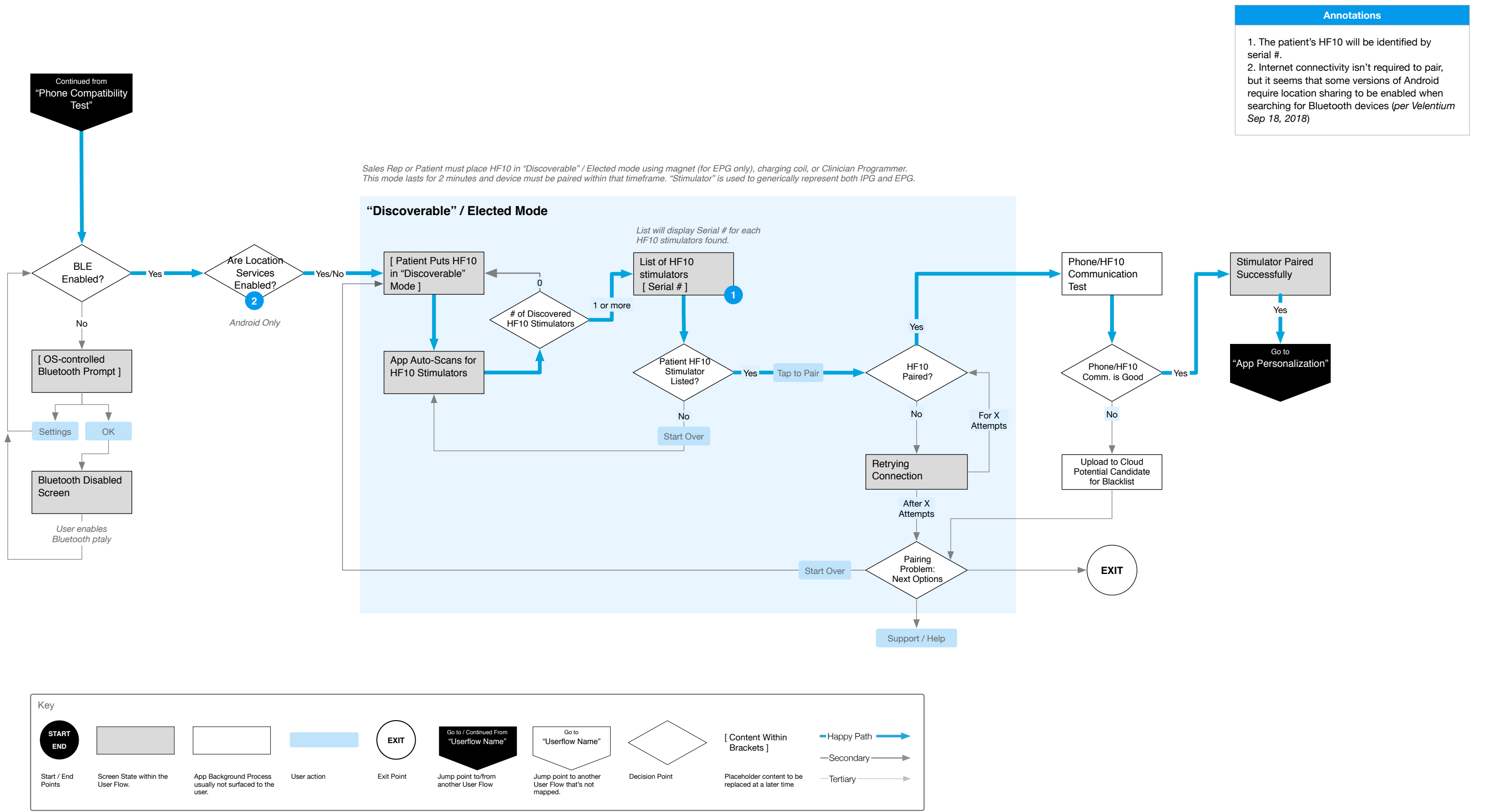
Purpose: As a patient, I want to be notified if my phone is incompatible with HF10.
Pre-condition: Background self-test has failed and app determines patient's phone is incompatible with HF10.

NOTE: This overlays the first step of 1.3 and IS ONLY displayed when self-test fails.

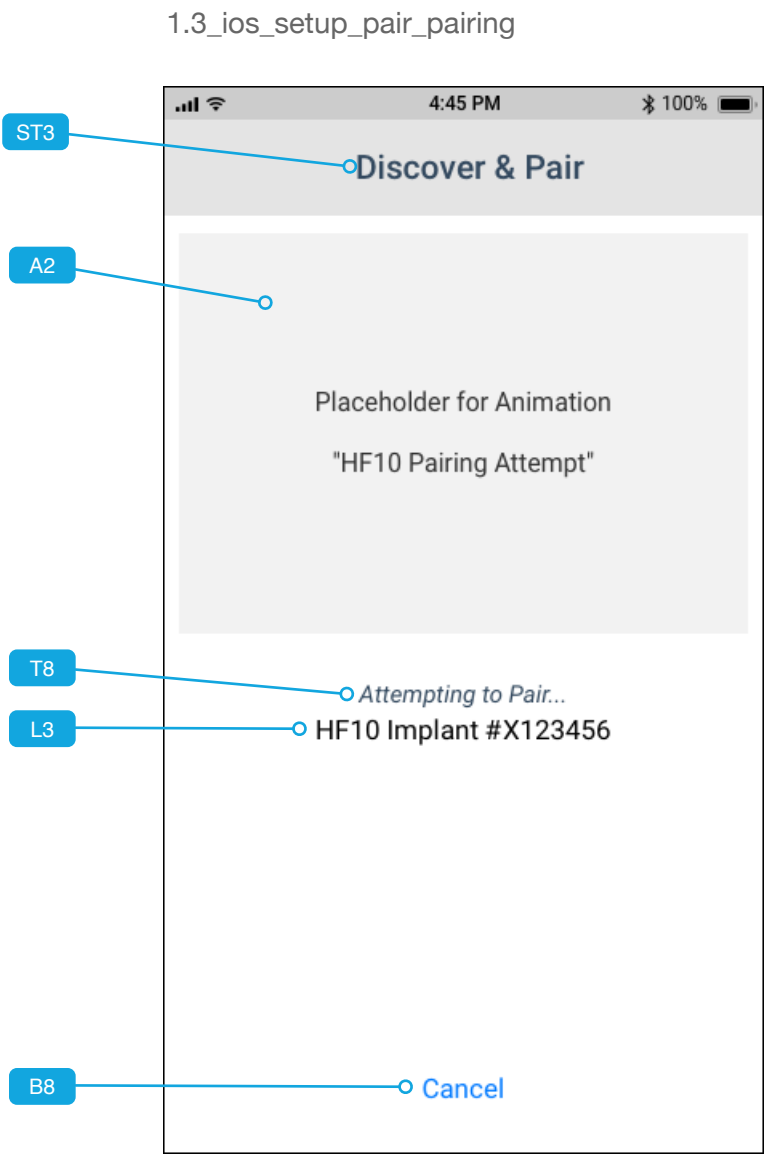
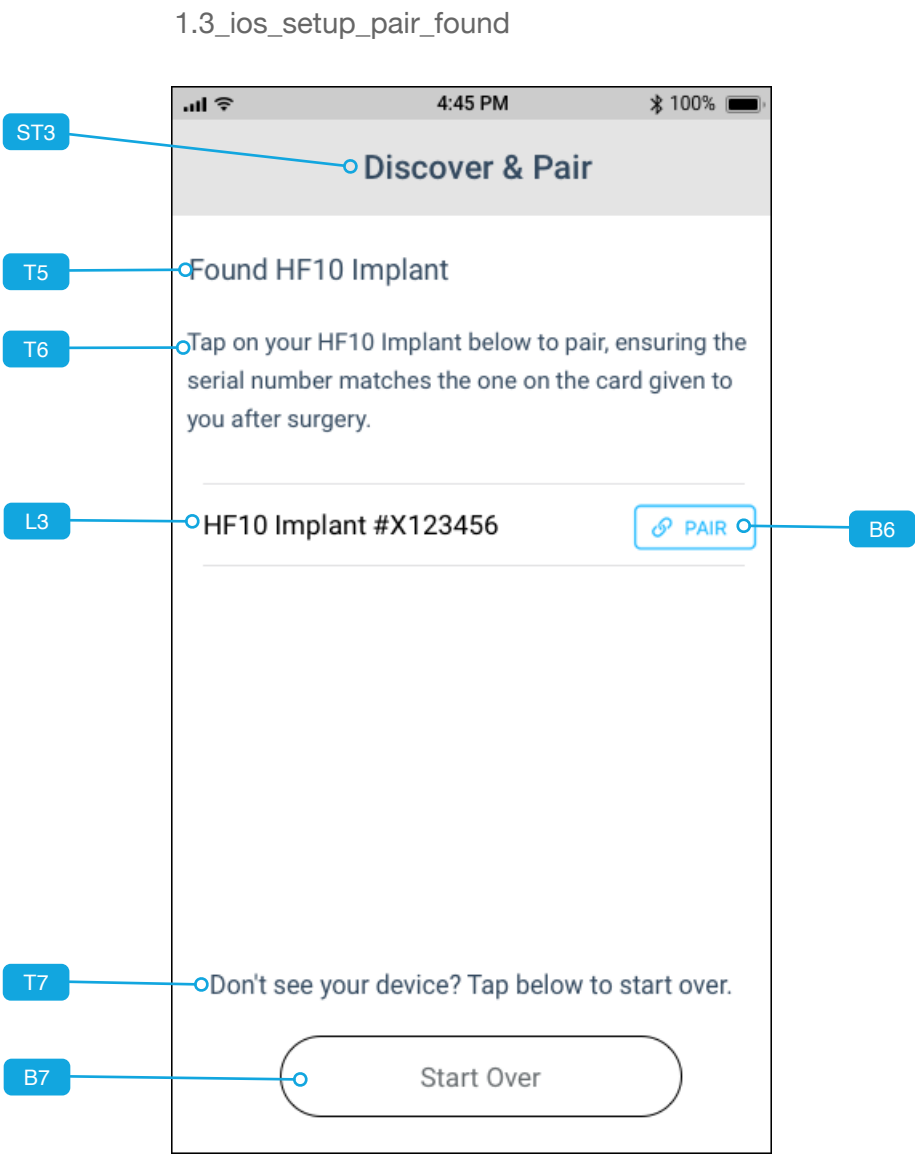
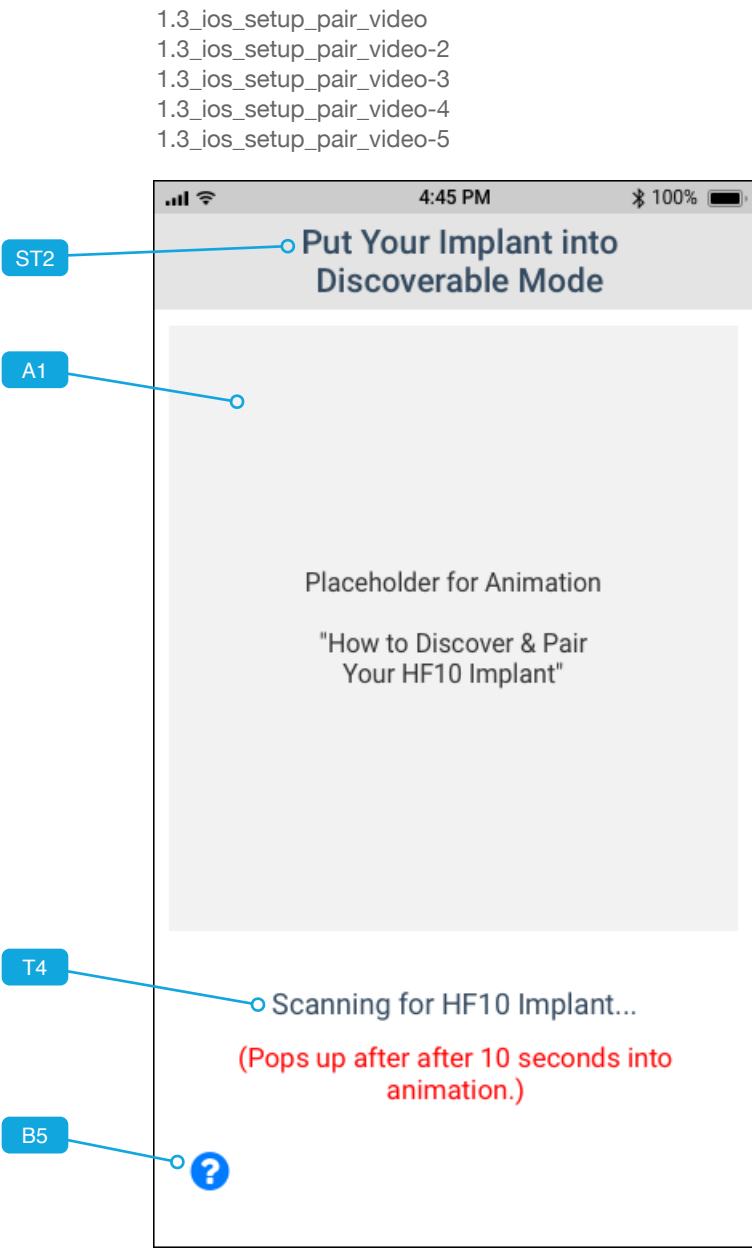
- L2** - Title of alert
- T3** - Message informing patient their phone is incompatible with HF10.

User Actions	App Response
B4 - User Taps to re-check compatibility	RUN SELF-TEST AGAIN
B5 - User Taps for Support / Help	GOTO Contact Nevro Screen (TBD) placeholder to right.

1.3 – Discover & Pair - User Flow



1.3 – Discover & Pair Wireframes (1 of 2)



Annotations

Purpose: As a patient, I want to pair the app to my HF10 Implant via Bluetooth so that I can control the device. First, my HF10 Implant must be “discovered.”
Pre-condition: BLE is supported and enabled on phone; otherwise iOS will prompt user to enable BLE.

A1 - Animation: “How to Discover & Pair Your HF10 Implant”; loops until implant has been discovered.

T4 - Text description of scanning in progress appears after the animation has been playing for 10 seconds

B5 - Appears after X period of time to aid patient if they are having difficulties.

User Actions	App Response
Puts HF10 into Discoverable mode	Begins scanning immediately. GOTO 1.3_ios_setup_pair_found

Can't get HF10 into Discoverable mode	GOTO 1.3_ios_setup_pair_error1
---------------------------------------	--------------------------------

Purpose: Let the patient choose their HF10 Implant for pairing.
Pre-condition: HF10 Implant found.

L3 - Name and Serial # of HF10 Implant available to pair.
B6 - Pair button allows user to pair respective Implant with phone.
B7 - Start Over allows user to start over from the beginning with video.

User Actions	App Response
B6 - User Taps to pair with HF10	GOTO 1.3_ios_setup_pair_pairing
B7 - User Taps to start over	GOTO 1.3_ios_setup_pair_video

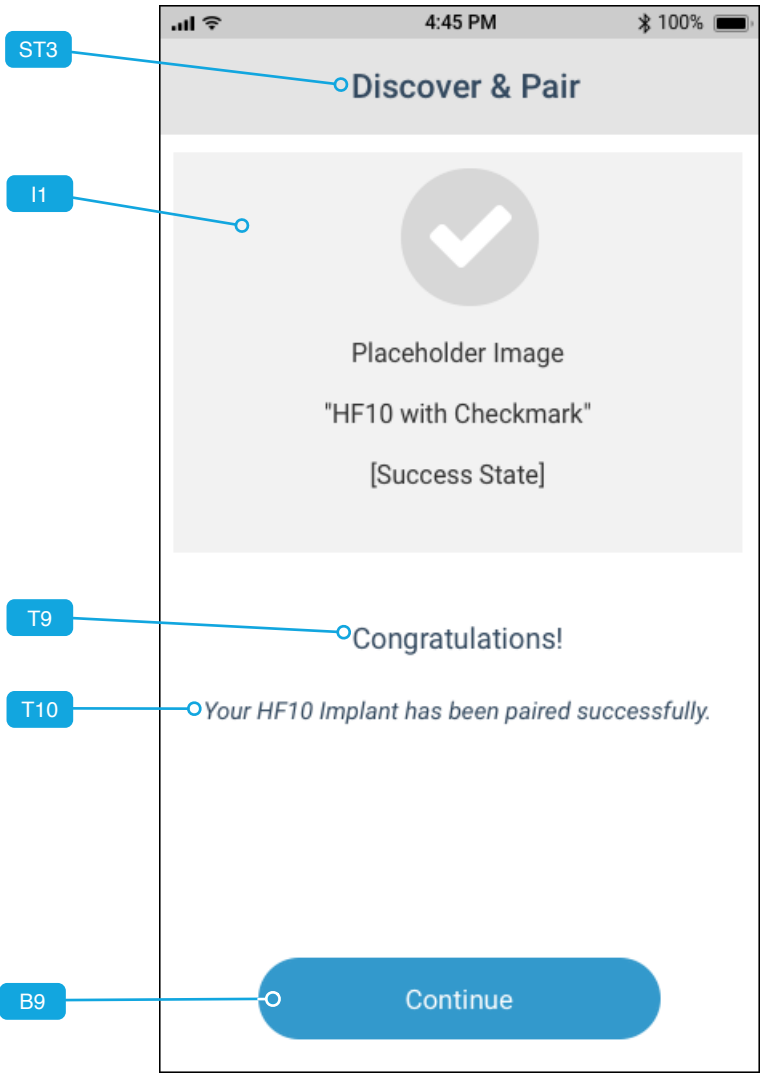
Purpose: Pair with HF10 Implant chosen in 1.3_ios_setup_pair_found.
Pre-condition: Patient has tapped PAIR on that same screen.

A2 - Animation: “HF10 Pairing Attempt”; loops until successful pairing or error occurs.
T5 - Text description of pairing in progress.
B7 - Cacnce

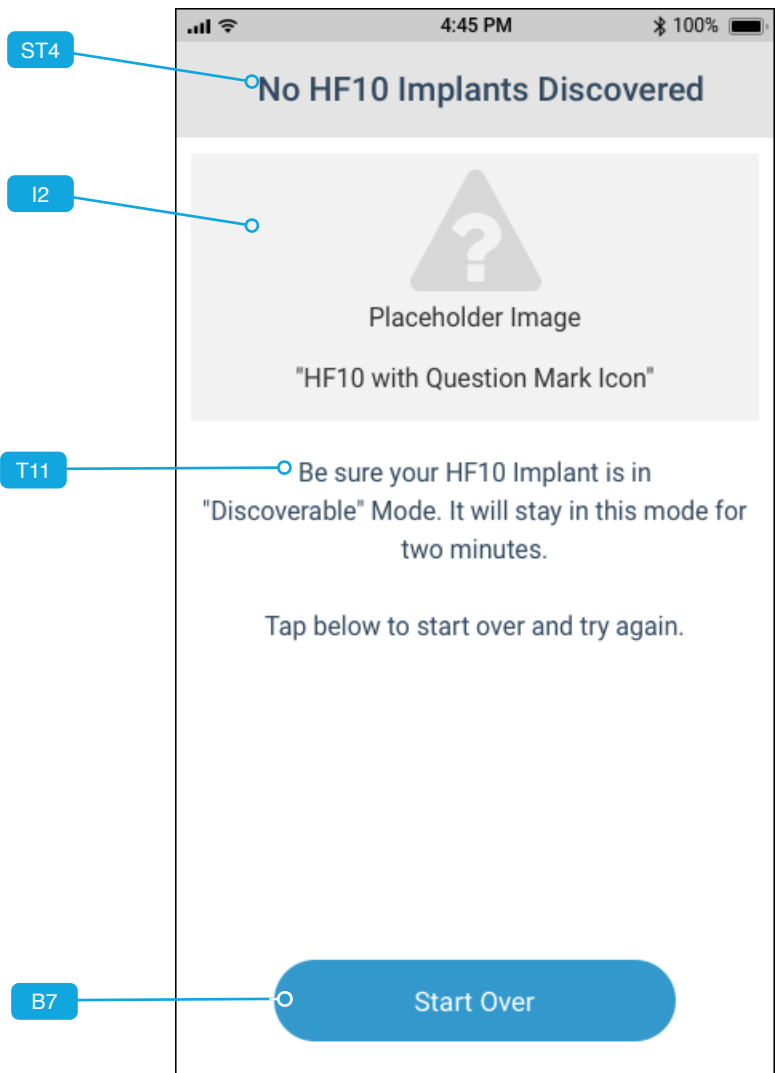
User Actions	App Response
N/A	1: GOTO 1.3_ios_setup_pair_success 0: GOTO 1.3_ios_setup_pair_error2

1.3 – Discover & Pair Wireframes (2 of 2)

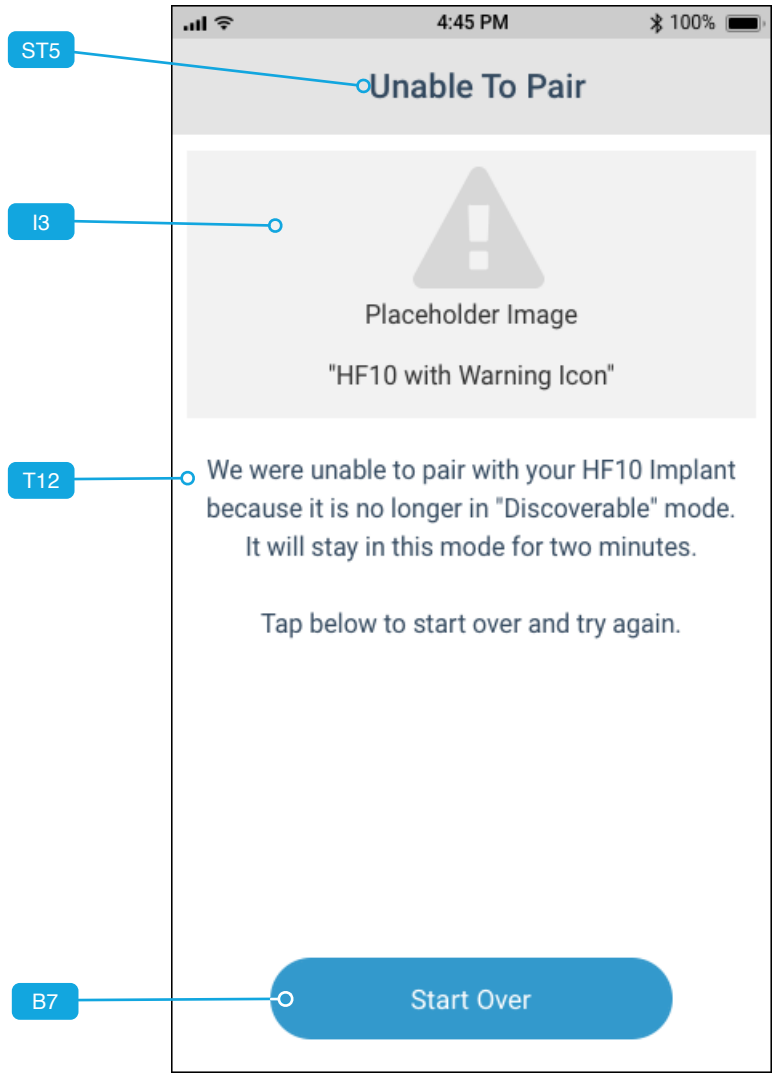
1.3_ios_setup_pair_success



1.3_ios_setup_pair_error1



1.3_ios_setup_pair_error2



Annotations

Purpose: As a patient, I want to know the app has successfully paired my phone with HF10.

Pre-condition: 1.3_ios_setup_pairing reports success.

I1 - Illustration: "HF10 with Checkmark"

User Actions
B9 - User Taps to continue in Setup

App Response
GOTO 1.4_ios_setup_personal_name-default

Purpose: As a patient, I want to know if the app on my phone doesn't Discover my HF10.

Pre-condition: 1.3_ios_setup_pair_video reports no HF10 Implants found in X amount of time.

I2 - Illustration: "HF10 with question mark icon"

User Actions
B7 - User Taps to start over

App Response
GOTO 1.3_ios-setup_video

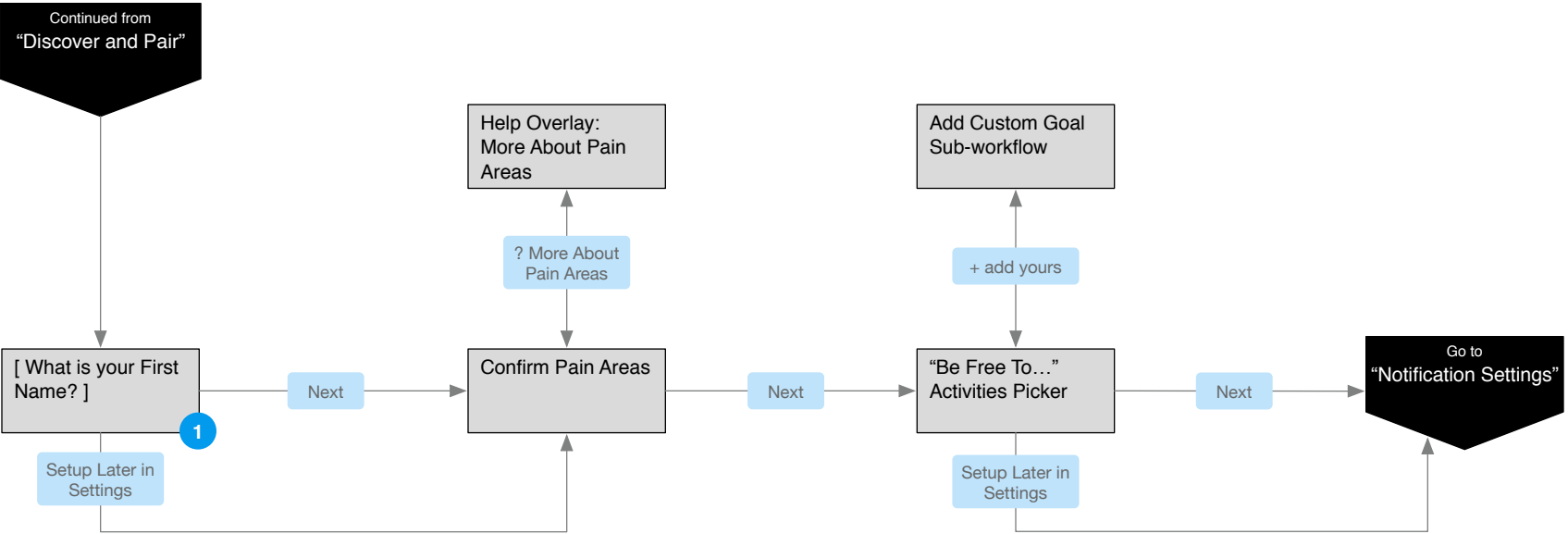
Purpose: As a patient, I want to know if the app on my phone can't pair with the HF10 and complete its self-test successfully.

Pre-condition: 1.3_ios_setup_pair_pairing reports failure pairing.

I3 - Illustration: "HF10 with warning icon"

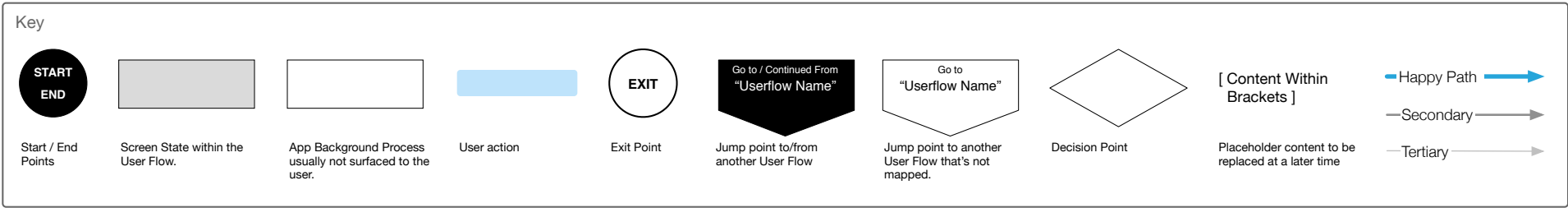
User Actions
B7 - User Taps to start over

App Response
GOTO 1.3_ios-setup_video

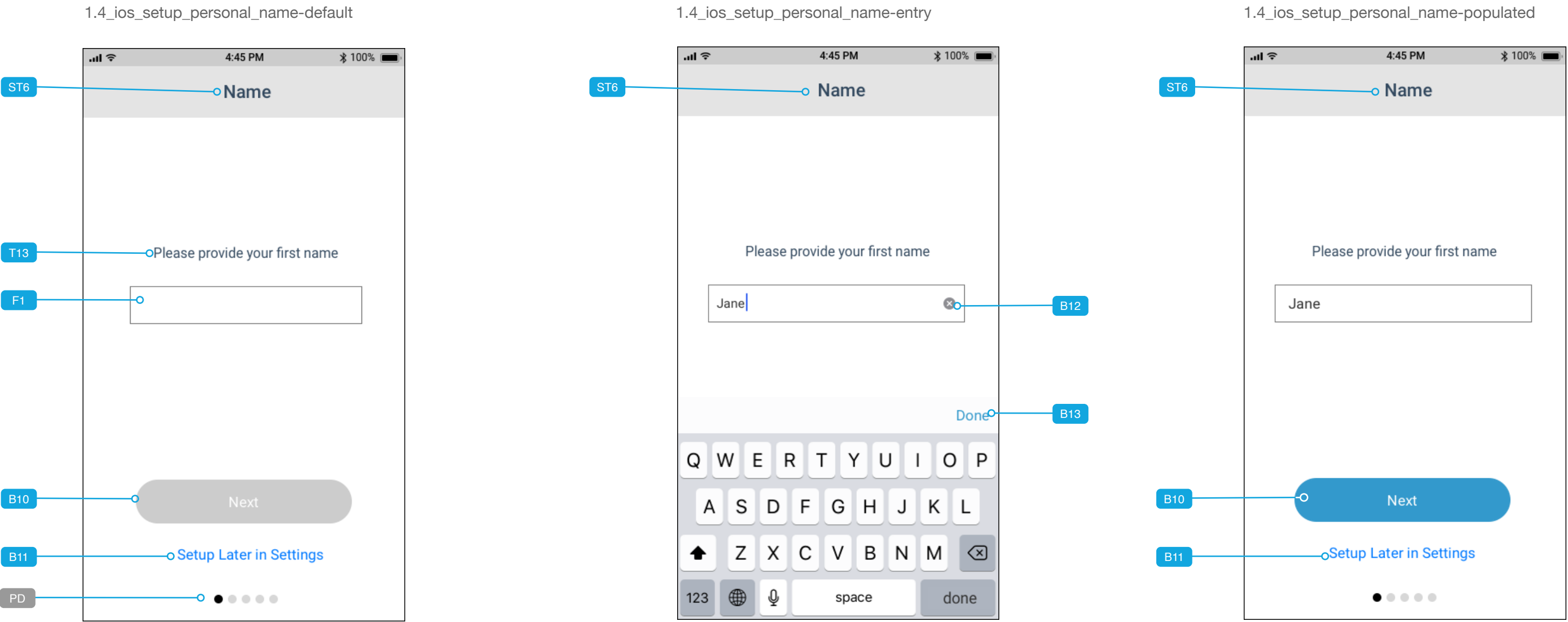


Annotations

1. The app will use the patient's First Name—if provided—to personalize moments in the experience where appropriate (to be determined).



1.4 – App Personalization - Wireframes (1 of 4)

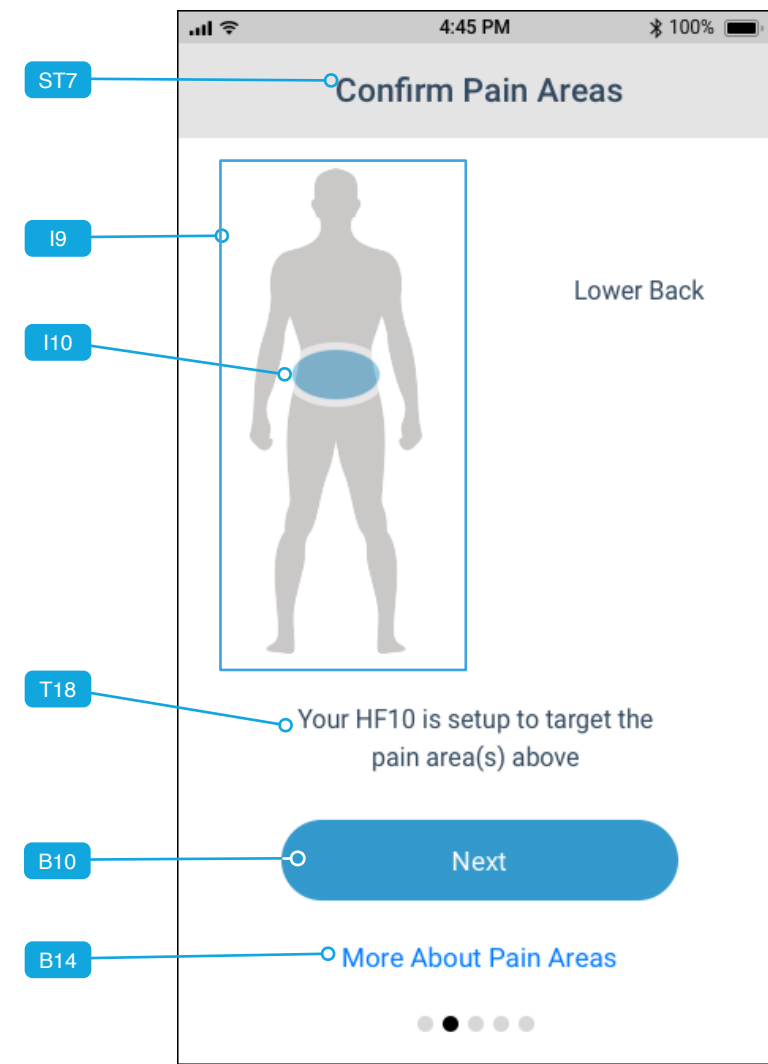


Annotations

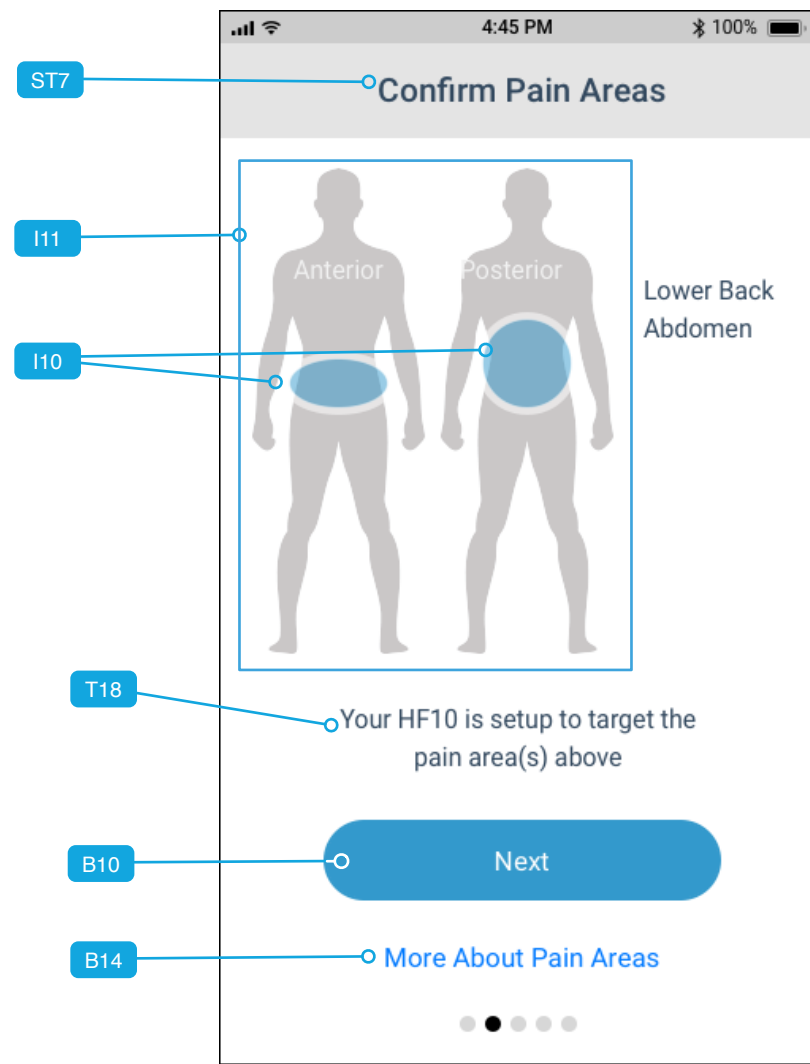
Purpose: As a patient, I can choose to provide my first name to the app now or setup later in settings. Pre-condition: The user has tapped Continue from 1.3_ios_setup_pair_success. PD - Pagination Dots indicate progression within the First-Time Setup Workflow.		Purpose: Name field is set to focused state so Patient can enter their first name through an On-Screen Keyboard (OSK). Pre-condition: Patient has tapped F1 on 1.4_ios_setup_personal_name-default. B13 - To dismiss the OSK once name has been provided, or to cancel and return to 1.4_ios_setup_personal_name-default. B12 - To clear the field of all characters & revert to previous state (name-default)		Purpose: As a patient, I want to confirm the name I entered is correct and move forward with setup. I can move forward with setup. Pre-condition: Patient has provided a value in F1.	
User Actions F1 - User Taps to provide a first name B11 - User Taps to skip and setup later	App Response GOTO 1.4_ios_setup_personal_name-entry GOTO 1.4_ios_setup-pain	User Actions B12 - User Taps to clear field and exit B13 - User Taps when finished typing	App Response APP clears field & reverts to name-default state GOTO 1.4_ios_setup_personal_name_populated	User Actions B10 - User Taps to proceed. B11 - User Taps to skip and setup later	App Response GOTO 1.4_ios_setup_personal_pain-areas_default GOTO 1.4_ios_setup_personal_pain-areas_default AND clears name in F1.

1.4 – App Personalization - Wireframes (2 of 4)

1.4_ios_setup_personal_pain-areas_default



1.4_ios_setup_personal_pain-areas_front-back



Annotations

Purpose: As a patient, I am reassured by the pain area(s) HF10 will target, displayed visually and listed.

Pre-condition: The user is stepping through App Personalization.

Up to five (5) Pain areas (I10) are overlaid atop I9, with their names listed to the right.

I9 - Illustration: "Posterior view of gender-neutral silhouette of human body..."

I10 - Illustration: "Pain area overlay..."

User Actions

B10 - User Taps to proceed

B14 - User Taps for contextual help

App Response

GOTO 1.4_ios_setup_personal_free-to_default

DISPLAY 7.2_ios_help_pain-areas (Not yet built)

Purpose: As a patient, I am reassured by the pain area(s) HF10 will target on both front back of my body, displayed visually and listed.

Pre-condition: The user is stepping through App Personalization.

WHEN both ANTERIOR and POSTERIOR views are necessary use this instead

I11 - Illustration: "Illustration I9 + Anterior view of same silhouette and placed next to it when pain areas from both front AND back are being targeted."

I10 - Illustration: "Pain area overlay..."

User Actions

B10 - User Taps to proceed

B14 - User Taps for contextual help

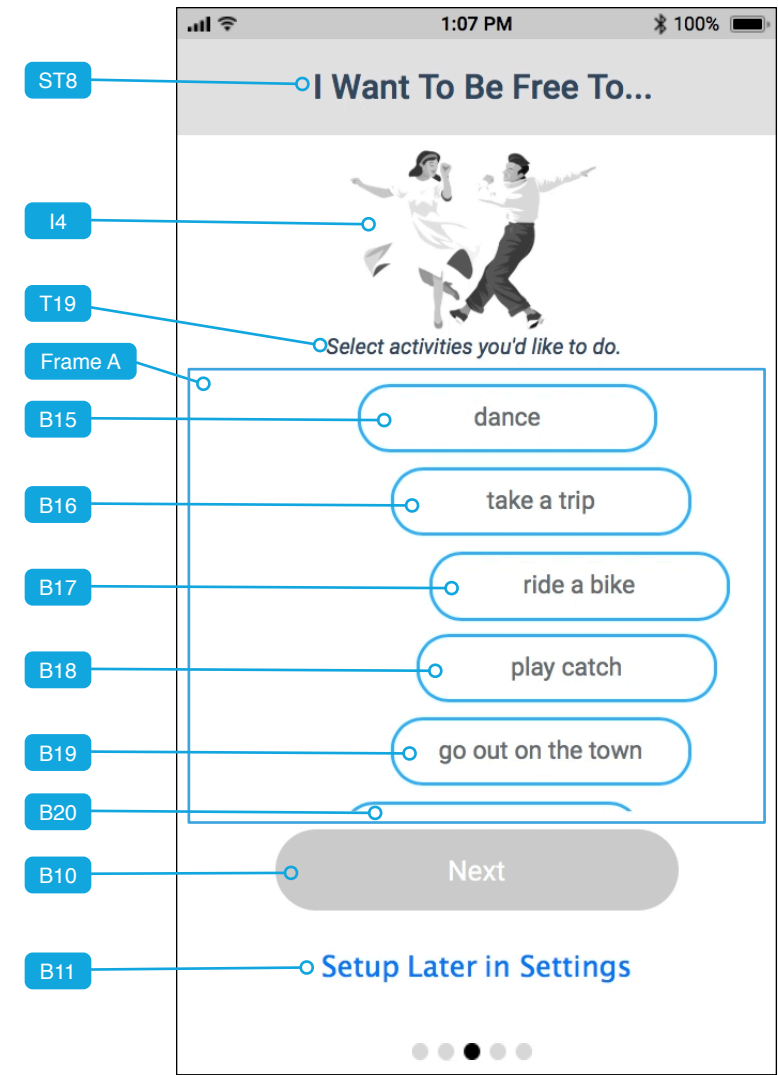
App Response

GOTO 1.4_ios_setup_personal_free-to_default

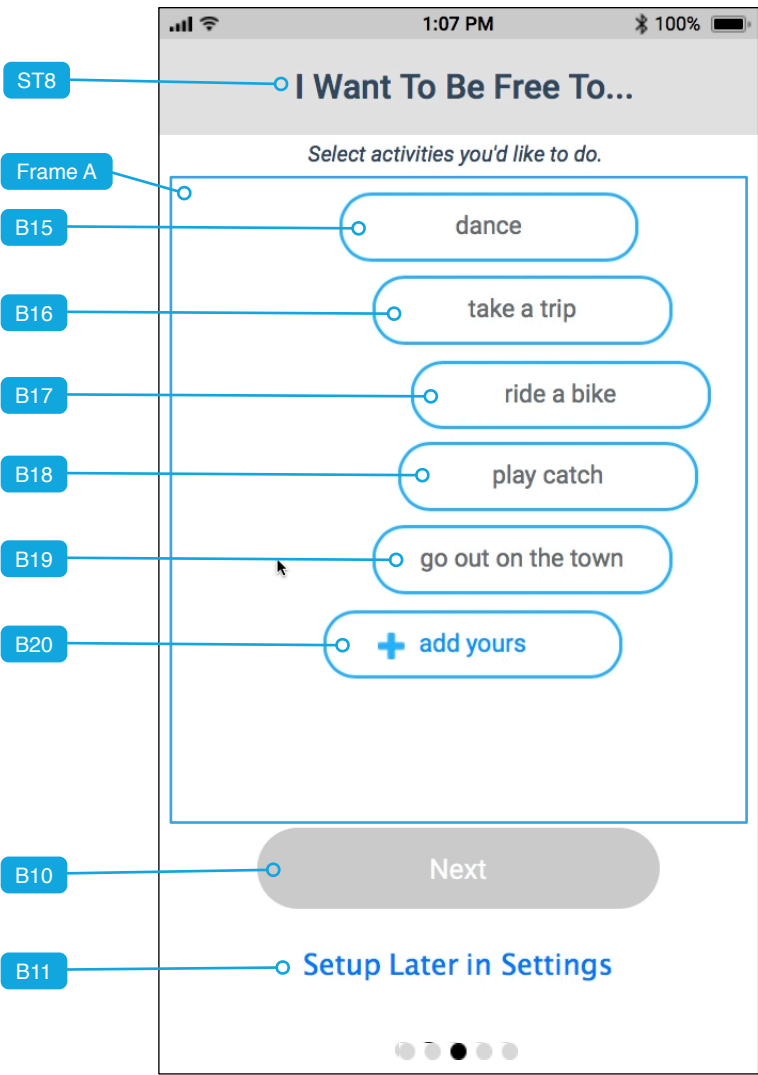
DISPLAY 7.2_ios_help_pain-areas (Not yet built)

1.4 – App Personalization - Wireframes (3 of 4)

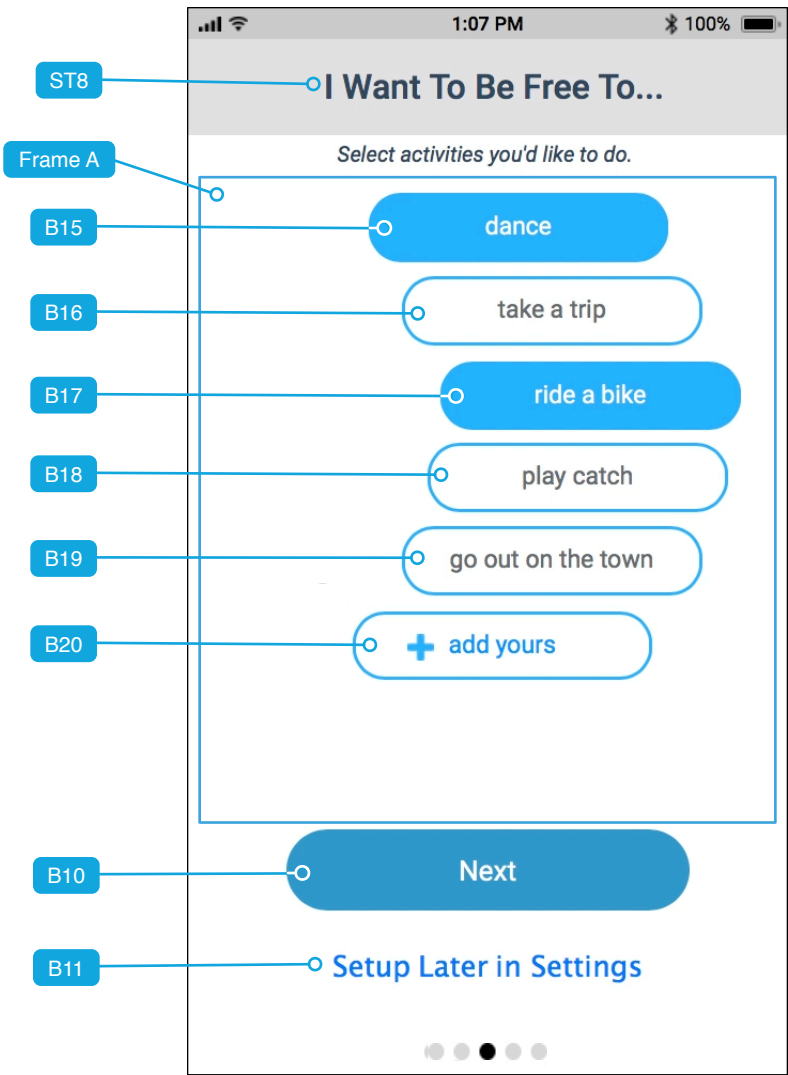
1.4_ios_setup_personal_free-to_default



1.4_ios_setup_personal_free-to_scroll



1.4_ios_setup_personal_free-to_scroll-bottom



Annotations

Purpose: As a patient, there are activities in life I want to be free to do again, and I can highlight them here (and provide my own)

Pre-condition: The user is stepping through App Personalization.

I4 - Illustration: "Generic type of activity depicted"

FRAME A - Vertically scrolling frame containing B15—B20 and new custom activities. When patient scrolls up or down within this frame, I4 collapses and frame expands upward to fill the space. Demonstration in UX Prototype.

B15—B19 - Selectable activities that can be toggled on/off.

User Actions

B15—B19 User Taps to toggle on/off

B11 - User Taps to skip and setup later

App Response

APP toggles on/off respective activity

GOTO 1.5_ios_setup_notif_default

Purpose: Same as previous.

Pre-condition: User has scrolled to the bottom of Frame A.

Frame A - Expanded upward to fit available space.

B20 - Patient can add custom activities by tapping this. Initiates the micro-interaction workflow: 1.4_ios_setup_personal_free-to_custom-empty AND 1.4_ios_setup_personal_free-to_custom-saved.

User Actions

B20 - User Taps to add a custom goal

App Response

GOTO 1.4_ios_setup_personal_free-to_custom-empty

[Sub-workflow Details on Next Page](#)

Purpose: Same as previous + Patient has selected some of the pre-defined activities, which enables B11.

Pre-condition: User has selected some of the pre-defined activities (B15—B19) to toggle them on.

User Actions

B20 - User Taps to add a custom goal

B10 - User Taps to proceed

App Response

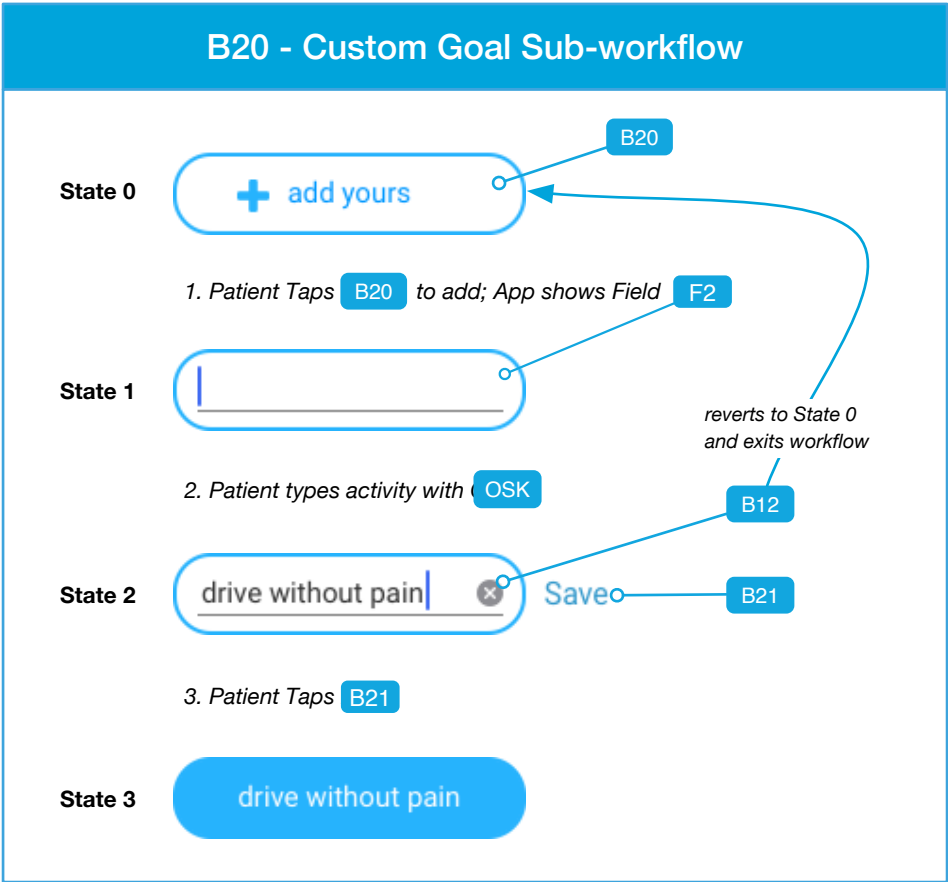
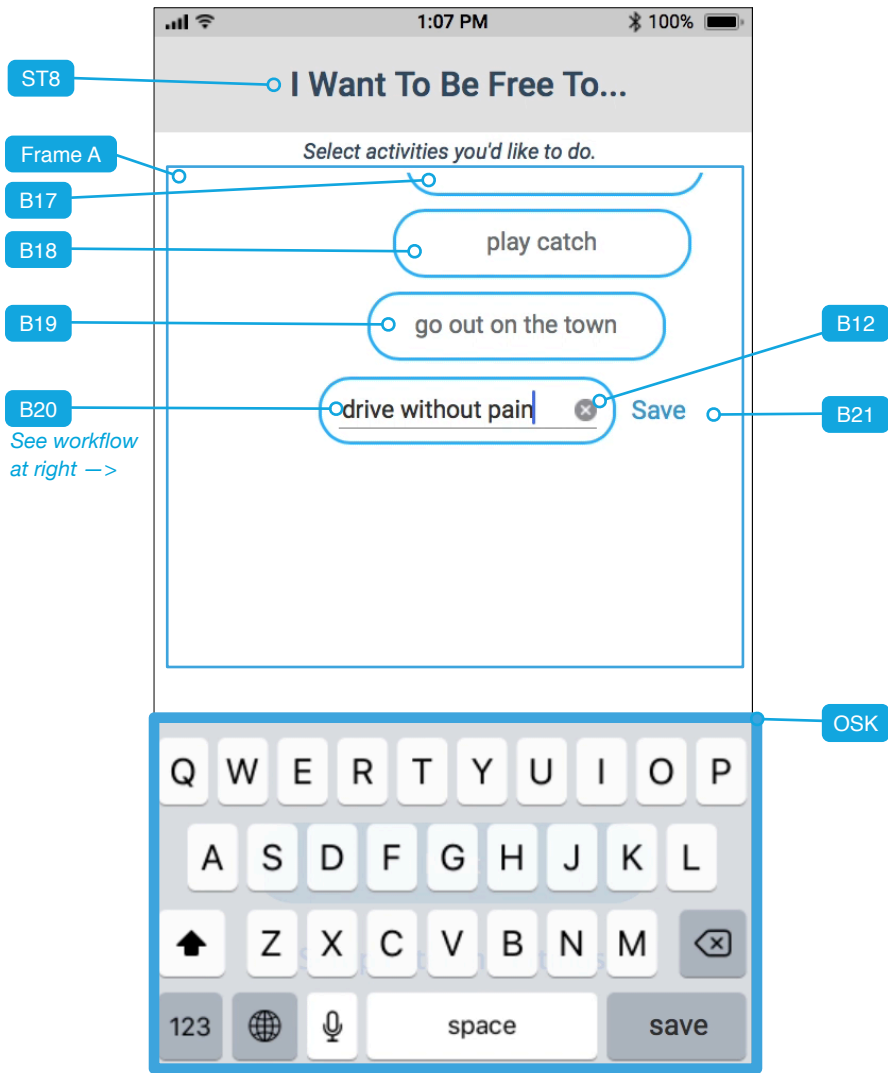
GOTO 1.4_ios_setup_personal_free-to_custom-empty

[Sub-workflow Details on Next Page](#)

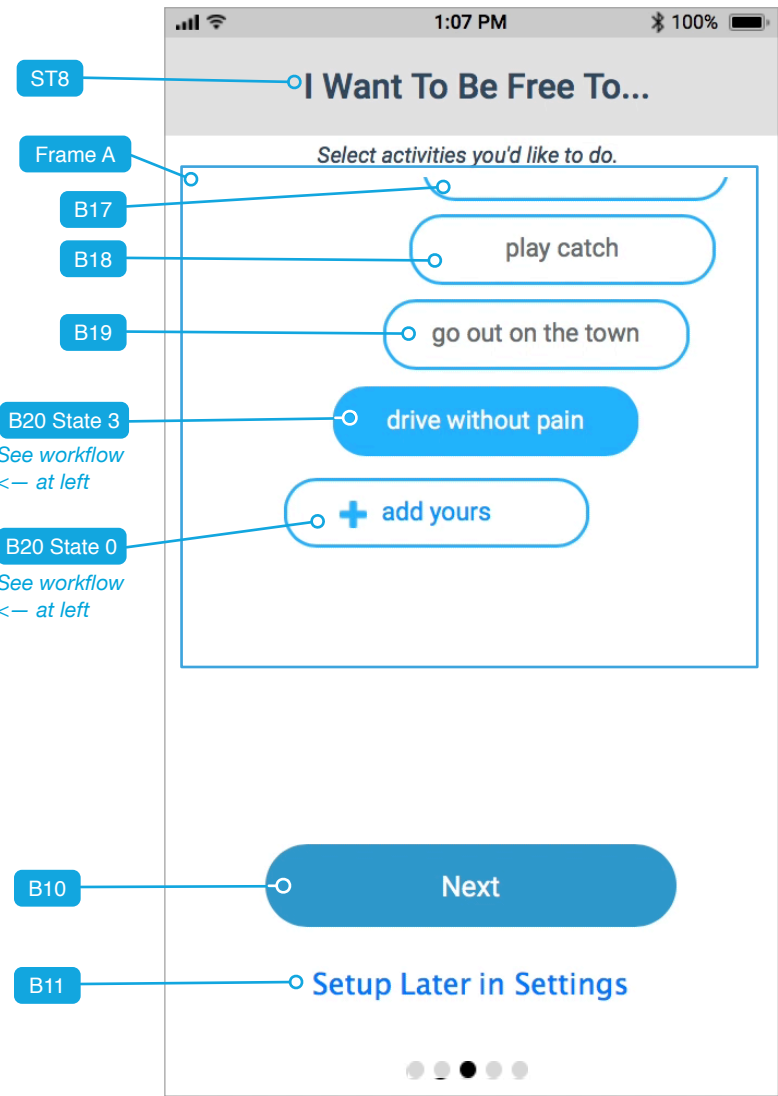
GOTO 1.5_ios_setup_notif_default

1.4 – App Personalization - Wireframes (4 of 4)

1.4_ios_setup_personal_free-to_custom-empty



1.4_ios_setup_personal_free-to_custom-saved



Annotations

Purpose: As a patient I want to add my own activities.

Pre-condition: The user has tapped B21 in 1.4_ios_setup_personal_free-to_scroll and typed an activity into the newly-enabled field (F2) using the OSK.

OSK - Standard iOS alpha-numeric keypad, but with “save” in place of the “return” key.

User Actions App Response

See [B20 - Custom Goal Sub-workflow](#) annotations at right.

F2 - Field into which the patient can type an activity using the OSK.

B20 - Tapping initiates workflow and goes B20 State 1

B21 - Saves the value the patient entered into F2.

B12 - Reverts B20 to State 0 and exits workflow.

User Actions

F2- User Types characters using OSK

B21 - User Taps to save custom goal

B12 - User Taps to delete and setup later

App Response

App renders them in the field real-time.

App saves goal and changes B20 to

State 3. GOTO

1.4_ios_setup_personal_free-to_custom-saved.

GOTO 1.5_ios_setup_notif_default

Purpose: Same as previous. This illustrates B20 State 3 after patient added their custom goal.

Pre-condition: Patient added a custom goal.

User Actions

B10 - User Taps to proceed

B20 State 3 - User taps to deselect the custom goal they added.

B20 State 0 - User Taps to add a custom goal

App Response

GOTO 1.5_ios_setup_notif_default

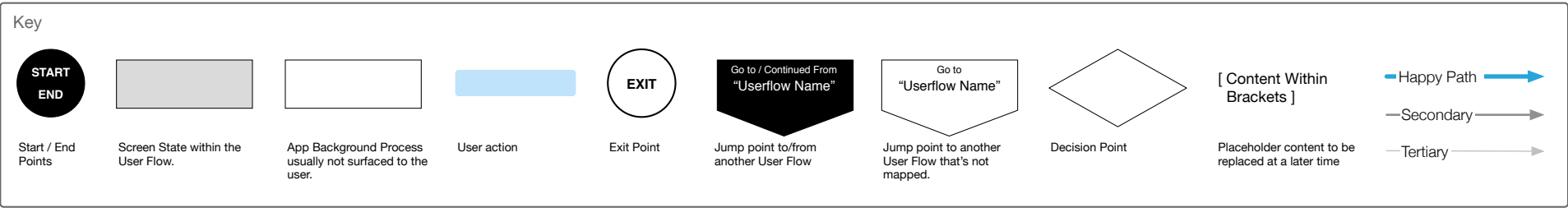
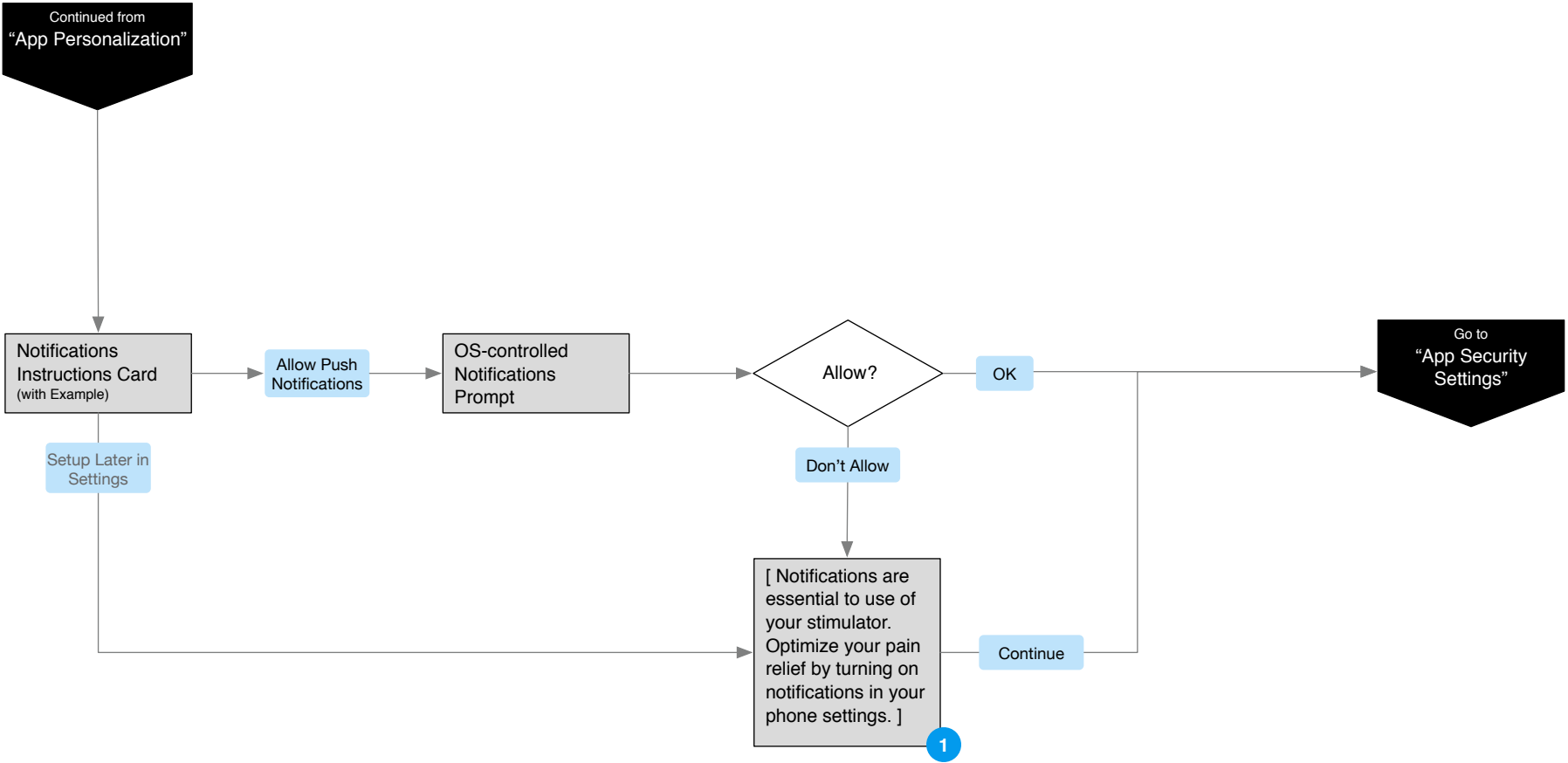
GOTO 1.4_ios_setup_personal_free-to_custom-empty

[Sub-workflow Details on Next Page](#)

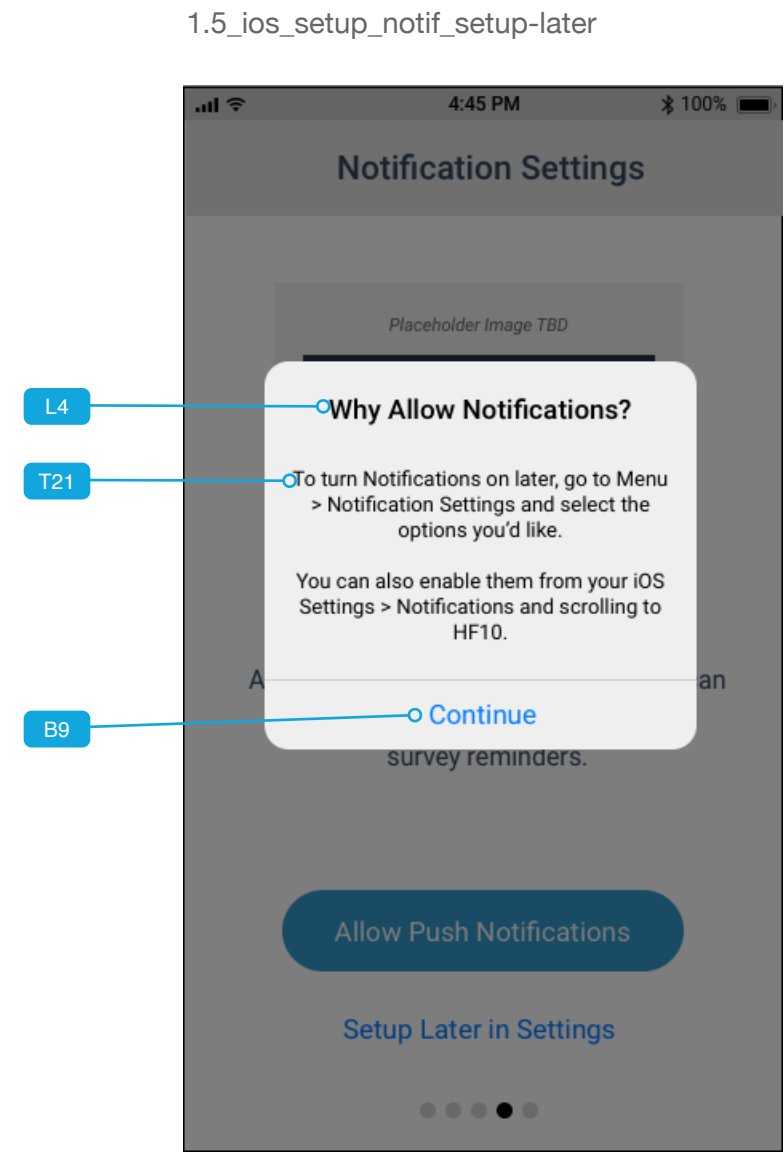
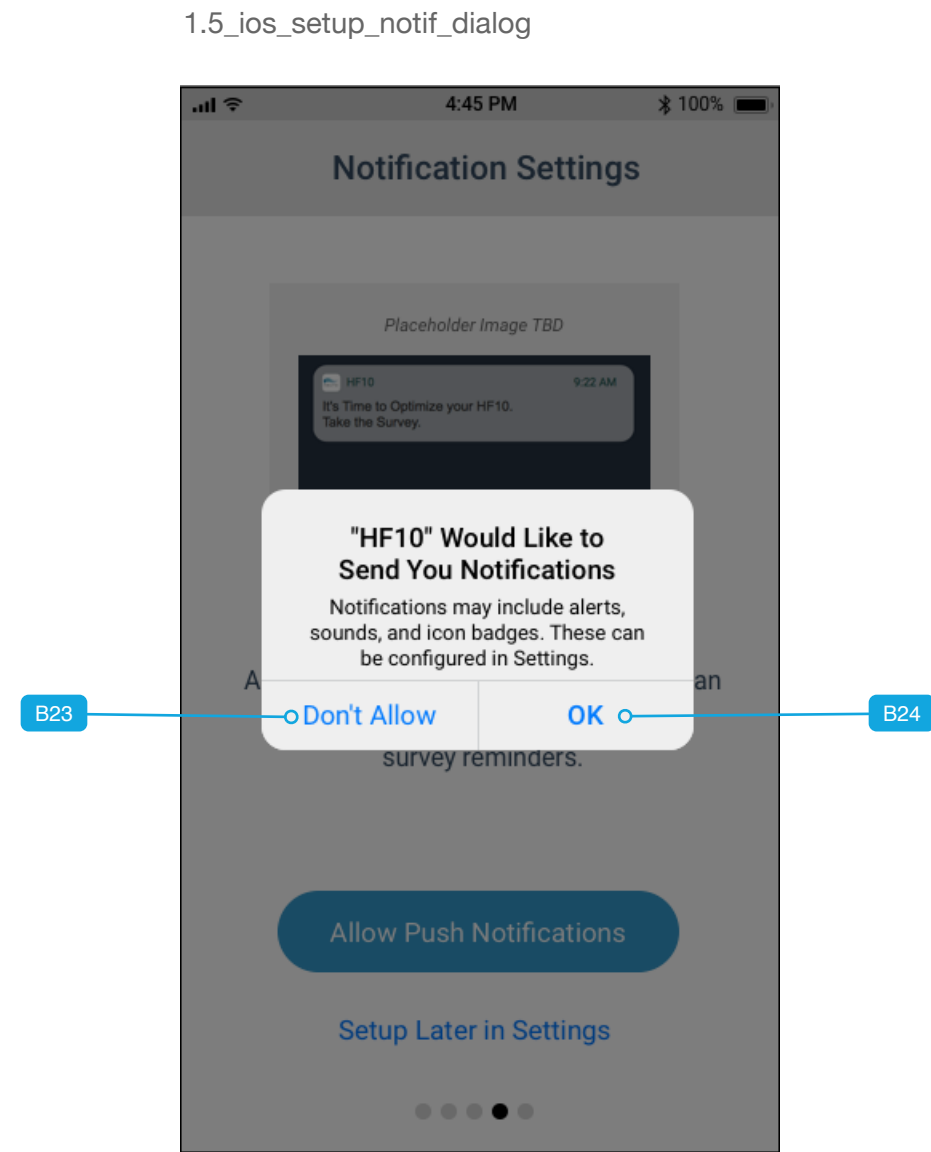
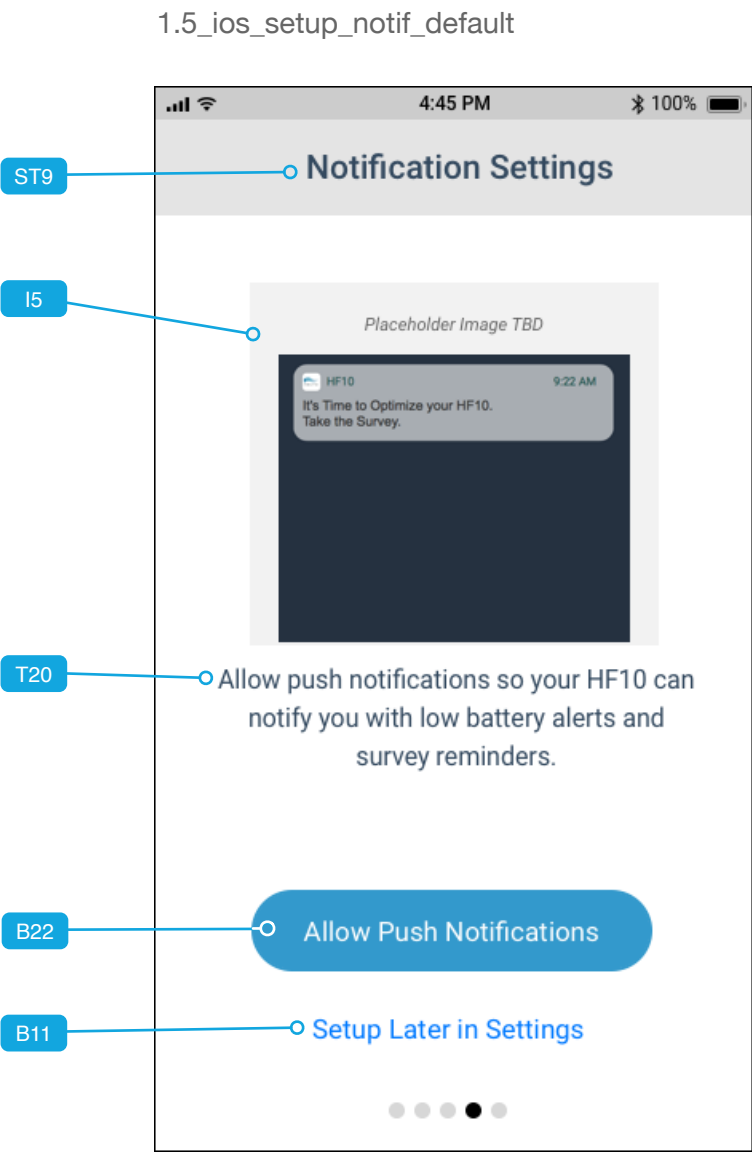
1.5 – Notification Settings - User Flow

Annotations

1. If the patient chooses to forego notifications during setup, the app can—at predefined intervals—request permission later on through on-going use.



1.5 – Notification Settings - Wireframes



Annotations

Purpose: As a patient, I want the app to notify me when my battery is low or it's time to take a survey.
Pre-condition: The user is stepping through App Personalization.

I5 - Illustration: "iOS Phone with HF10 Notification Banner..."

User Actions	App Response
B22 - User Taps to be prompted	GOTO 1.5_ios_setup_notif_dialog
B11 - User Taps to skip and setup later	GOTO 1.5_ios_setup_notif_setup-later

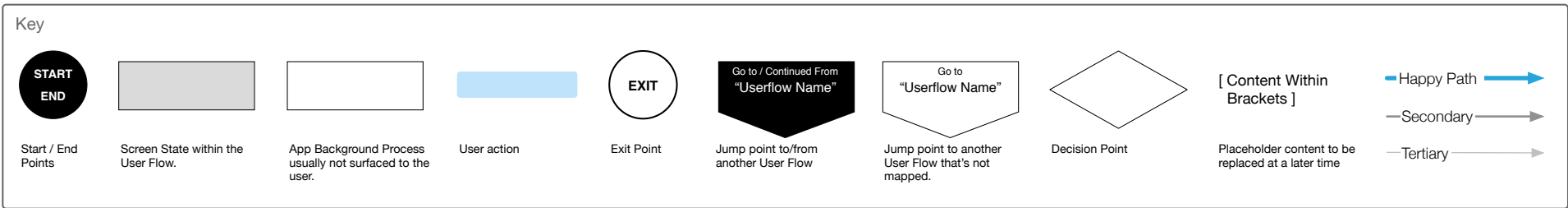
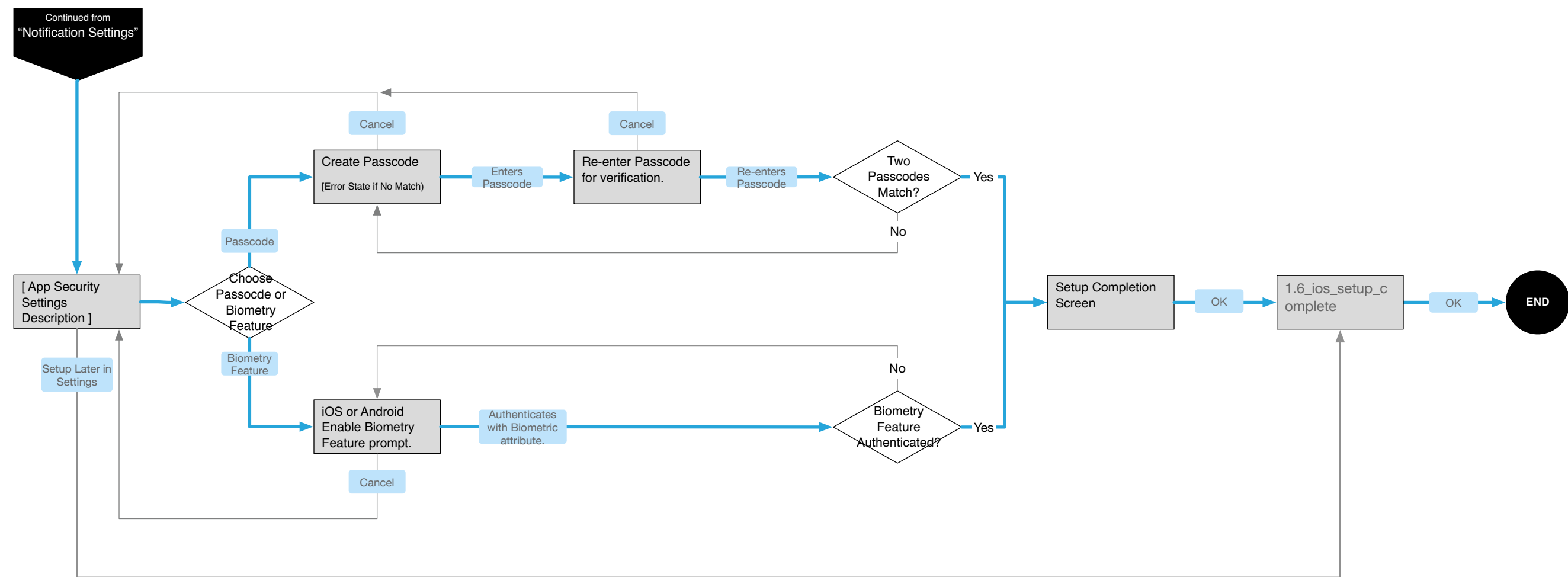
Purpose: Same as previous.
Pre-condition:

User Actions	App Response
B23 - User Taps to not allow notifications for HF10	GOTO 1.6_ios_setup_security_default
B24 - User Taps to allow notifications for HF10	GOTO 1.6_ios_setup_security_default

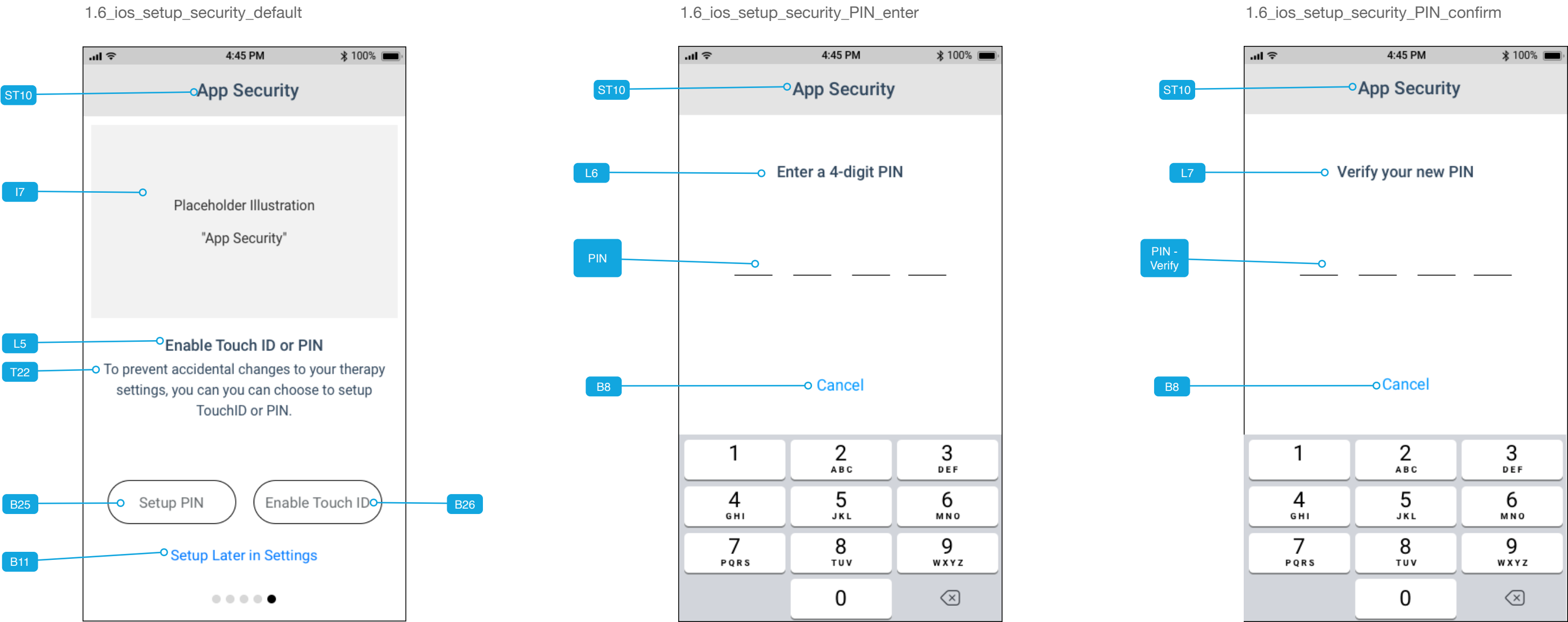
Purpose: Same as previous + wants to setup later instead.
Pre-condition: The user has tapped B11 in "1.5_ios_setup_notif_default"

User Actions	App Response
B9 - User Taps to dismiss and continue	GOTO 1.6_ios_setup_security_default

1.6 – App Security Settings - User Flow



1.6 – App Security - Wireframes (1 of 3) (WIP)



Annotations

Purpose: As a patient, I want to prevent accidental changes to my HF10 settings by enabling PIN or Touch ID.

Pre-condition: For iOS, Touch ID OR Face ID will be available if it's been setup by the patient ahead of time.

I7 - Illustration: "App Security"

B25 - Allows patient to setup a numeric PIN.

B26 - Allows patient to enable Touch ID or Face ID if its already setup on the phone.

User Actions

B25 - User Taps to setup a PIN

B26 - User Taps to enable Touch ID OR Face ID

B11 - User Taps to setup later in settings

App Response

GOTO 1.6_ios_setup_security_PIN_enter

GOTO 1.6_ios_setup_security_confirm

GOTO 1.6_ios_setup_setup_complete

Purpose: As a patient, I am choosing a 4-digit PIN for HF10.

Pre-condition: User has tapped B25 in 1.6_ios_setup_security_default

PIN - 4-digit, numeric characters only. The 1st form field is focused, and when a number is typed the focus auto-advances to the one after. When the 4th digit is typed, the app automatically advances to 1.6_ios_setup_security_PIN_confirm.

B8 - Cancel takes the user back to 1.6_ios_setup_security_default.

User Actions

PIN - User Taps #s to choose PIN

B8 - User Taps #s to cancel out

App Response

On 4th digit, GOTO

1.6_ios_setup_security_PIN_confirm

GOTO 1.6_ios_setup_security_default

Purpose: As a patient, I am verifying the 4-digit PIN for HF10 by retyping it.

Pre-condition: 1.6_ios_setup_security_PIN_enter.

PIN Verify - Same behavior as the previous screen. When the 4th digit is typed, the app compares the first and second PIN.

User Actions

PIN Verify - User Taps #s to verify PIN

B8 - User Taps #s to cancel out

App Response:

If same GOTO

1.6_ios_setup_security_PIN_saved

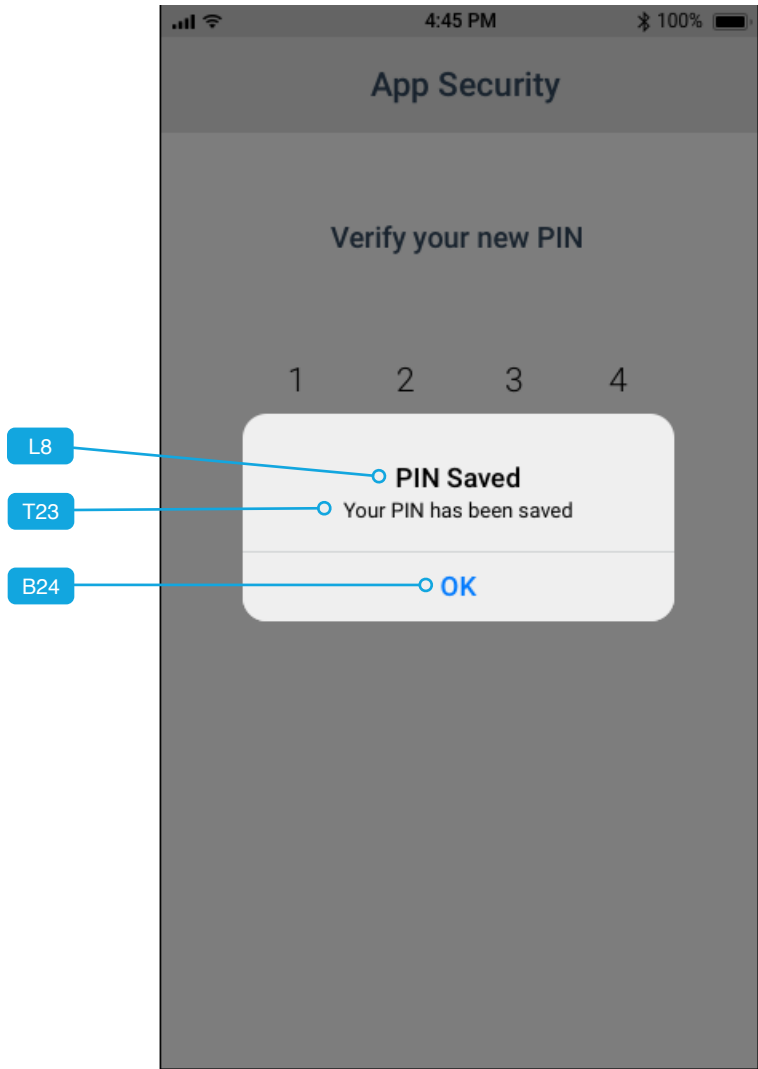
If different GOTO

1.6_ios_setup_security_PIN_error

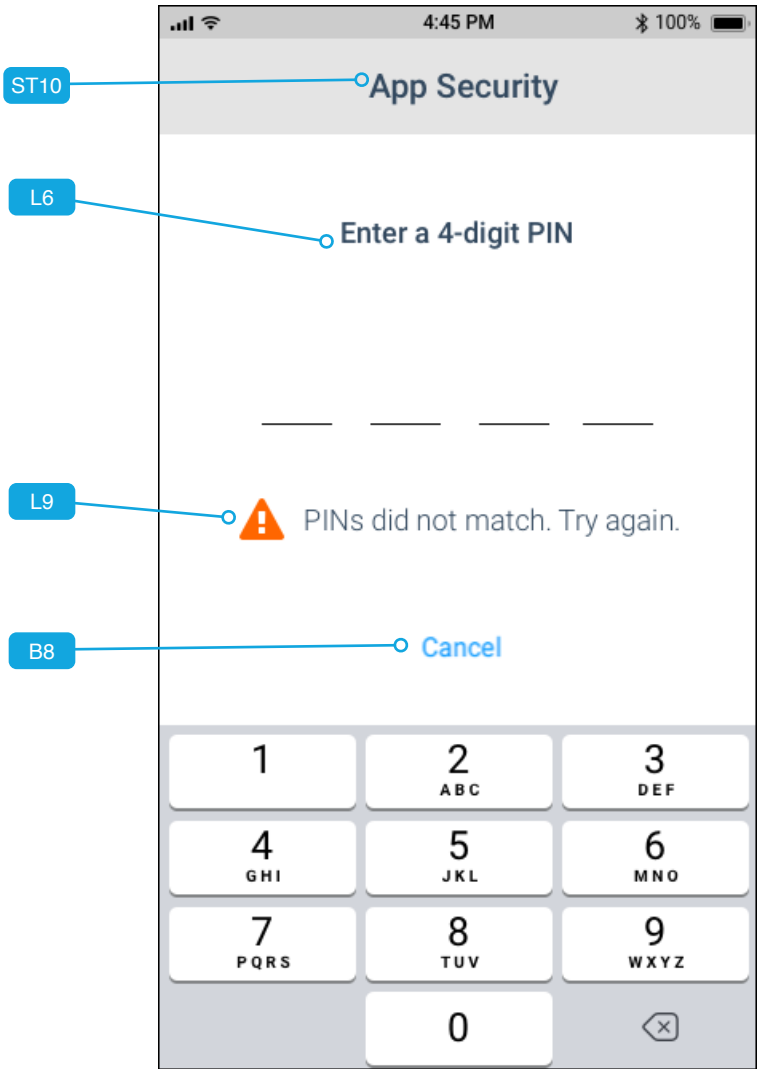
GOTO 1.6_ios_setup_security_default

1.6 – App Security - Wireframes (2 of 3) (WIP)

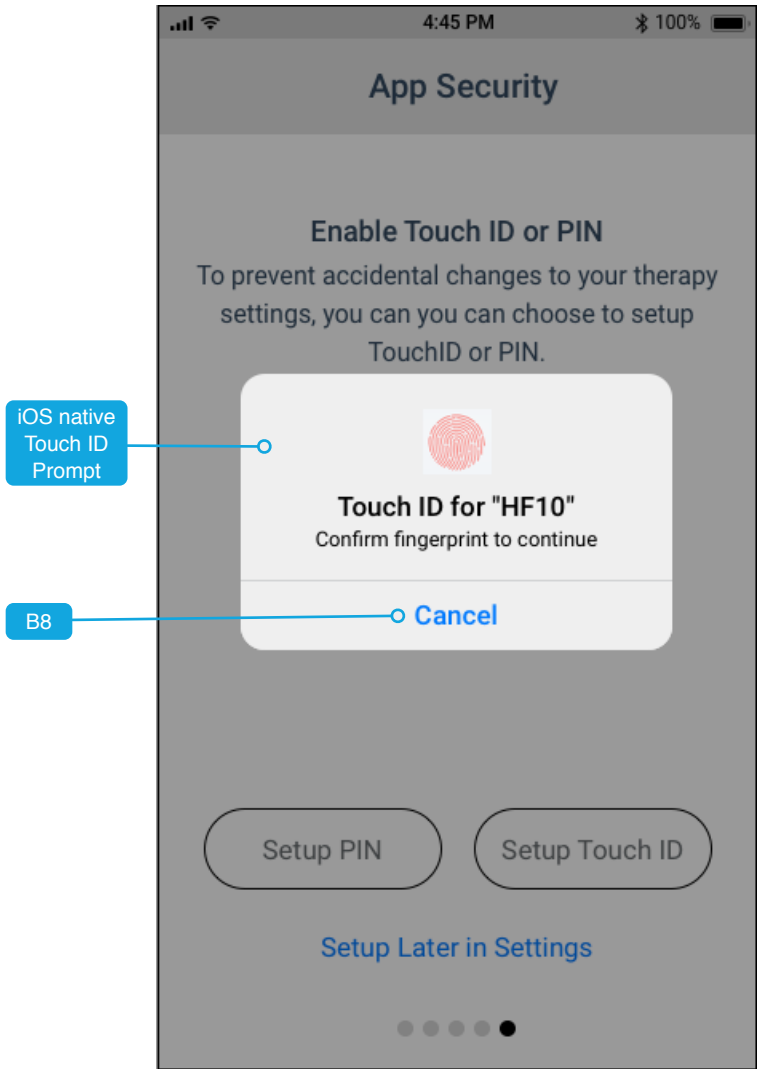
1.6_ios_setup_security_PIN_saved



1.6_ios_setup_security_PIN_error



1.6_ios_setup_security_touchID_enable



Annotations

Purpose: As a patient, I to be informed that my PIN has been saved.
Pre-condition: 1.6_ios_setup_security_PIN_confirm had success in matching both PIN and PIN Verify.

User Actions
B24 - User Taps to continue

App Response
GOTO 1.6_ios_setup_complete

Purpose: Inform patient of mismatched PINs and prompt them to try again.
Pre-condition: Mismatch between PIN and PIN Verify in previous attempt.
Same as 1.6_ios_setup_security_PIN_enter but with inline error message.

User Actions
Refer to 1.6_ios_setup_security_PIN_enter annotations

App Response

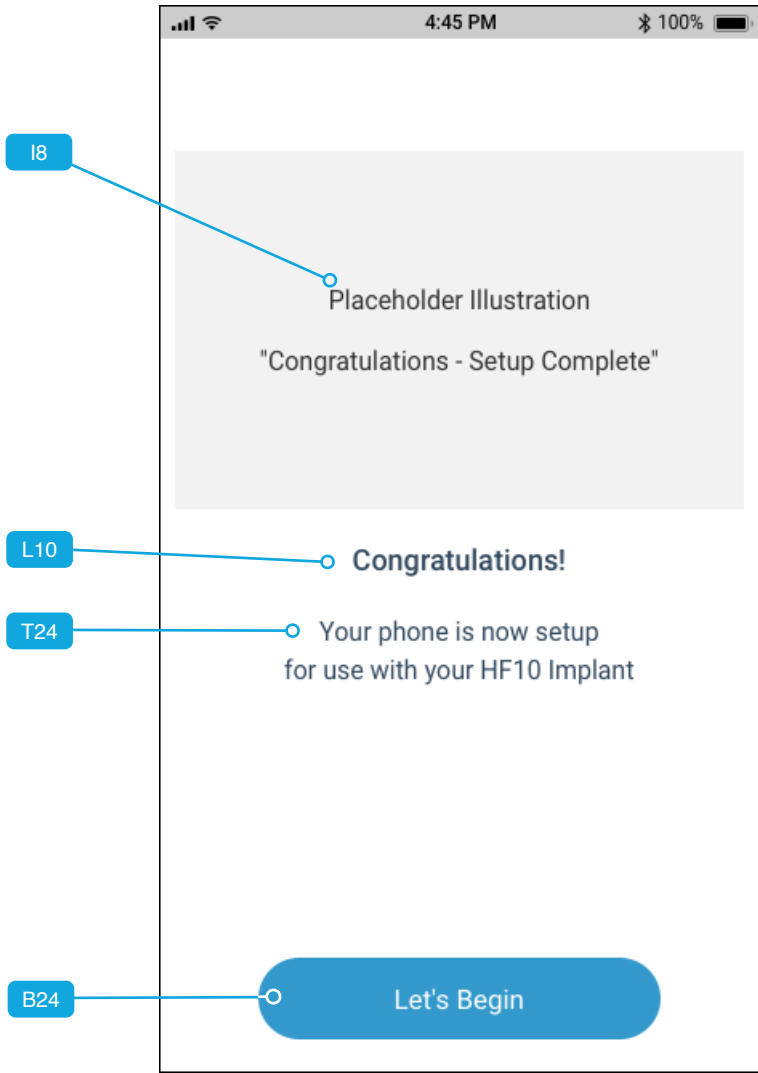
Purpose: As a patient, I want to confirm my choice to enable Touch ID for HF10.
Pre-condition: Patient has tapped Enable Touch ID on 1.6_ios_setup_security_default.

User Actions
User authenticates with Touch ID to confirm.
B8 - User Taps #s to cancel out

App Response
GOTO 1.6_ios_setup_complete
GOTO 1.6_ios_setup_security_default

1.6 – App Security - Wireframes (3 of 3)

1.6_ios_setup_complete



Annotations

Purpose: As a patient, I want to see that setup of my phone with HF10 is complete.
Pre-condition: Patient has completed First-Time Setup.

I8 - Illustration: Congratulations - Setup Complete"

User Actions	App Response
B24 - User Taps to go to HF10 Home Screen.	GOTO HF10 Home Screen.

Sprint 2

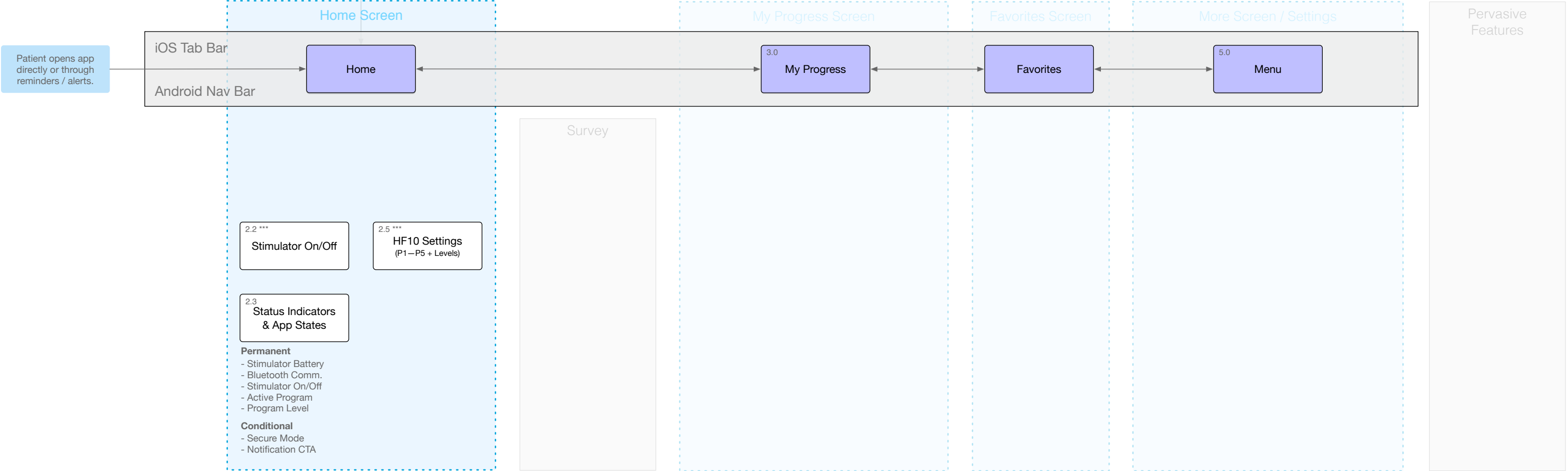
User Flows & Wireframes

- App Navigation / Tab Bar
- Turning Stimulation Off/On
- Change HF10 Settings when Stimulation Off
- Battery & BLE Connection States
- Battery & BLE Connection Notifications / Alerts

Sprint 2 Scope



Ongoing Use

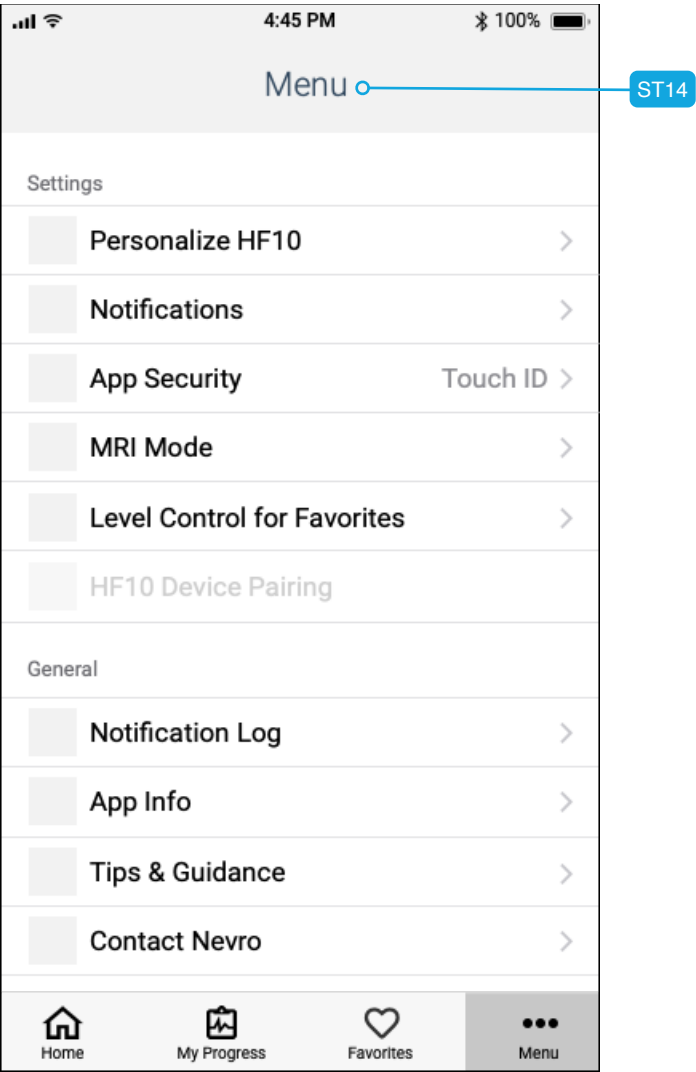
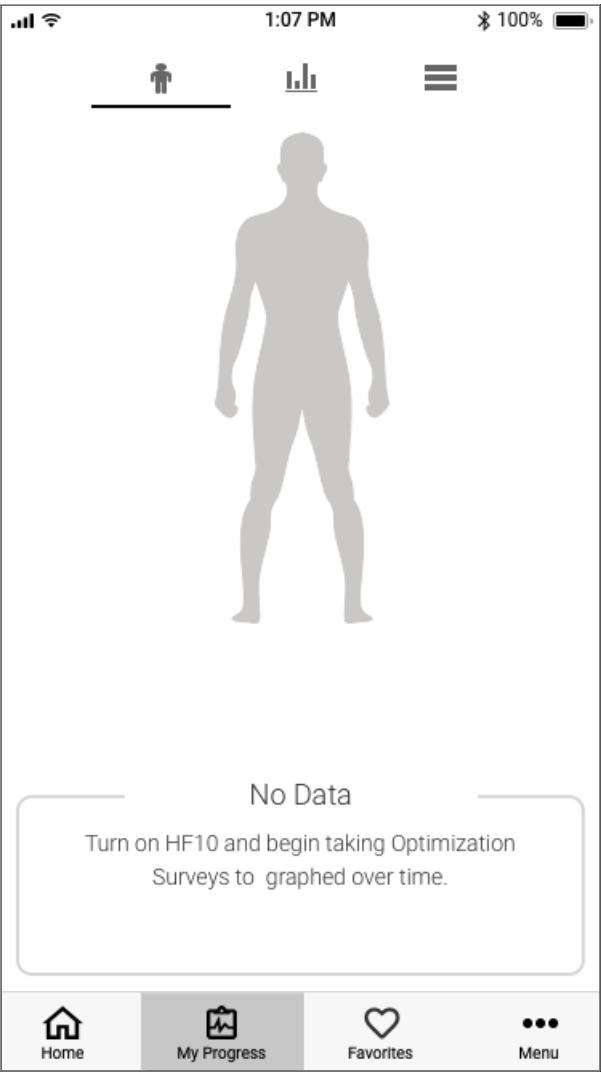
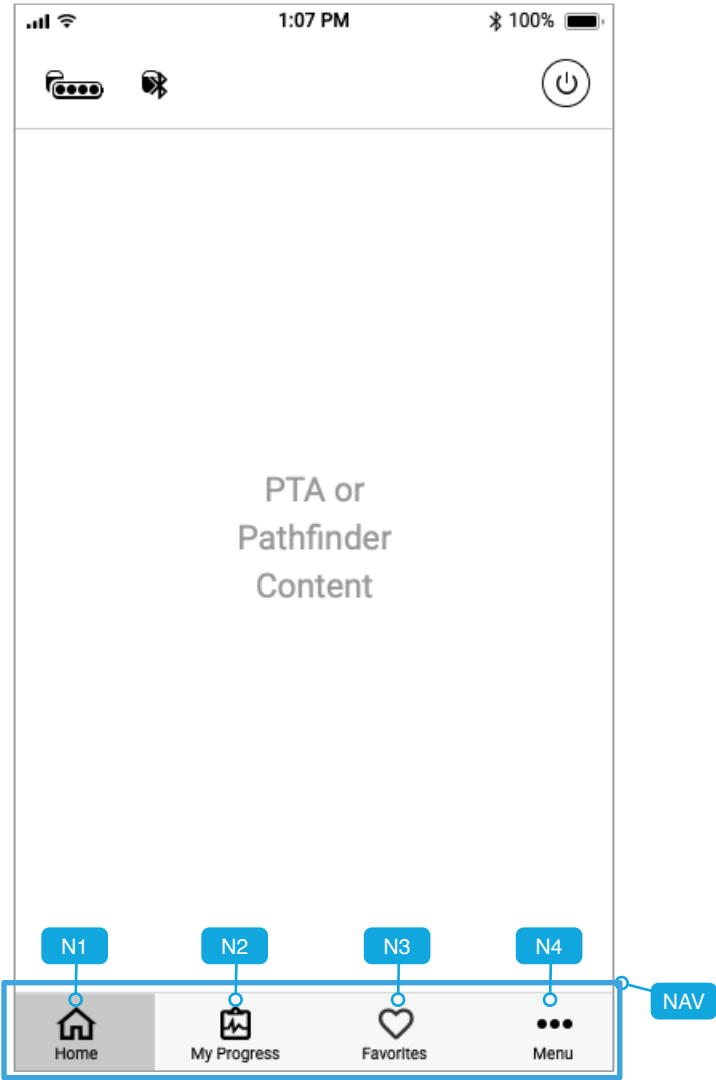


Home Screen

PTA / Pathfinder My Progress Screen

PTA / Pathfinder Favorites Screen

PTA / Pathfinder Menu Screen



Annotations

Purpose: Allow patient to navigate through different sections within the app.
Pre-condition: Patient has completed first-time setup.

NAV is visible whenever the app isn't in First-Time Setup or other screen states that aren't part of a workflow or sub-workflow.

N1 / Home highlighted.

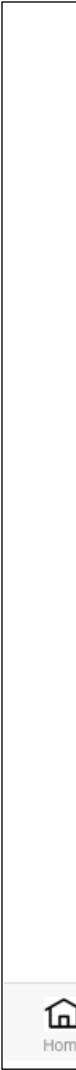
User Actions	App Response
N1 - User Taps to go to Home	GOTO Home
N2 - User Taps to go to My Progress	GOTO My Progress
N3 -User Taps to go to Favorites	GOTO Favorites
N4 - User Taps to go to Menu	GOTO Menu

N2 / My Progress nav item highlighted.

N3 / Favorites nav item highlighted.

N4 / Menu nav item highlighted.

Nav Bar with Favorite Added To List



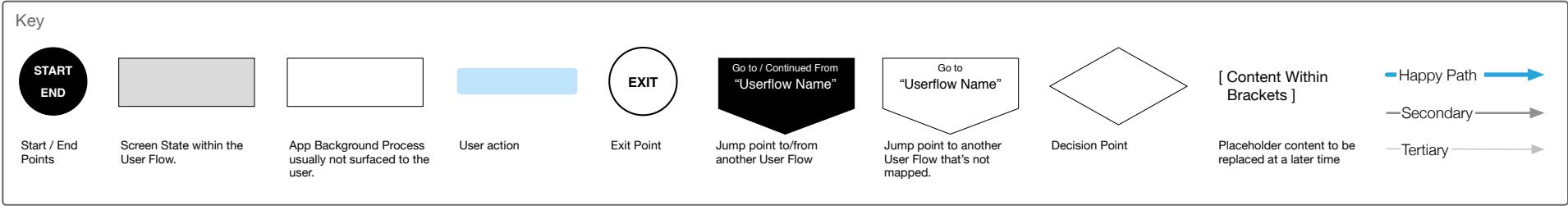
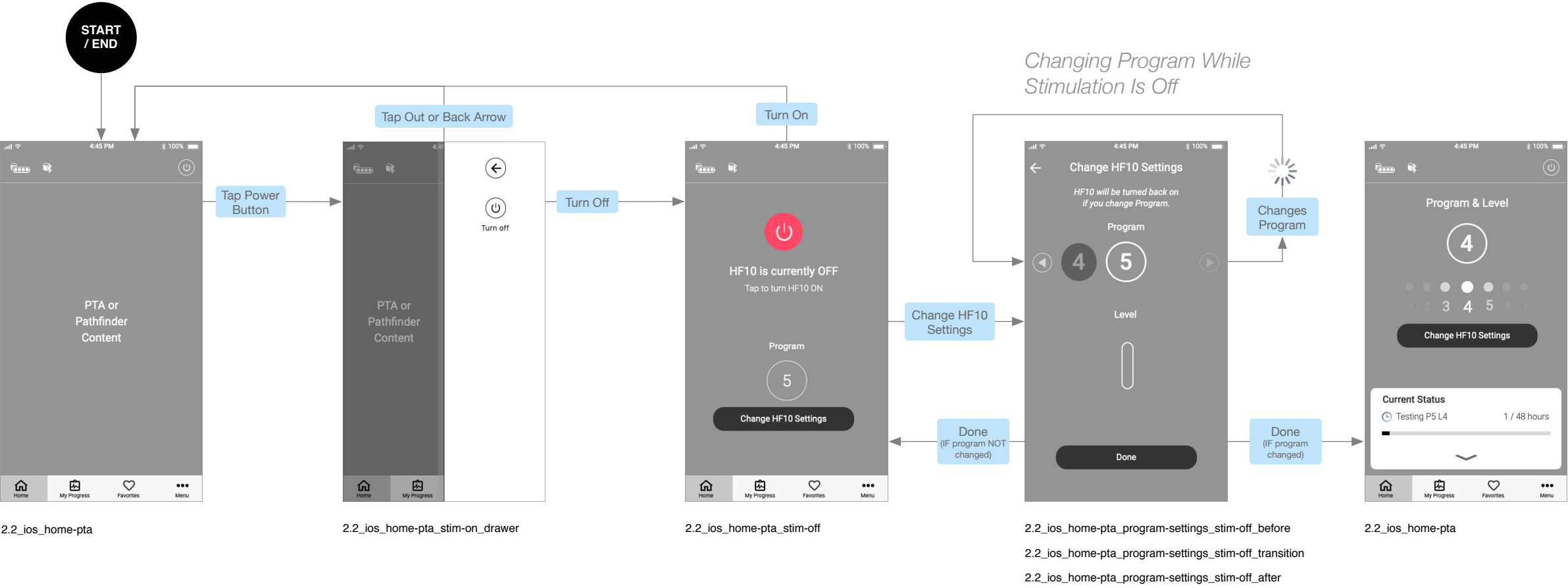
Annotations

Purpose
and when

Pre-con

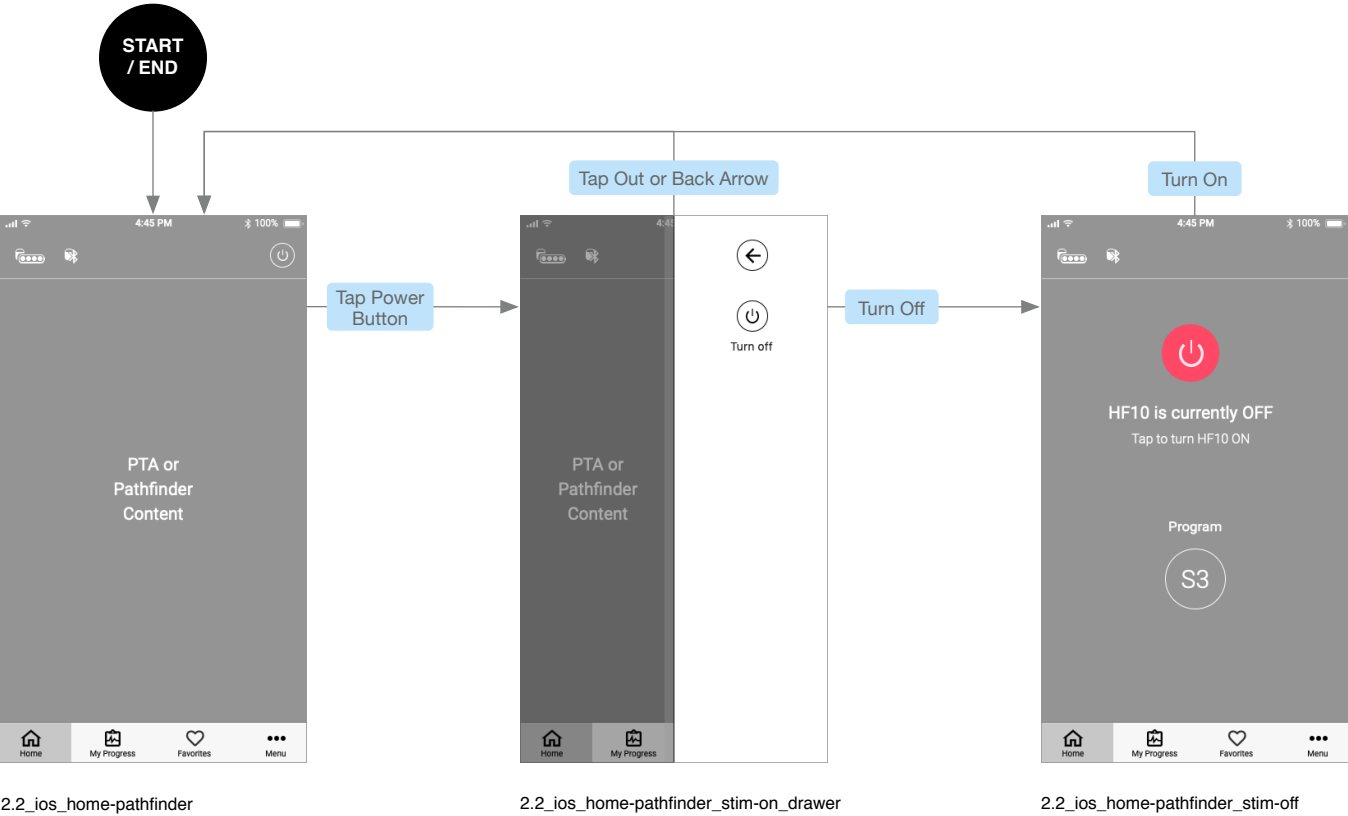
N3.1 - T
favorite,
other in

**REMOVE PAGE AFTER
CHANGES ARE
COMPLETE**

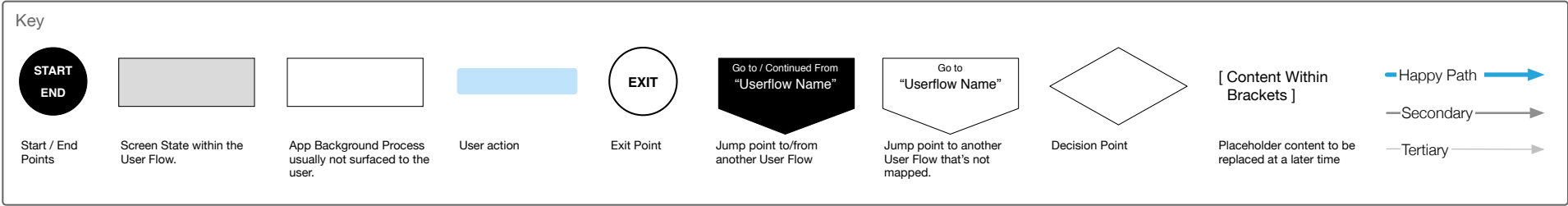


2.2 – Pathfinder Wireflow - Turning Stimulation On/Off

Updated



Updated



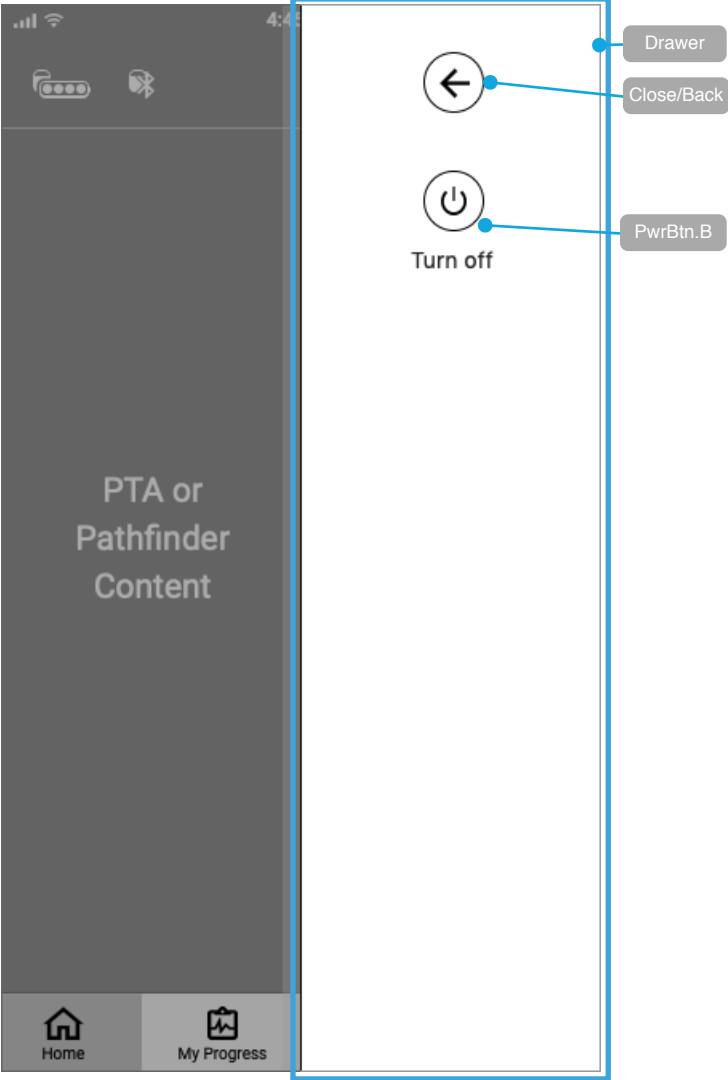
2.2 – Turning Stimulation Off

Annotations have been refined.

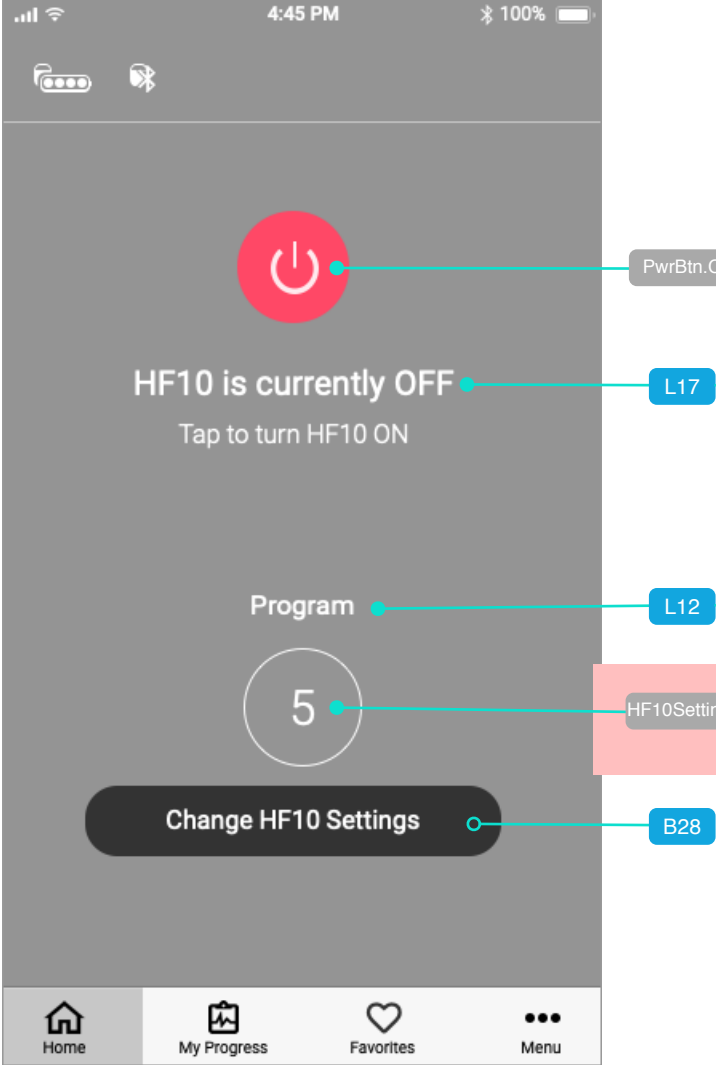
2.1_ios_home-pta
2.1_ios_home-pathfinder



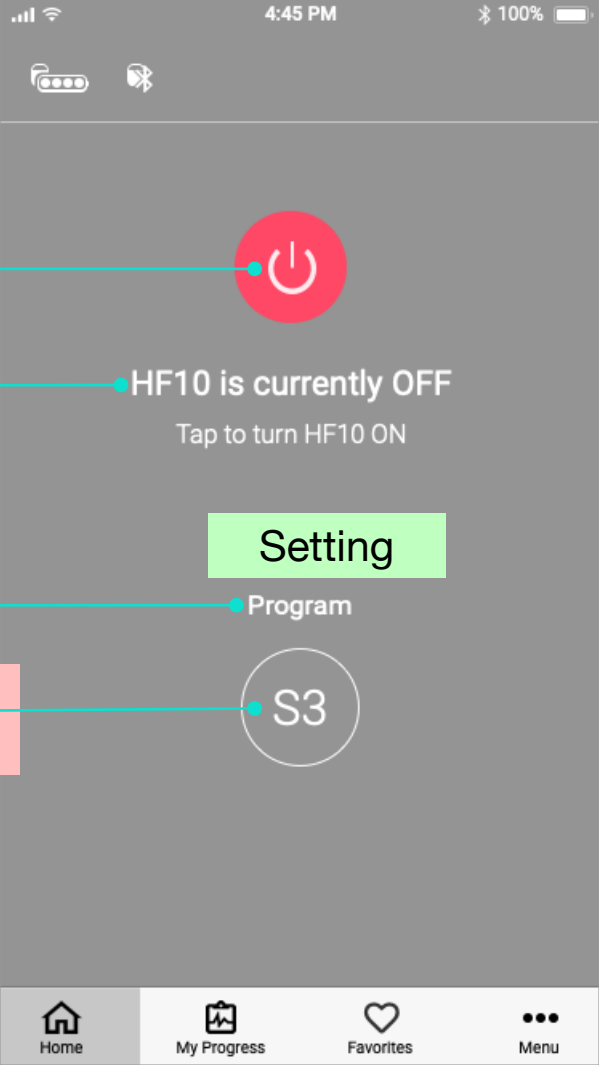
2.2_ios_home-pta_stim-on
2.2_ios_home-pathfinder_stim-on



2.2_ios_home-pta_stim-off



2.2_ios_home-pathfinder_stim-off



Annotations

Purpose: From the PTA and Pathfinder Home Screens, allow patient to turn stimulation off and then back on again. For PTA only, there is the option to change the program while HF10 is off, with it turning back on to the newly selected program.

Pre-condition: HF10 stimulation is ON.

ANNOTATIONS refer to ALL FOUR wireframes above

PwrBtn.A - Tapping opens the **Drawer** shown in 2.2_ios_home-pta_stim-on

Drawer - Opens from the right and contains buttons for “Close/Back” and Power for turning stimulation off. The patient can exit this state either by tapping the “Close/Back” button or anywhere outside the drawer.

Close/Back - Closes the drawer and reverts to previous home screen state (for Pathfinder or PTA).

PwrBtn.B - Tapping takes patient to 2.2_ios_home-pta_stim-off for PTA and 2.2_ios_home-pathfinder_stim-off fro Pathfinder.

PwrBtn.C - Tapping turns stimulation ON takes patient to 2.2_ios_home-pta_stim-off for PTA and 2.2_ios_home-pathfinder_stim-off fro Pathfinder.

B28 - User Taps to change HF10 Settings and takes patient to 2.5_ios_home-pta_program-settings_stim-off_before. Only available for PTA.

For Favorites on PTA and Pathfinder, “Change Level” will not be available from the STIM off state.

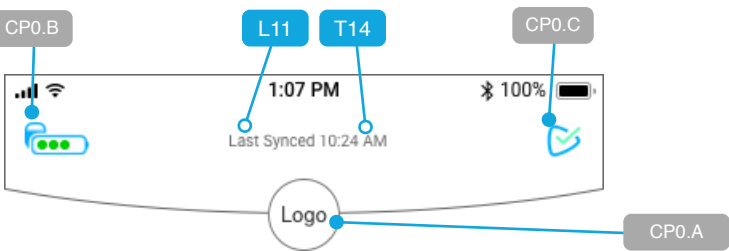
Add annotation for Favorite replacing S3 and “Program” becoming “Setting” for Pathfinder and “Favorite Name” for Favorite on

2.2_ios_home-pta_stim-off

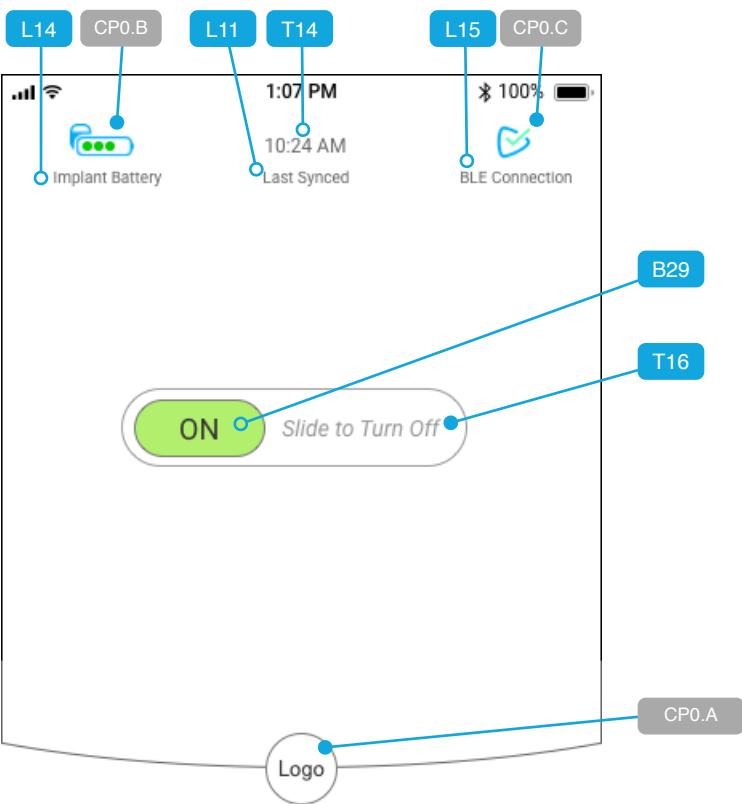
2.3 – Control Panel (CP) States (WIP / No Longer Applicable)

Need to save two wireframes on left for bluetooth annos, etc.
(Pathfinder Only)

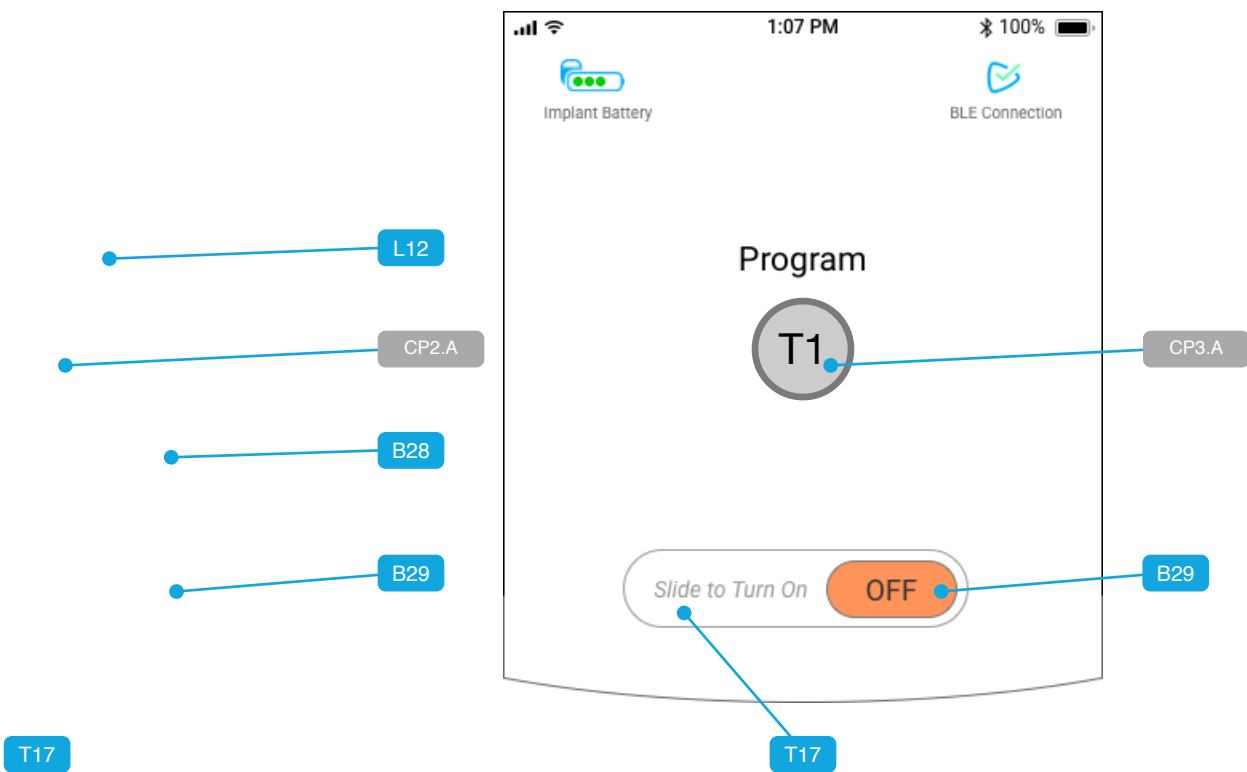
CP0 - Control Panel Collapsed



CP1 - Control Panel Expanded Stim On



CP2 - Control
(PTA Only)



Annotations

Purpose: Illustrate Control Panel in its collapsed state.
Pre-condition: User's phone is paired and connected to HF10.

- CP0.A - Button to open Control Panel
- CP0.B - Status Indicator for HF10 Battery Level
- CP0.C - Status Indicator for HF10 BLE Connection
See [Battery & BLE Connection States](#) for more detail.
- T14 - Date AND/OR Time app last synced HF10 data with online servers.

User Actions	App Response
CP0.A - User Taps to open Control Panel.	Change to State CP1

Purpose: Illustrate Control Panel in expanded state while HF10 stimulation is turned ON.
Pre-condition: HF10 stimulation must be OFF.

- CP0.A - Button to open Control Panel
- CP0.B - Status Indicator for HF10 Battery Level with label
- CP0.C - Status Indicator for HF10 BLE Connection with label
See [Battery & BLE Connection States](#) for more detail.
- T14 - Date AND/OR Time app last synced HF10 data with online servers.

User Actions	App Response
CP1.A - User Taps to close Control Panel.	Change to State CP0

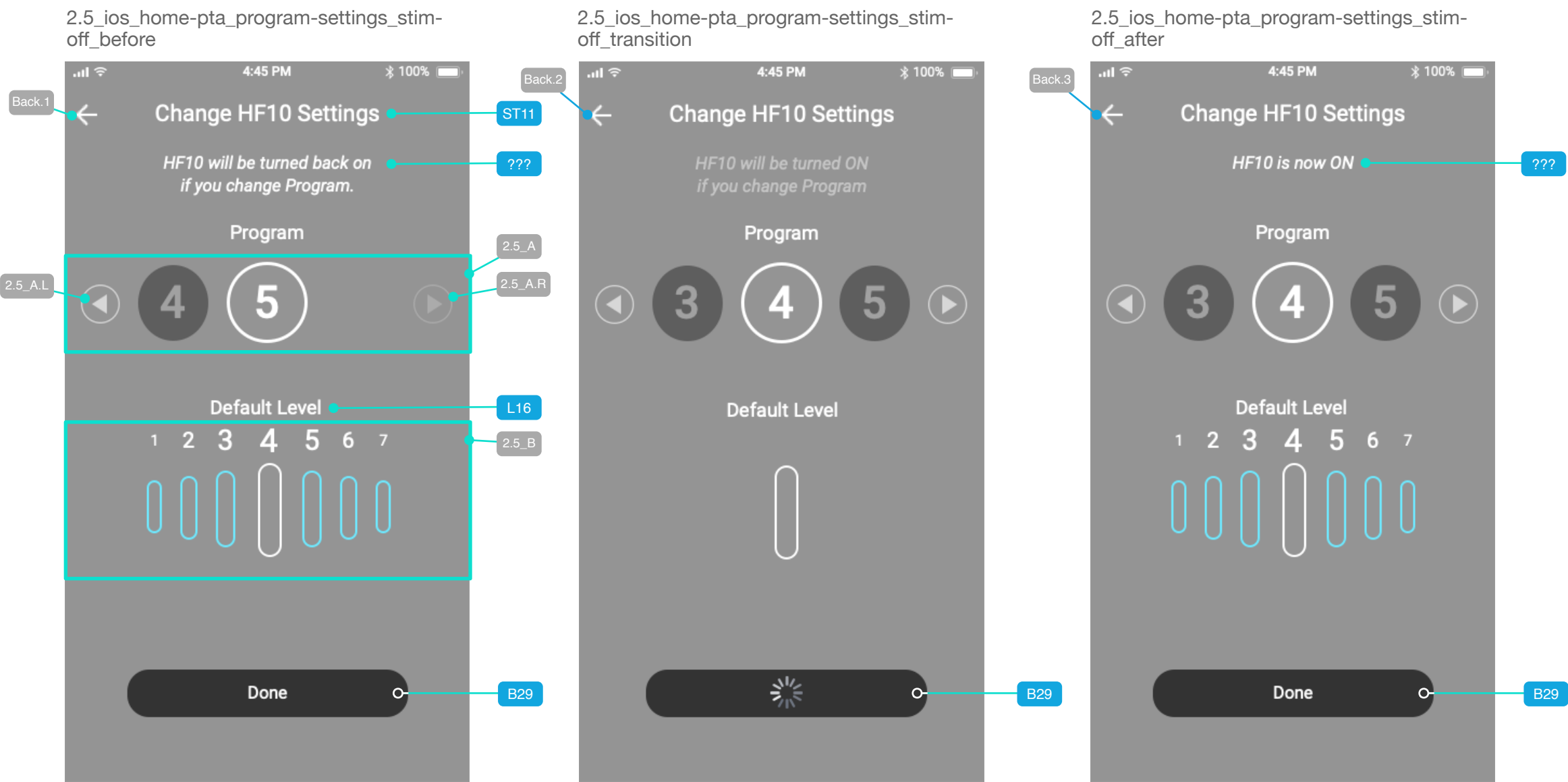
User Actions	App Response
B29 - User Swipes LEFT to turn ON stimulation	GOTO 2.2_ios_home-pta_stim-on

Purpose: Illustrate Control Panel in expanded state while HF10 stimulation is turned OFF for Pathfinder patients.
Pre-condition: User must be on Pathfinder and stimulation OFF.

User Actions	App Response
B29 - User Swipes LEFT to turn ON stimulation	GOTO 2.2_ios_home-pathfinder_stim-on

2.5 – PTA - Changing HF10 Settings While Stimulation is Off

Annotations have been refined.



Annotations

Purpose: Allow patient to change the program while stimulation is off.
Pre-condition: Patient has tapped CP2.B28 from 2.2_ios_home-pta_stim-off.

ANNOTATIONS refer to ALL THREE wireframes above

2.5_A - TAPPING LEFT (2.5_A.L) or RIGHT (2.5_A.R) arrows changes program. Takes Patient to next screen: **2.5_ios_home-pta_program-settings_stim-off_transition**.

L16 - Default Level label exists only for Stim Off state.

2.5_B - Level adjuster is disabled in the Stim Off state, but it responds to program change by indicating the default level for said program.

B29 - **TAPPING** will close this screen and revert to 2.2_ios_home-pta_stim-off ONLY if there have been no program changes made on this screen has bene instantiated.

Purpose: Allow patient to visually see their program change request being transmitted to HF10 but prevent them from making immediate program changes until the first is confirmed by HF10.
Pre-condition: Patient has swiped left or right on 2.5_ios_home-pta_program-settings_stim-off_before.

B29 - Button's disabled/spinner transition state is invoked.

Back.2 - Button's disabled state should be invoked while transition is in progress.

Purpose: Allow patient to visually see their program change request was successful.
Pre-condition: HF10 has confirmed program change request received and now active program is the one displayed.

B29 & Back.3 - Button's enabled/default state is invoked. Tapping this takes the patient to 2.1_ios_home-pta.

2.3 – Battery & BLE Connection States

Updated

IPG Battery

	Icon State	Trigger Condition	Description	Other Actions
1		76–100%	4 green dots	
2		51–75%	3 green dots	
3		26–50%	2 green dots	
4		1–25%	1 flashing yellow dot	User receives notification at 25%
5		0% / Empty and IPG has powered down	Faded and empty battery	User receives notification at 10% and then again at 5%. BLE notification upon disconnect.
6		1–25% + Charging	1 flashing yellow dot + charging icon	
7		26–50% + Charging	1 green dot + 1 flashing green dot + charging icon	
8		51–75% + Charging	2 green dots + 1 flashing green dot + charging icon	
9		76–100% + Charging	3 green dots + 1 flashing green dot + charging icon	
10		Battery Full; charging station shuts off automatically	4 green dots	User receives notification that battery has been fully charged.

TSM Battery

States 1–3 above precede the following three below for TSM non-rechargeable batteries.				
11		TSM - 1–25% and ERI (Elective Replacement Indicator)	1 green dot	User receives notification at 25% for ERI
12		TSM - 0% Empty and EOBL (End of Battery Life) ***	Faded and empty battery + EOBL label	User receives notification at 10% and then again at 5% prompting them to replace the battery.
13		TSM - 0% / Empty and TSM has powered down		User receives notification battery has died BLE notification upon disconnect.

BLE Connection

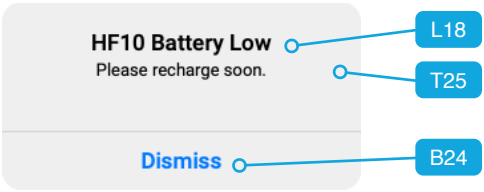
	Icon State	Trigger Condition	Description	Other Actions
1		BLE connection to IPG or TSM is being re-established.	BLE icon fades in and out on top of HF10 stimulator.	
2		BLE connection is established and working nominally.	BLE icon on top of HF10 stimulator is constant.	
3		BLE connection is being re-established.	HF10 stimulator with warning triangle next to it.	User receives notification there is an issue with the BLE connection.

*** Nevro is going to get back to KD on answers to "last known battery state" feasibility, as well as when EOBL is actually triggered. Anita mentioned EOBL may trigger when there's really 10% left, but to the user we're communicating that it's "zero."

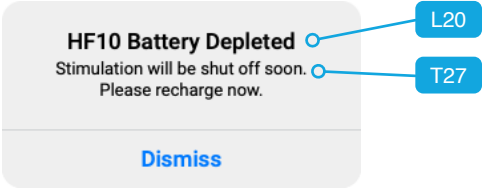
2.3 – Battery & BLE Connection Notification / Alerts

Battery Alerts

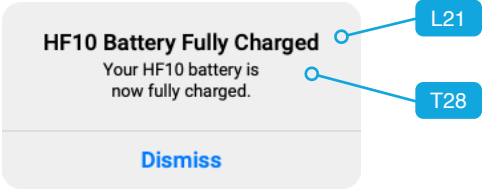
HF10 Battery Low



HF10 Battery Depleted

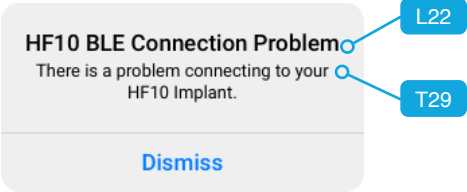


HF10 Battery Fully Charged

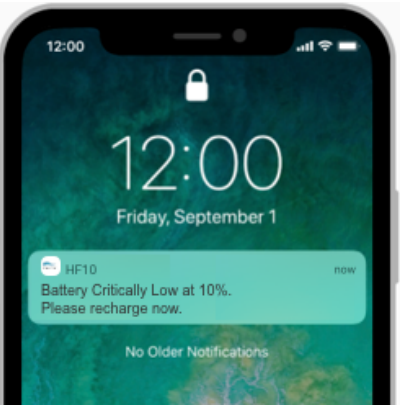


BLE Connection Alerts

HF10 BLE Connection Problem



Lock Screen Example



Out-of-App Example



Revise / Remove %

Sprint 3

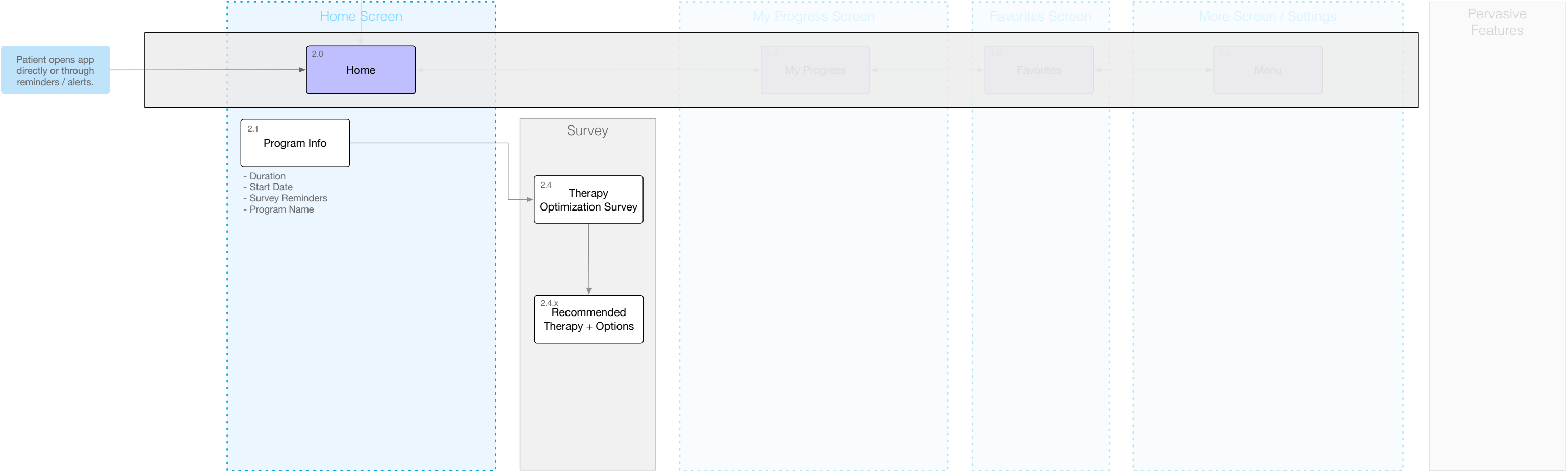
User Flows & Wireframes

- PTA Pain Survey
- Pathfinder HF10 Optimization Survey

Sprint 3 Scope



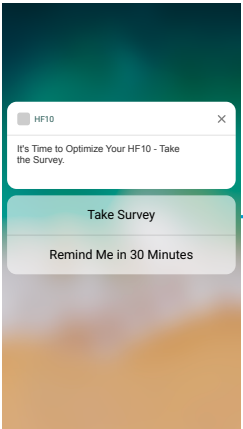
Ongoing Use



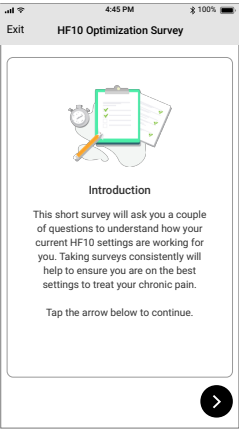
2.4 – Pathfinder & PTA Survey Wireflow (WIP)

Notification & Intro

Notification Example



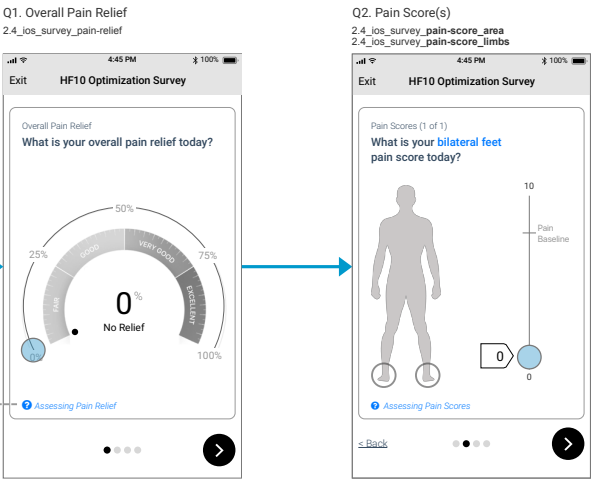
Survey Intro



2.4_ios_survey_intro_pathfinder-testing
2.4_ios_survey_intro_pathfinder-survey-due
2.4_ios_survey_intro_pathfinder-maintaining
2.4_ios_survey_intro_pta-testing
2.4_ios_survey_intro_pta-survey-due
2.4_ios_survey_intro_pta-maintaining

Survey

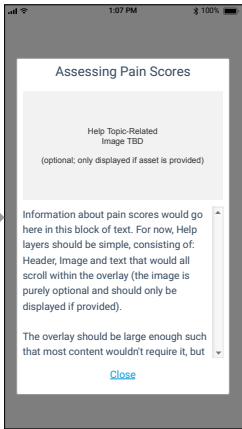
Survey Question Cards



(minimum of 1, maximum of 5)
If there are five pain areas, then # of pagination dots will be eight.

Contextual Help

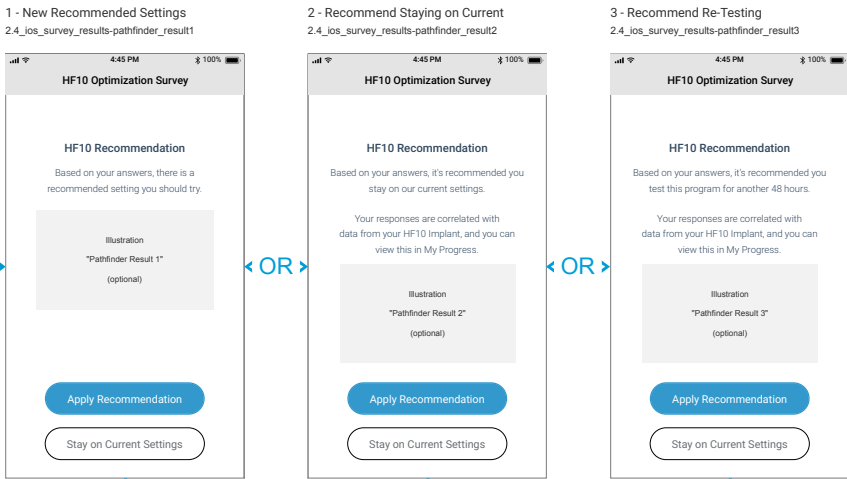
Modeless Overlay (escapable)
7.2_ios_help_survey-[topic-name]



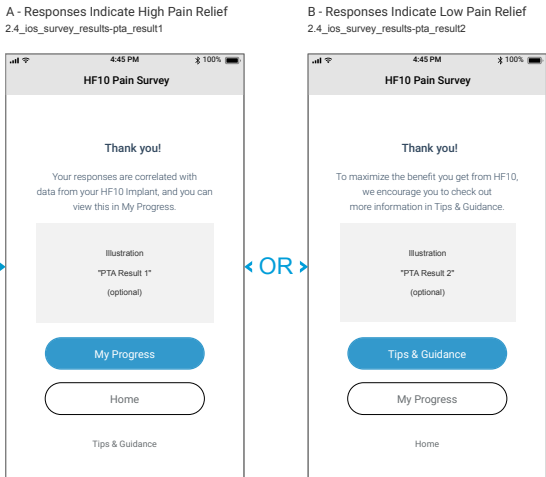
The following screens will be created in Sprint 7
7.2_ios_help_survey:pain-relief
7.2_ios_help_survey:pain-scores
7.2_ios_help_survey:activity
7.2_ios_help_survey:medication

Survey End Cards & Exit Points

Survey End Cards - Pathfinder

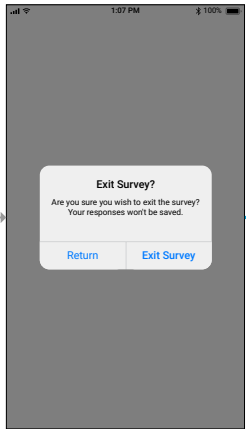


Survey End Cards - PTA



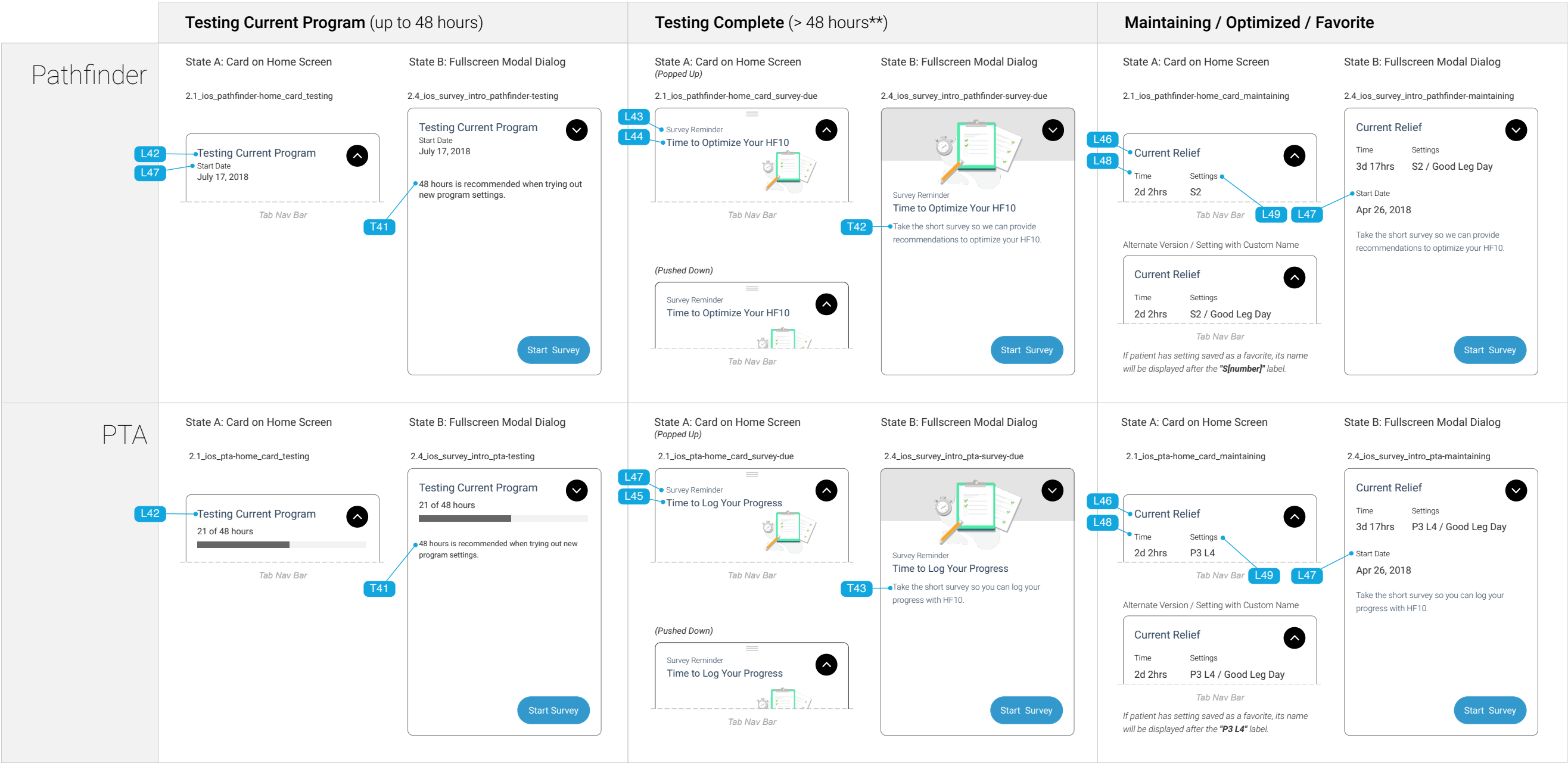
Exiting Early

Exit Survey Confirmation Prompt
2.4_ios_survey_exit



2.4 – Survey CTAs and Intro Screens - States

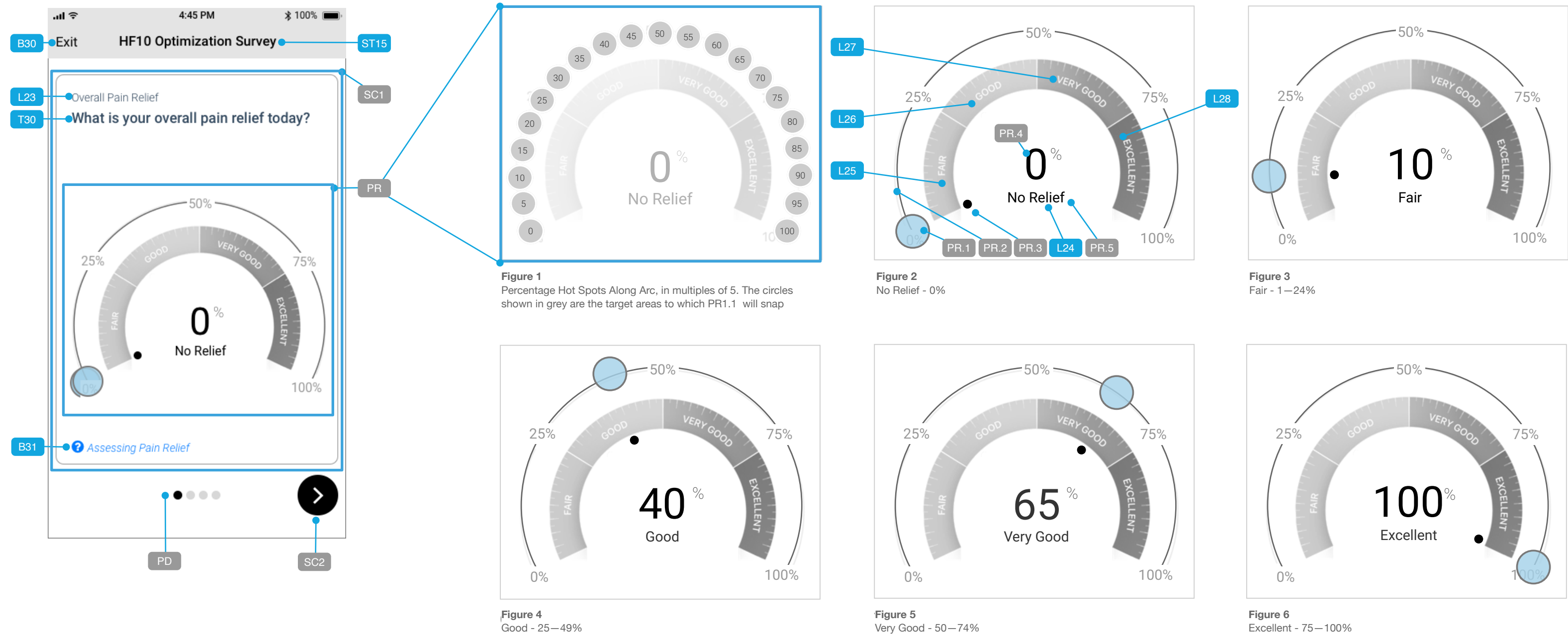
Need to update



** There is an approximate two-hour window for patients to provide a survey, but this should be flexible within the algorithm such that patients can enter surveys at any point and have those data be actionable.

2.4 – Survey Cards - Q1 Pain Relief

2.4_ios_survey_pain-relief



Annotations

Purpose: Allow patient to assess the overall pain relief they’re experiencing.
Pre-condition: Patient has tapped Start Survey on one of the Survey Intro screen states as detailed on [Survey CTAs and Intro Screen States](#)

SC1 - Survey Card
SC2 - Next Button
PD - Pagination Dots indicate progression through the Survey
PR - Pain Relief Scale. The patient can choose a percentage between 0 and 100, in multiples of 5%. Annotations for specific functionality detailed at right.

Primary Interaction

User TAPS and DRAGS PR.1 along arc PR.2.

- Values can be selected in multiples of 5, with 0% being the default and 100% being the max.
- PR.1 should move fluidly, and in real-time the values for PR.4 and PR.5 will dynamically update to reflect % and its corresponding category label (L25, L27, L29, L31).
- PR.3 is secondary dot on the inside of ring with labels, and behaves like a magnet drawn to PR.1 as it moves along the arc.

User Actions

B30 - **User Taps** to exit survey early.
B31 - **User Taps** to learn more about Assessing Pain Relief.
SC2 - **User Taps** to advance to ext survey question

App Response

GOTO 2.4_ios_survey-exit
DISPLAY 7.2_ios_help_survey-pain-relief in overlay
GOTO 2.4_ios_survey_pain-score_area

2.4 – Survey Cards - Q2 Pain Scores

2.4_ios_survey_pain-score_area
2.4_ios_survey_pain-score_limb

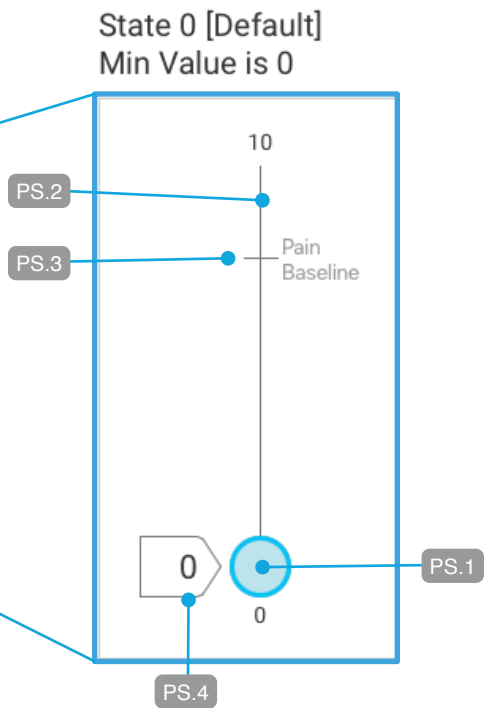
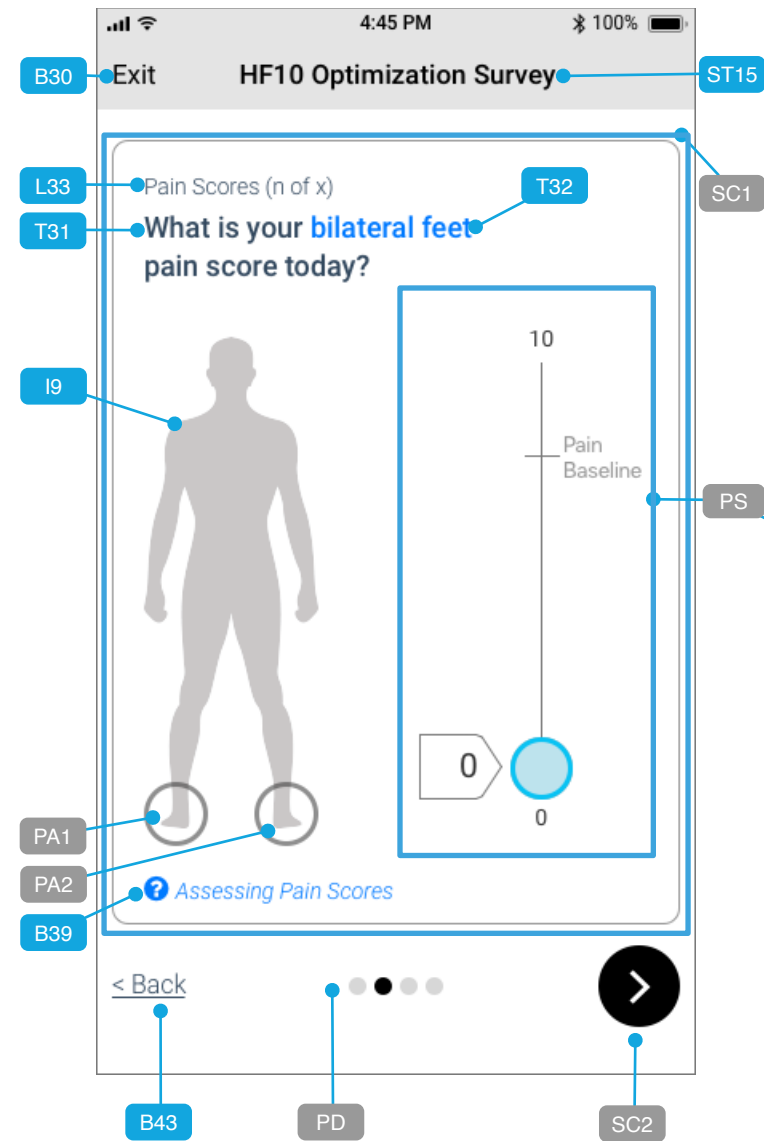


Figure 1
Percentage Hot Spots Along Arc, in multiples of 5. The circles shown in grey are the target areas to which PR1.1 will snap

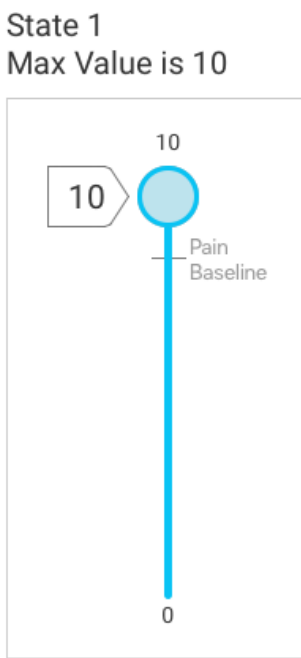


Figure 2
Value at 10, the maximum.

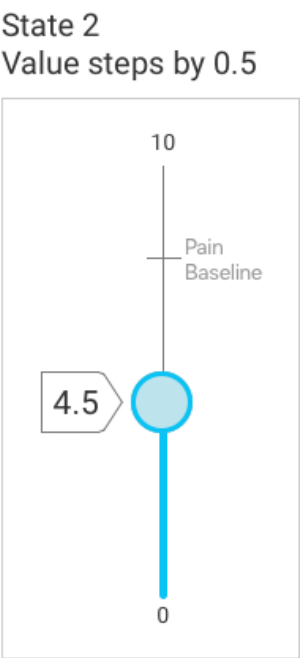


Figure 3
Values stepped by 0.5

Annotations

Purpose: Allow patient to assess a pain score for each pain area HF10 is targeting.

Pre-condition: Patient has tapped SC2 on 2.4_ios_survey_pain-relief

SC1 - Survey Card

SC2 - Next Button

PD - Pagination Dots indicate progression through the Survey

PS - Pain Scale. The patient can choose a value between 0 and 10, in increments of .5.

Annotations for specific functionality detailed at right.

Primary Interaction

User TAPS and DRAGS PS.1 along line PS.2

- Values can be selected in multiples of 0.5, with 0 being the default and 10 being the max.
- PS.1 should move fluidly, and in real-time the value for PS.4 will dynamically update to reflect number value chosen.
- PS.4 moves in lock-step with PS.1.

User Actions

B30 - User Taps to exit survey early.

B39 - User Taps to learn more about Assessing Pain Scores.

SC2 - User Taps to advance to ext survey question

B43 - User Taps to go back to the previous survey question.

App Response

GOTO 2.4_ios_survey-exit

DISPLAY 7.2_ios_help_survey-pain-scores in overlay

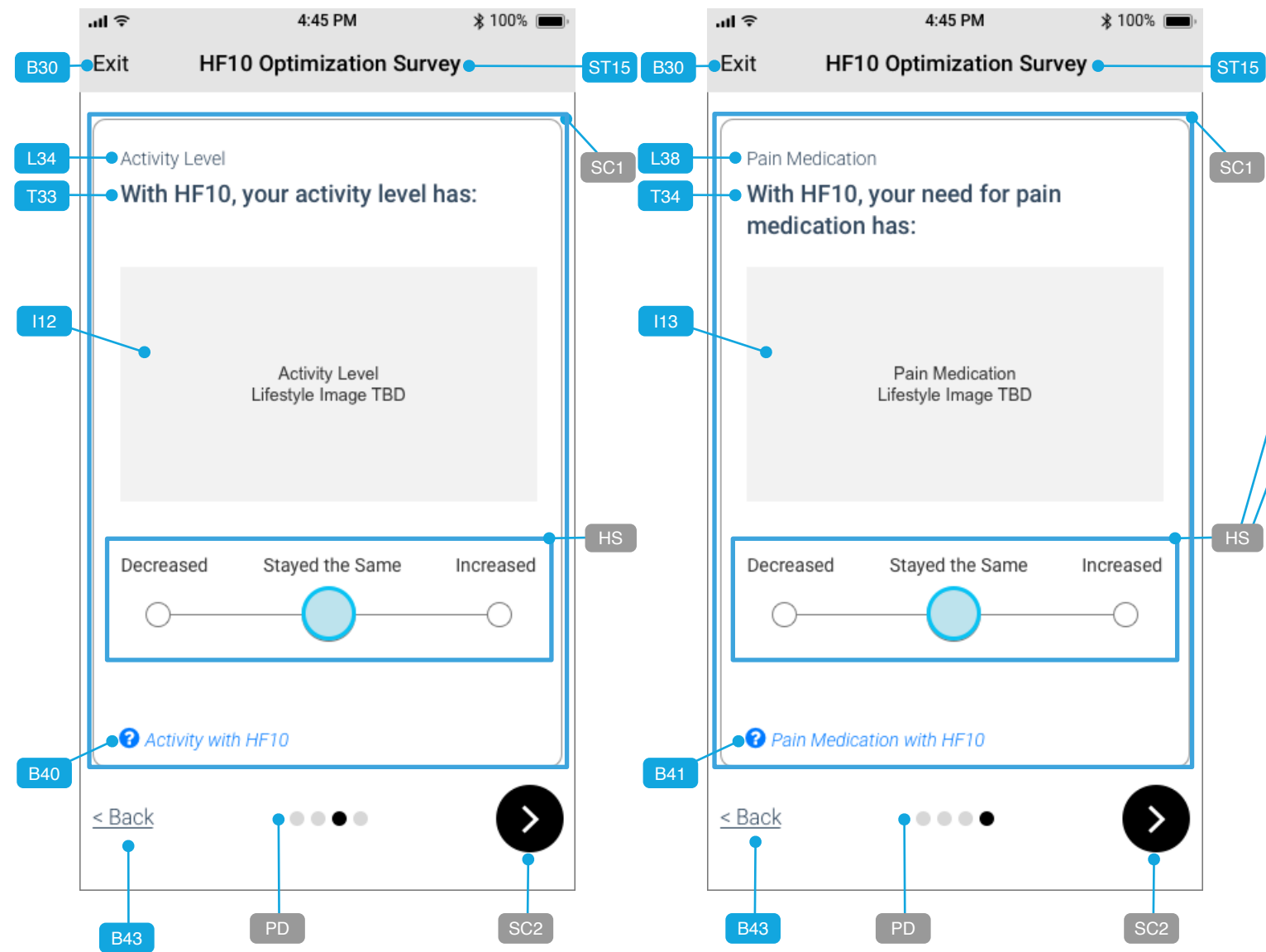
GOTO 2.4_ios_survey_pain-score_area (IF another pain area exists) OR 2.4_ios_survey-activity if last pain score.

GOTO survey question card preceding this card.

2.4 – Survey Cards - Q3 Activity Level & Q4 Pain Medication

2.4_ios_survey_activity

2.4_ios_survey_medication



State 0 [Default]: Stayed the Same

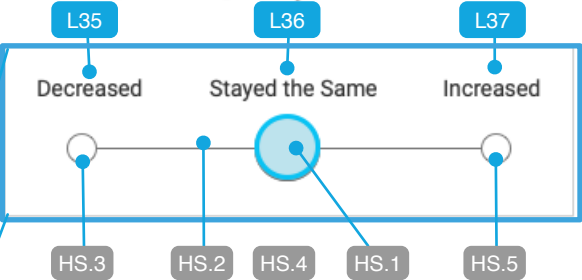


Figure 1

State 1: Increased

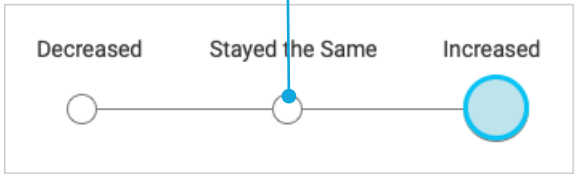


Figure 2

State 2: Decreased

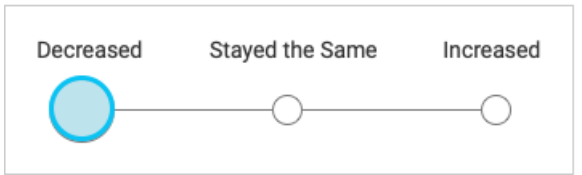


Figure 3

Annotations

Purpose: Allow patient to assess an activity level and pain medication intake while on HF10.

Pre-condition: Patient has tapped SC2 on [2.4_ios_survey_pain-score_area](#) OR [2.4_ios_survey_pain-score_limb](#)

SC1 - Survey Card

SC2 - Next Button

PD - Pagination Dots indicate progression through the Survey

HS - Horizontal Scale for Activity Level and Pain Medication used to denote a decrease, no change or Increase for the respective topic.

Primary Interaction - This applies to both questions above

User TAPS and DRAGS HS.1 along line HS.2

- Values can be any one of three values: H.3, HS.4 or HS.5, with HS.4 being the default.

User can also TAP HS.3, HS.4 or HS.5 directly.

User Actions

B30 - User Taps to exit survey early.

B40 - User Taps to learn more about Activity with HF10.

B41 - User Taps to learn more about Pain Medication with HF10.

SC2 - User Taps to advance to next survey question OR appropriate survey results screen.

App Response

GOTO 2.4_ios_survey-exit

DISPLAY 7.2_ios_help_survey-activity in overlay.

DISPLAY 7.2_ios_help_survey-medication. GOTO

2.4_ios_survey_medication (if this is 2.4_ios_survey_activity) OR appropriate survey results screen

User Actions

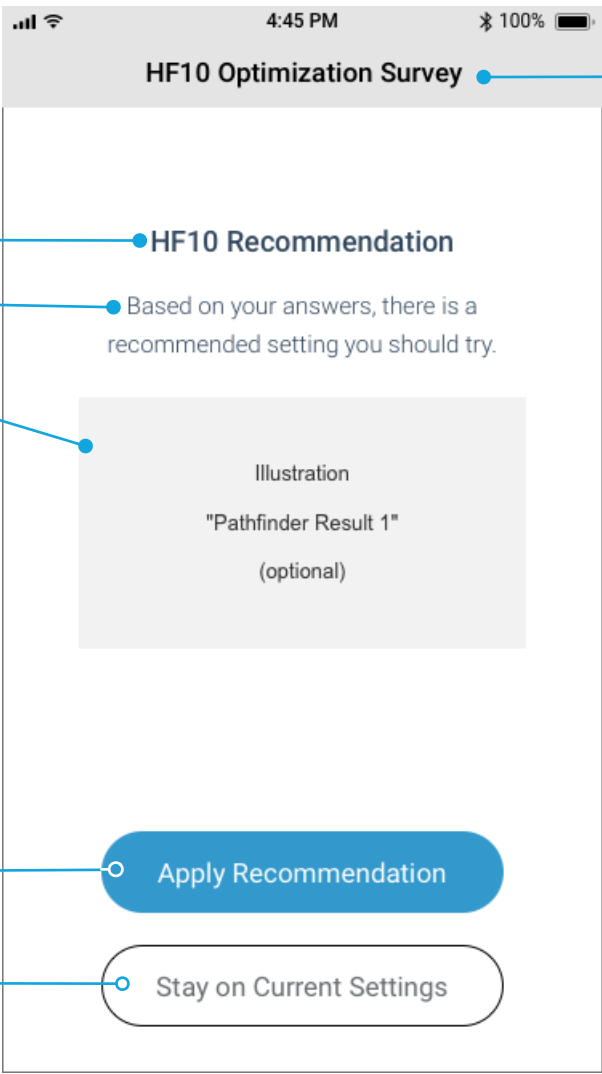
B43 - User Taps to go back to the previous survey question.

App Response

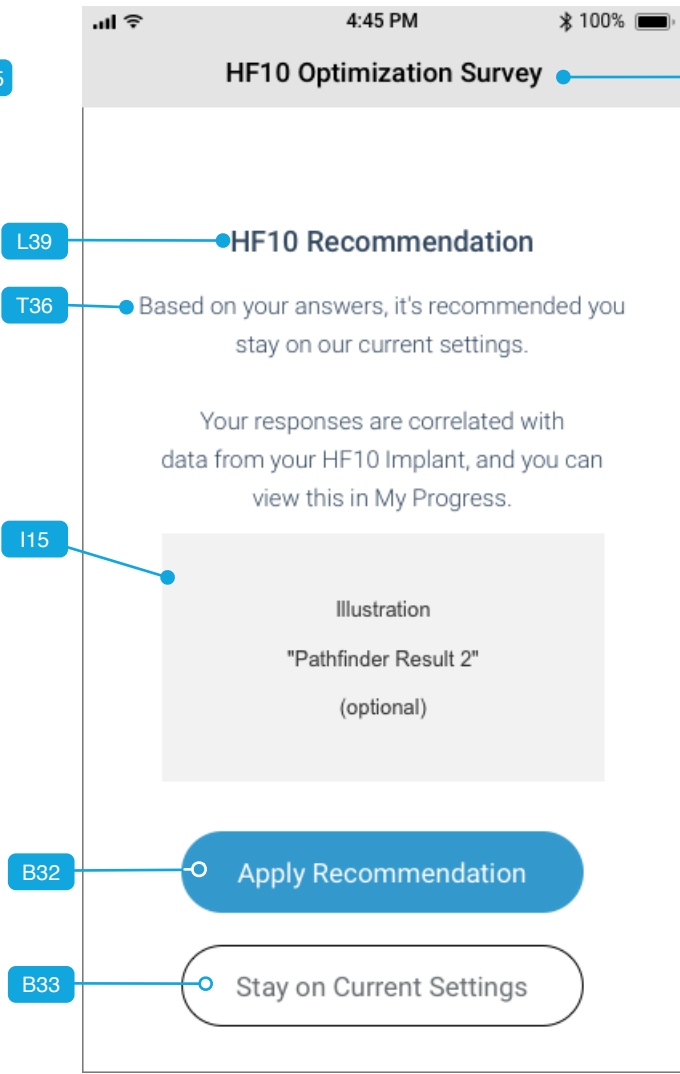
GOTO survey question card preceding this card.

2.4 – Survey End Cards - Pathfinder

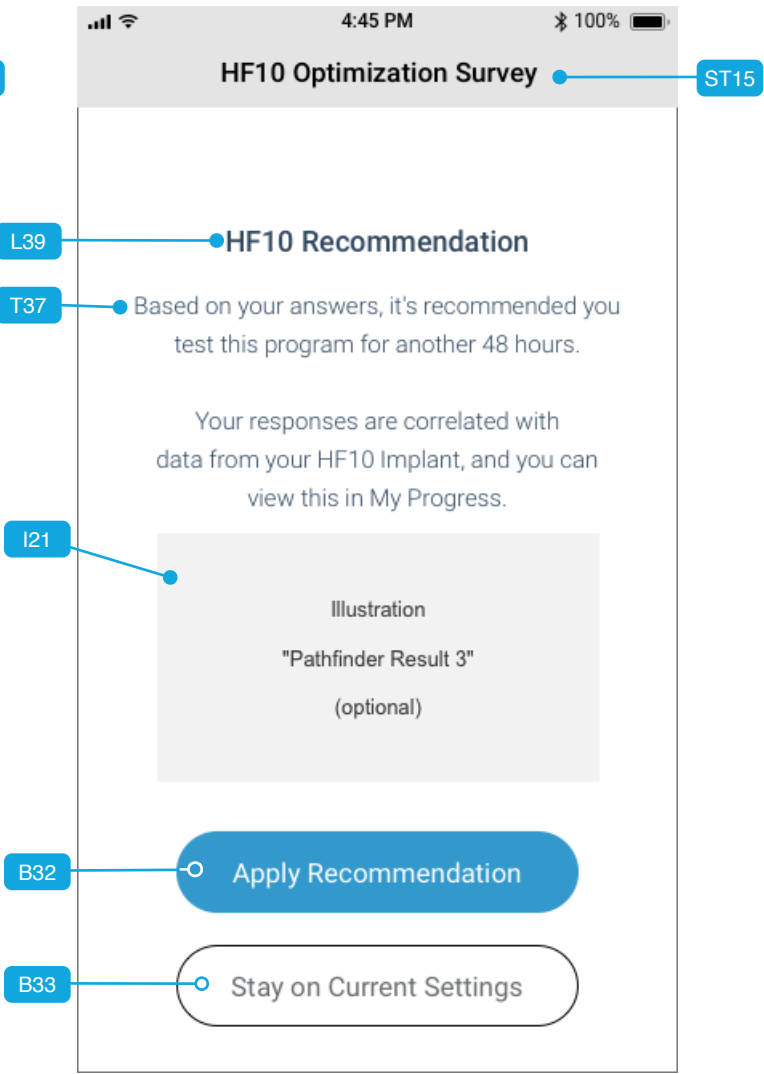
2.4_ios_survey_results-pathfinder_result1



2.4_ios_survey_results-pathfinder_result2



2.4_ios_survey_results-pathfinder_result3



Annotations

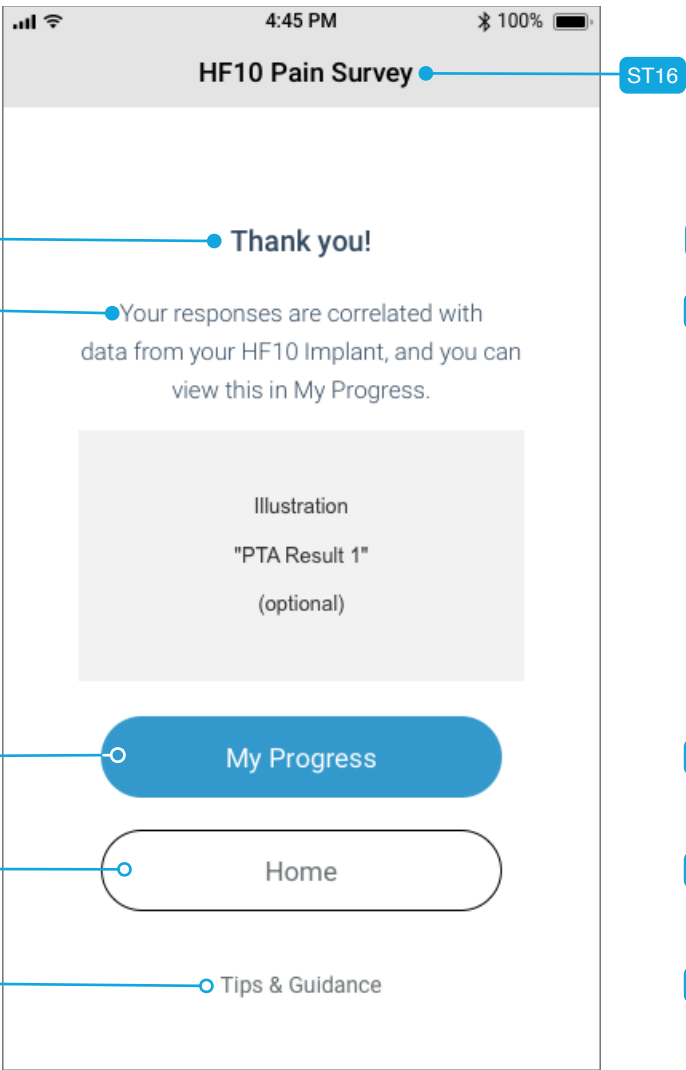
Purpose: Allow Pathfinder patient to choose from the recommended options available after they take a survey.
Pre-condition: Pathfinder patient has completed a survey.

User Actions
B32 - User Taps to Apply Recommendation.
B33 - User Taps to continue with current settings.

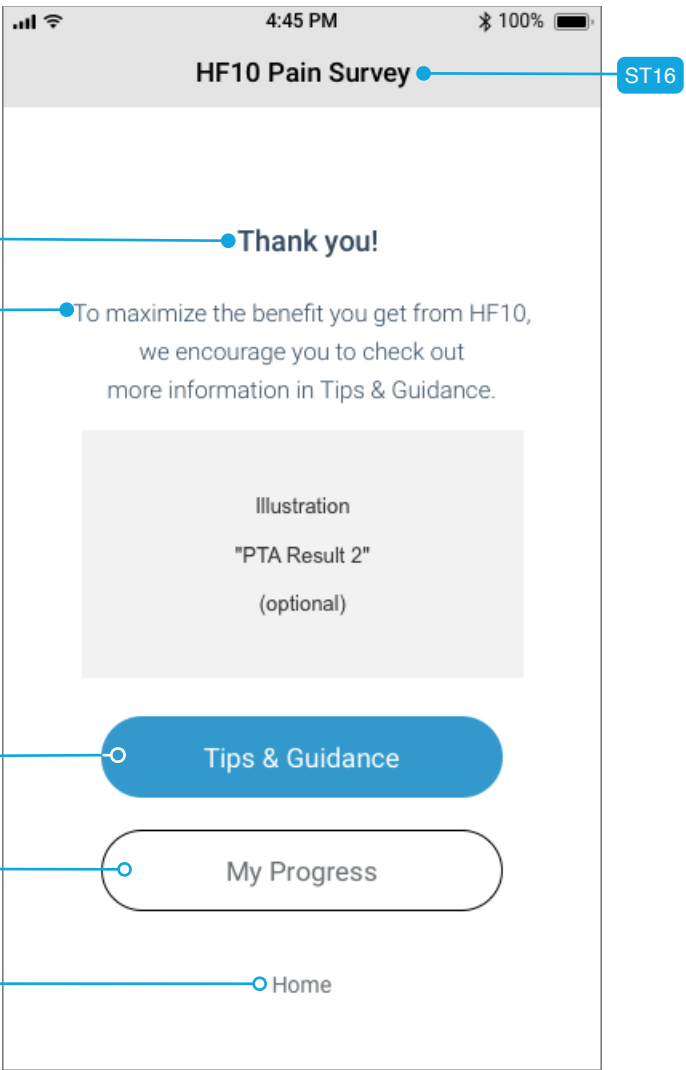
App Response
GOTO 2.2_ios_home-pathfinder with new program settings just starting.
GOTO 2.2_ios_home-pathfinder with current program settings still in place.

2.4 – Survey End Cards - PTA

2.4_ios_survey_results-pta_result1



2.4_ios_survey_results-pta_result2



Annotations

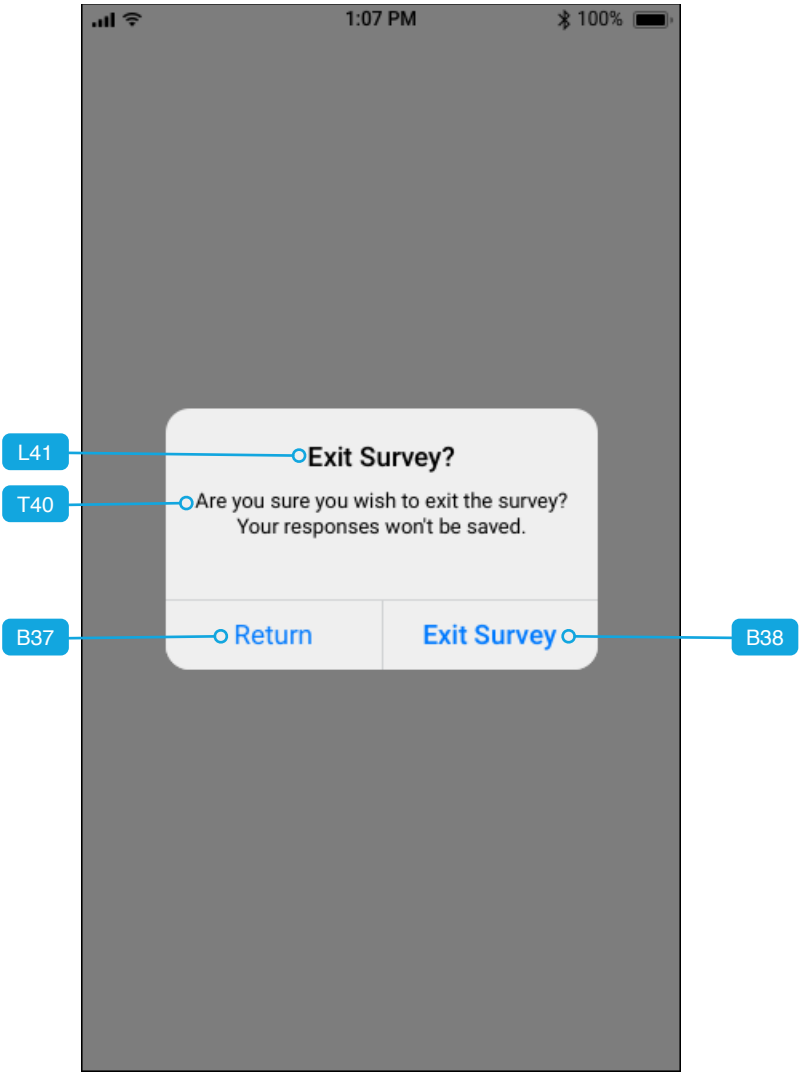
Purpose: Allow PTA patient to be acknowledged for taking a survey, and to either direct them towards My Progress if they're doing well or direct them to Tips & Guidance if their answers indicate they could use some coaching.
Pre-condition: PTA patient has completed a survey.

User Actions
B34 - User Taps to go to My Progress
B35 - User Taps to go Home
B36 - User Taps to view Tips & Guidance

App Response
GOTO My Progress screen (to be designed in Sprint 5)
GOTO 2.2_ios_home-pta
GOTO Tips & Guidance section (located in Menu section to be designed in Sprint 7)

2.4 – Exiting Survey Early - PTA & Pathfinder

2.4_ios_survey_exit



Annotations

Purpose: Prompt a patient actively taking a survey to confirm they’d like to exit the survey.
Pre-condition: Patient is actively taking a survey and has tapped the “Exit” button (B37) on any of the Survey Cards.

User Actions	App Response
B37 - User Taps to go to return to the survey screen on which they had tapped Exit.	DISMISS prompt and return to screen from which Exit was tapped.
B38 - User Taps to Exit the survey.	GOTO Home Screen.

Sprint 4

User Flows & Wireframes

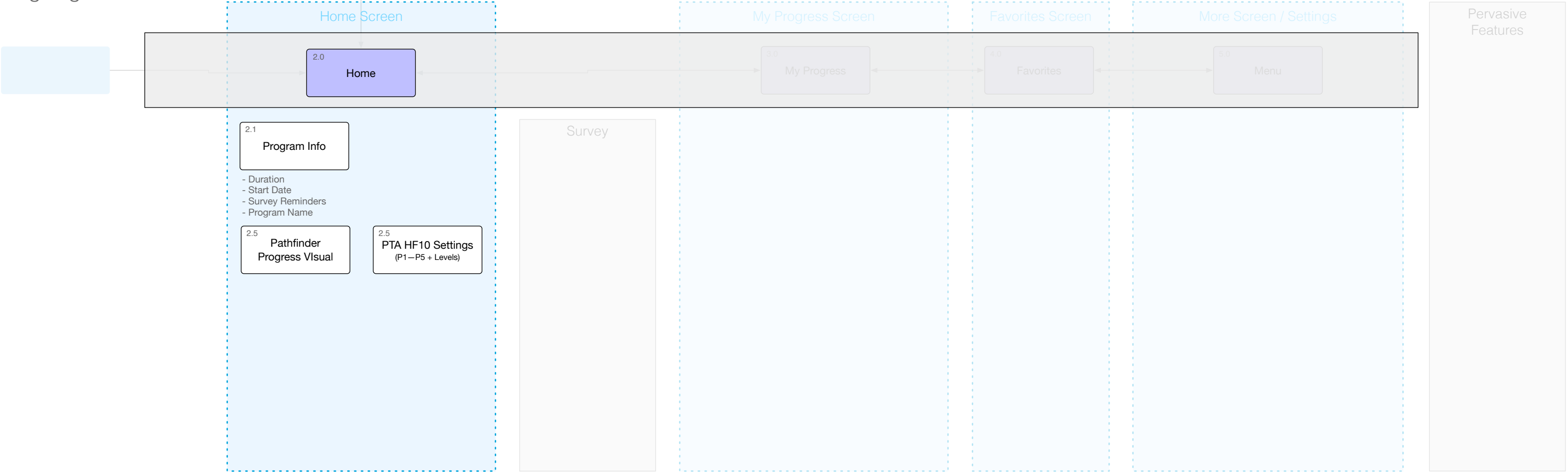
PTA - Therapy Adjustment (Active Program + Program Level)

Pathfinder - Progress Visual

Sprint 4 Scope

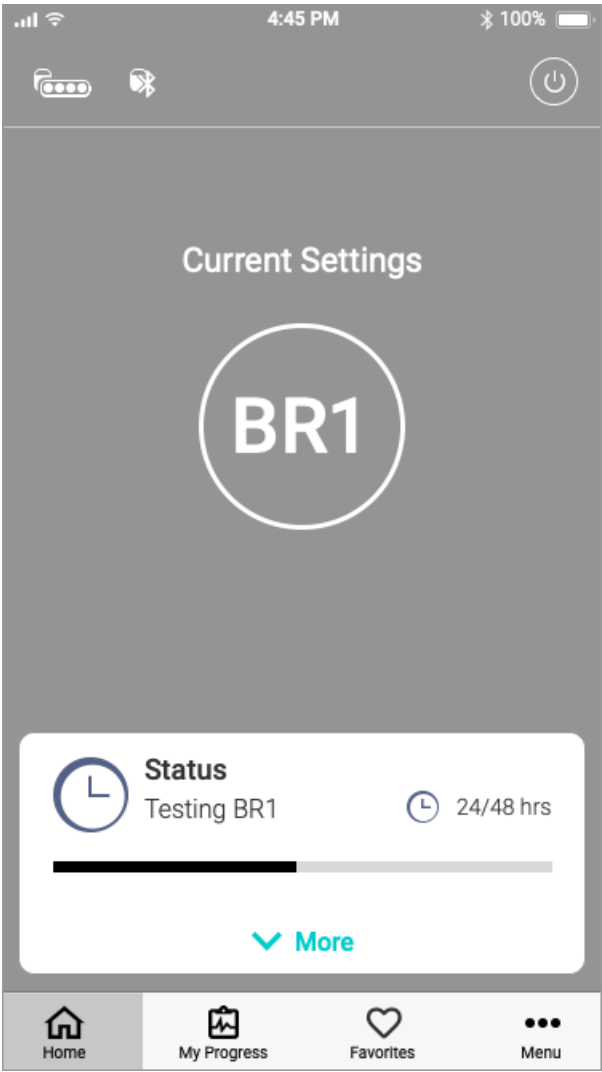


Ongoing Use

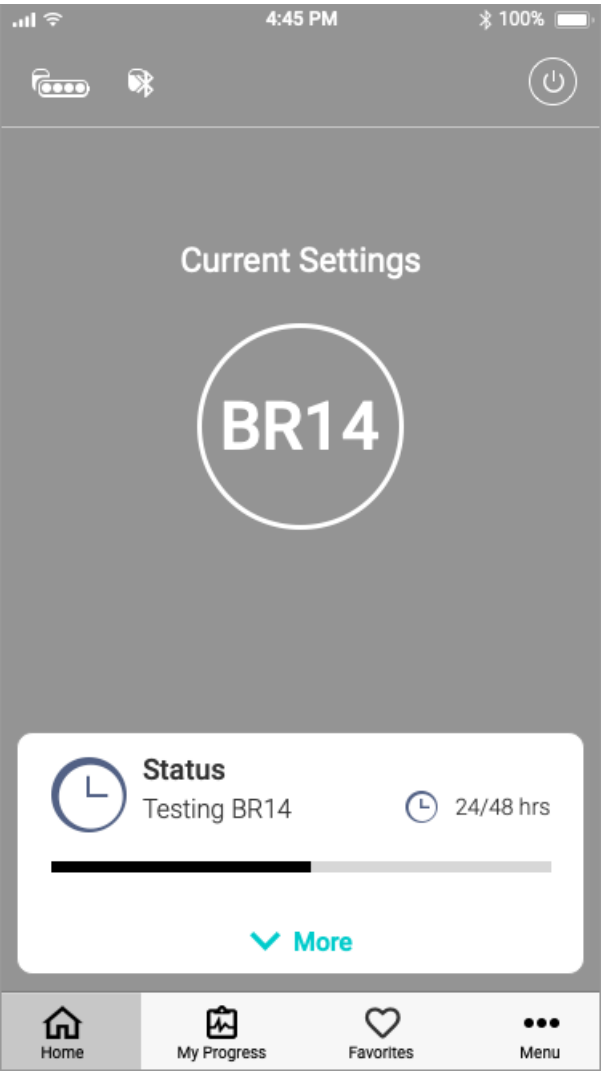


Pathfinder Home Screen

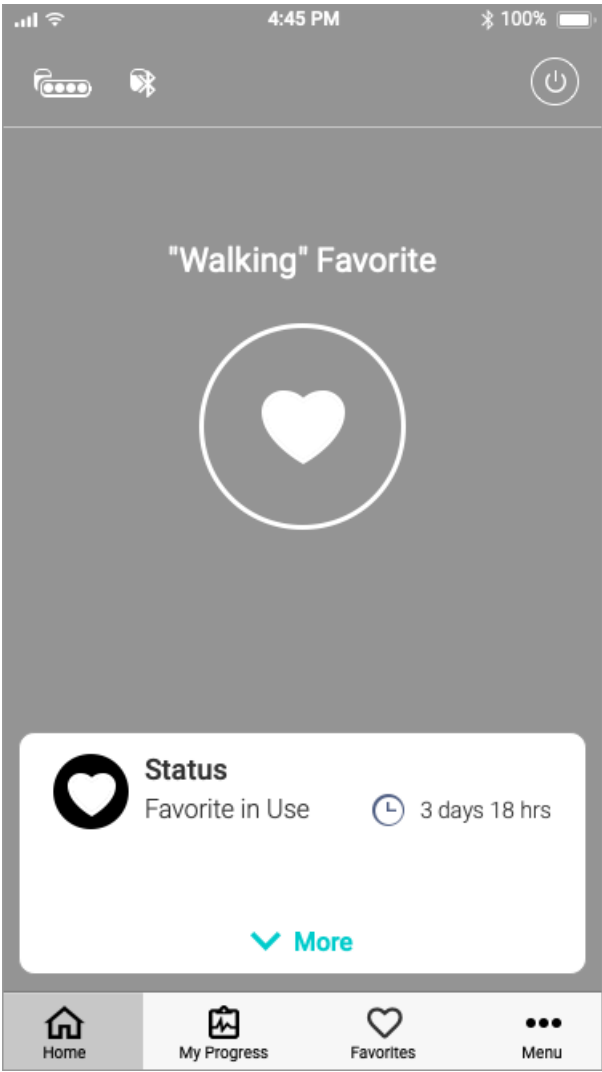
2.1_ios_pathfinder-home_program1



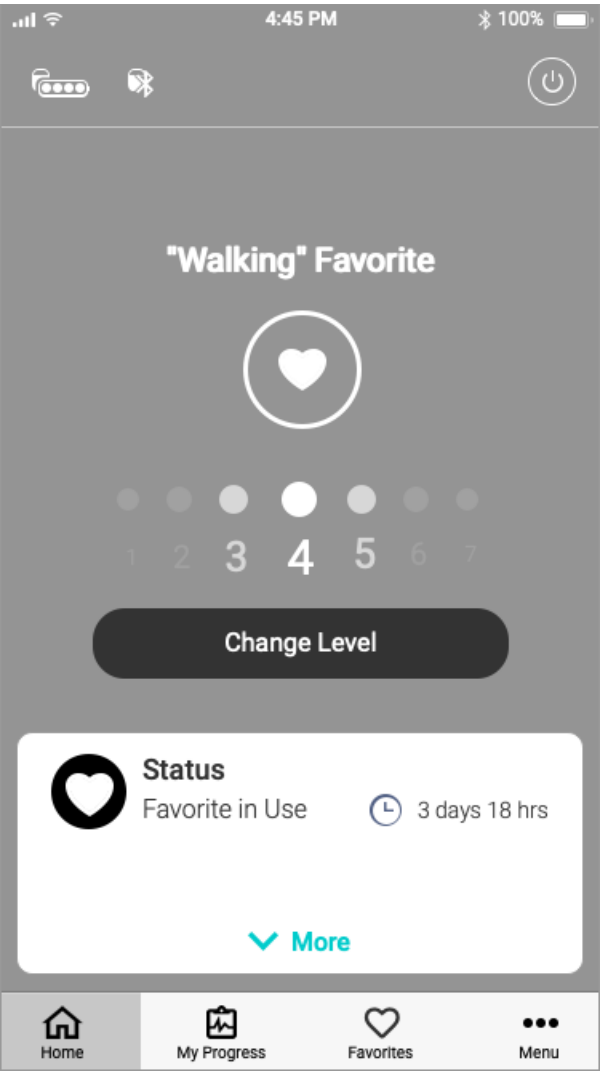
2.1_ios_pathfinder-home_program14



2.1_ios_pathfinder-home_favorite



2.1_ios_pathfinder-home_favorite-levels



Annotations

Purpose:

ANNOTATIONS refer to ALL FOUR wireframes above

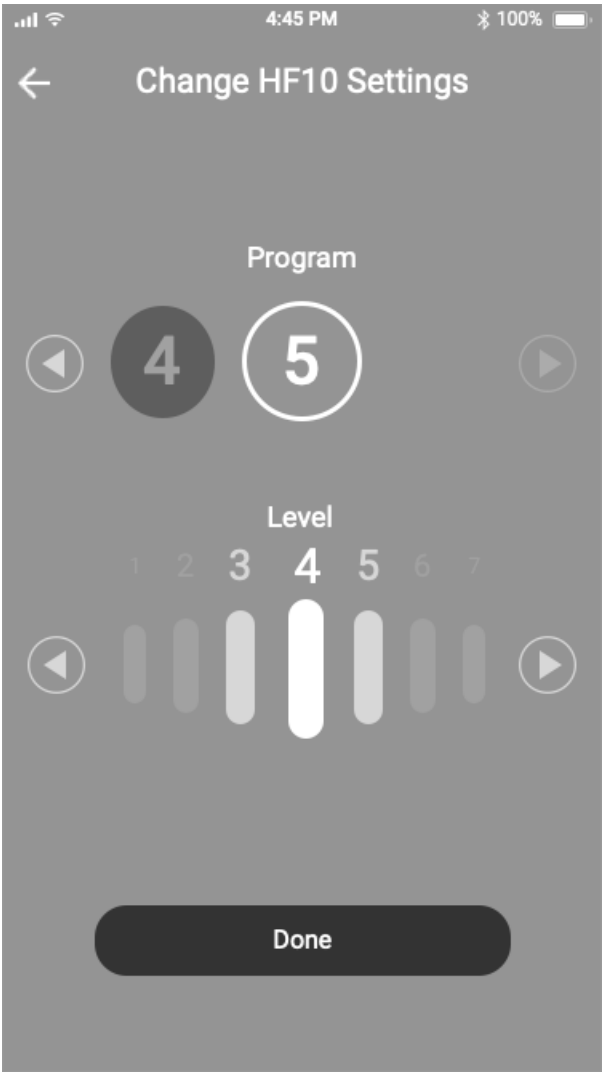
Anno# - Name and description

Anno# - Name and description

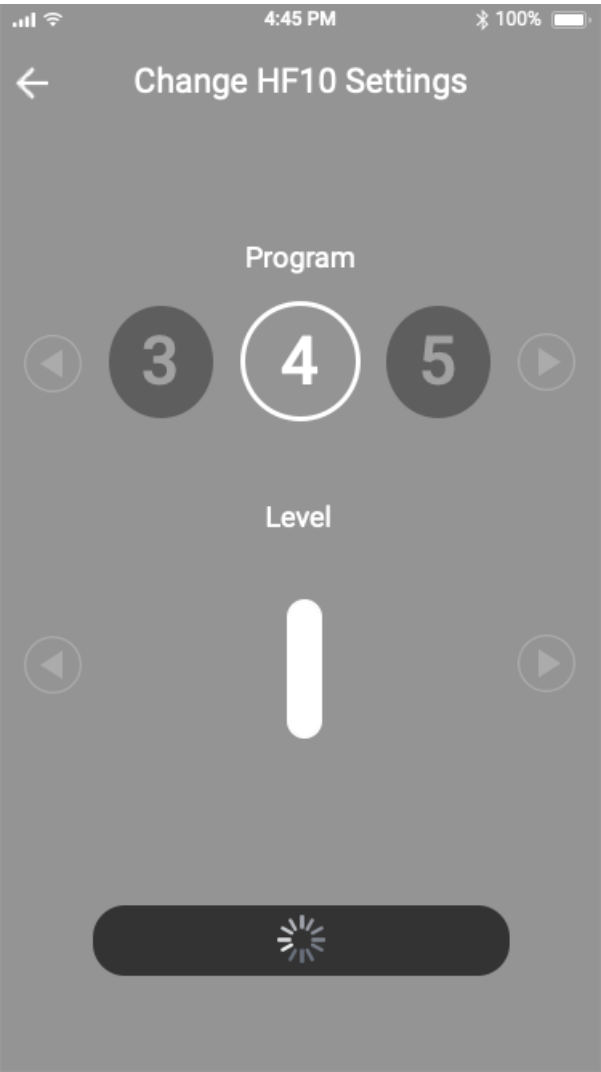
Anno# - Name and description

PTA - Therapy Adjustment Wireframes

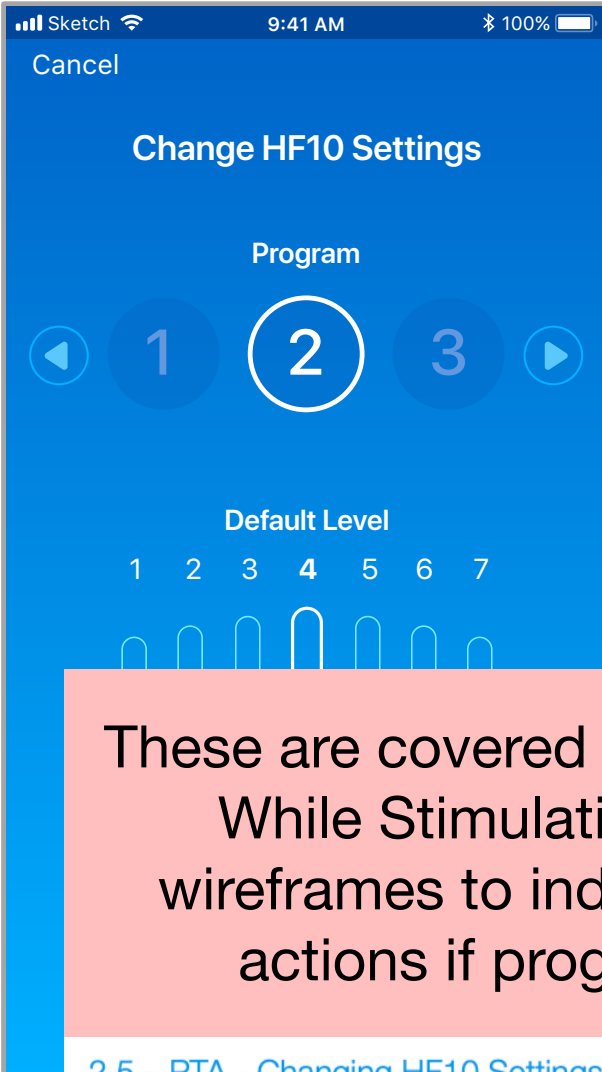
2.5_ios_home-pta_program-settings_stim-on



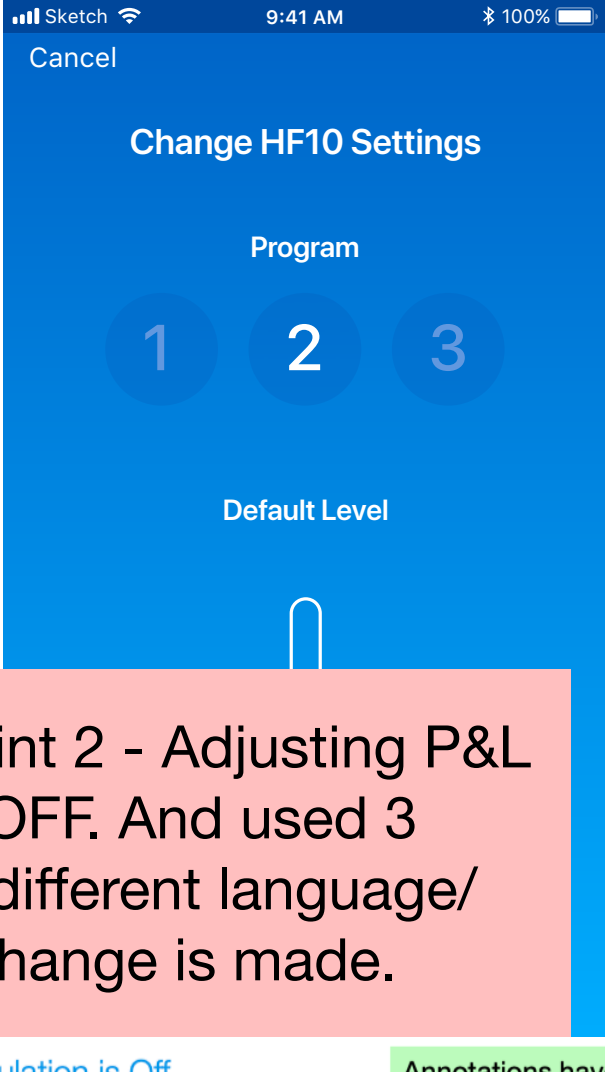
2.5_ios_home-pta_program-settings_stim-on_transition



2.5_ios_home-pta_program-settings_stim-off



2.5_ios_home-pta_program-settings_stim-off_transition



These are covered in Sprint 2 - Adjusting P&L While Stimulation is OFF. And used 3 wireframes to indicate different language/ actions if program change is made.

2.5 – PTA - Changing HF10 Settings While Stimulation is Off

Annotations have been refined.

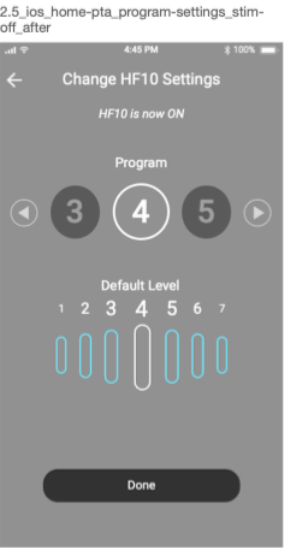
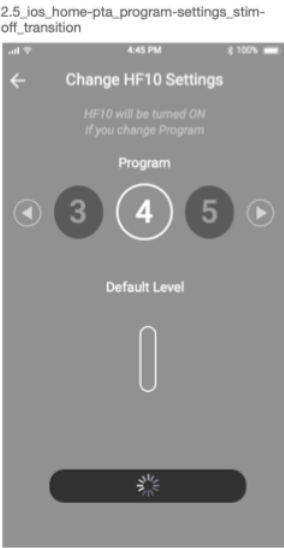
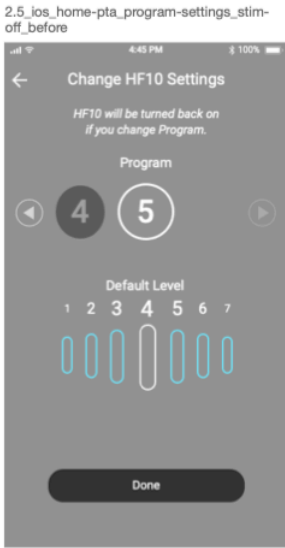
Annotations

Purpose:

ANNOTATIONS refer to ALL FOUR wireframes above

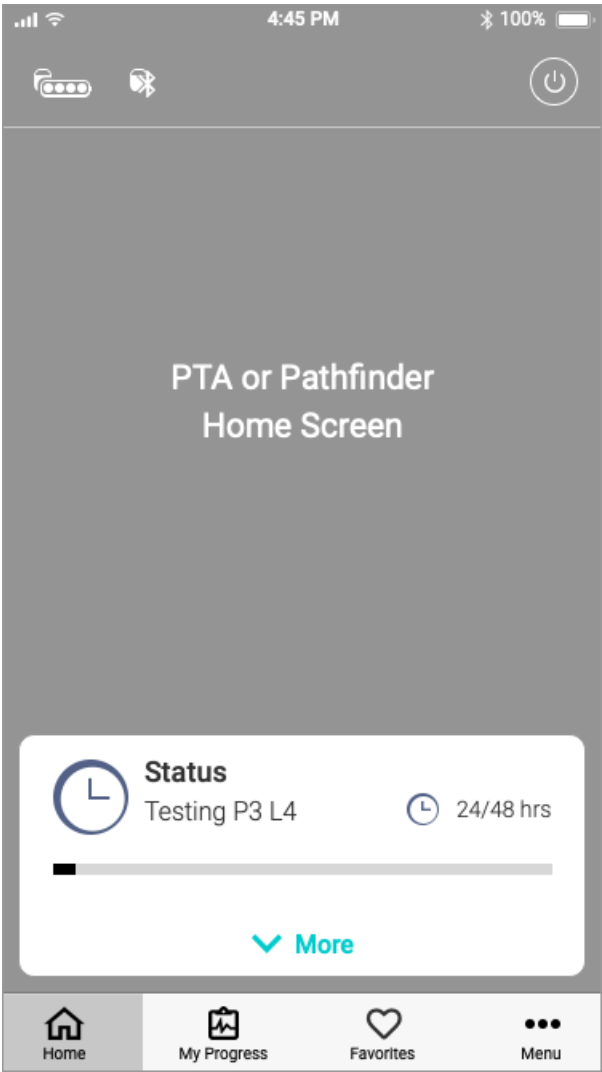
Anno# - Name and description

Anno#



Home Screen Status Card States

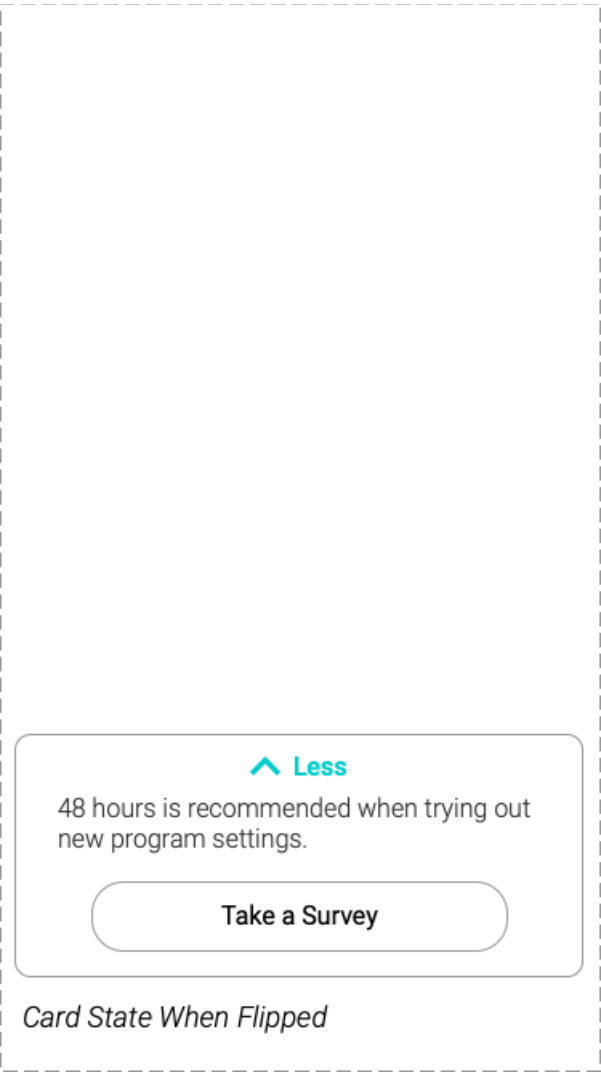
2.1_ios_pta-home_card_testing



Annotations

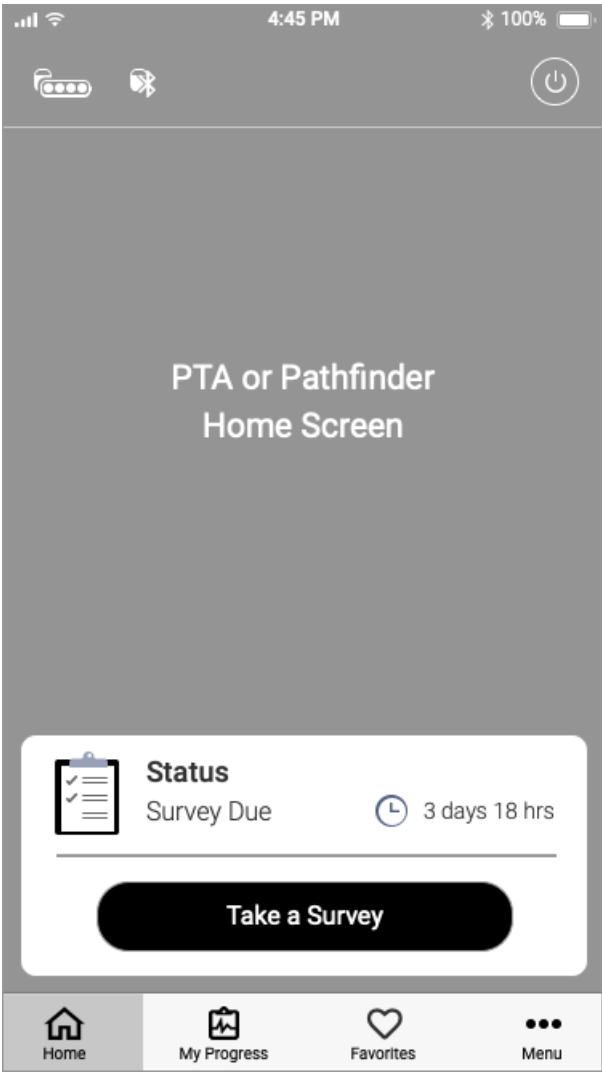
Purpose:

Anno# - SAME FOR PTA AND PATHFINDER



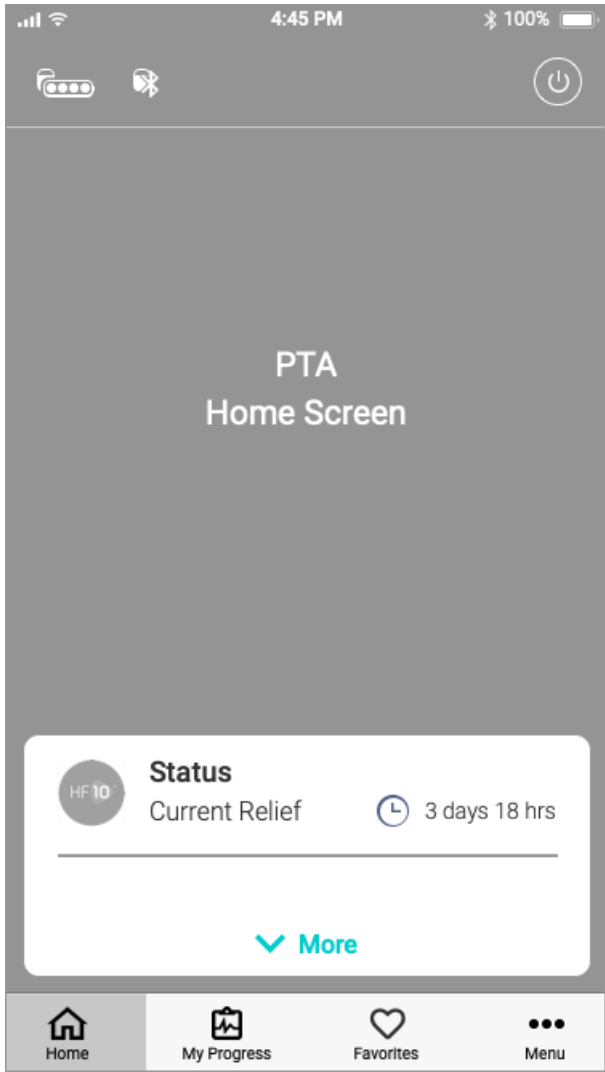
Anno# - SAME FOR PTA AND PATHFINDER

2.1_ios_pta-home_card_survey-due



Anno# - SAME FOR PTA AND PATHFINDER

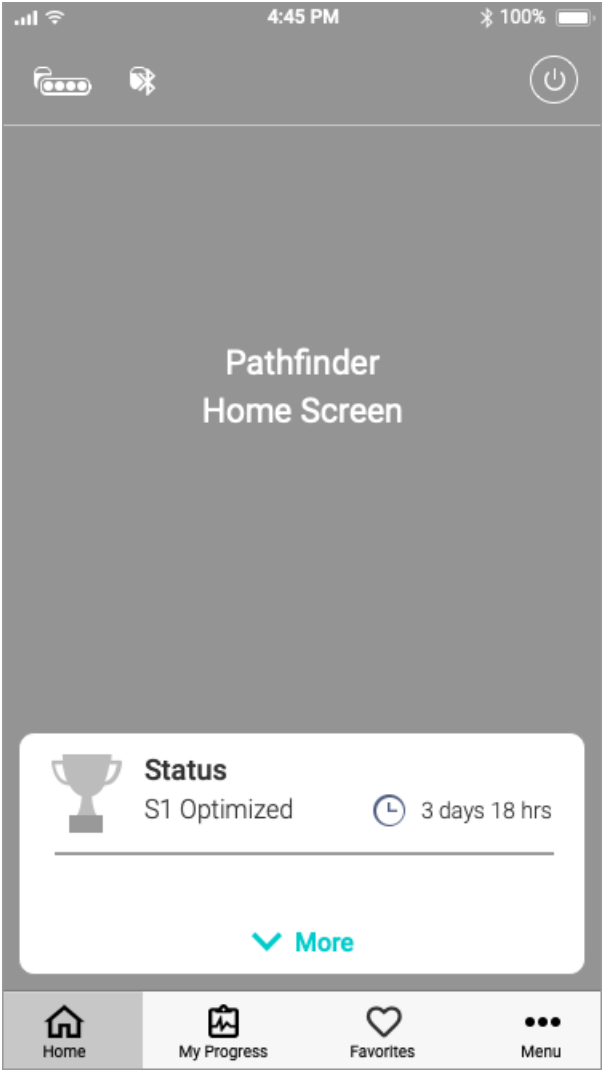
2.1_ios_pta-home_card_current-relief



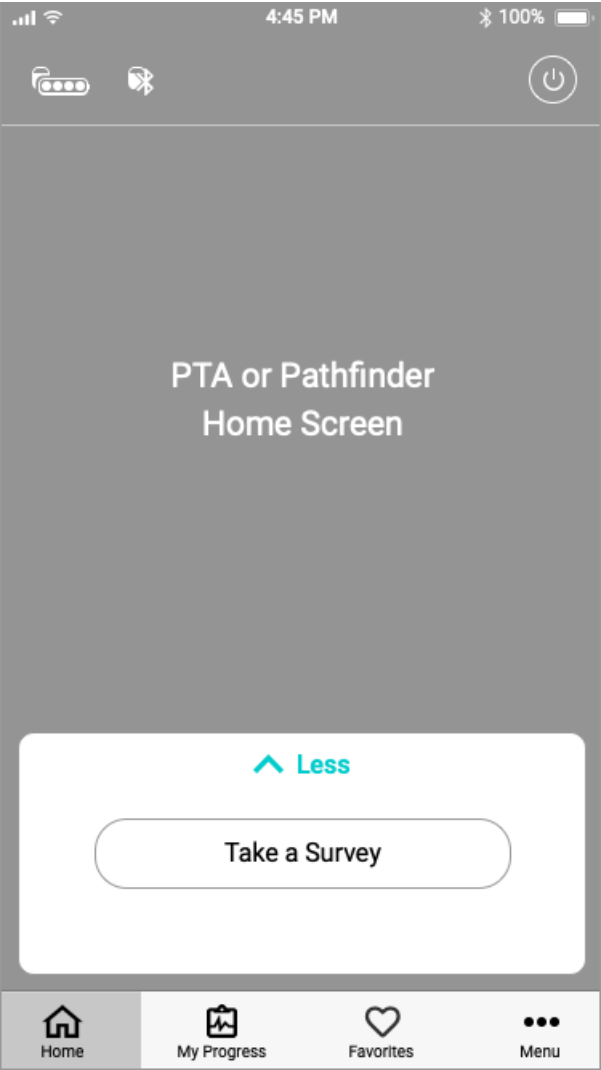
PTA ONLY

Home Screen Status Card States 2

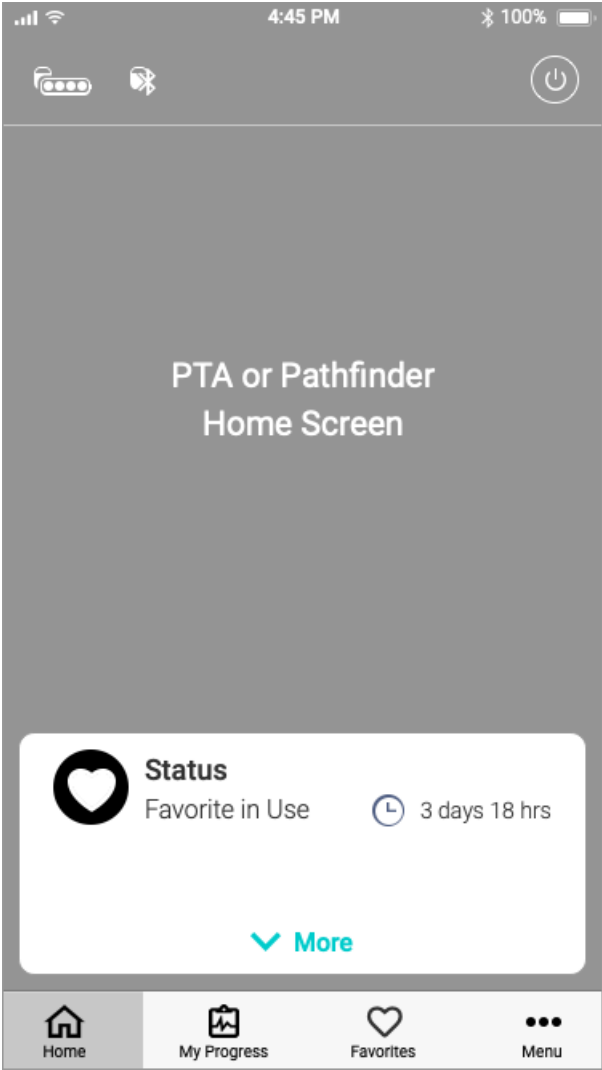
2.1_ios_pathfinder-home_card_optimized



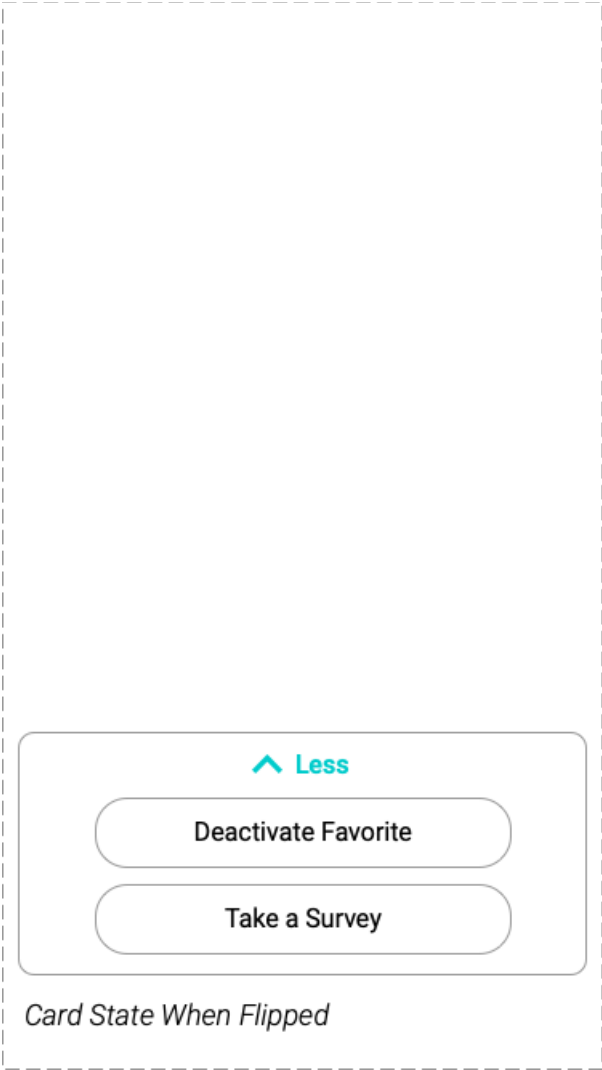
2.1_ios_pathfinder-home_card_optimized_more



2.1_ios_pathfinder-home_card_favorite-levels



2.1_ios_pathfinder-home_card_favorite-levels_more



Annotations

Purpose:

PATHFINDER ONLY

Anno# - Name and description

Anno# - SAME FOR PTA AND PATHFINDER

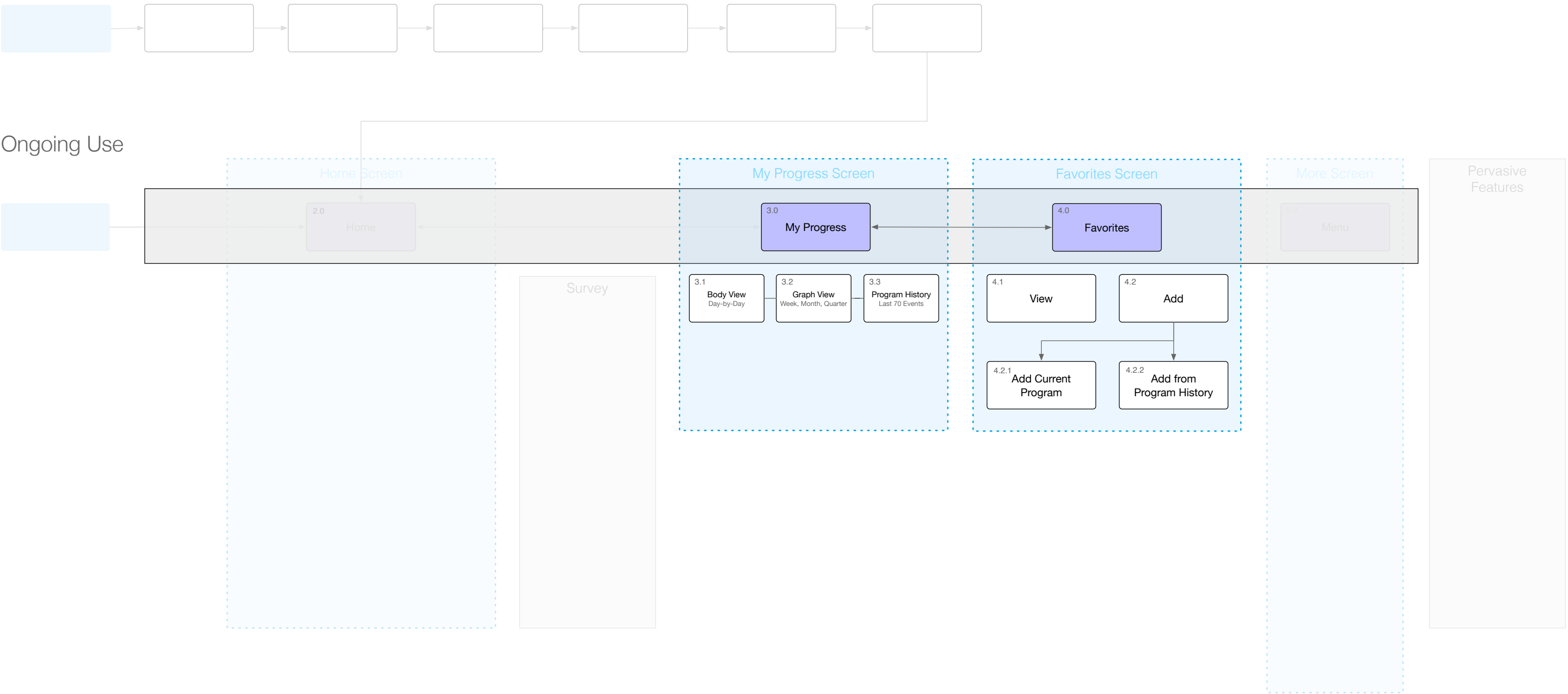
Anno# - Name and description

Sprint 5

User Flows & Wireframes

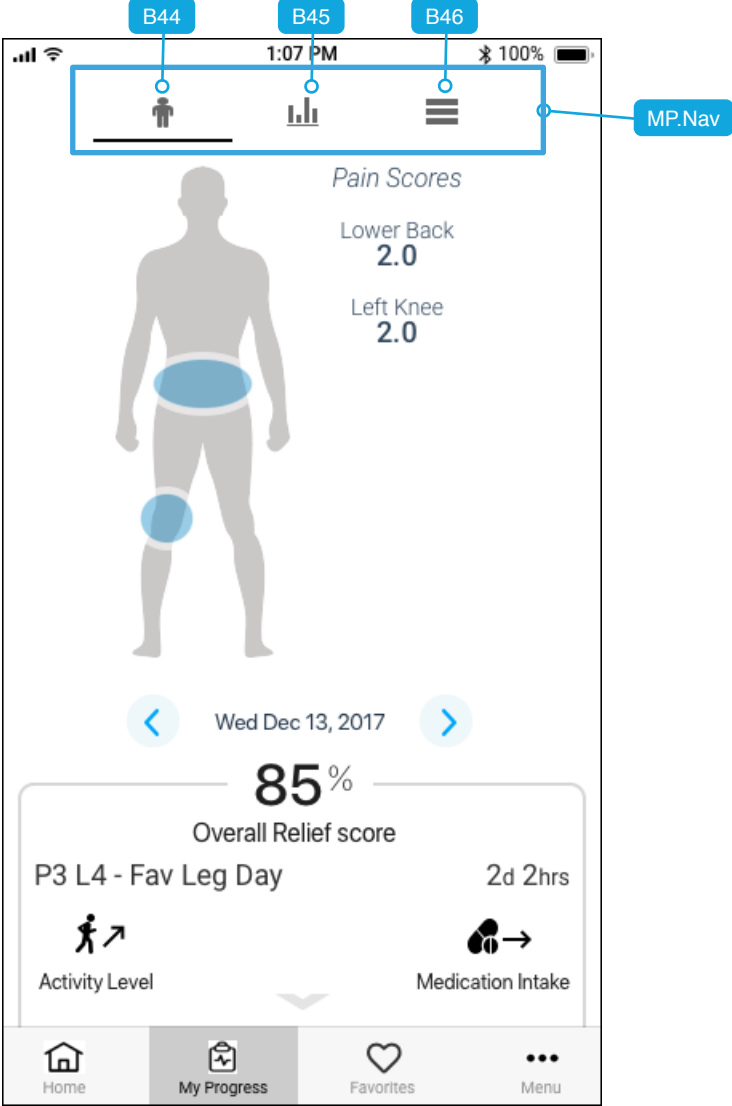
- My Progress
 - Body View
 - Graph View
 - Program History
- Favorites

Sprint 5 Scope

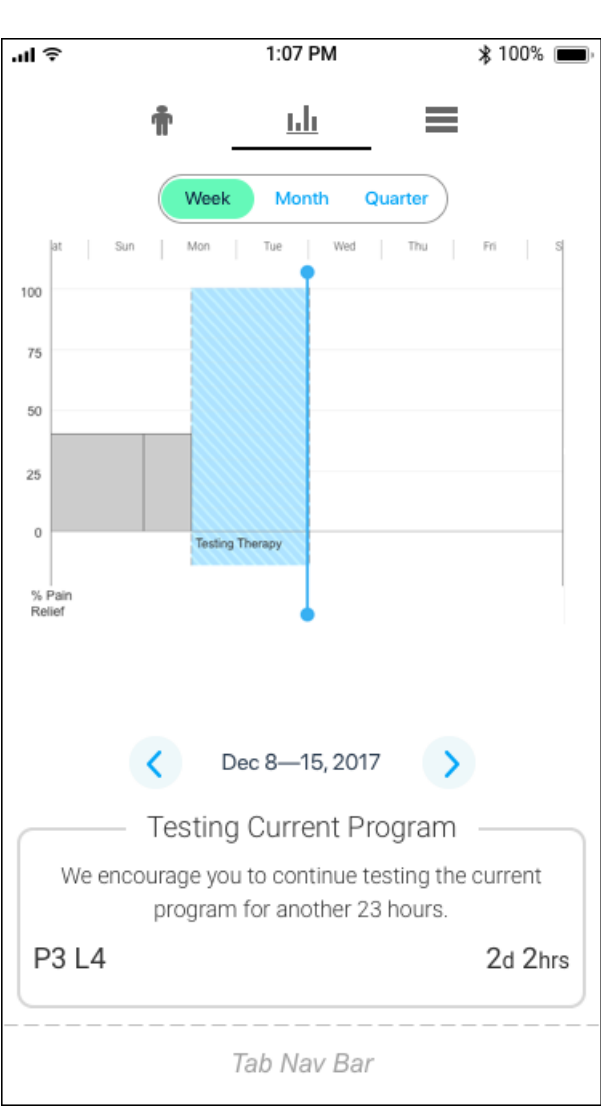


3.0 & 4.0 – My Progress & Favorites Top-Level Screens

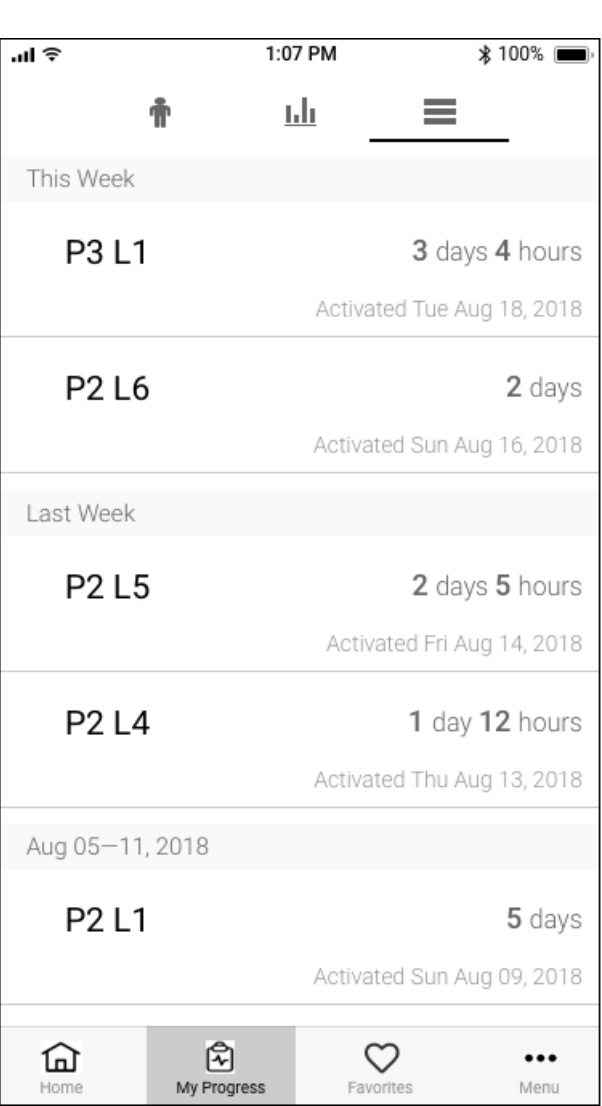
3.1_ios_my-progress_body-view



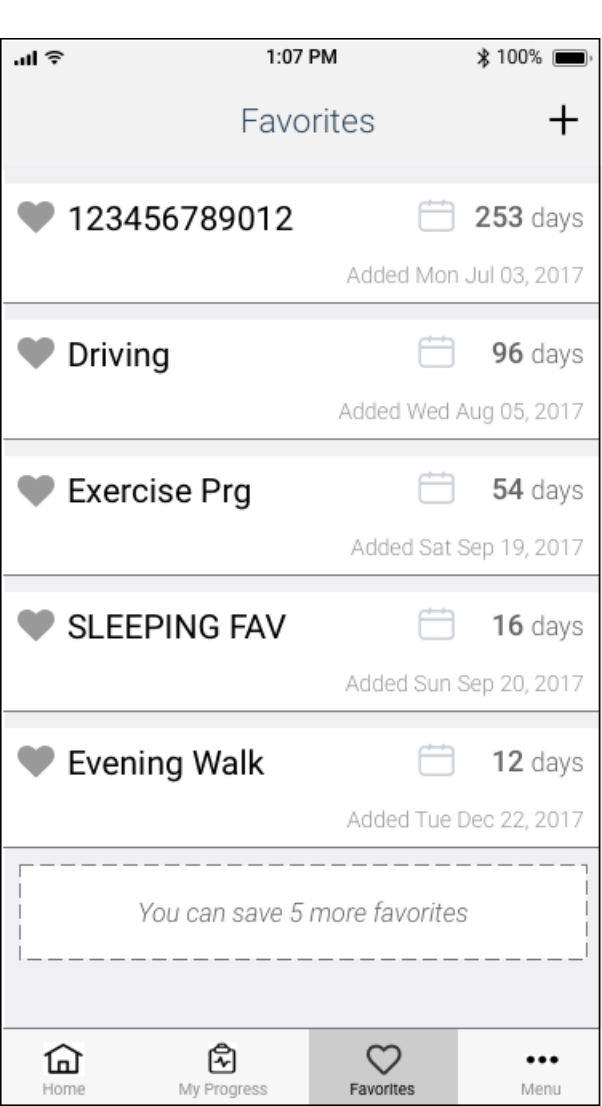
3.1_ios_my-progress_graph-view



3.1_ios_my-progress_program-history



4.0_ios_favorites



Annotations

Purpose: Allow patient to view pain scores and overall relief mapped onto a body silhouette for each day a survey was taken.

Pre-conditions: Patient must have submitted at least one survey for data to be mapped. Otherwise, 3.1_ios_my-progress_body-view_no-survey-data will be displayed.

Purpose: Allow patient to view pain relief graphed over time, with data points for each day a survey was taken.

Pre-conditions: Patient must have submitted at least one survey for data to be mapped. Otherwise, 3.1_ios_my-progress_graph-view_no-survey-data will be displayed.

Purpose: Allow patient to view the most recent 70 program events for their HF10.

Pre-conditions: Patient must have turned on HF10 at least once for an event to be logged.

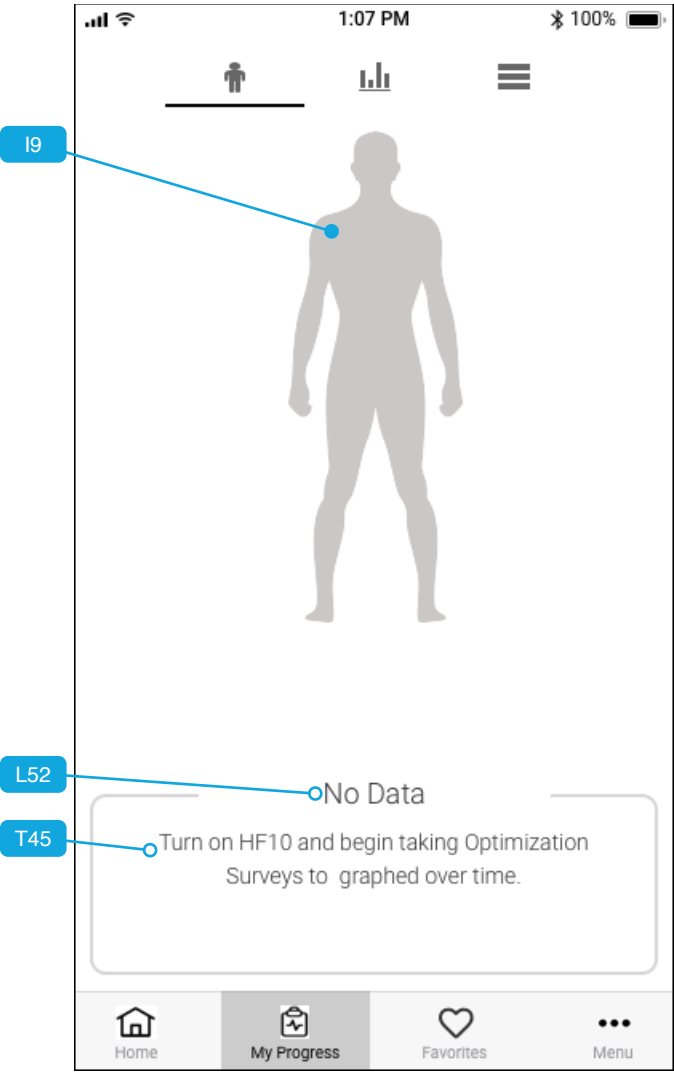
Purpose: Allow patient to view, activate and save recent programs as favorites.

Pre-conditions: Patient must have at least one Favorite Otherwise, 4.0_ios_favorites_no-favorites will be displayed.

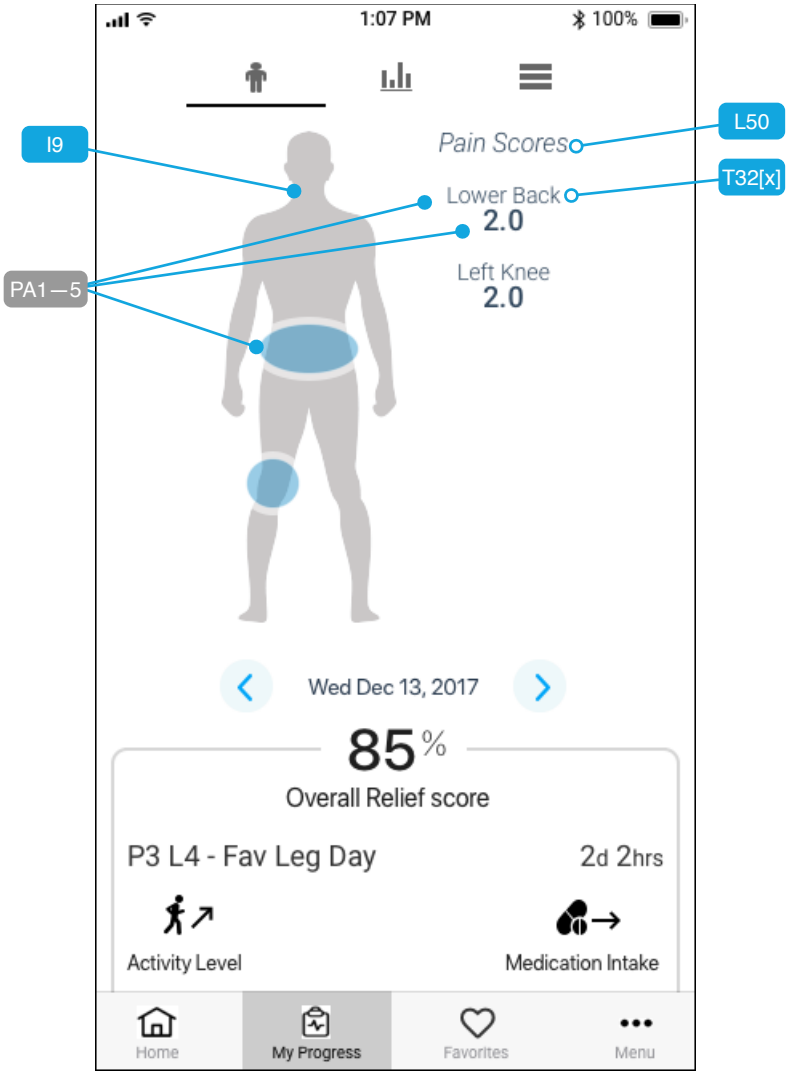
User Actions	App Response
MP.Nav - User Taps Subnav to jump from section to section.	
B44 - User Taps to load Body view	GOTO My Progress Body View
B45 - User Taps to load Graph view	GOTO My Progress Graph View
B46 - User Taps to load Program History view	(GOTO My Progress Program History View

3.0 - My Progress: Body View States

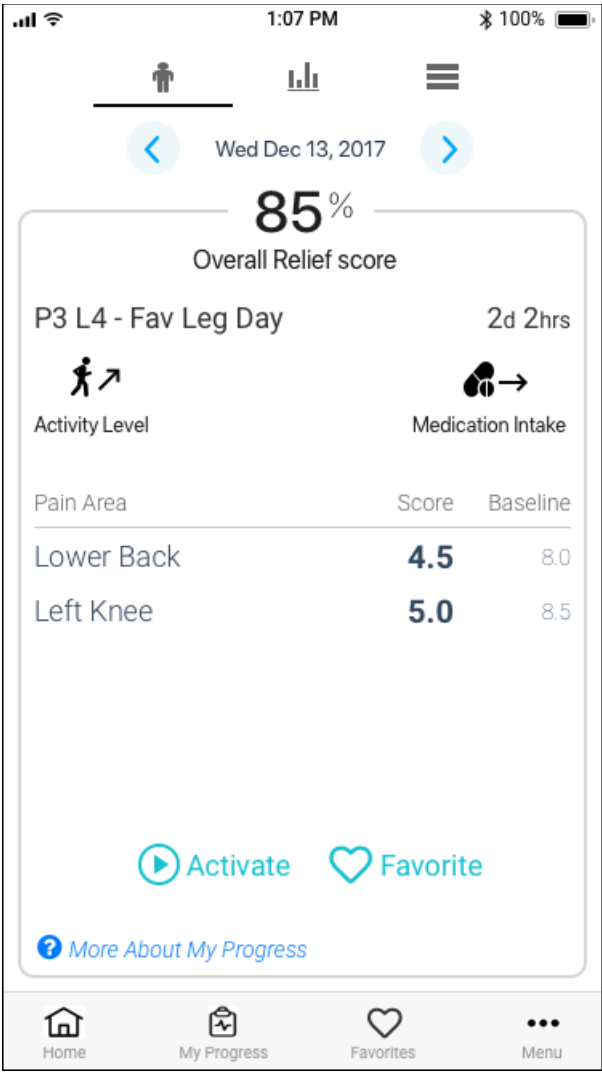
3.1_ios_my-progress_body-view_no-survey-data



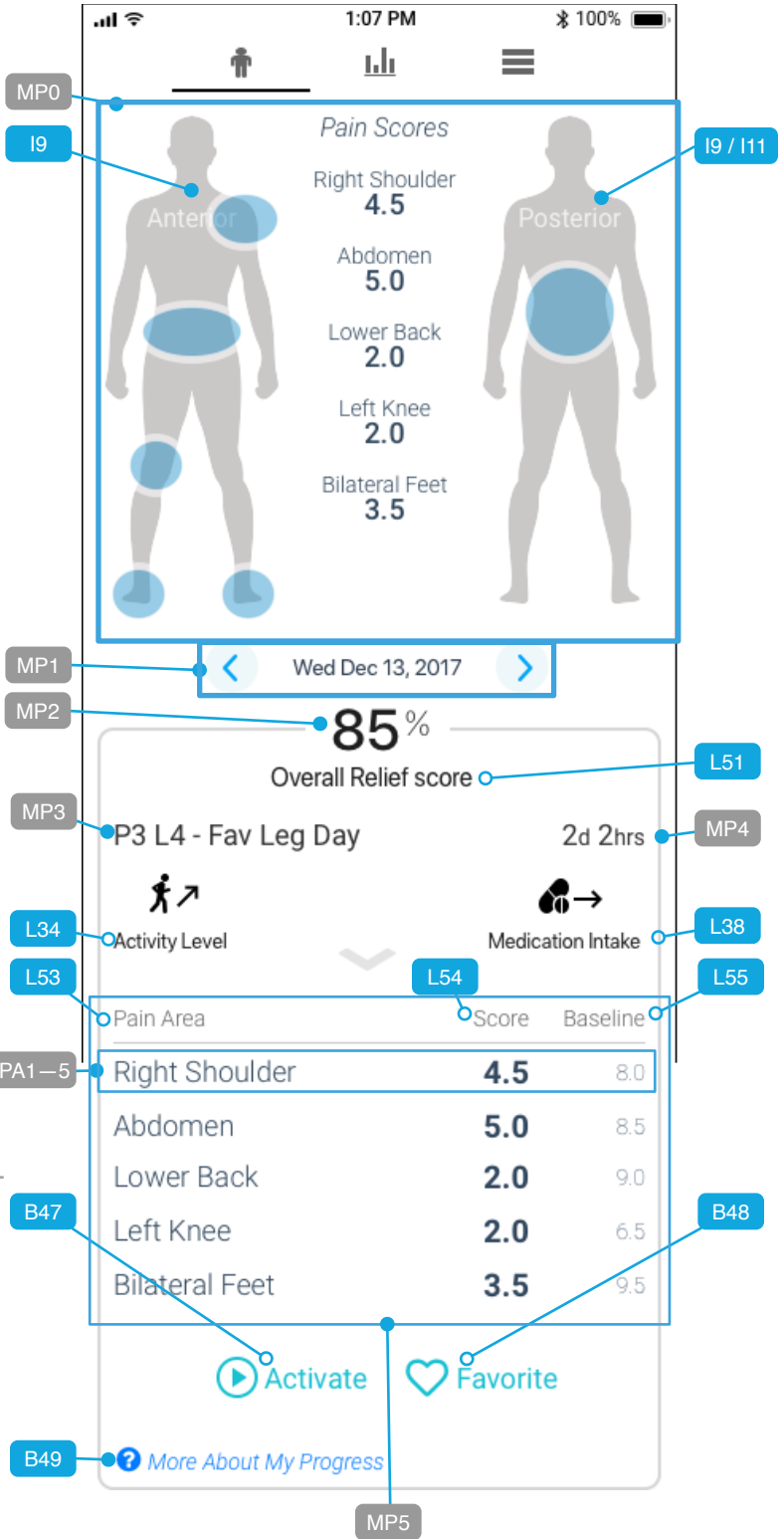
3.1_ios_my-progress_body-view_top



3.1_ios_my-progress_body-view_bottom



3.1_ios_my-progress_body-view_all



Annotations

Purpose: Allow for an empty data state.

Pre-conditions: Patient has submitted no surveys, and therefore no data can be mapped.

ANNOTATIONS refer to ALL FOUR wireframes above

PA1—5 - Each pain area is represented on the body image (I9) or body images (I11), with its corresponding name and score displayed in close proximity.

MP0 - Bounding area for single or double body images (in the most extreme case in which both front and back silhouettes must be displayed: groin, abdomen, chest and face).

MP1 - **Date Selector** allows patient to tap forwards and backwards to move through survey dates. The respective content on this screen will refresh (passively with values changing in the background; no spinners) with each date.

Purpose: Typical use-case for patients, with one—three pain areas represented on one silhouette. This shows the top part of content available in this view, and the bottom part is shown to the right with [3.1_ios_my-progress_body-view_bottom](#).

Pre-conditions: Patient has submitted at least one survey.

MP2 - Overall pain score as reported on respective date.

MP3 - Program Name (and Level for PTA) of setting for given survey and its name as a favorite (if the user has saved it as such).

MP4 - Duration the respective setting was in effect.

MP5 - Pain Areas (PA1—5) are listed here, with score and baseline.

B47 - Tapping will start the respective program from this date.

B48 - Tapping will instantiate the “Add Favorite” workflow inside a modal pop-over. Please see [4.0_ios_favorites_add-step1_default-name](#).

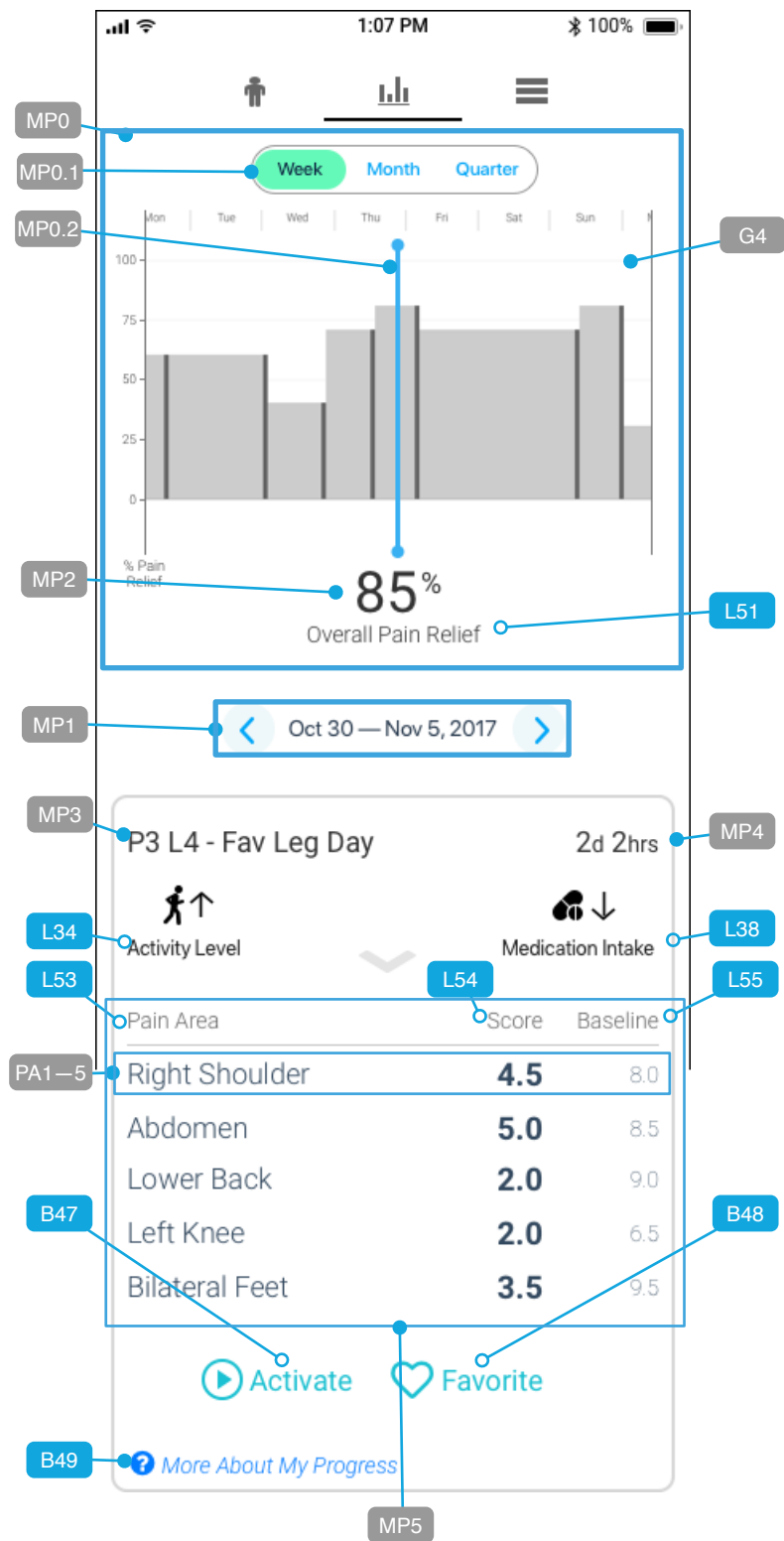
B49 - Tapping will DISPLAY 7.2_ios_help_my-progress (Not yet built).

Purpose: This shows the bottom part of content available in this view, with pain area names, scores, baseline and other details.

Pre-conditions: Same as [3.1_ios_my-progress_body-view_top](#).

3.1 - My Progress: Graph View States, continued

3.1_ios_my-progress_graph-view_survey-data



Annotations

Purpose: Allow patient to view pain relief graphed over time, with data points for each day a survey was taken.

Pre-conditions: Patient must have submitted at least one survey for data to be mapped. Otherwise, 3.1_ios_my-progress_graph-view_no-survey-data will be displayed.

ANNOTATIONS refer to wireframe at LEFT

PA1—5 - Each pain area is represented on the body image (I9) or body images (I11), with its corresponding name and score displayed in close proximity.

MP0 - Bounding area for graph. Different states of the graph are represented with G0, G1, G2, G3 and G4.

G4 - Patient can tap and drag the graph itself to move it along the x-axis. When doing so, the survey data (or lack of) highlighted by MP0.1 is refreshed, as is MP1. Graph scale default

MP0.1 - Timescale selector for x-axis; default is Week.

Week displays seven (7) days at a time.

Month displays 28—31 days (depends on month) at a time.

Quarter displays three (3) months at a time.

MP0.2 - Fixed-position vertical bar indicates which point on the x-axis the data below is representing.

MP1 - Date Selector allows patient to tap forwards and backwards to move through survey dates. The respective content on this screen will refresh (passively with values changing in the background; no spinners) with each date. Graph will animate to the left or right as date is changed.

MP2 - Overall pain score as reported on respective date.

MP3 - Program Name (and Level for PTA) of setting for given survey and its name as a favorite (if the user has saved it as such).

MP4 - Duration the respective setting was in effect.

MP5 - Pain Areas (PA1—5) are listed here, with score and baseline.

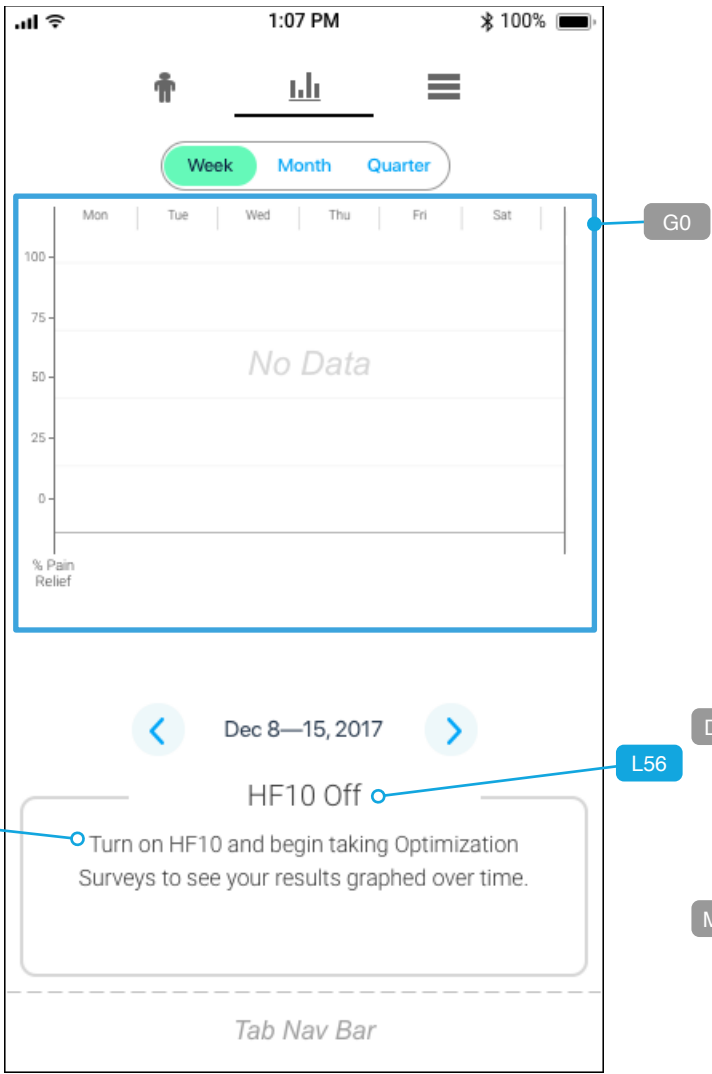
B47 - Tapping will start the respective program from this date.

B48 - Tapping will instantiate the “Add Favorite” workflow inside a modal pop-over. Please see [4.0_ios_favorites_add-step1_default-name](#).

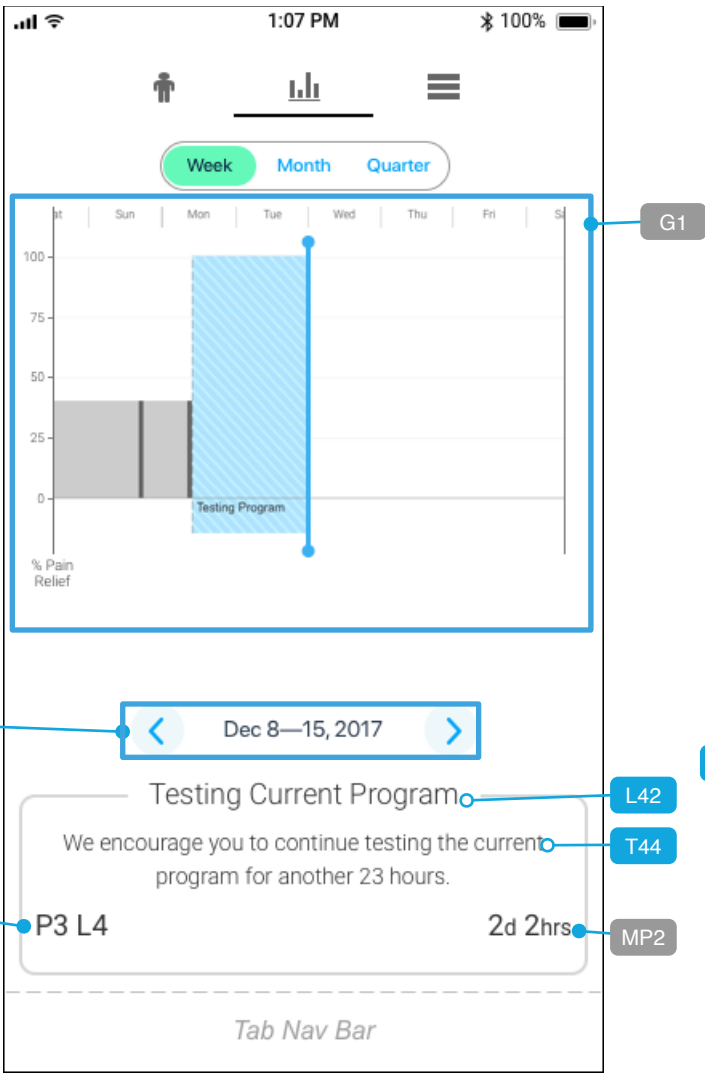
B49 - Tapping will DISPLAY 7.2_ios_help_my-progress (Not yet built).

3.1 - My Progress: Graph View States

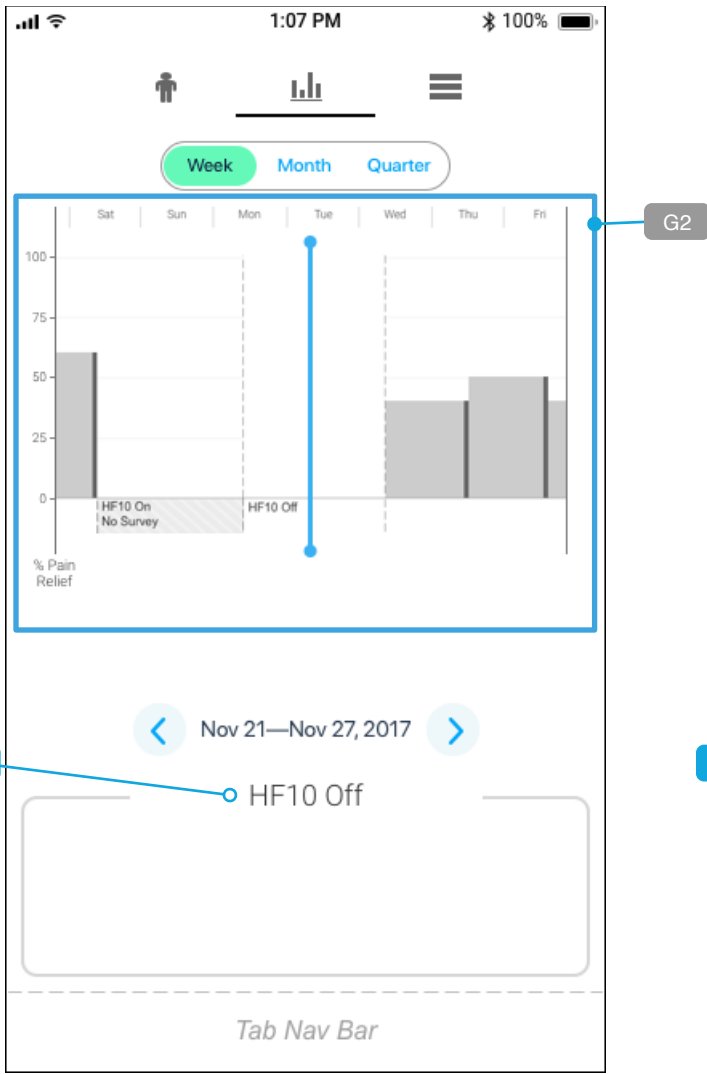
3.1_ios_my-progress_graph-view_no-survey-data



3.1_ios_my-progress_graph-view_testing



3.1_ios_my-progress_graph-view_hf10-off



3.1_ios_my-progress_graph-view_hf10-on_no-survey-data



Annotations

Purpose: Allow for an empty data state.

Pre-conditions: Patient has submitted no surveys, and therefore no data can be mapped.

Purpose: Illustrate the state of the graph when the patient is currently testing a program, and the selected date on the graph is the present time (now).

Pre-conditions: Patient must be currently testing a program.

Purpose: Illustrate the state of the graph when the patient had a period of time in the past during which HF10 was off.

Pre-conditions: Patient must have had a period of time after setup when their HF10 was off or not delivering therapy.

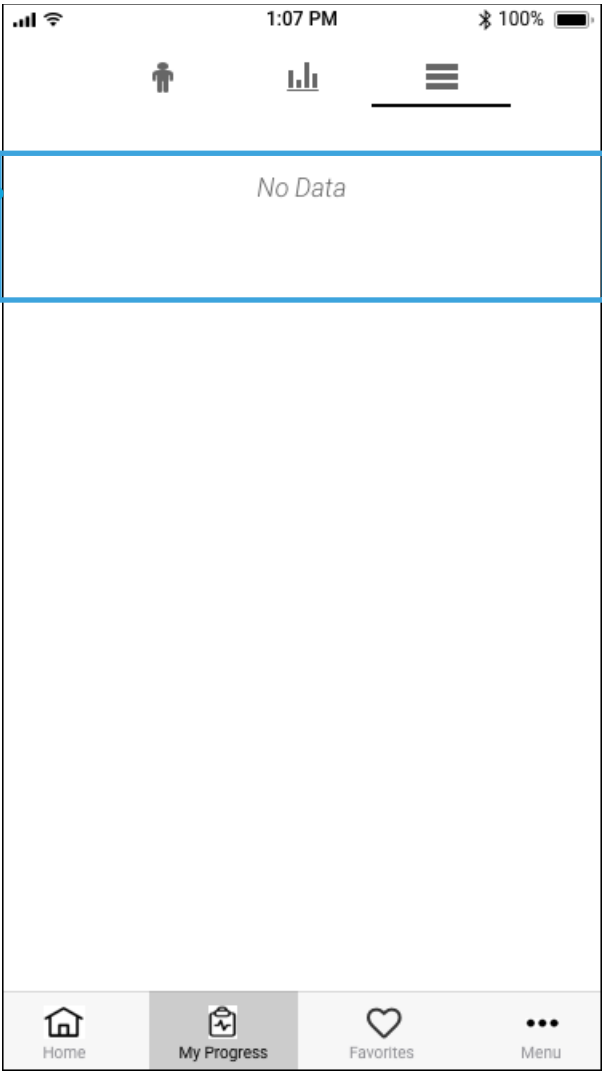
Purpose: Illustrate the state of the graph when the patient had HF10 on, but they switched to another program without taking a survey to quantify that programs success.

Pre-conditions: Patient must have changed to a new program setting (Pathfinder or PTA) but neglected to take a survey for said program.

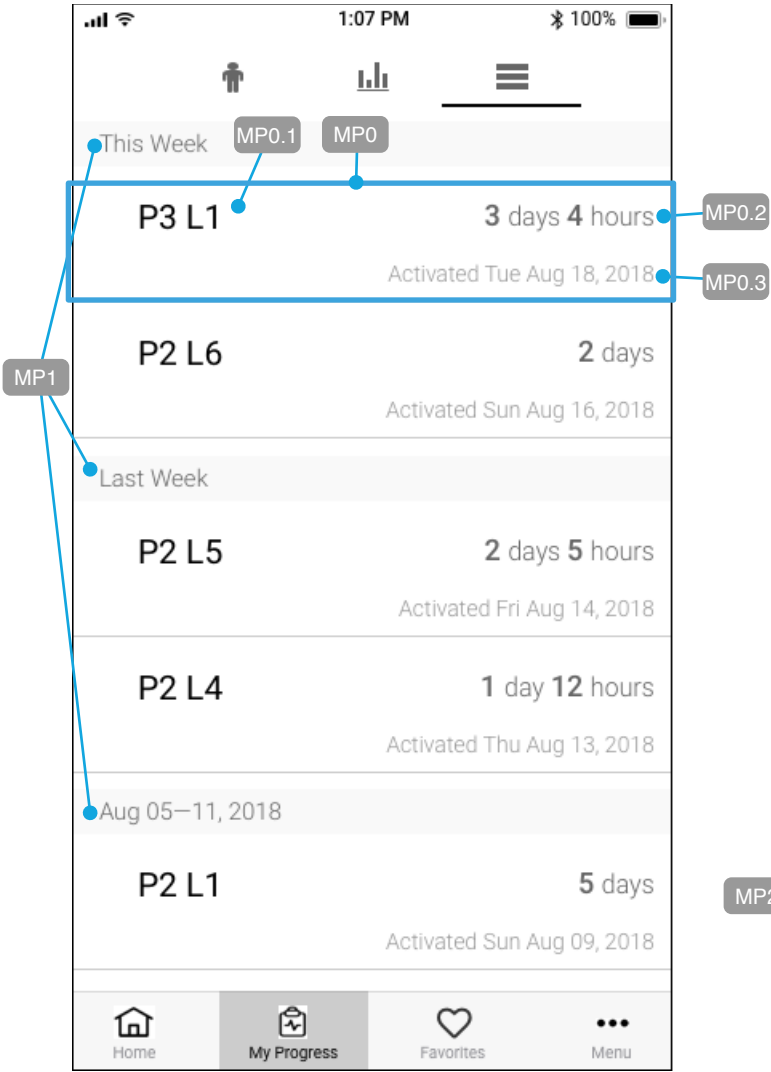
NOTE: User Interaction Annotations for all FOUR wireframes above are on the NEXT page.

3.2 - My Progress: Program History List View States

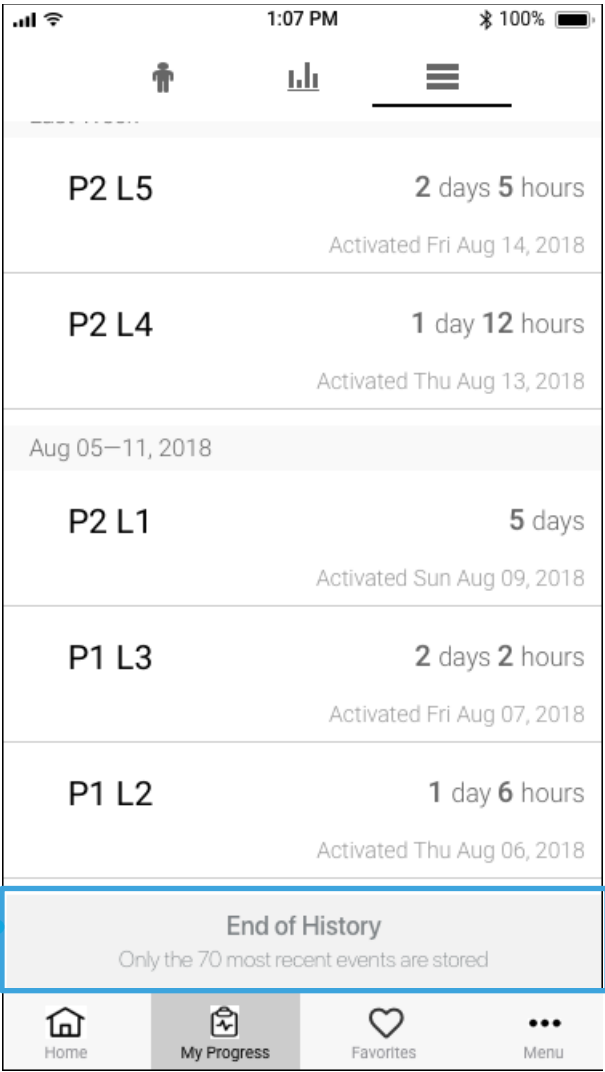
3.2_ios_my-progress_prog-hist_no-data



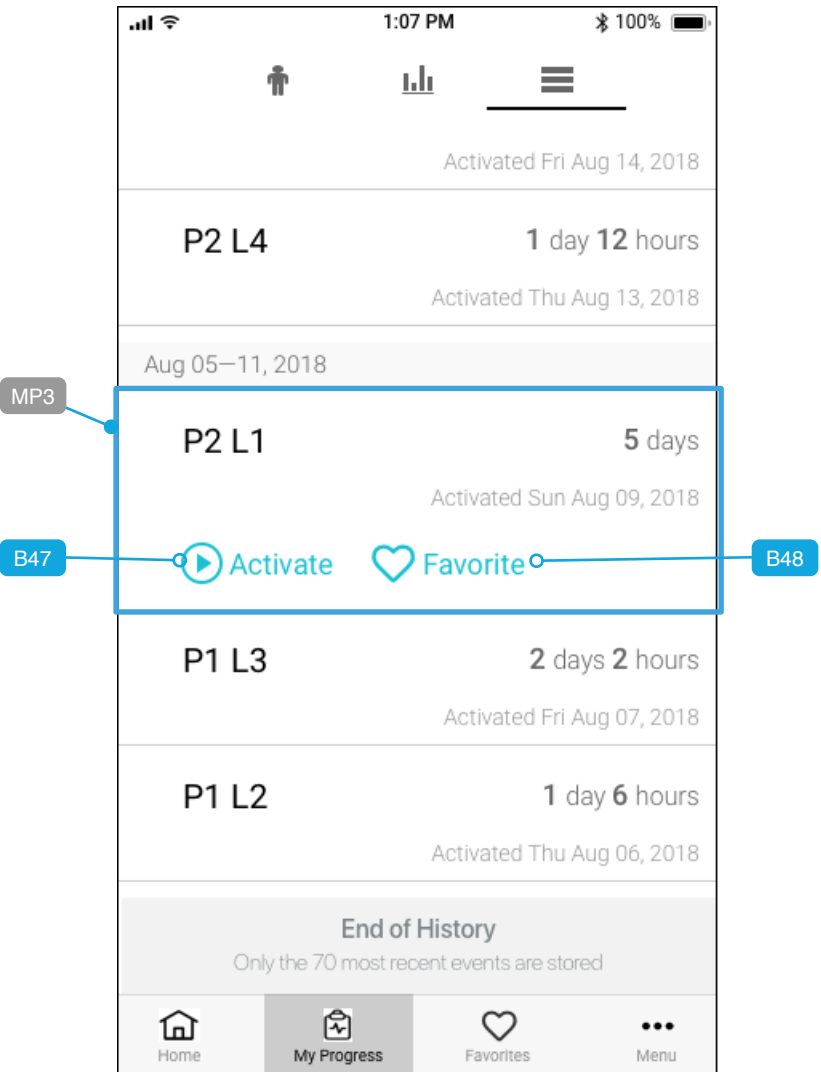
3.2_ios_my-progress_prog-hist_default



3.2_ios_my-progress_prog-hist_end-history



3.2_ios_my-progress_prog-hist_event-options



Annotations

Purpose: Allow for an empty data state.

Pre-conditions: Patient has not turned on HF10 and therefore has no program events yet logged.

ANNOTATIONS refer to ALL FOUR wireframes above

MP5 - When no events have been logged, the empty state is represented here.

MP0 - As patients make changes to their HF10 settings, each change is logged as an event. An event is comprised of:
MP0.1 - Program/Level or Pathfinder Program Name
MP0.2 - Duration respective program was active
MP0.3 - Activation date on which the program began.

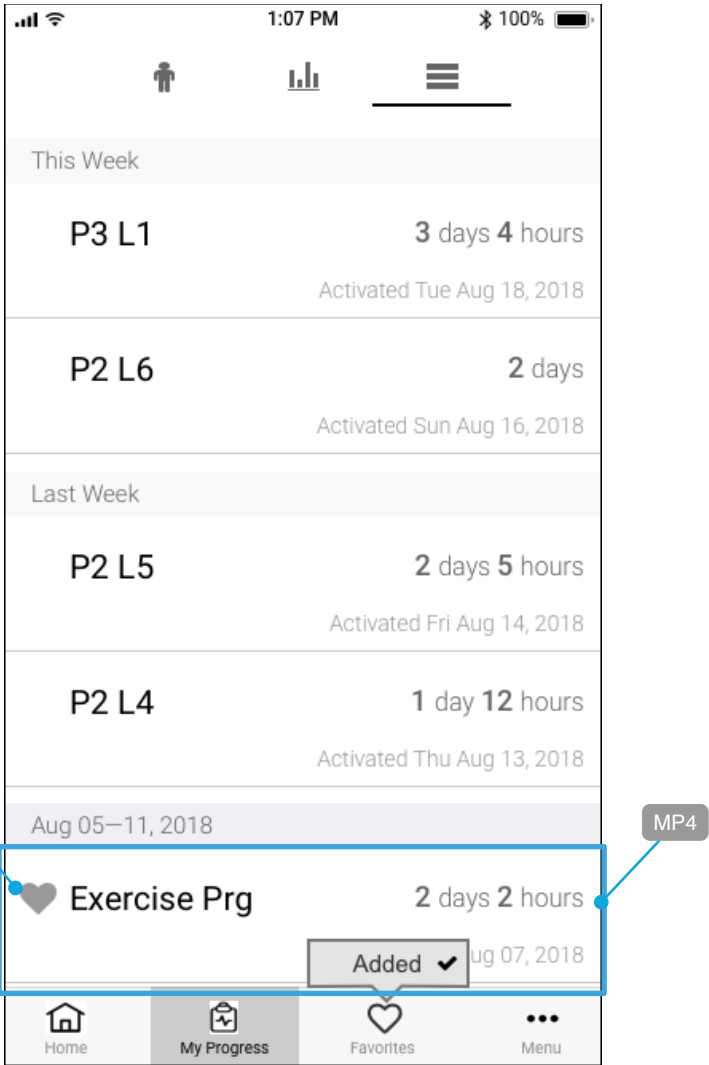
They are sorted with newest first, and grouped into date categories:
MP1 - "This Week," "Last Week," and then the respective date detailed out (e.g., Aug 05–11, 2018) thereafter.

MP2 - A max of 70 events are stored. If more than 70 events are logged, the oldest events are removed to make room for new ones. Patients can move through these quickly by scrolling, even if they're only a few levels above or below. Therefore, events are active for two (2) hours or more.

Copy over revised expanded state at bottom

3.2 - My Progress: Program History List View States, continued 2

3.2_ios_my-progress_prog-favorite-added



Annotations

MP4 - An event line item that has been saved as a Favorite. The addition of the heart icon (MP4.1) and the replacement of the program/level settings with the custom name is shown here.

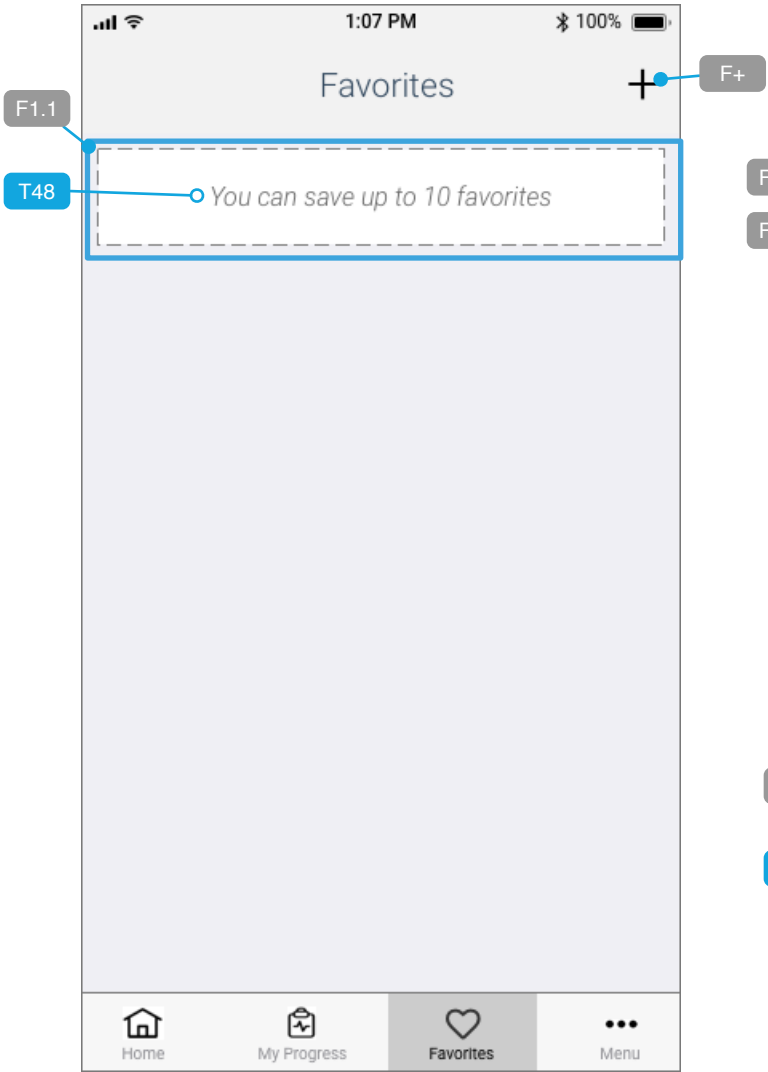
MP4.1 - Heart icon visible when a favorite.

It should be noted the expanded state of a favorited event doesn't have "Add Favorite" as an option.

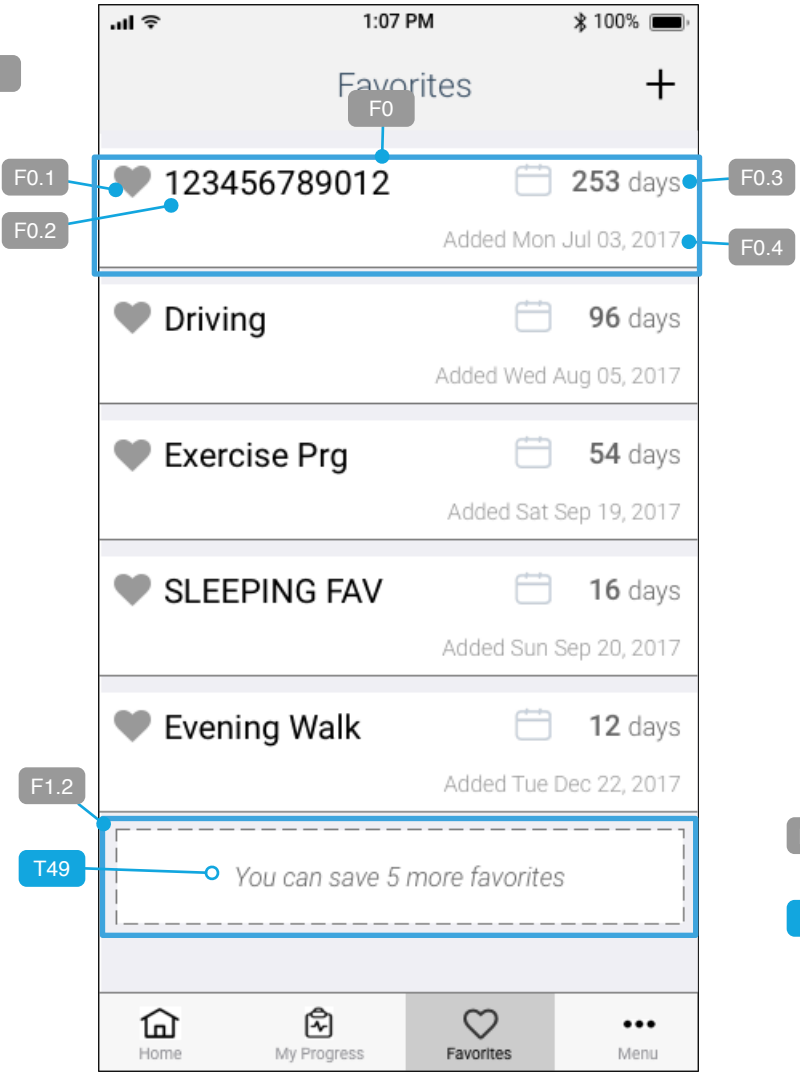
For details on the "Added" overlay, please see ["Sprint 2: NAV - App Navigation / Tab Bar, continued"](#)

4.0 - Favorites

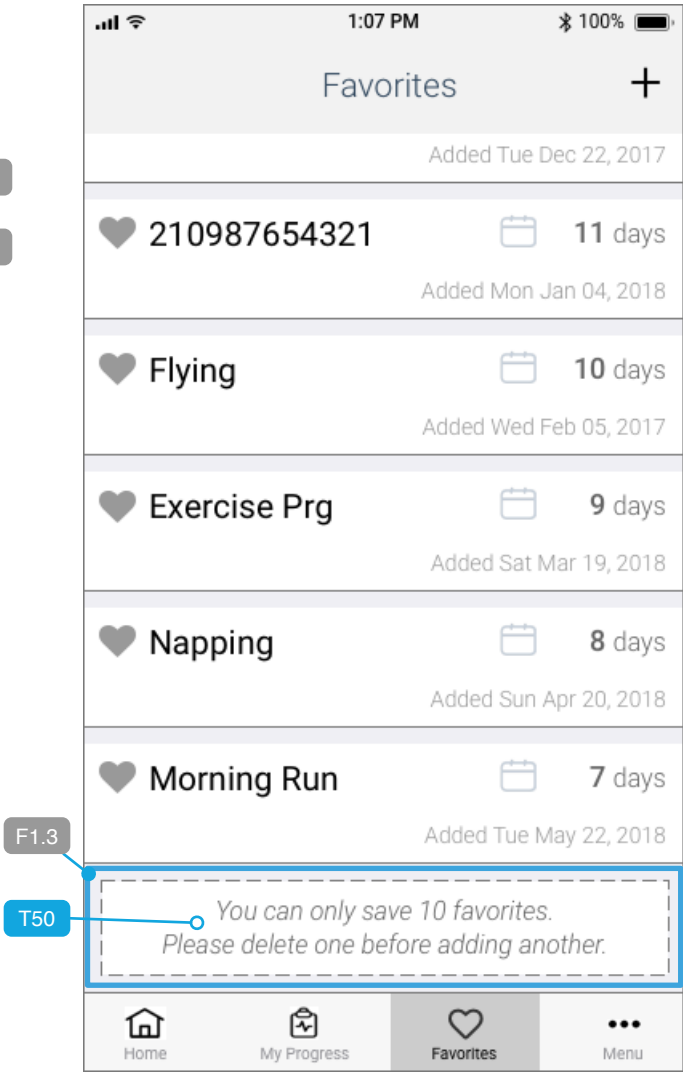
4.0_ios_favorites_no-favorites



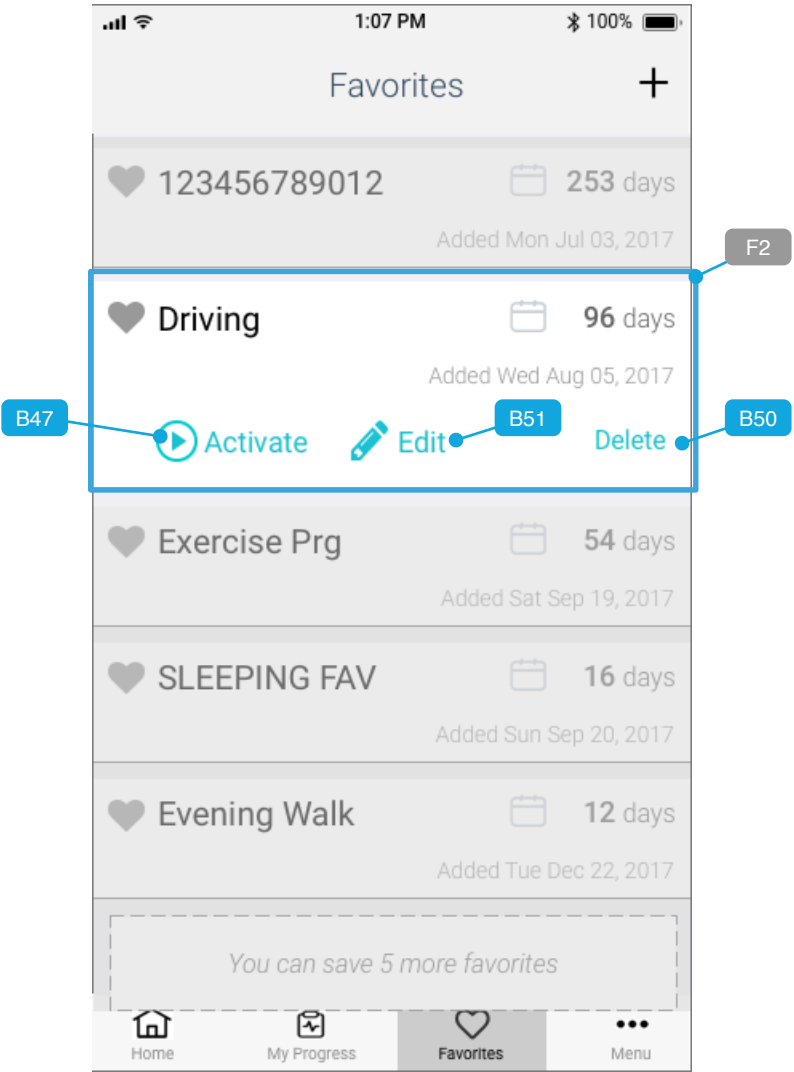
4.0_ios_favorites_default



4.0_ios_favorites_maxed-out



4.0_ios_favorites_favorite-options



Annotations

Purpose: Allow for an empty data state.

Pre-conditions: Patient has not turned on HF10 and therefore has no program events yet logged.

ANNOTATIONS refer to ALL FOUR wireframes above

F1.1 - When no Favorites have been saved, messaging at top informs the patient they can save up to 10 Favorites.

F+ - When tapped, action sheet illustrated in [4.0_ios_favorites_add-from_action-sheet](#) is displayed

F0 - Each Favorite is a line item comprised of:

- F0.1** - Heart icon
- F0.2** - Program Name
- F0.3** - Usage count = cumulative number of days the respective Favorite has been used by the patient.
- F0.4** - Date on which the program was added as a Favorite.

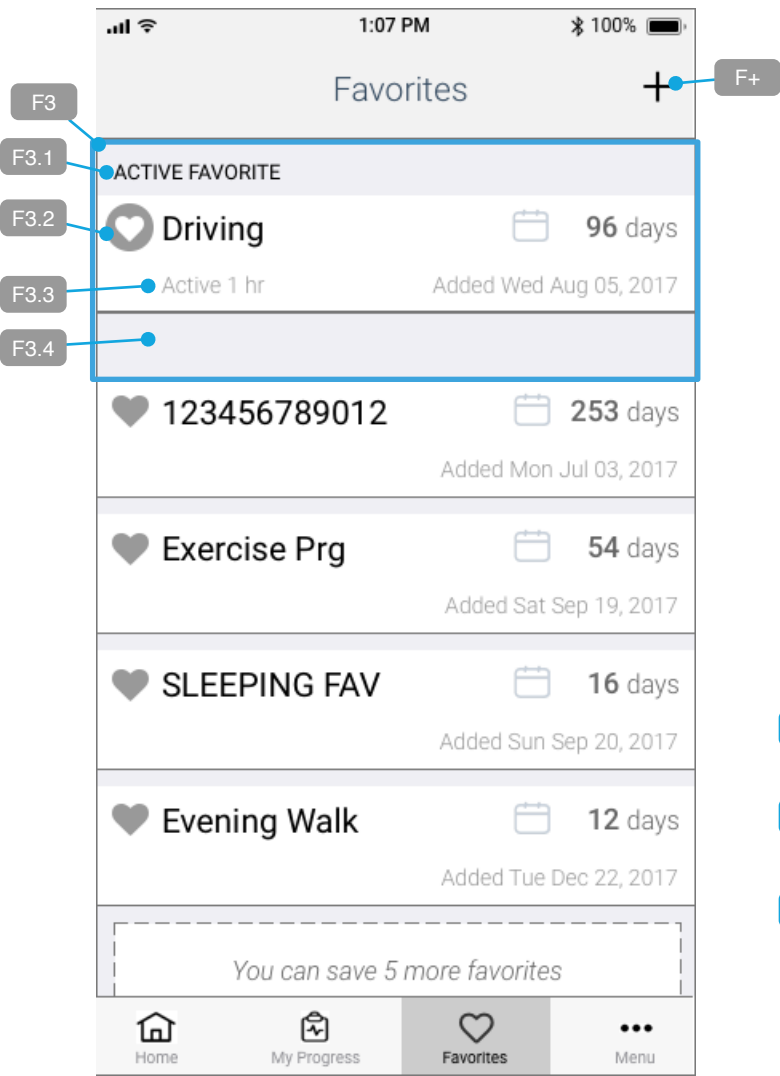
F1.2 - Messaging at the bottom of the list informs the patient the remaining number of Favorites they can save.

F1.3 - When there are the max favorites, messaging at the bottom informs the patient they can only save 10 favorites.

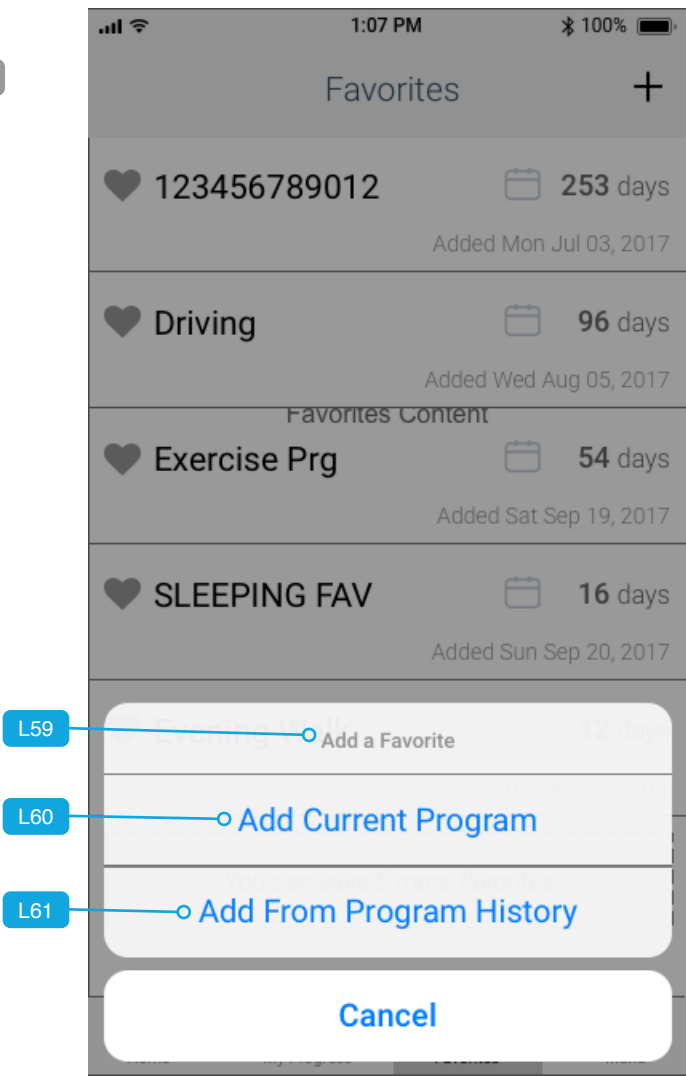
Copy over revised expanded state at bottom

4.0 - Favorites, continued 2

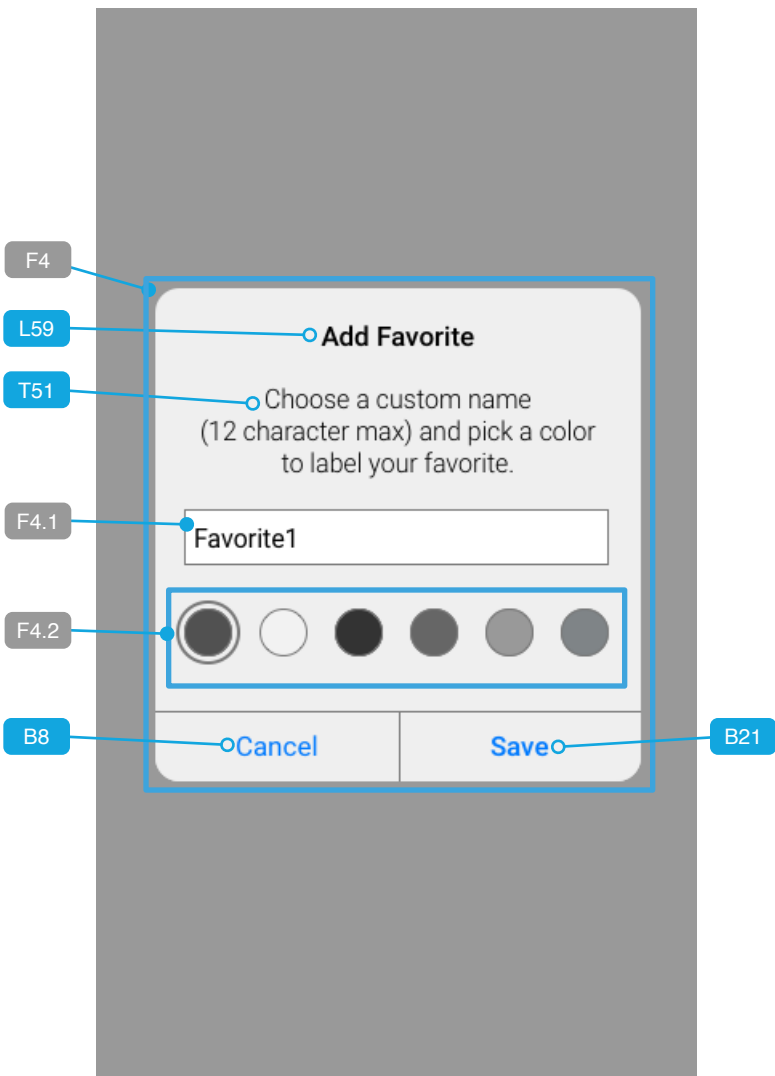
4.0_ios_favorites_favorite-active



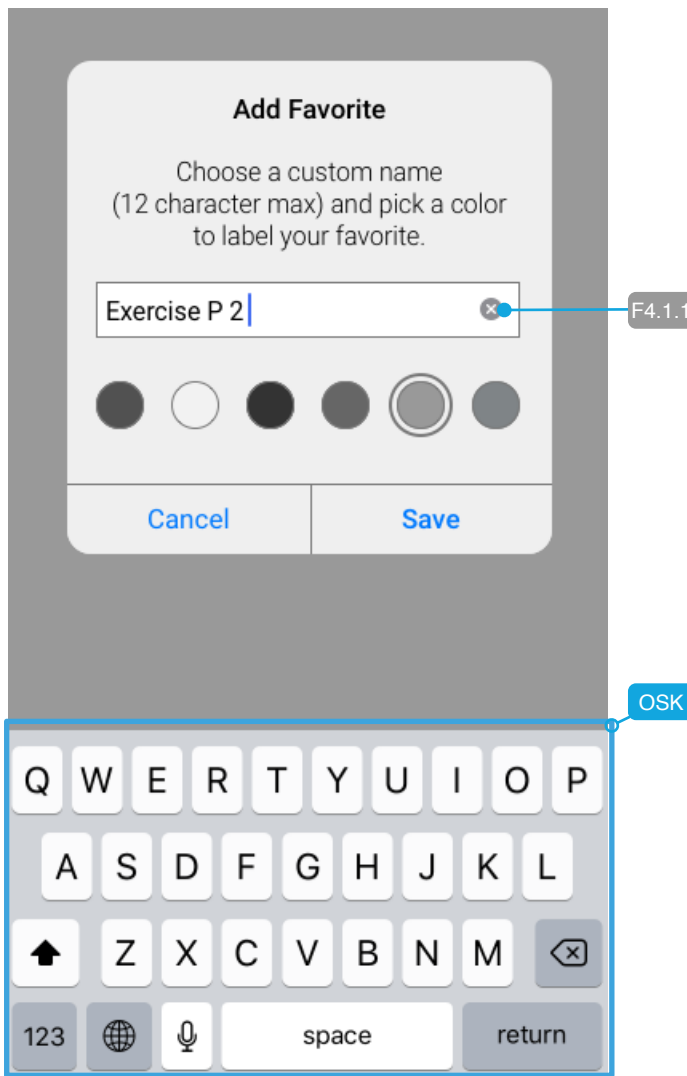
4.0_ios_favorites_add-from_action-sheet



4.0_ios_favorites_add-step1_default-name



4.0_ios_favorites_add-step1_custom-name



Annotations

ANNOTATIONS refer to ALL FOUR wireframes above

- F3** - When a Favorite is the active program, it is denoted as such at the top of the Favorites list, separate from the others. It is comprised of:
- F3.1** - Section Header (L58) for Active Favorite.
 - F3.2** - Accented Heart icon different than the others.
 - F3.3** - Duration indicating how long the Favorite has been the currently active program. In Hours, Days, Weeks or Months, or any combination thereafter.
 - F3.4** - Buffer space below to provide separation from other Favorites.

Purpose: Allow patient to add new Favorites from either the current program or from Program History.

Pre-conditions: HF10 is running or has been running in the past (so that Program History has events listed in it), and there aren't the maximum of ten (10) Favorites already saved.

- L60** - Tapping this will save the current program settings as a favorite, and display the modal [4.0_ios_favorites_add-step1_default-name](#).
- L61** - Tapping this will let the user choose from program history events with the workflow illustrated in [4.0_ios_favorites_add-prog-hist_list](#).

Purpose: Allow patient to customize the name of the Favorite.

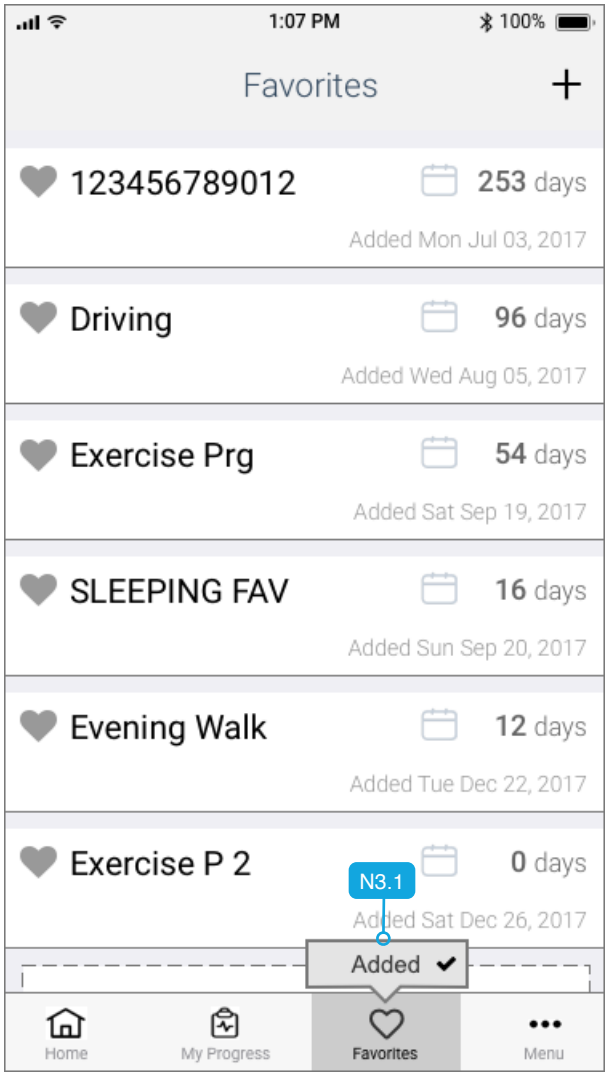
Pre-conditions: User has tapped the 'Add Favorite' button from a line item within the Program History views).

- F4** - Modal overlay
- F4.1** - Field pre-populated with the default name. Tapping this will place the field into focus and instantiate the modal [4.0_ios_favorites_add-step1_custom-name](#).
- F4.2** - Six color swatches, the first of which is selected by default, the patient can tap to personalize this Favorite.
- B8** - Tapping this will exit out of the workflow to the screen state from which it was instantiated.
- B21** - Tapping this will save the Favorite with the default or custom name (if value was changed) and display [4.0_ios_favorites_favorite-added](#).

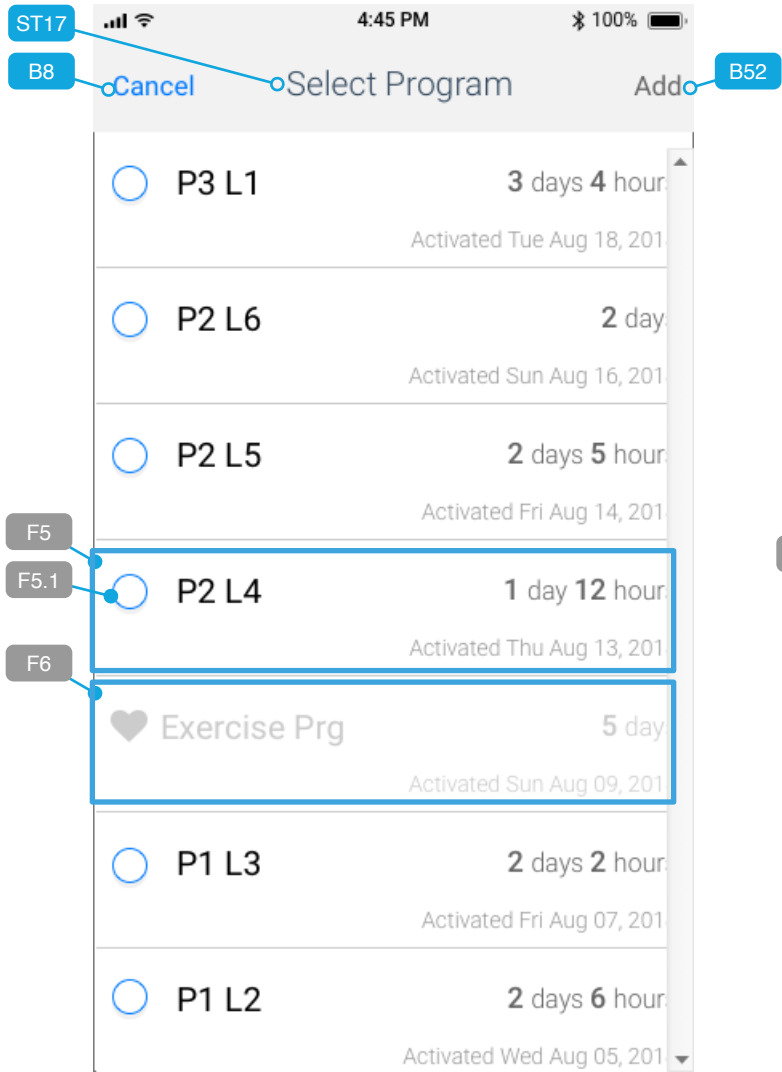
Be sure to add from Axure the revised Modal titles for Adding Favorites (e.g., Add Favorite for P1 L2)

4.0 - Favorites, continued 3

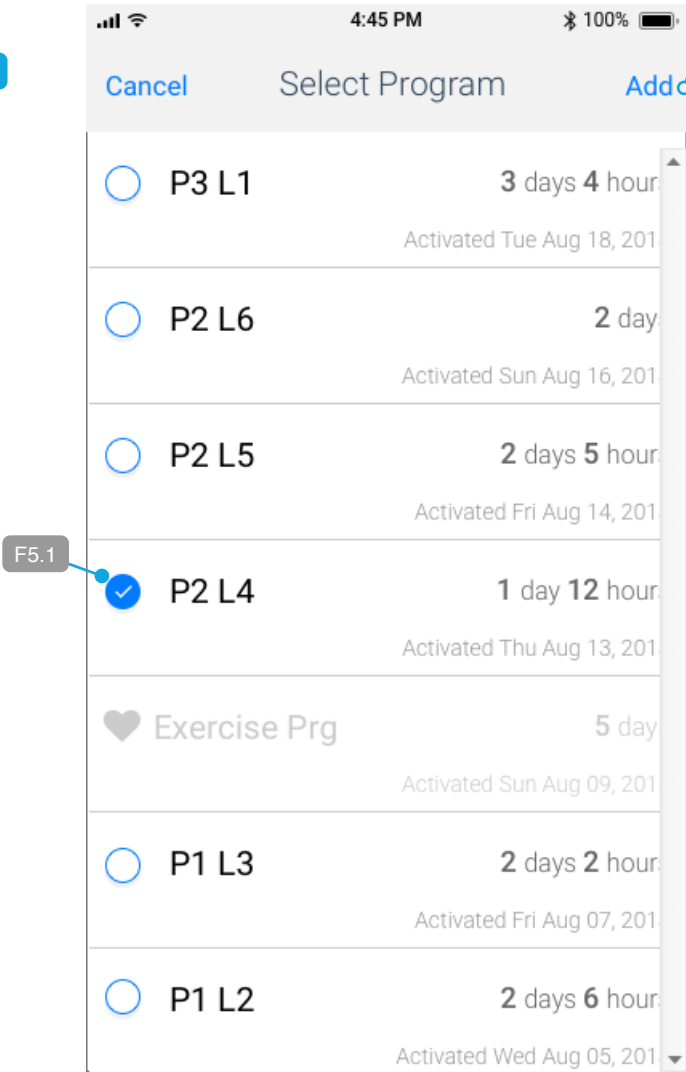
4.0_ios_favorites_favorite-added



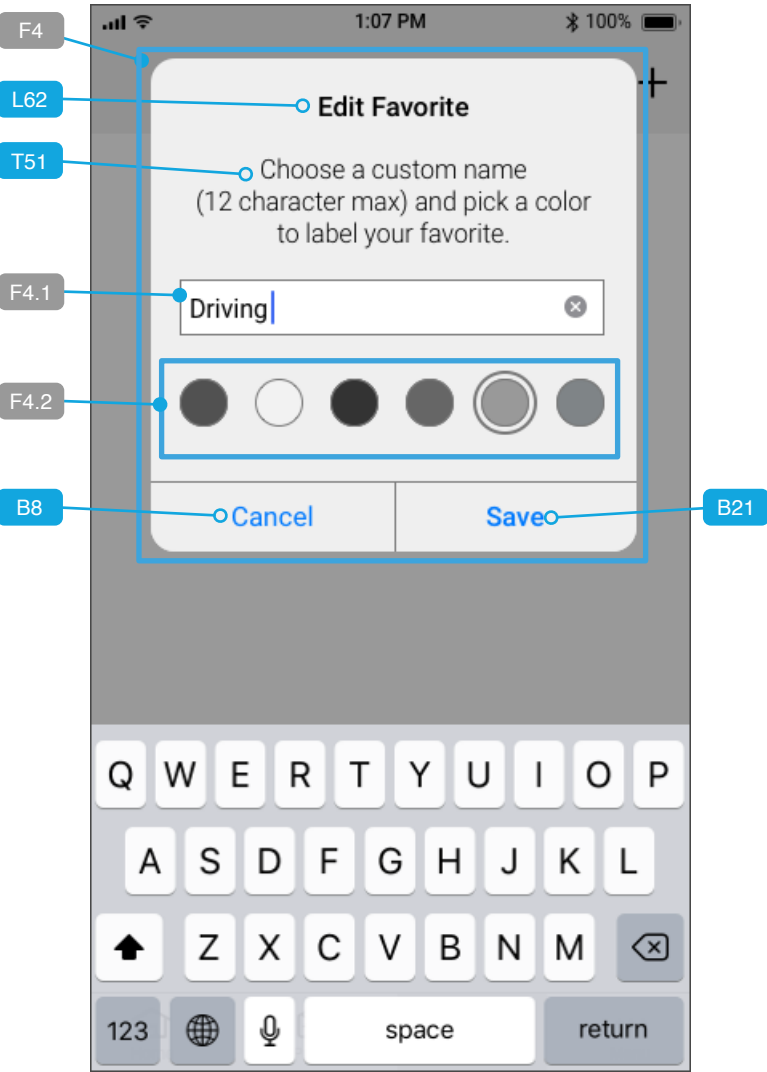
4.0_ios_favorites_add-prog-hist_list



4.0_ios_favorites_add-prog-hist_selected



4.0_ios_favorites_edit-favorite



Annotations

Purpose: Reinforce a Favorite having just been added by the patient, and where it lives (in the Favorites) section.

Pre-condition: Patient has successfully added a favorite.

N3.1 - Toast overlay appearing after a patient has successfully added a favorite. It appears for three (3) seconds and fades away in one (1). No other interaction required by the patient. For details, please see [“Sprint 2: NAV - App Navigation / Tab Bar, continued.”](#)

Purpose: Allow patient to choose a past program from Program History to add as a Favorite.

B8 - Tapping this will exit out of the workflow to the screen state from which it was instantiated.

B52 - Disabled until an item (F5.1) is selected.

F6 - Program History items already saved as Favorites will be shown in-line as illustrated here, but will not be selectable.

B52 - Tapping this will save the program settings from the respective event (F5.1) as a favorite, and display the modal [4.0_ios_favorites_add-step1_default-name](#).

F5.1 - Selected state of an event in Program History. Only one row can be selected at a time (behavior is that of radio button).

B52 - Tapping will display the modal [4.0_ios_favorites_add-step1_default-name](#).

Purpose: Allow patient to edit a favorite.

Same functionality as [4.0_ios_favorites_add-step1_custom-name](#) but with a few small changes:

L62 - Different title for modal.

F4.1 - Field is pre-populated with previously-defined name, is focused and OSK is displayed.

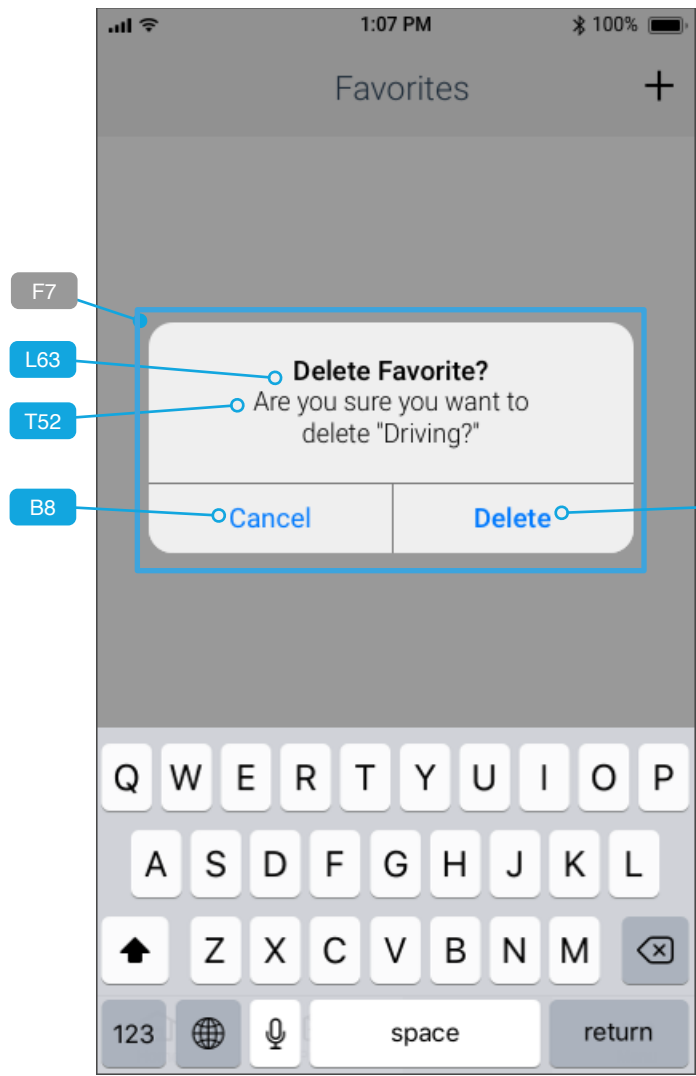
B8 - Tapping this will exit out of the modal without saving changes to the Favorite.

B21 - Tapping this will save the Favorite with the new name and/or color label.

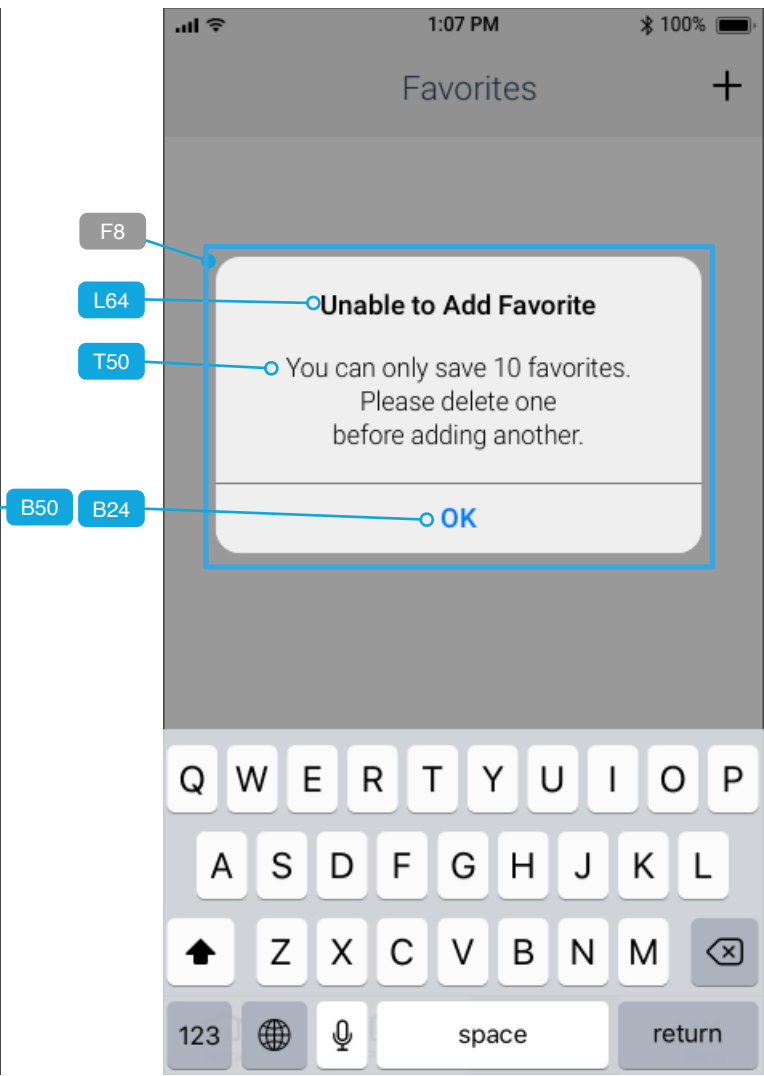
4.0 - Favorites, continued 4 (WIP)

Pathfinder Home Screen is changing, so dependent upon User Assessment #2 and client approval of tested designs.

4.0_ios_favorites_delete-confirmation



4.0_ios_favorites_unable-to-add



Annotations

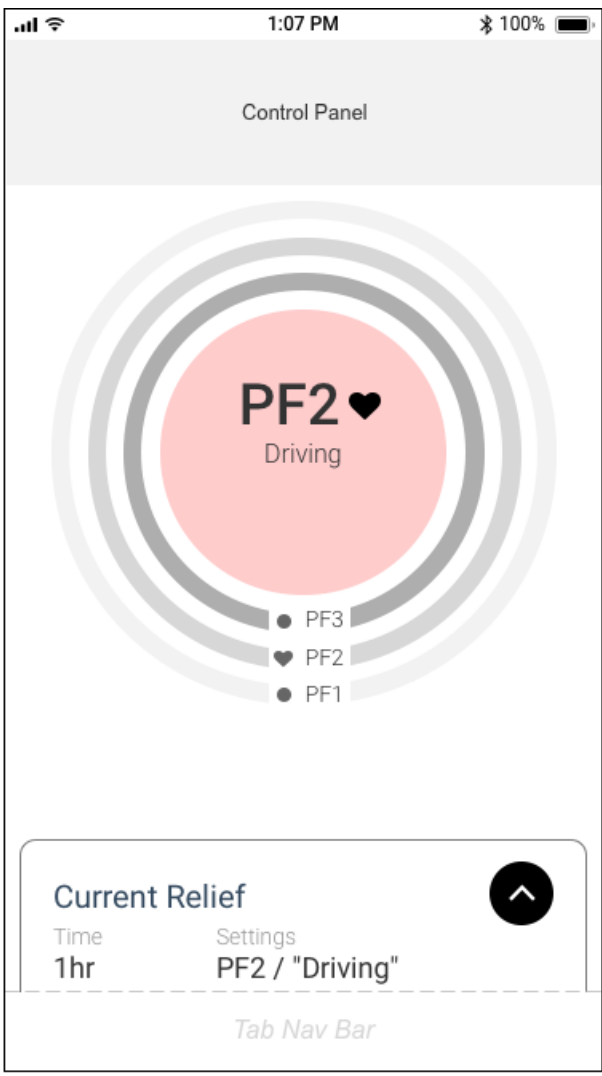
Purpose: Allow patient to delete a favorite.

- L62** - Different title for modal.
- T52** - Text with respective Favorite name inserted for confirmation.
- B8** - Tapping this will exit out of the modal without deleting the Favorite.
- B50** - Tapping this will delete the Favorite and return to the Favorites list.

Purpose: When there are the maximum of ten (10) Favorites already saved, and the patient has tapped Add Favorite from within the app.

- F8** - Modal alert
- B24** - Tapping this will exit out of the modal and return the patient to the previous state from which it was instantiated.

4.0_ios_favorites_favorite-active_pathfinder-home

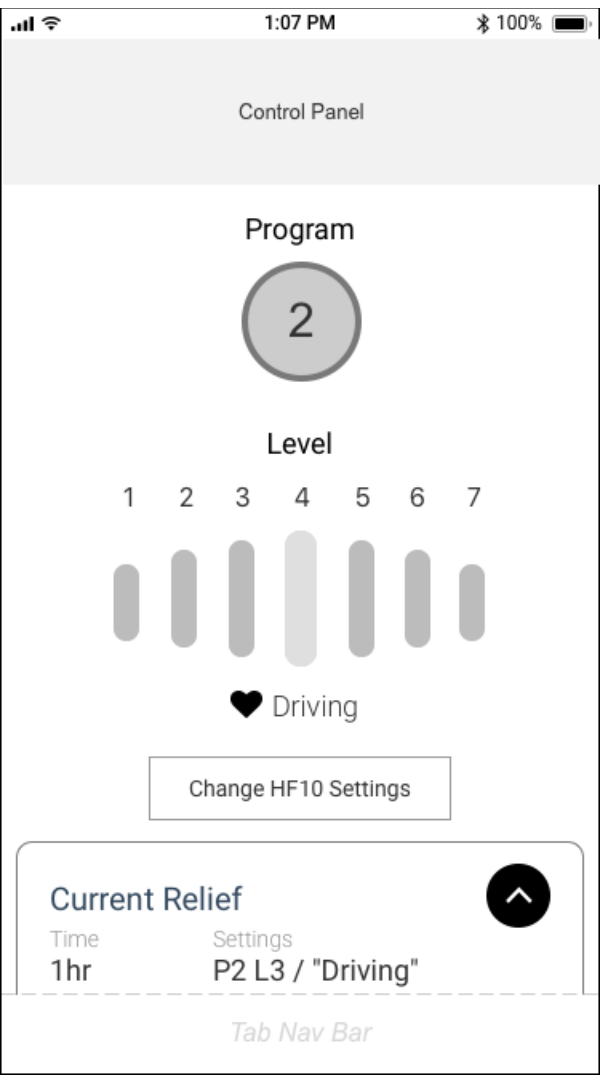


Pathfinder Progress Visual is subject to change based on User Assessment results.

Purpose: Display on the Pathfinder home screen a unique state indicating a Favorite is the active state.

NOTE: Subject to change per User Assessment results.

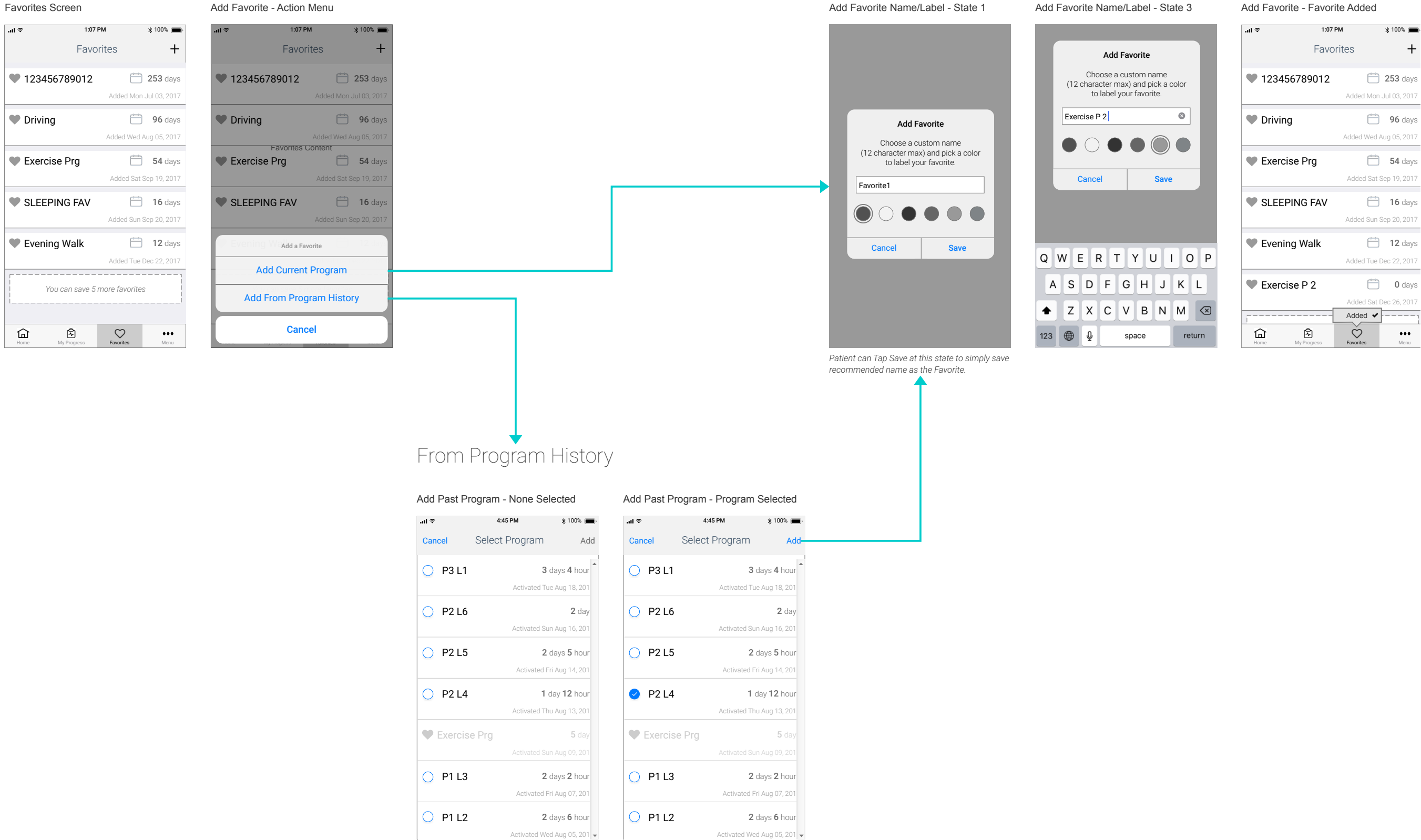
4.0_ios_favorites_favorite-active_pta-home



Purpose: Display on the PTA home screen a unique state indicating a Favorite is the active state.

Copy revised states from Axure

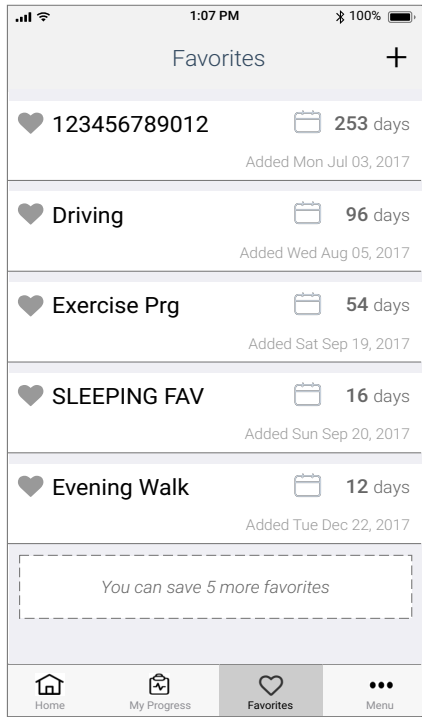
Workflow - Favorites: Adding a Favorite



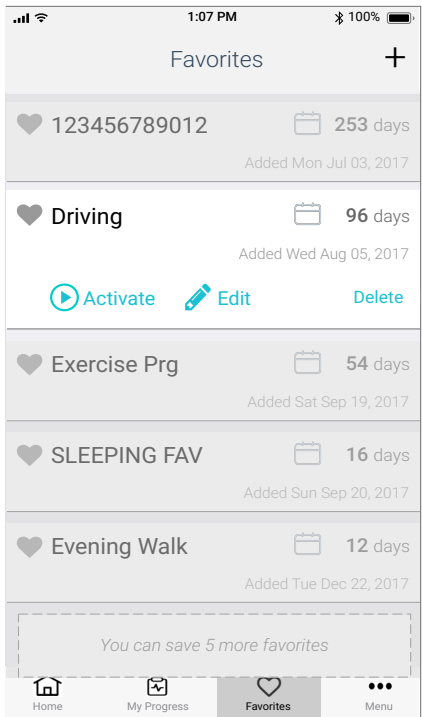
Workflow - Favorites: Activating a Favorite (WIP)

May change based on User Assessment #2 / Pathfinder Progress Visual changing.

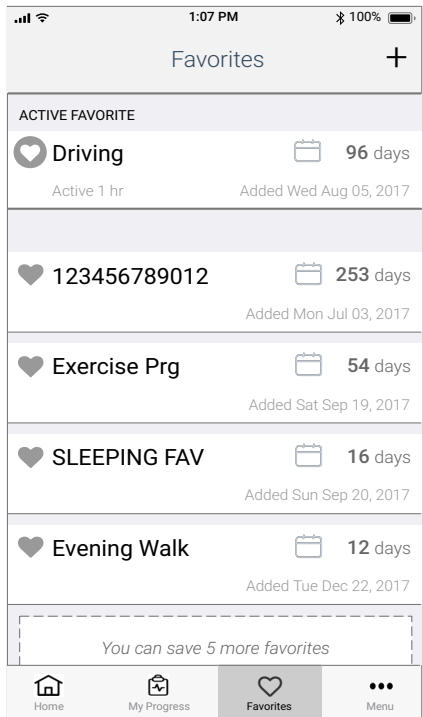
Favorites Screen



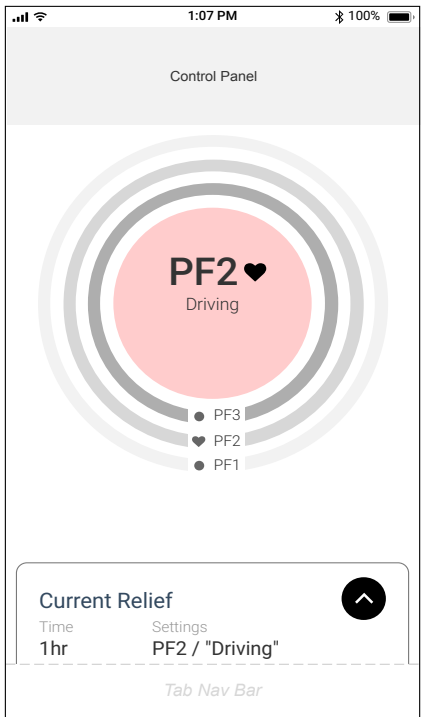
Favorites Item Expands on Tap



Activate Favorite

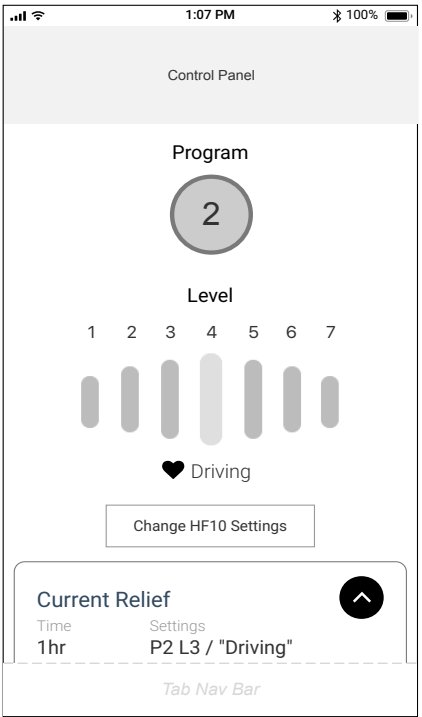


Home Screen for Pathfinder



Pathfinder Progress Visual is subject to change based on User Assessment results.

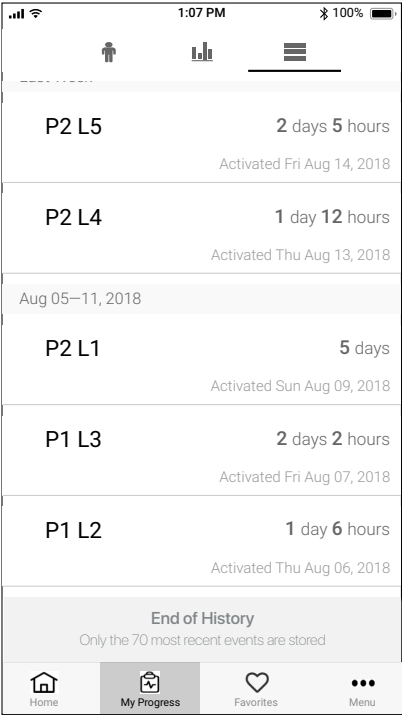
Home Screen for PTA



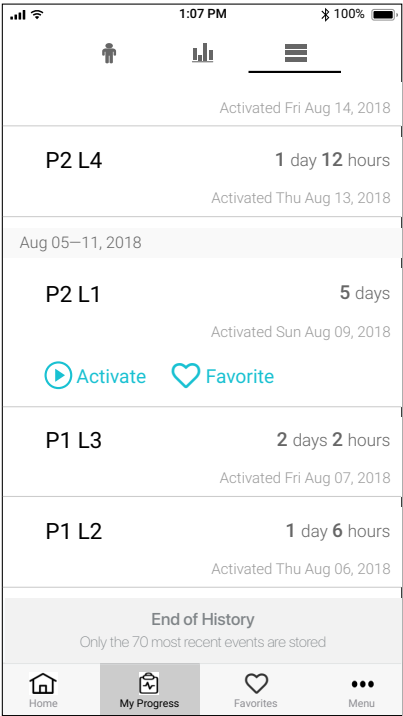
Copy revised states from Axure

Workflow - Favorites: Adding a Favorite from Program History

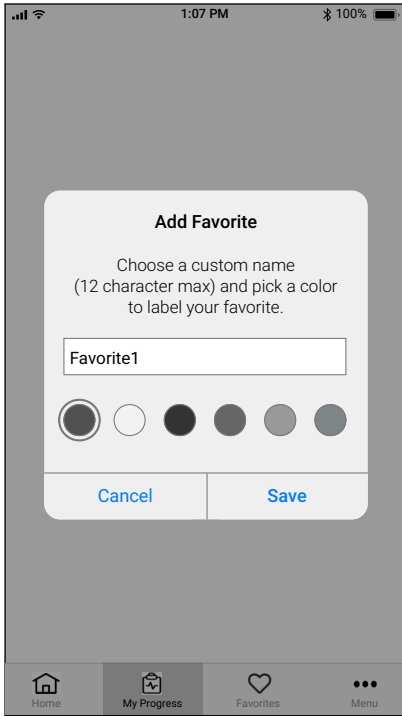
End of List Reached



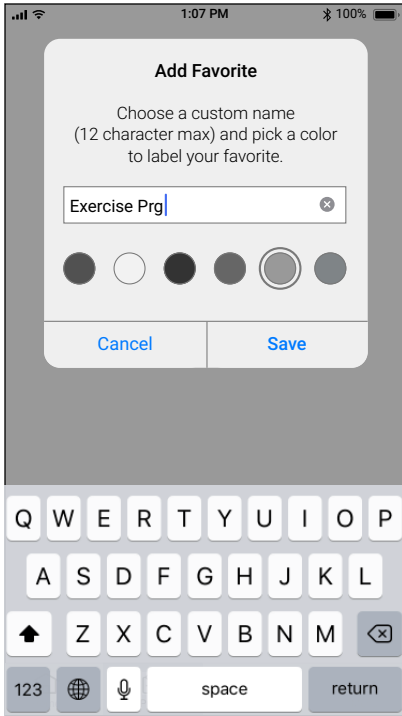
History Item Expands on Tap



A. Prompt with Default Name and Color Selection

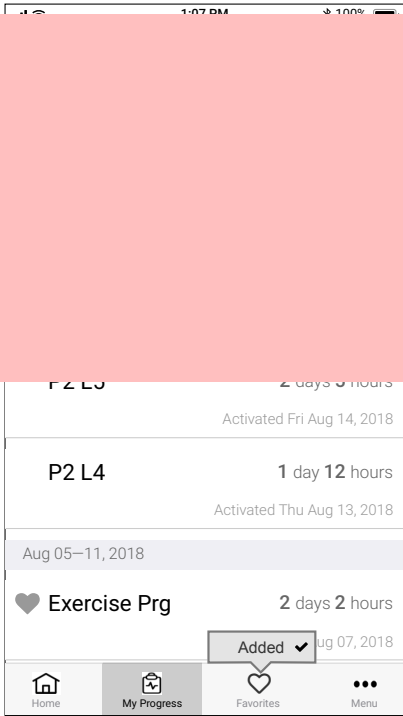


B. OSK visible and name field active



C. Favorite Created; Toast Displayed; History Item Updated

Add Lines



Sprint 6

User Flows & Wireframes

- Menu / Settings

- HF10 Personalization

- Notifications

- App Security

- MRI Mode

- HF10 Device Pairing

- Notification Log

- App Info

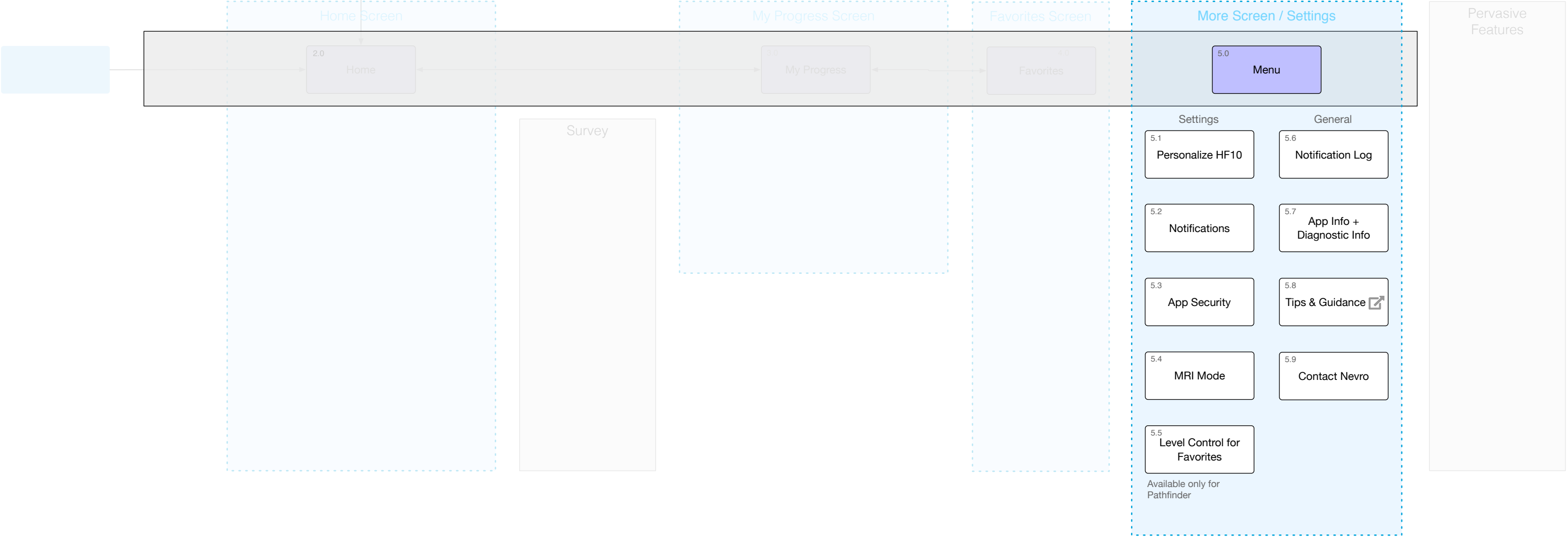
- Tips & Guidance

- Contact Nevro

Sprint 6 Scope

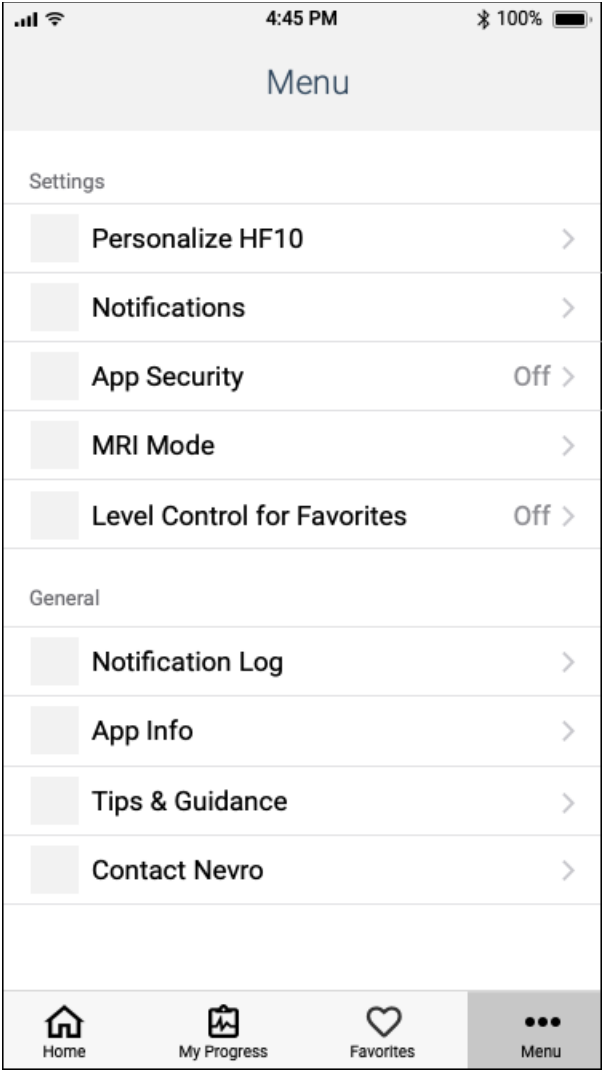


Ongoing Use



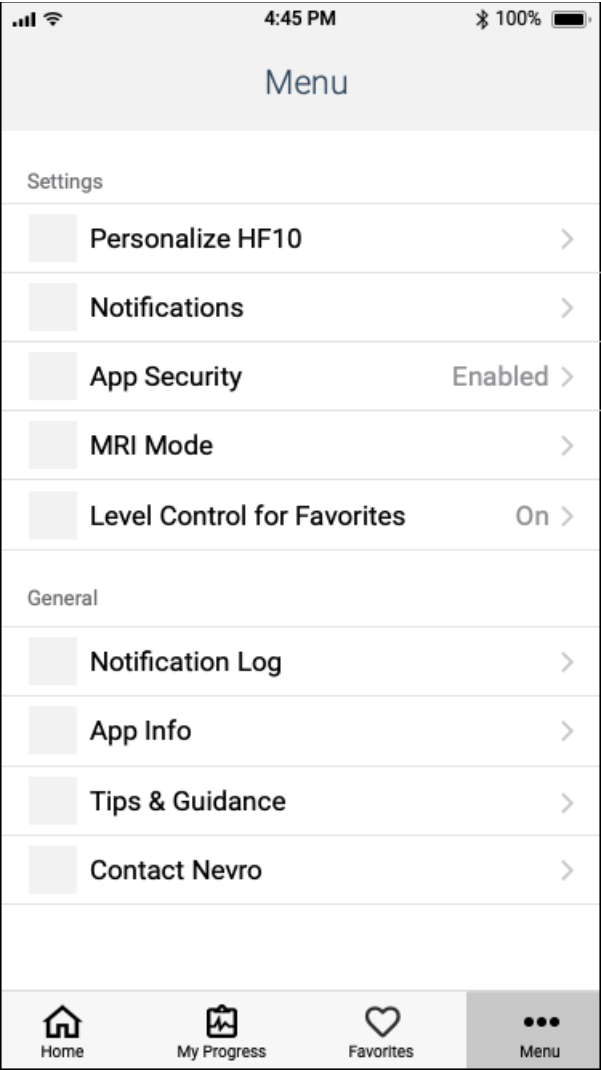
5.0 - Menu / Settings

wireframe_name



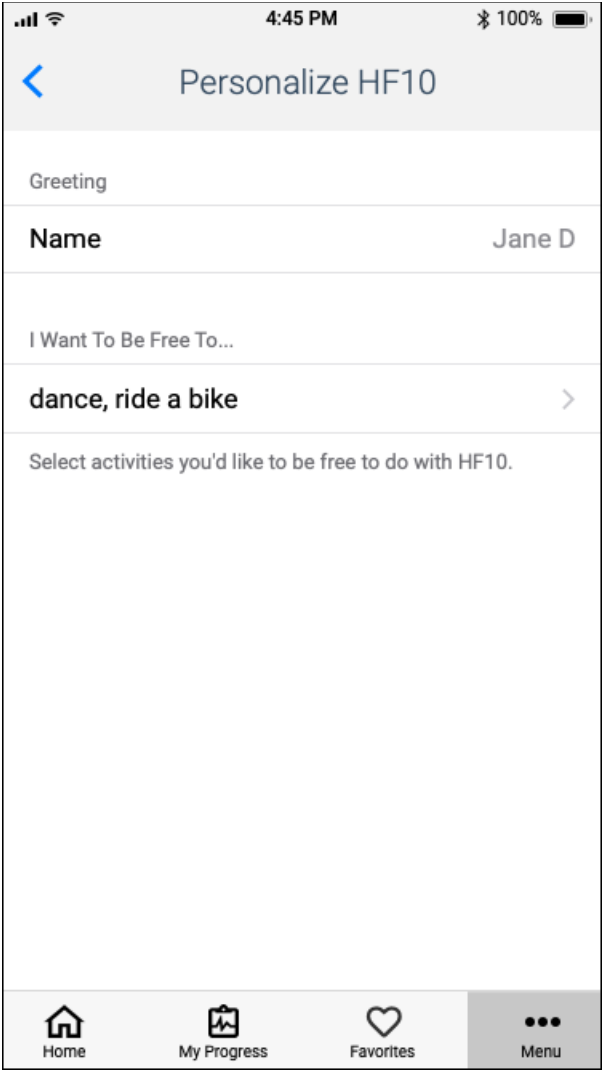
Annotations

wireframe_name



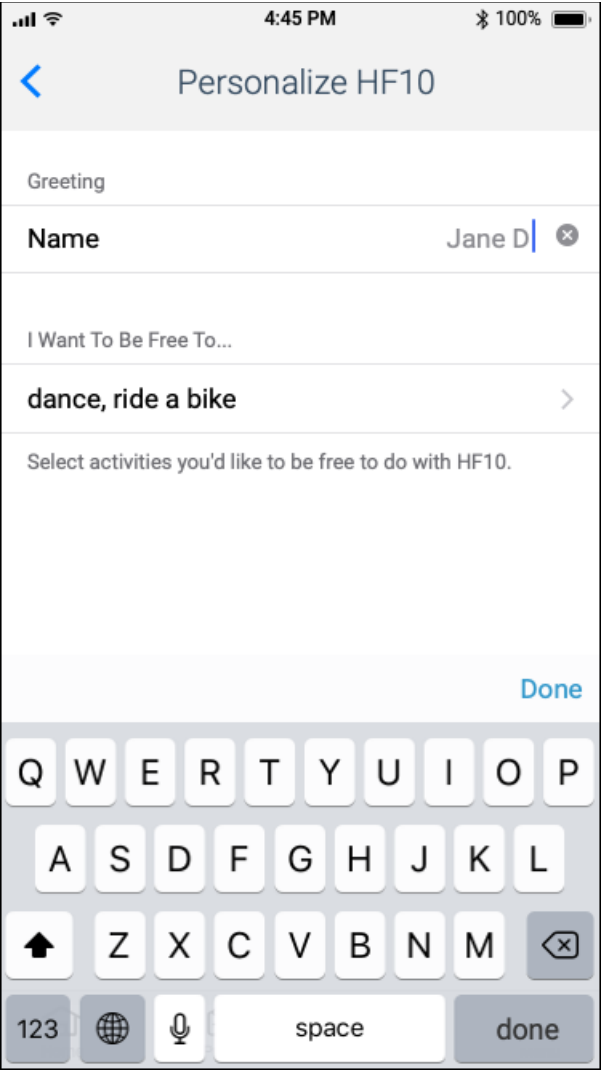
5.1 – Personalize HF10

wireframe_name

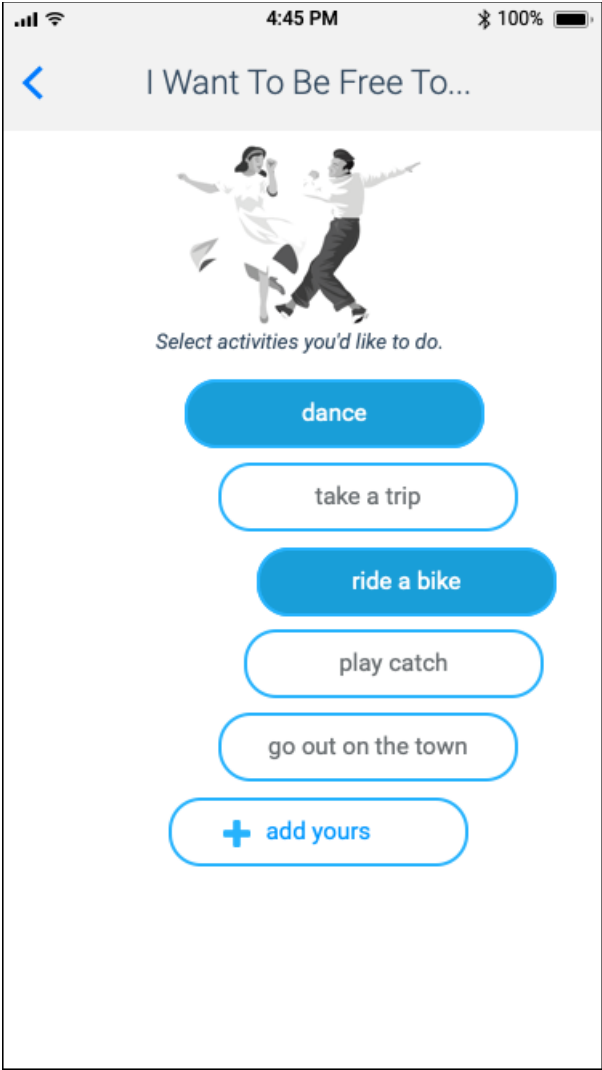


Annotations

wireframe_name



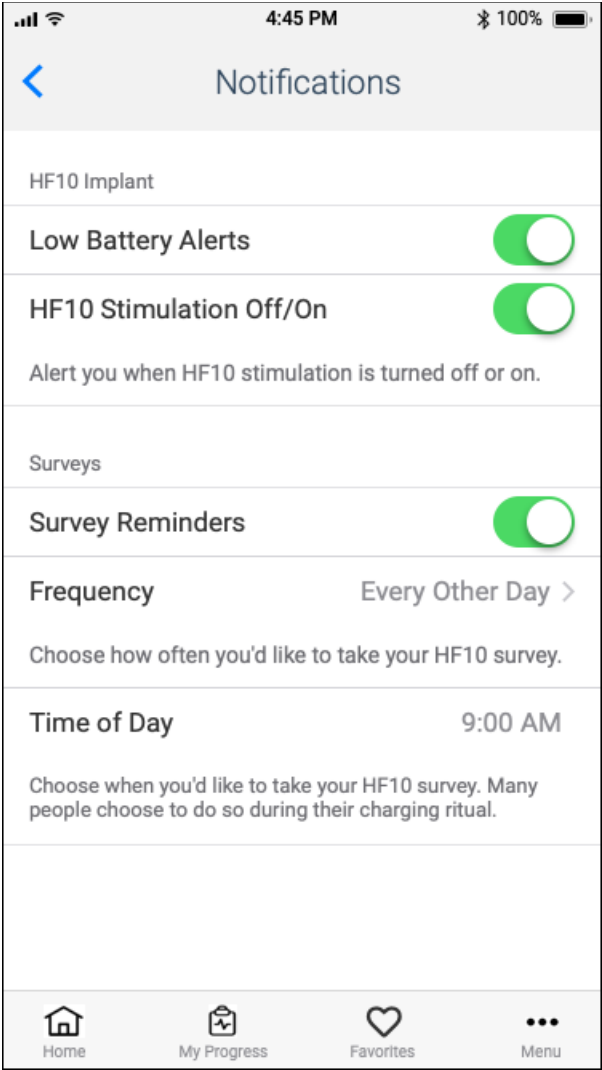
wireframe_name



wireframe_name

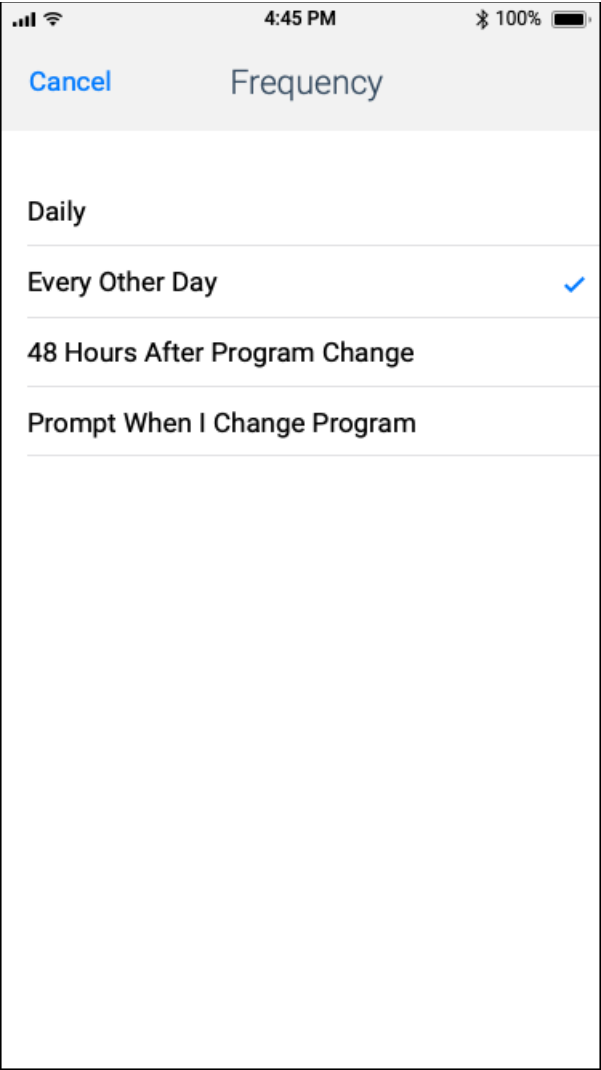
5.2 – Notifications

3.1_ios_my-progress_body-view

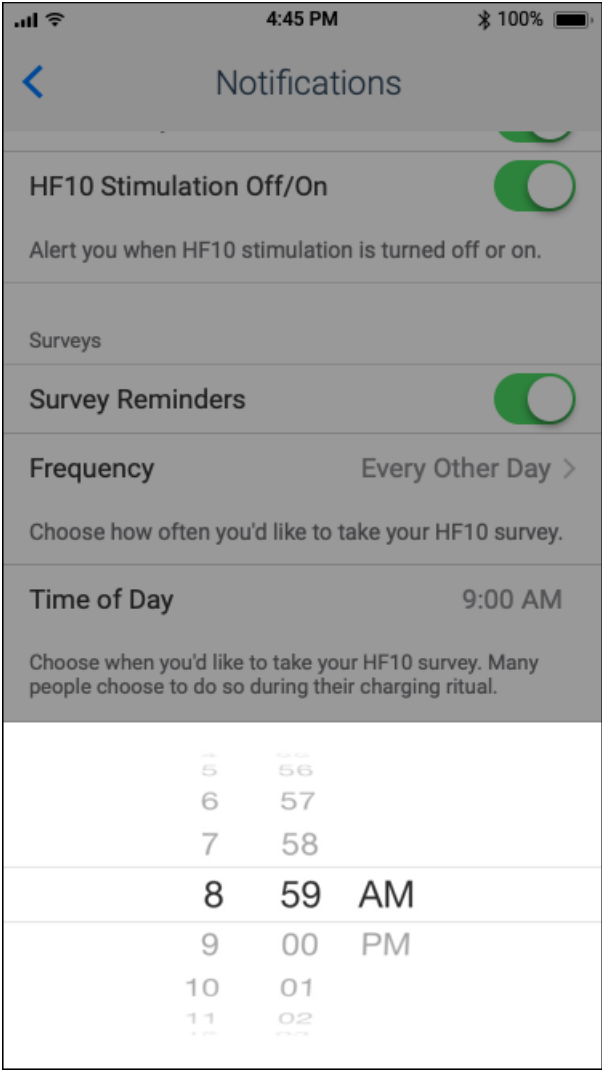


Annotations

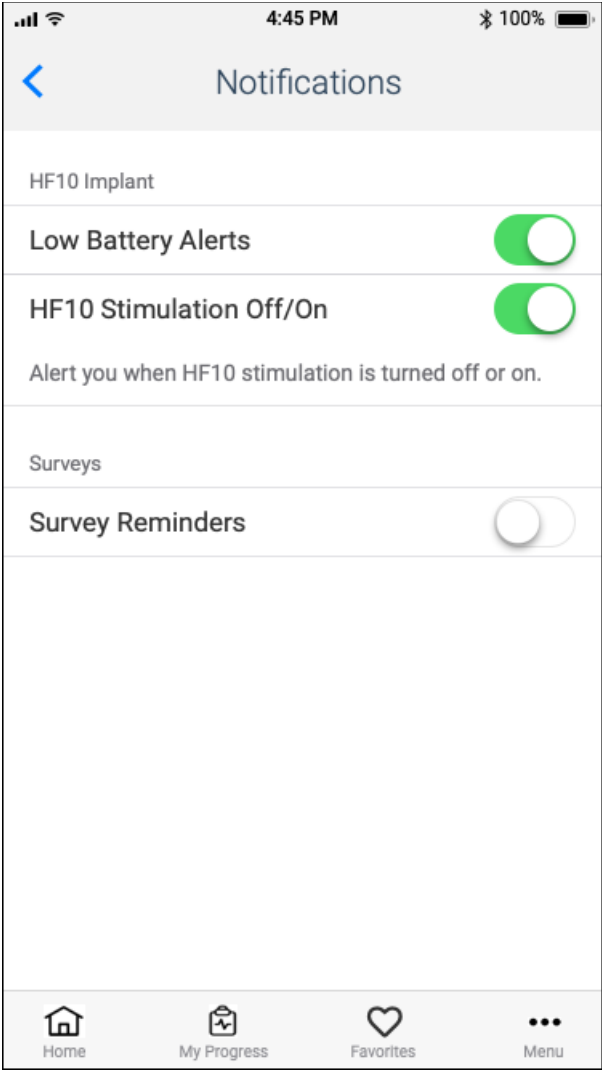
wireframe_name



wireframe_name

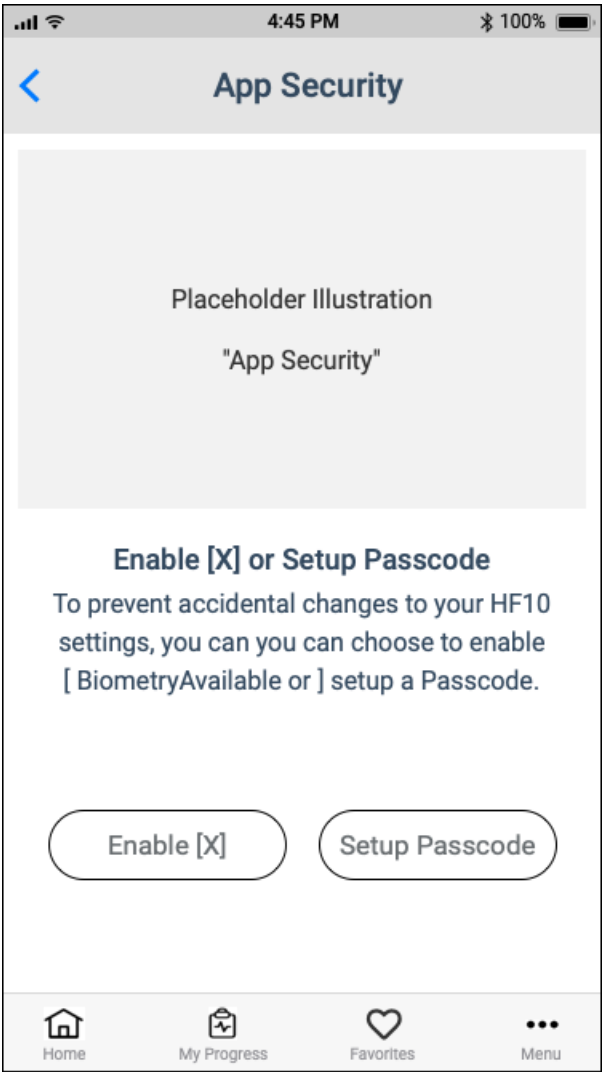


wireframe_name



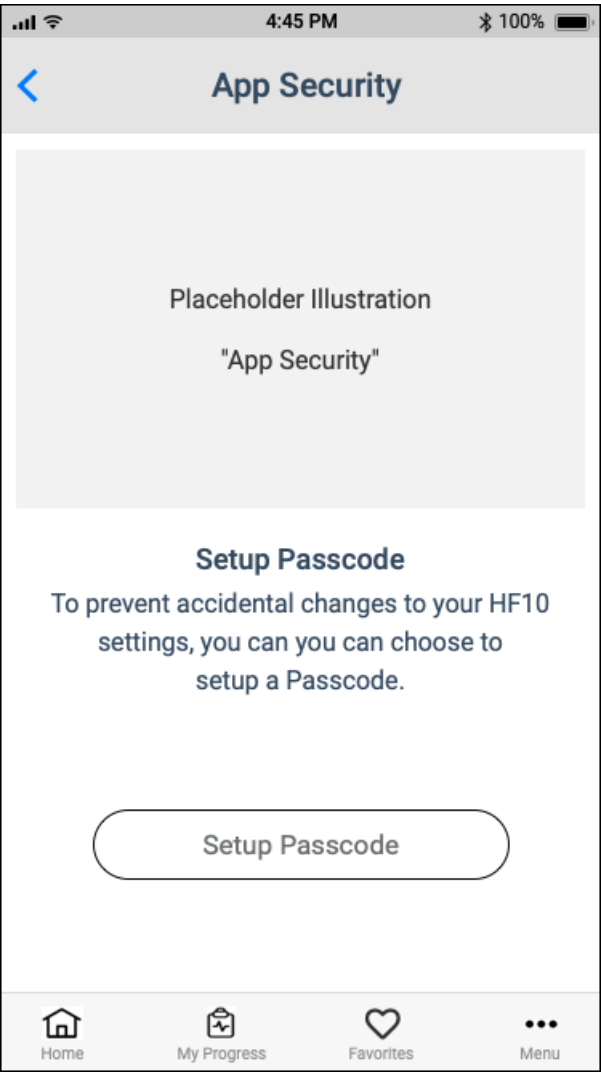
5.3 – App Security

wireframe_name

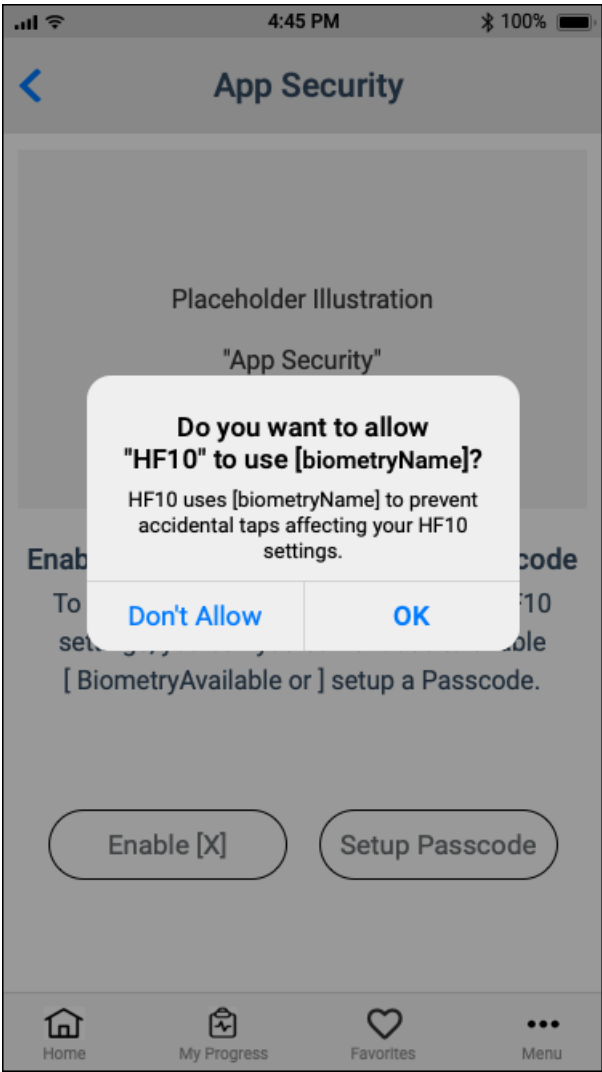


[X] = [biometryName], e.g. Touch ID, Face ID, etc.
(BiometryAvailable is sometimes the parameter provided by the phone).

wireframe_name



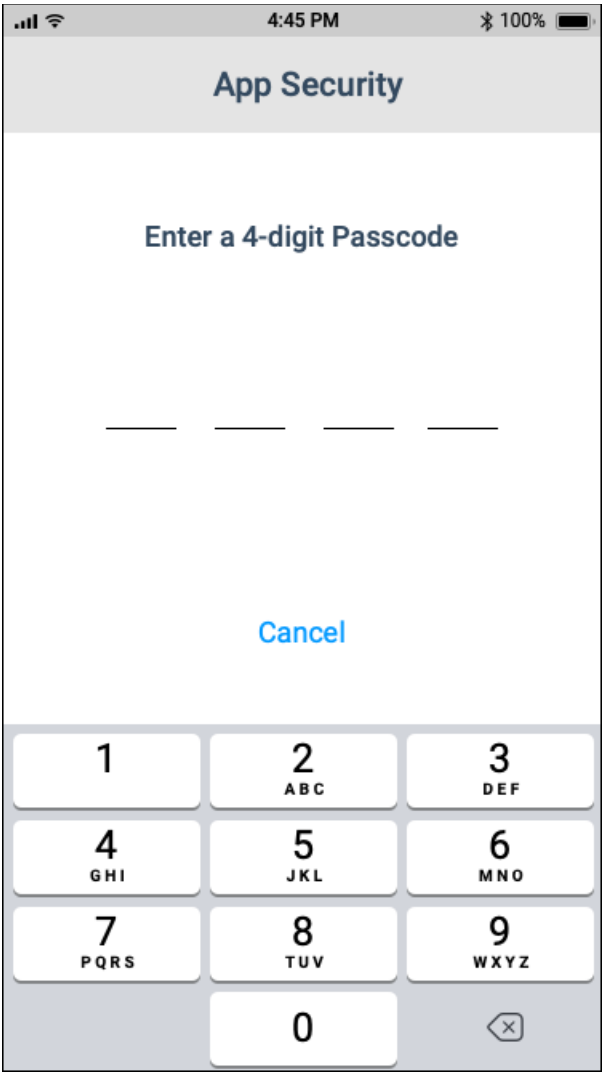
wireframe_name



Put info and link to reference materials for Android Biometrics and Security here.

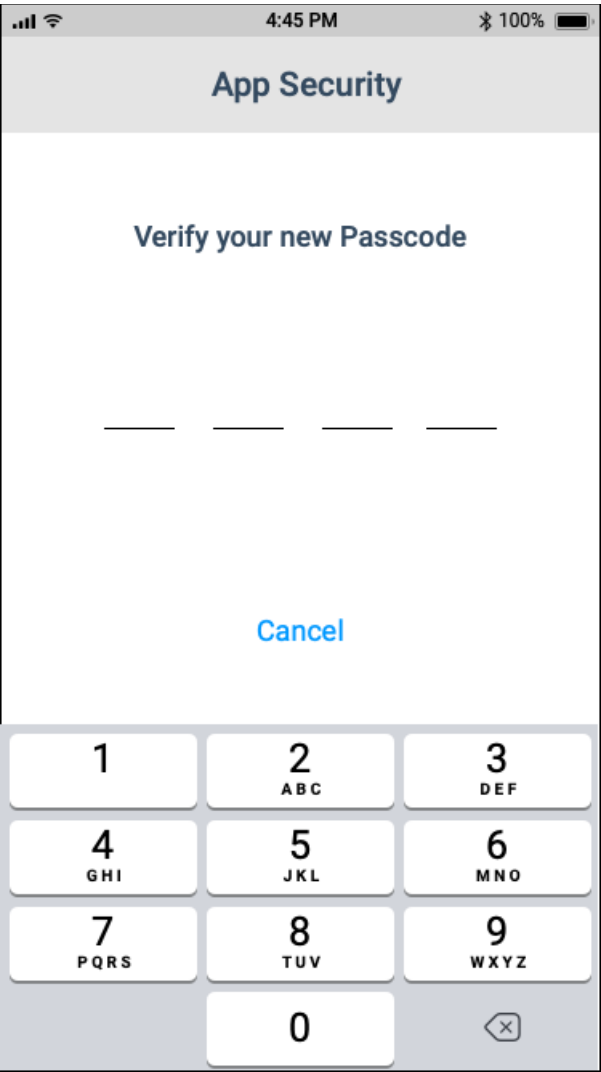
5.3 – App Security, continued 2

wireframe_name

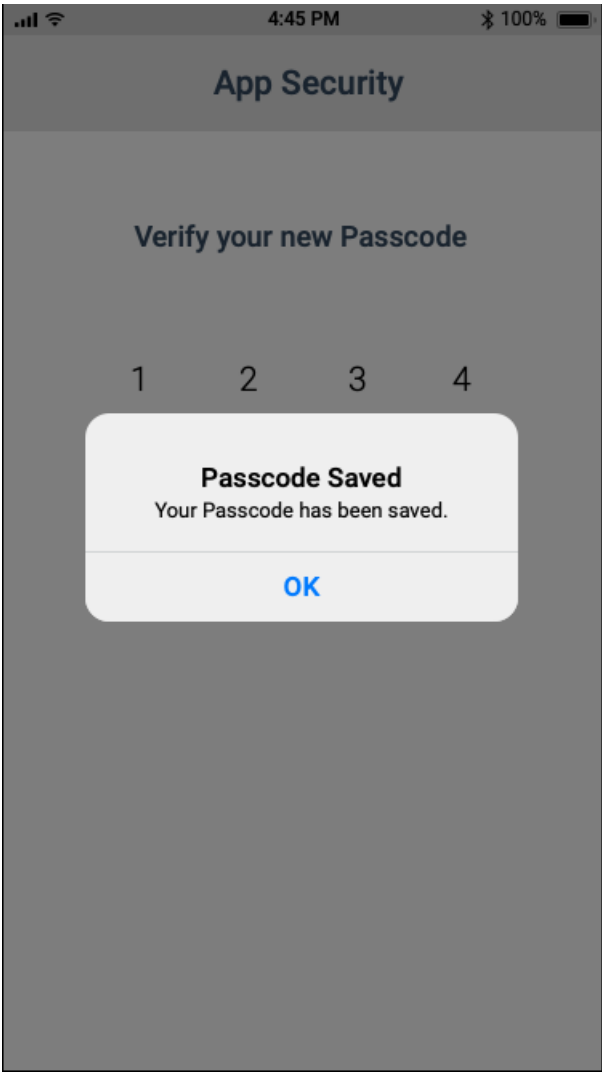


Annotations

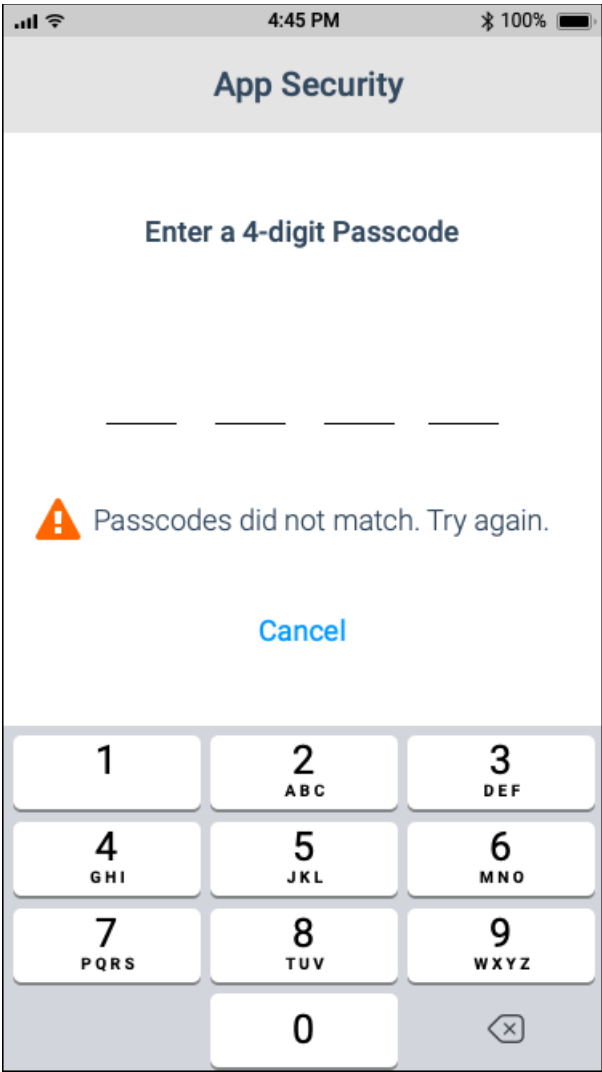
wireframe_name



wireframe_name

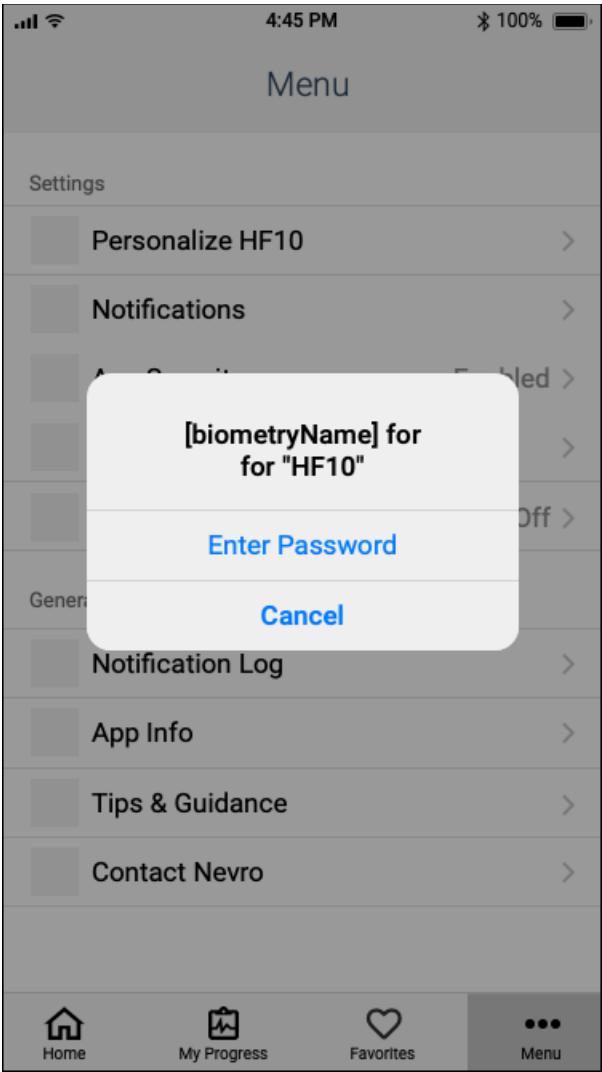


wireframe_name



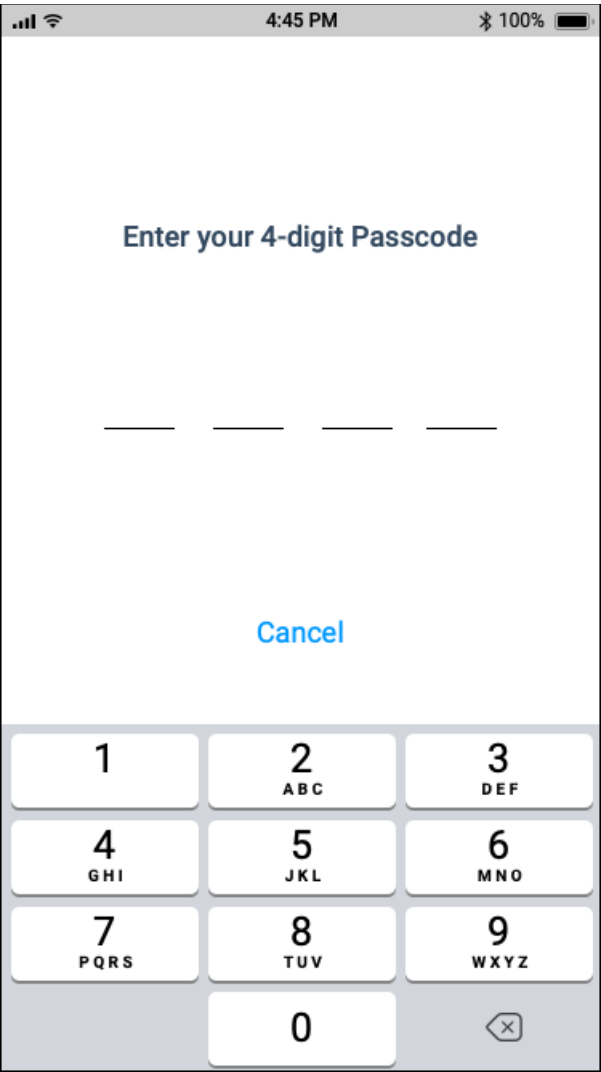
5.3 – App Security, continued 3

wireframe_name

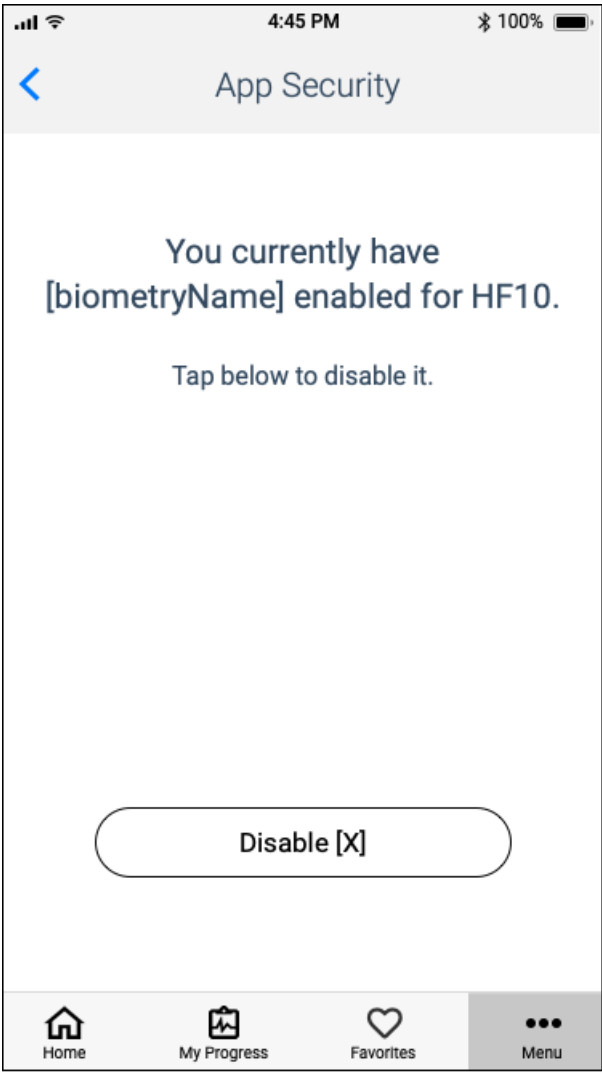


Annotations

wireframe_name

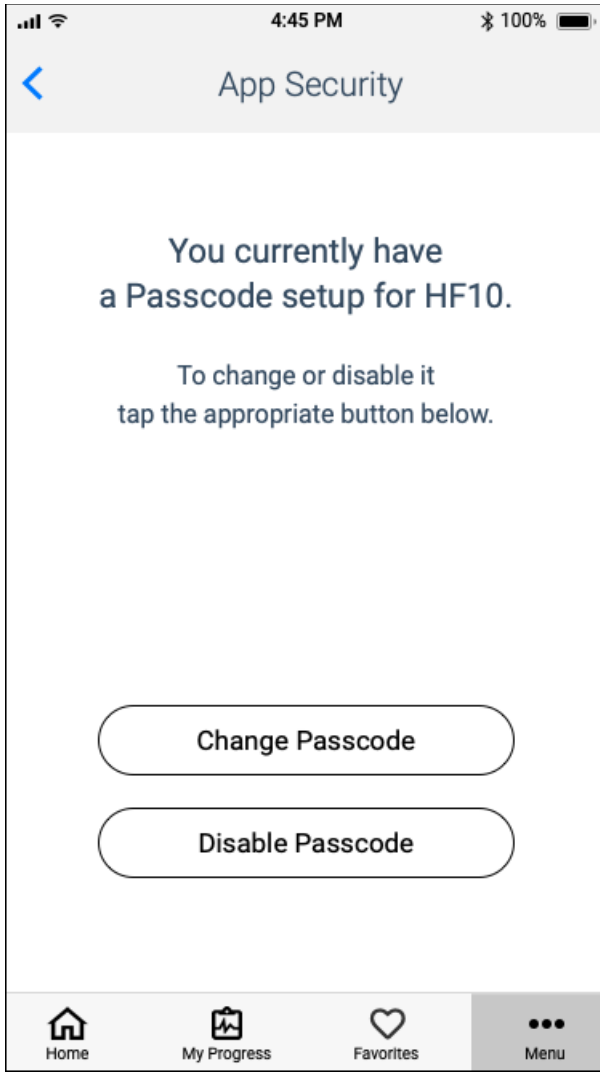


wireframe_name



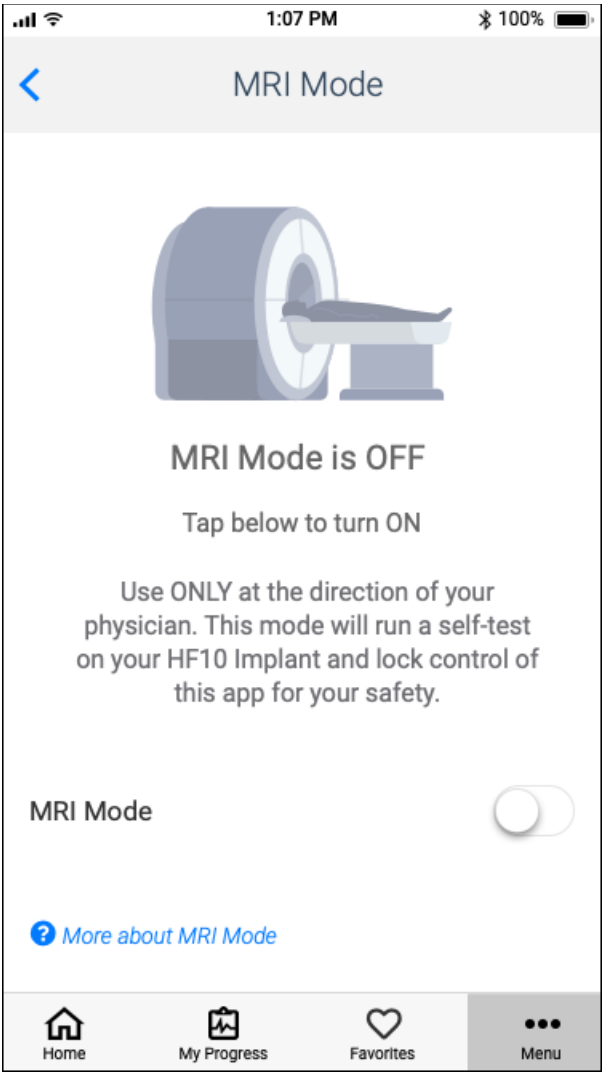
[X] = [biometryName], e.g. Touch ID, Face ID, etc.

wireframe_name



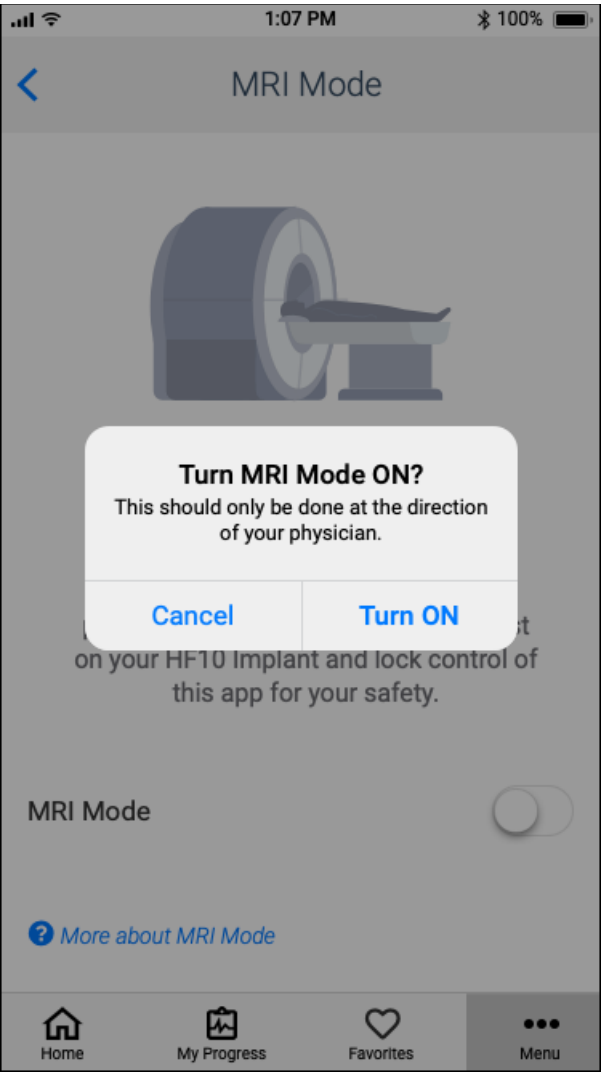
5.4 – MRI Mode

3.1_ios_my-progress_body-view

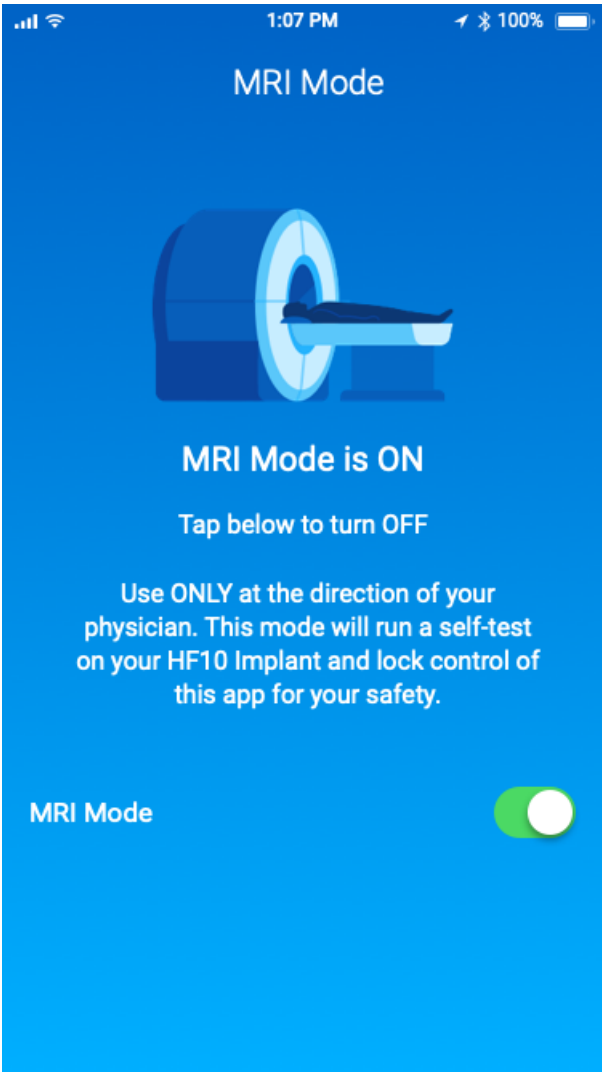


Annotations

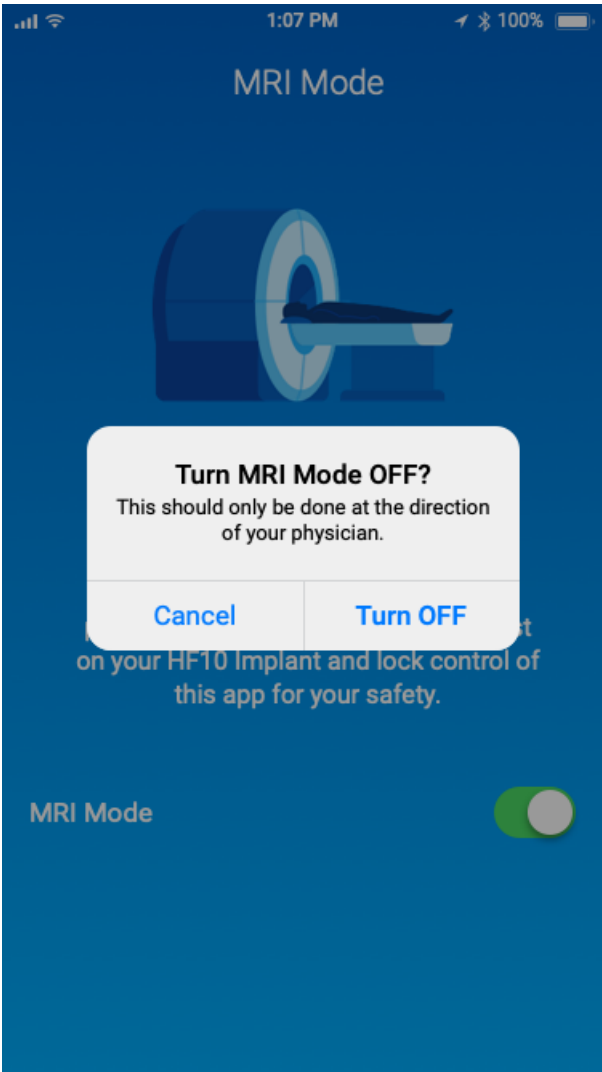
wireframe_name



wireframe_name

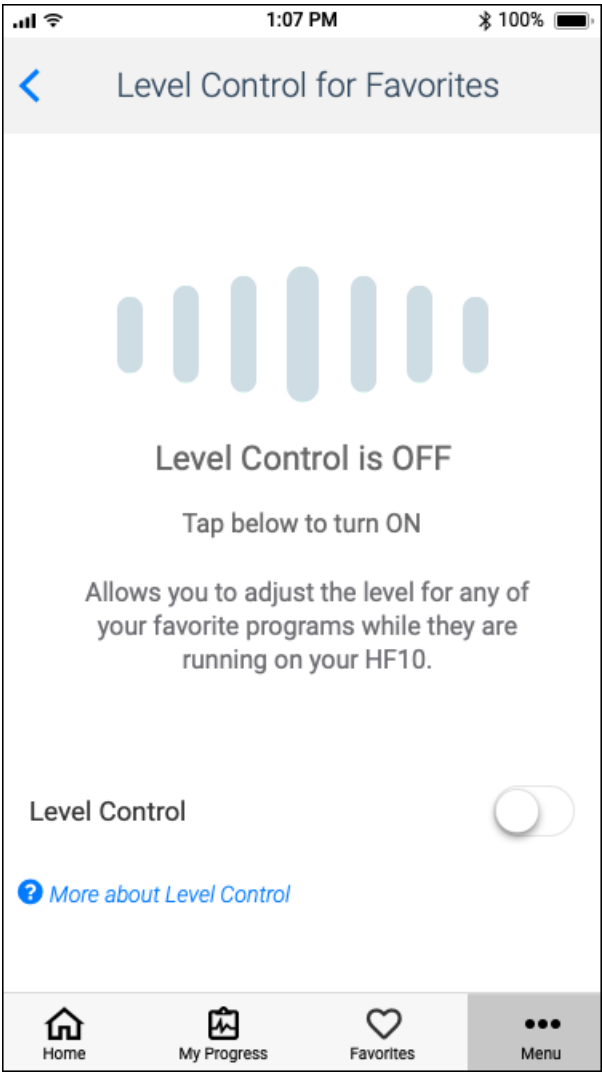


wireframe_name

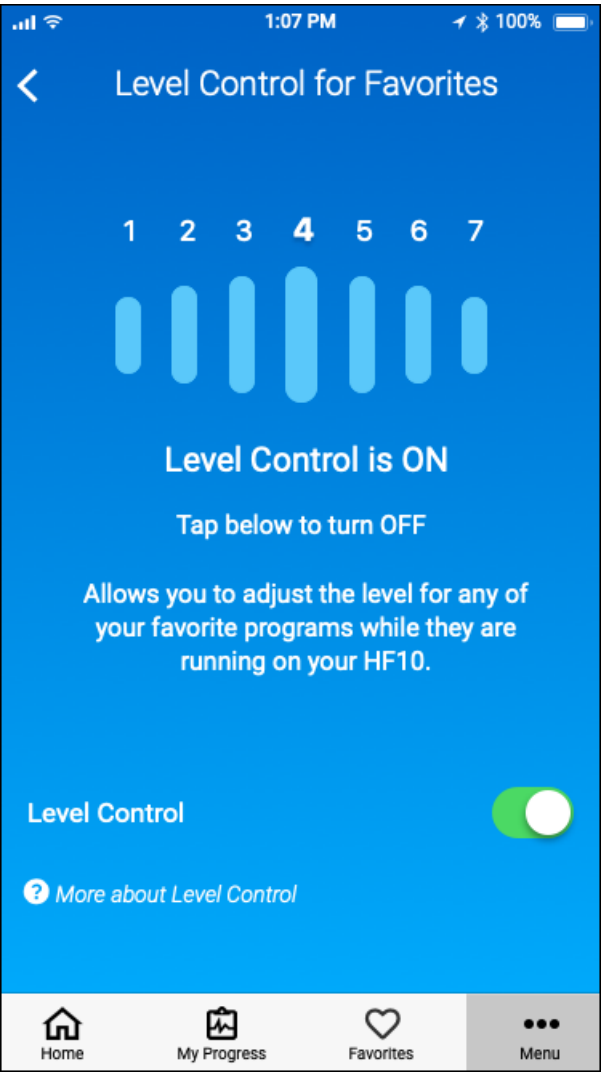


5.5 – Level Control for Favorites

wireframe_name



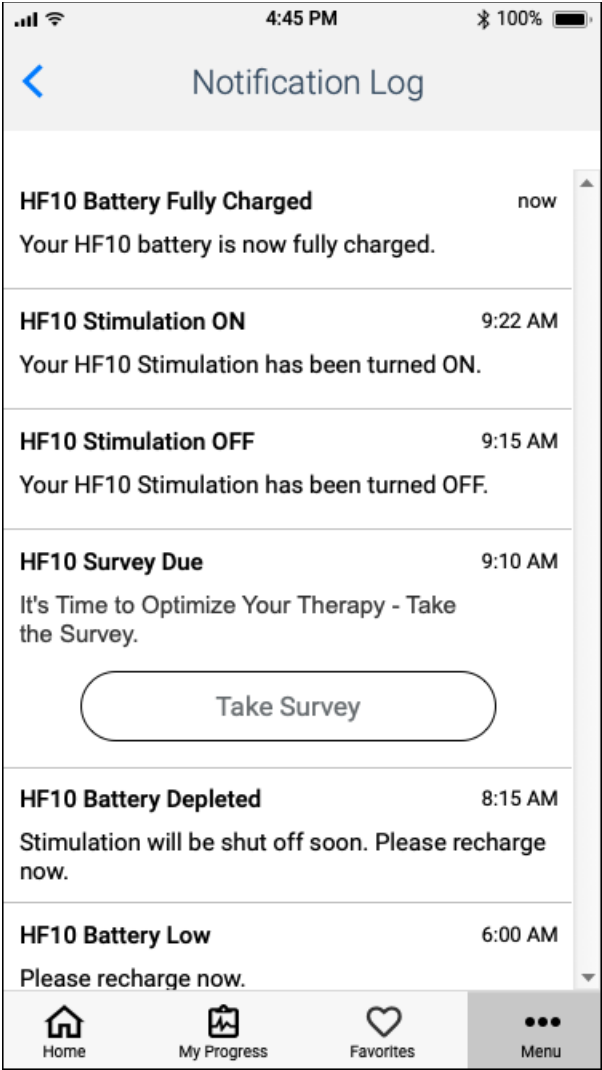
wireframe_name



Annotations

5.5 – Notification Log

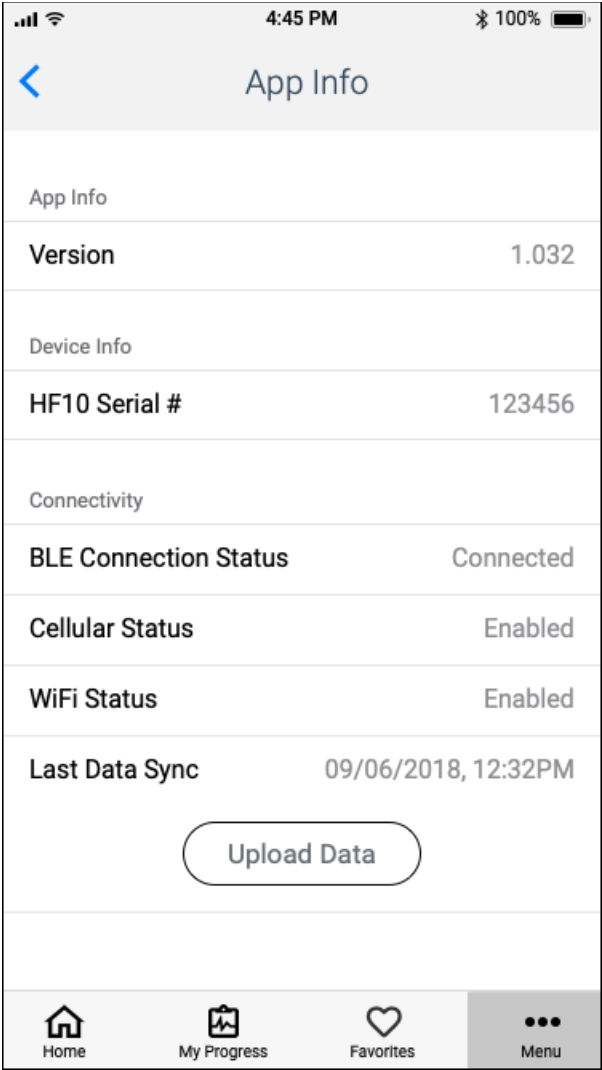
wireframe_name



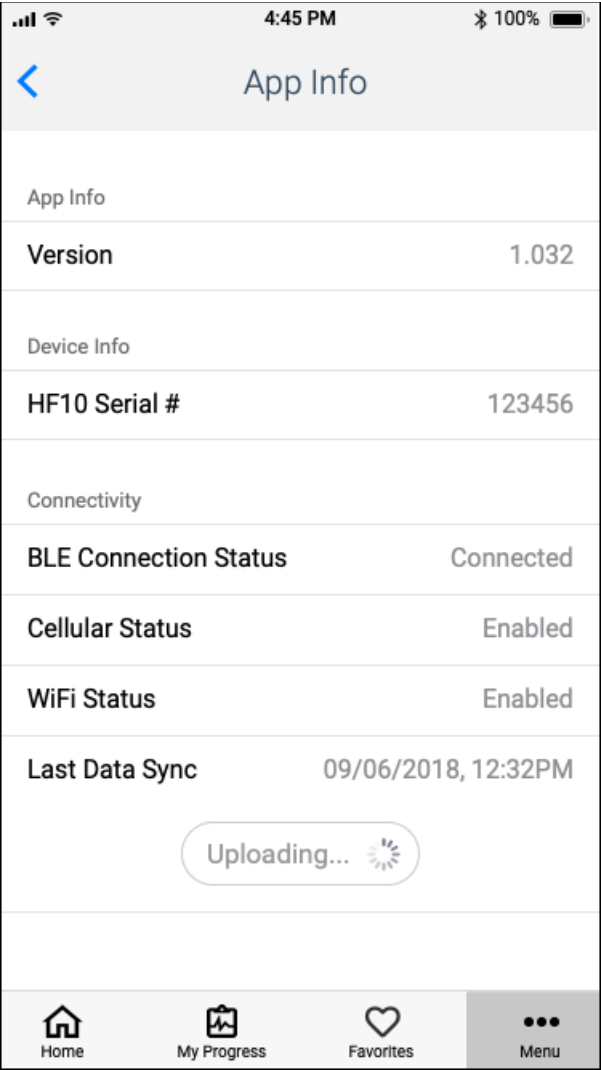
Annotations

5.6 – App Info

wireframe_name



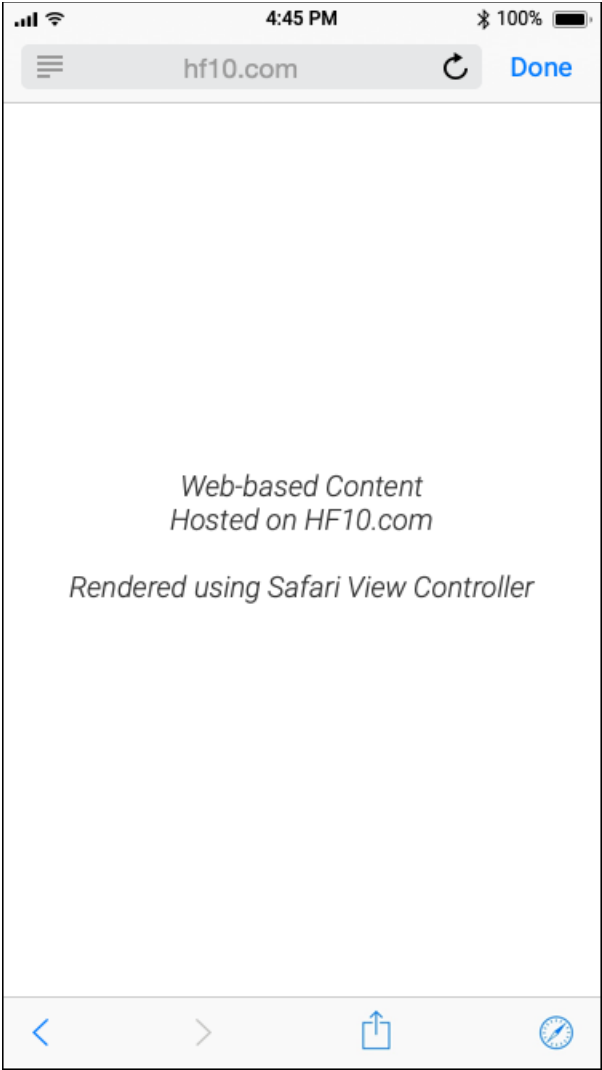
wireframe_name



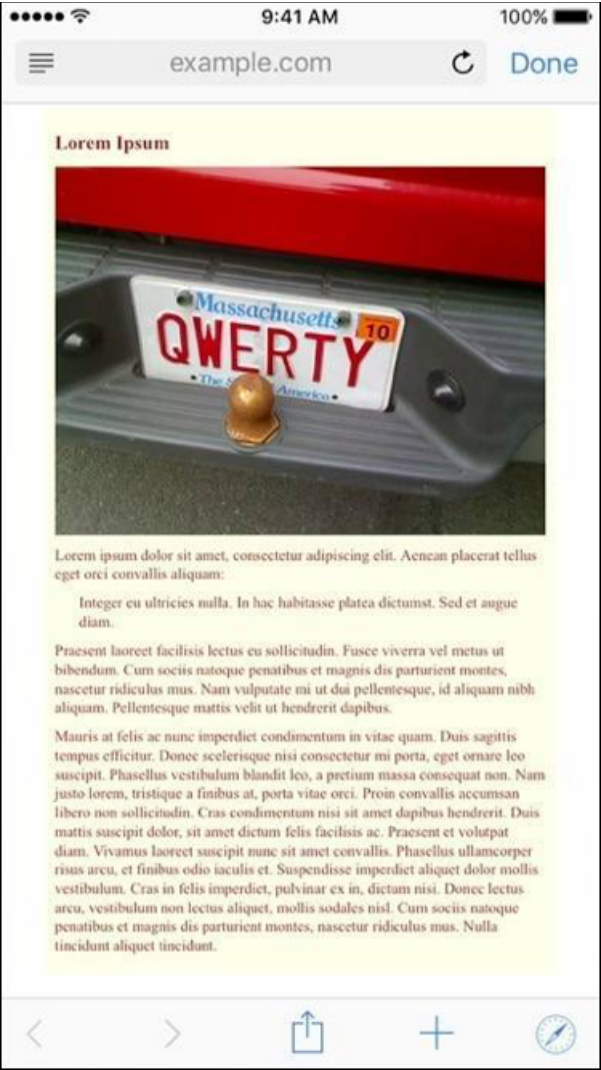
Annotations

5.7 – Tips & Guidance (External Micro-site)

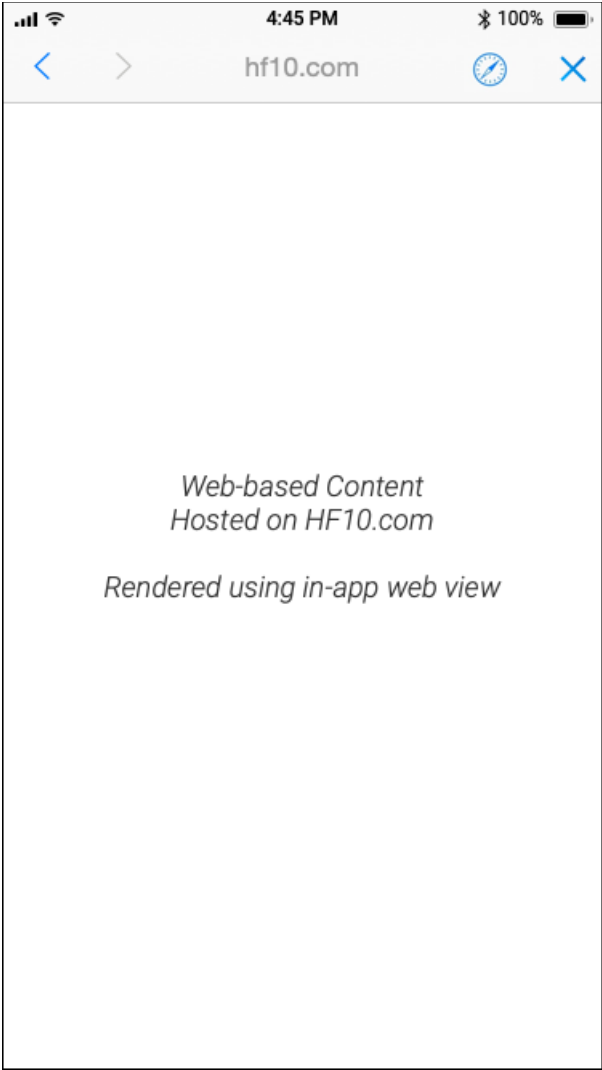
wireframe_name



wireframe_name



wireframe_name



Put info and link to reference materials for Android Chrome Custom Tabs here.

Annotations

Native Safari View Controller
<https://www.macstories.net/stories/ios-9-and-safari-view-controller-the-future-of-web-views/>

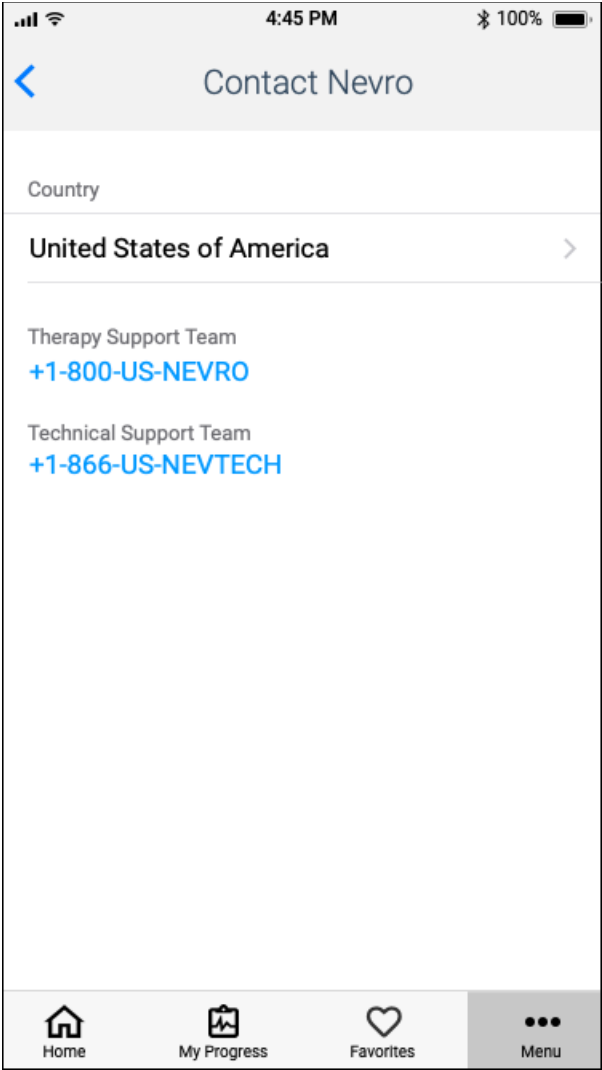
Example of Template from Left.

Custom version of web view; unsure of deviation % or effort for coding.

Chrome Custom Tabs
<https://developer.chrome.com/multidevice/android/customtabs>

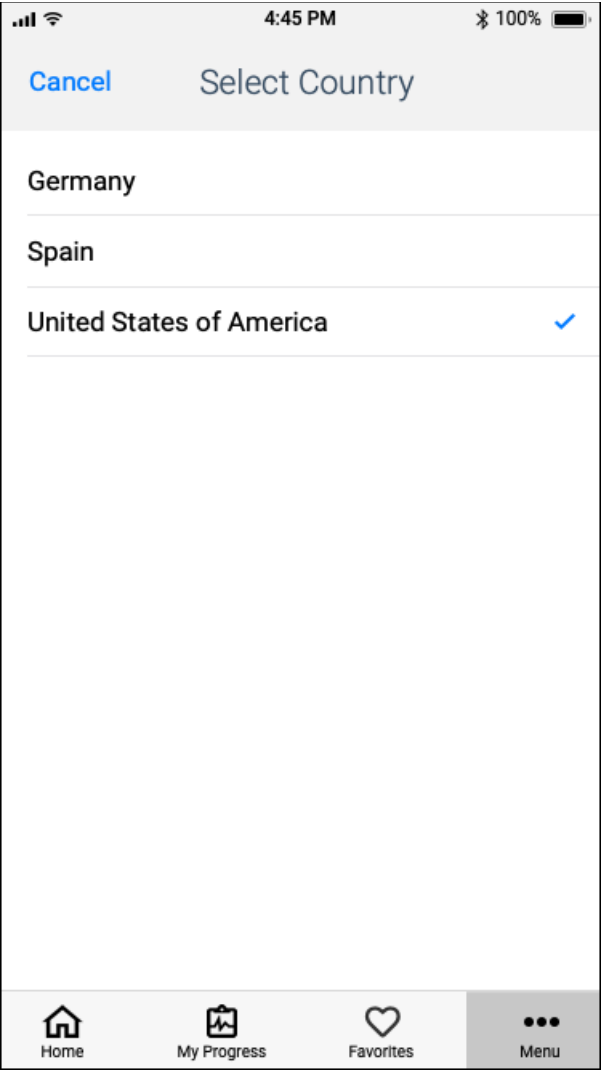
5.8 – Contact Nevro

wireframe_name



Annotations

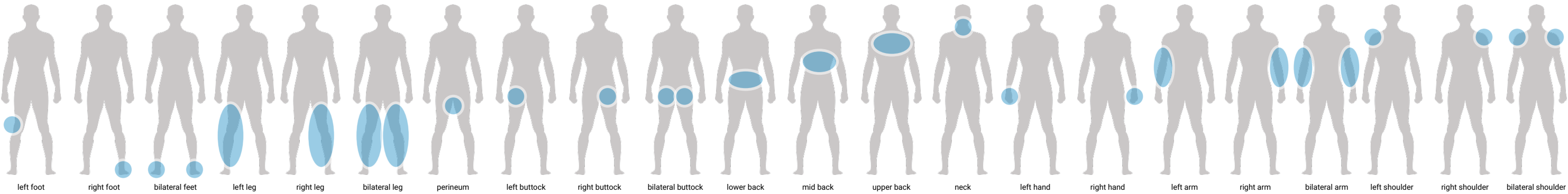
wireframe_name



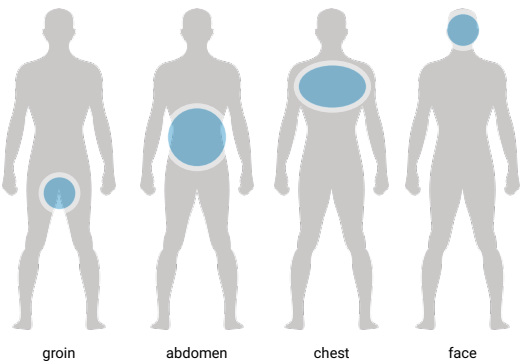
Appendices

Appendix A – Body Diagrams with Pain Areas

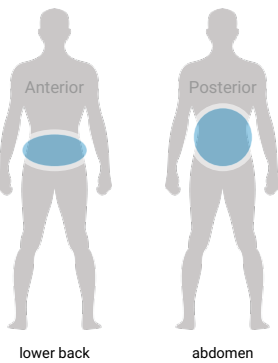
The 22 pain areas easy to relate "left" and "right" to when looking at the the **posterior (back) view** of a silhouette...



For **First-Time Setup**, there are four areas that might need to be shown looking at the **anterior (front) view** of a silhouette...

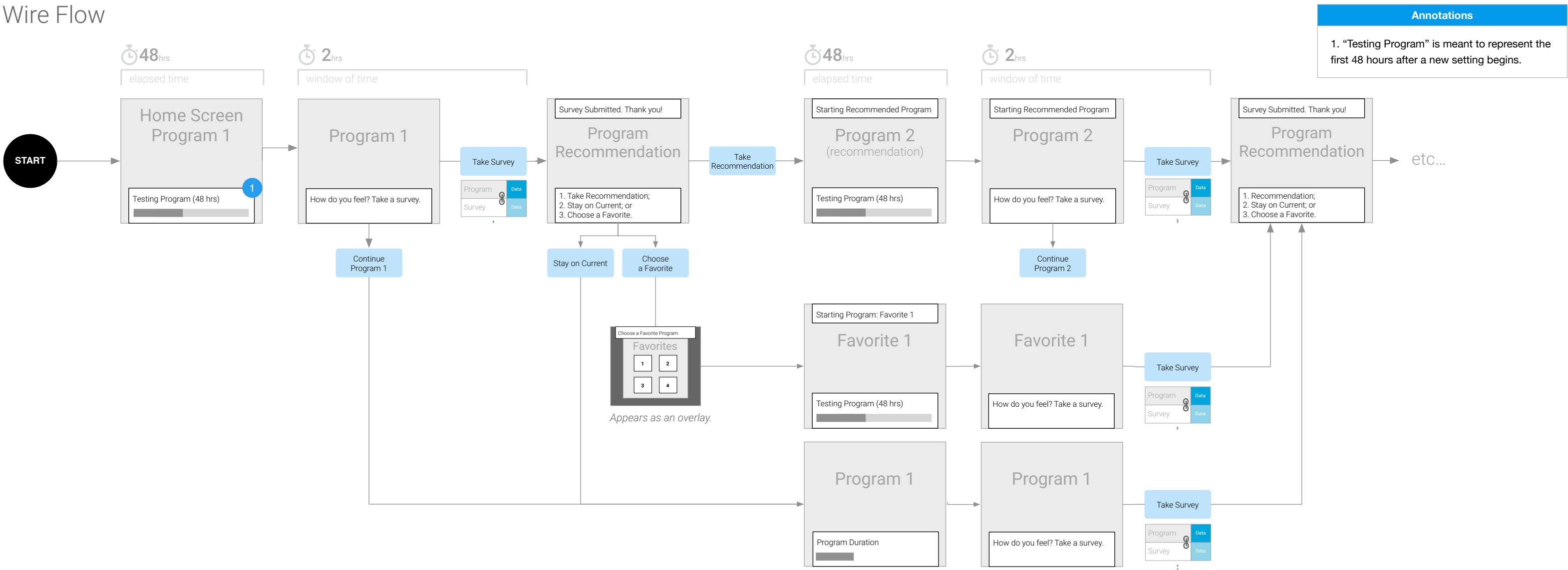


...that can be solved by showing two silhouettes side-by-side.



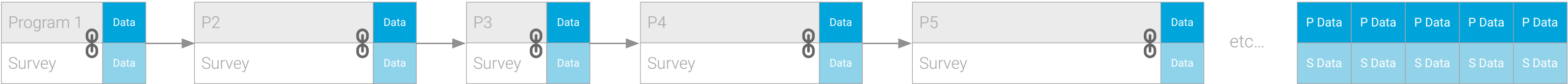
Appendix B – Pathfinder Survey Wire & Data Flows - WIP

Wire Flow



Data Flow

Program data is saved continually, and when a survey is completed for any given setting, the responses are associated directly with the active program up to that point.

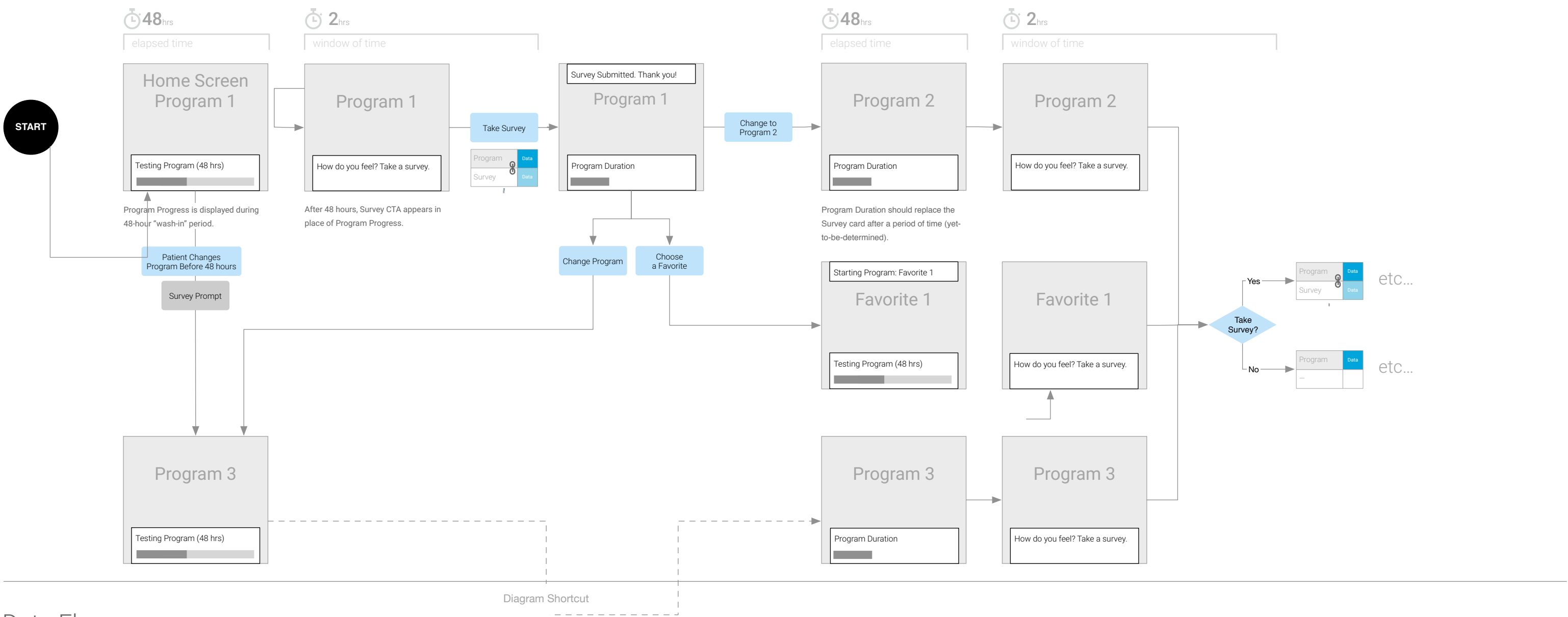


Program data (top) coupled with its respective Survey data (bottom) data.

Complete Dataset

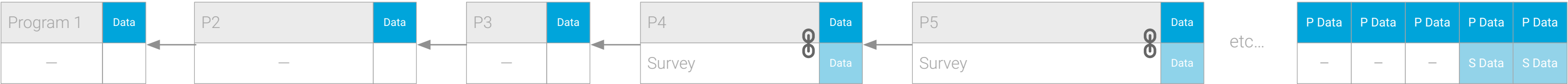
Appendix C – PTA Survey Wire & Data Flows - WIP

Wire Flow



Data Flow

Program data is saved continually, and each setting change triggers a survey CTA on the home screen. At any point when a survey is taken, its responses are associated with the current (or most recent) program data.

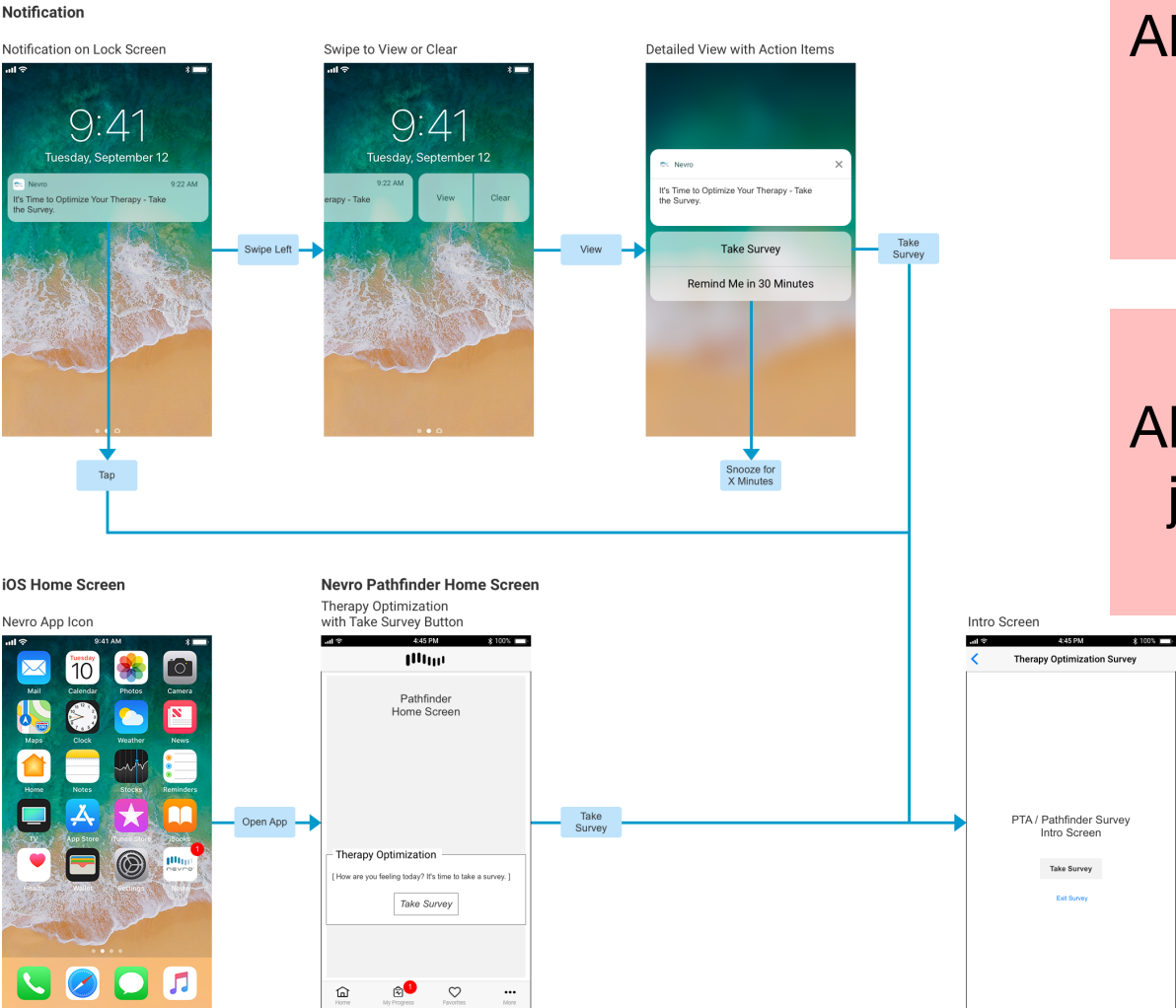


Program data (top) saved but doesn't have survey responses to match.

...associated with survey data when available..

Incomplete Dataset

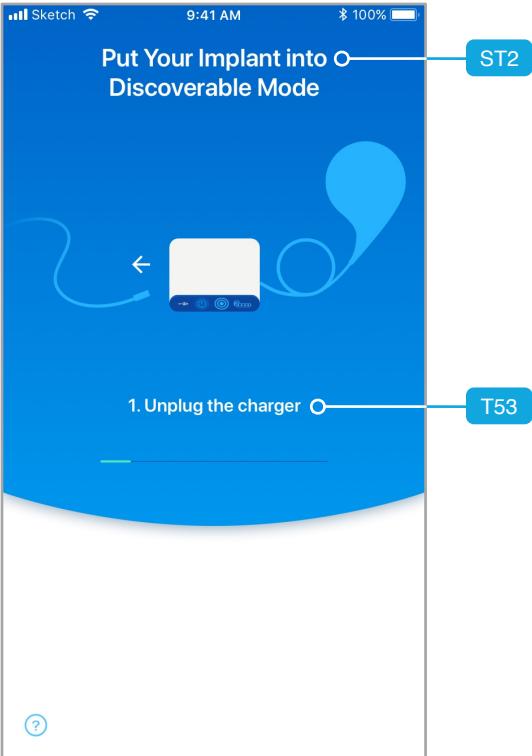
Appendix D – Notification Styles - WIP



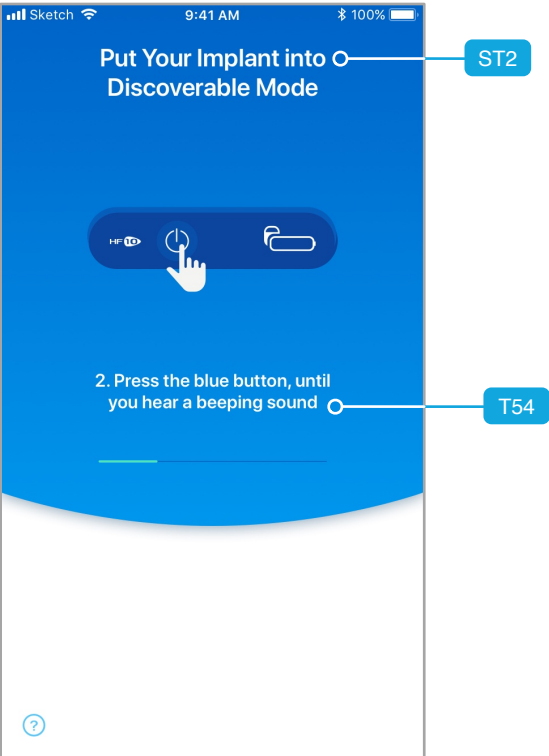
ANY revised states, but otherwise just link to Material Design UI patterns online.

ANY revised states, but otherwise just link to iOS patterns online.

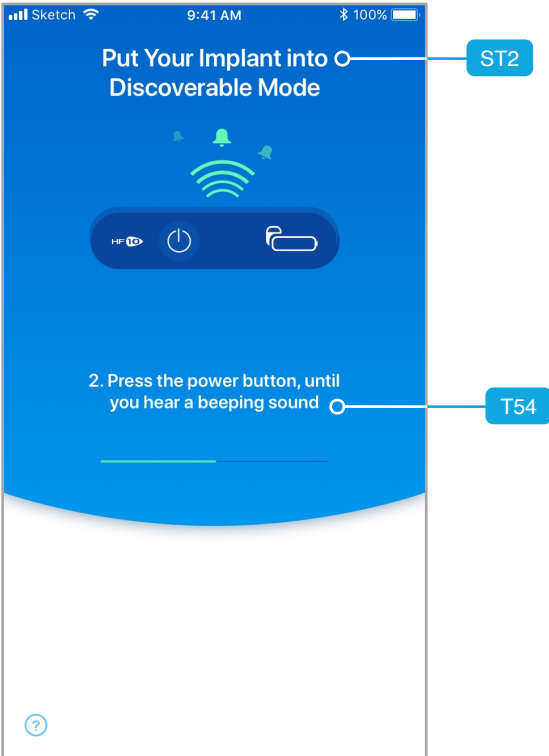
setup_bluetooth-pairing-animation_frame1



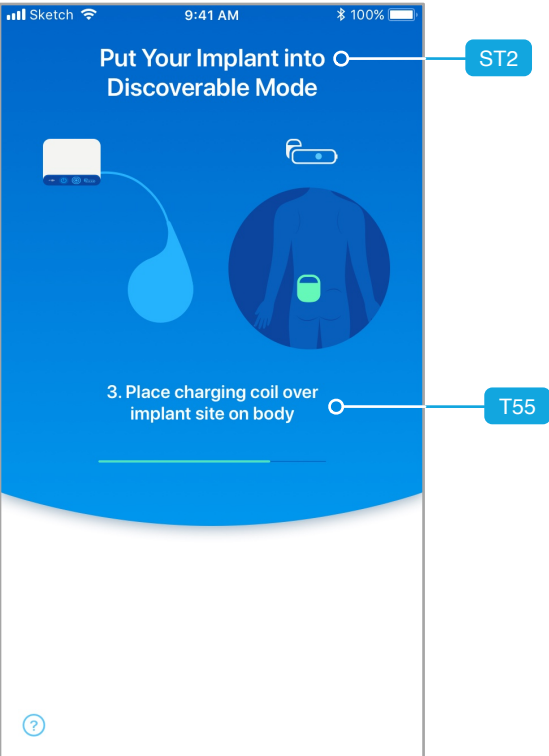
setup_bluetooth-pairing-animation_frame2



setup_bluetooth-pairing-animation_frame3



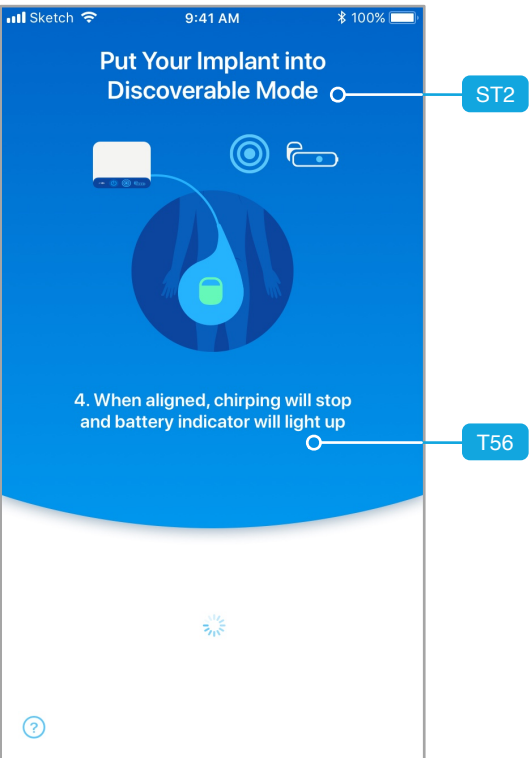
setup_bluetooth-pairing-animation_frame4



setup_bluetooth-pairing-animation_frame5



setup_bluetooth-pairing-animation_frame6



ContentTag	Original Content	Latest Content	Comments	Date Modified	-	KEY
ST1	End User License Agreement		Screen Title	07/17/18 1:49 PM		T# = Text
ST2	Put Your Implant Into Discoverable Mode		Screen Title	07/17/18 1:49 PM		B# = Button
ST3	Discover & Pair		Screen Title	07/17/18 1:49 PM		L# = Label
ST4	No HF10 Implants Discovered	HF10 Implant not discovered	Screen Title	07/31/18 11:10 AM		I# = Illustration
ST5	Unable to Pair		Screen Title	07/17/18 1:49 PM		A# = Animation
ST6	Name	What is your name?	Screen Title	07/31/18 11:39 AM		N# = Navigation
ST7	Confirm Pain Areas	Confirm Your Pain Areas	Screen Title	07/31/18 11:39 AM		F# = Form Field
ST8	I Want To Be Free To...		Screen Title	07/17/18 1:49 PM		ST# = Screen Title
ST9	Notification Settings		Screen Title	07/19/18 7:47 PM		In Progress
ST10	App Security		Screen Title	07/19/18 7:47 PM		
ST11	Change HF10 Settings		Screen Title	08/02/18 1:42 PM		
ST12	My Progress		No longer needed with new design.	09/11/18 11:00 PM		
ST13	Favorites		Section Title	07/18/18 2:23 PM		
ST14	Menu		Section Title	07/18/18 2:23 PM		
ST15	HF10 Optimization Survey		Section Title	08/02/18 9:21 AM		
ST16	HF10 Pain Survey		Section Title	08/02/18 9:21 AM		
ST17	Select Program		Workflow Title	09/03/18 6:35 PM		
B1	Accept		Button Label to agree with EULA	07/17/18 12:51 PM		
B2	Decline		Button label to disagree with EULA	07/17/18 12:51 PM		
B3	Return to Agreement			07/17/18 12:51 PM		
B4	Re-check			07/17/18 12:51 PM		
B5	?		Button Label for Support/Help	07/31/18 12:35 PM		
B6	Pair		Button Label	07/17/18 12:51 PM		
B7	Start Over		Button Label	07/17/18 12:51 PM		
B8	Cancel		Button Label	07/17/18 12:51 PM		
B9	Continue		Button Label	07/17/18 12:51 PM		
B10	Next		Button Label	07/17/18 12:51 PM		
B11	Setup Later in Settings	Set up Later in Settings	Button Label	07/31/18 11:57 AM		
B12	(X within Circle)		Asset can be found in iOS/Android UI Kit in Zepplin	07/19/18 7:55 PM		
B13	Done		Button Label when in Edit Field state with OSK visible.	07/17/18 12:51 PM		
B14	More About Pain Areas		Contextual Help Button Label	07/17/18 12:51 PM		
B15	dance		Button Label	07/17/18 12:51 PM		
B16	take a trip		Button Label	07/17/18 12:51 PM		
B17	ride a bike		Button Label	07/17/18 12:51 PM		
B18	play catch		Button Label	07/17/18 12:51 PM		
B19	go out on the town		Button Label	07/17/18 12:51 PM		
B20	+ add yours		Begins B20 Custom Goal Sub-workflow	07/17/18 12:51 PM		
B21	Save		Button Label for individual field being edited.	07/17/18 12:51 PM		
B22	Allow Push Notifications			07/17/18 12:51 PM		
B23	Don't Allow			07/17/18 12:51 PM		
B24	OK			07/17/18 12:51 PM		
B25	Setup PIN		Button Label	07/17/18 12:51 PM		
B26	Enable Touch ID		Button Label	07/17/18 12:51 PM		
B27	HF10 Logo inside a circle		Tapping expands/collapses Control Panel	07/18/18 11:05 AM		
B28	Change HF10 Settings			07/18/18 11:05 AM		
B29	Done			07/18/18 12:23 PM		
B30	Dismiss			07/19/18 3:34 PM		
B31	Exit			07/27/18 4:17 PM		
B32	Assessing Pain Relief			07/27/18 4:27 PM		
B33	Apply Recommendation			07/30/18 11:55 AM		
B34	Stay on Current Settings			07/30/18 11:55 AM		
B35	My Progress			07/30/18 11:55 AM		
B36	Home			07/30/18 11:55 AM		
B37	Tips & Guidance			07/30/18 12:06 PM		
B38	Return			07/30/18 12:34 PM		
B39	Exit Survey			07/30/18 12:34 PM		
B40	Assessing Pain Scores			07/30/18 1:16 PM		
B41	Activity with HF10			07/30/18 1:16 PM		
B42	Pain Medication with HF10			07/30/18 1:16 PM		
B43	Take a Survey			10/10/18 10:58 PM		
B44	Back			07/31/18 10:42 AM		
B45	Body			08/28/18 10:38 AM		
B46	Graph			08/28/18 10:38 AM		
B47	Program History			08/28/18 10:38 AM		
B48	Activate			08/28/18 4:04 PM		
B49	Favorite			08/28/18 4:04 PM		
B50	More About My Progress			08/28/18 4:07 PM		
B51	Delete			09/03/18 5:17 PM		
B52	Edit			09/03/18 5:30 PM		
B53	Add			09/03/18 6:35 PM		
B54	Deactivate Favorite			10/10/18 10:58 PM		
	Begin Troubleshooting			10/10/18 10:58 PM		
L1	Acceptance of Terms		Alert Title for user who declines EULA - Nevro needs to review and determine if it is necessary	07/17/18 12:51 PM		
L2	Phone Incompatible			07/17/18 12:51 PM		
L3	HF10 Implant #X [where X is serial number]	HF10 Implant #X [where X is serial number]		07/31/18 11:16 AM		
L4	Why Allow Notifications?		Help Topic Title	07/17/18 12:51 PM		
L5	Enable Touch ID or PIN		Label Text	07/17/18 12:51 PM		
L6	Enter a 4-digit PIN		Instructional Text	07/17/18 12:51 PM		
L7	Verify your new PIN		Instructional Text	07/17/18 12:51 PM		
L8	PIN Saved		Confirmation Label	07/17/18 12:51 PM		
L9	[Warning Icon] PINs did not match. Try again.		Error text with instructions	07/17/18 12:51 PM		
L10	Congratulations!		Confirmation Label	07/17/18 12:51 PM		
L11	Last Data Sync		Removed from old control panel and re-purposing on Menu Screen: App Info	10/08/18 2:05 PM		
L12	Program			07/18/18 11:20 AM		
L13	Level			07/18/18 11:20 AM		
L14	Implant Battery		Status Indicator Label; because this is no longer visually rendered in the UI, still keeping it since it should be spec'd as label for screen readers (accessibility).	10/08/18 3:07 PM		

L15	BLE Connection	Bluetooth Connection	Status Indicator Label; because this is no longer visually rendered in the UI, still keeping it since it should be spec'd as label for screen readers (accessibility).	10/08/18 3:07 PM		
L16	Default Level		Label for disabled Level Adjustment	07/18/18 12:15 PM		
L17	HF10 is Currently Off		Alert Title for user changing program while HF10 is off.	07/18/18 12:37 PM		
L18	HF10 Battery Low			07/19/18 3:34 PM		
L19	HF10 Battery Critically Low		GH: Removed 10/5 since 25, 10 and 5% warnings are being modified to be "Low" and "Depleted"	10/05/18 12:53 PM		
L20	HF10 Battery Depleted			07/19/18 3:34 PM		
L21	HF10 Battery Fully Charged			07/19/18 3:34 PM		
L22	HF10 BLE Connection Problem			07/19/18 3:46 PM		
L23	Overall Pain Relief			07/27/18 4:17 PM		
L24	No Relief			07/31/18 11:05 AM		
L25	Fair			07/27/18 4:53 PM		
L26	Good			07/31/18 11:05 AM		
L27	Very Good			07/31/18 11:05 AM		
L28	Excellent			07/31/18 11:05 AM		
L29				07/31/18 11:05 AM		
L30				07/31/18 11:05 AM		
L31				07/31/18 11:05 AM		
L32				07/31/18 11:05 AM		
L33	Pain Scores (n of x)		Where n = 1, 2, 3, 4 or 5 out of x total number of pain areas that are being targeted by HF10. Minimum of 1, maximum of 5)	07/30/18 2:07 AM		
L34	Activity Level			07/30/18 11:08 AM		
L35	Decreased			07/30/18 11:12 AM		
L36	Stayed the Same			07/30/18 11:12 AM		
L37	Increased			07/30/18 11:12 AM		
L38	Pain Medication			07/30/18 11:20 AM		
L39	HF10 Recommendation			07/30/18 11:53 AM		
L40	Thank You!			07/30/18 12:06 PM		
L41	Exit Survey?			07/30/18 12:34 PM		
L42	Testing [X]		Where [X] = (Program Number + Level) for PTA or (Setting Name) for Pathfinder. e.g. P2 L1 P5 L7 JD15 (where JD are the patient's initials under Pathfinder).	10/10/18 10:48 PM		
L43	Survey Reminder	Reminder		08/02/18 8:29 AM		
L44	Time to Optimize Your HF10			07/30/18 6:04 PM		
L45	Time to Log Your Progress			07/30/18 6:04 PM		
L46	Current Relief			07/30/18 6:04 PM		
L47	Start Date			07/30/18 6:04 PM		
L48	Time			07/30/18 6:04 PM		
L49	Settings			07/30/18 6:04 PM		
L50	Pain Scores	Pain Score per Area		10/05/18 6:33 PM		
L51	Overall Relief Score			08/28/18 10:53 AM		
L52	No Data			08/28/18 3:53 PM		
L53	Pain Area			08/28/18 3:57 PM		
L54	Score			08/28/18 3:57 PM		
L55	Baseline			08/28/18 3:57 PM		
L56	HF10 Off			08/28/18 4:37 PM		
L57	HF10 On			08/28/18 4:37 PM		
L58	Active Favorite			09/03/18 5:40 PM		
L59	Add Favorite			09/03/18 6:03 PM		
L60	Add Current Program			09/03/18 6:03 PM		
L61	Add from Program History			09/03/18 6:03 PM		
L62	Edit Favorite			09/03/18 6:44 PM		
L63	Delete Favorite			09/03/18 7:01 PM		
L64	Unable to Add Favorite			09/03/18 7:01 PM		
L65	Setting			10/08/18 1:40 PM		
L66	"[X]" Favorite		Where [X] = Favorite Name that's currently running for either Pathfinder or PTA is displayed in quotes, followed by the word Favorite. e.g., "Walking" Favorite "Running" Favorite "Sleeping" Favorite	10/09/18 1:37 PM		
L67	HF10 is currently ON.			10/09/18 12:46 PM		
L68	Favorite in Use			10/10/18 10:58 PM		
L69	[X] Optimized		Where [X] = Pathfinder Program Name. e.g. "JD2 Optimized"	10/10/18 10:58 PM		
L70	Connection Lost			10/10/18 10:58 PM		
L71	Status		Label at top of home screen cards	10/10/18 10:58 PM		
T1	EULA Agreement Copy		Currently with Nevro Legal	07/17/18 12:51 PM		
T2	To use this app for controlling your HF10 Implant, you must agree to the End User License Agreement on the screen. If you are certain you wish to decline acceptance of these terms, please quit and uninstall the app from your phone.		Text for user who declines EULA - Nevro needs to review and determine if it is necessary	07/17/18 12:51 PM		
T3	Your phone isn't compatible with HF10. You can re-check your phone or seek Support / Help.			07/17/18 12:51 PM		
T4	Scanning for HF10 Implant...			07/17/18 12:51 PM		
T5	Found HF10 Implant	HF10 Implant Found	Header	07/31/18 11:16 AM		
T6	Tap on your HF10 Implant below to pair, ensuring the serial number matches the one on the card given to you after surgery.	Confirm the serial number matches your patient ID, then tap the PAIR button below	Instructional Text	07/31/18 11:16 AM		
T7	Don't see your device? Tap below to start over.	Don't see your device?	Instructional Text	07/31/18 11:16 AM		
T8	Attempting to Pair...		System Status	07/17/18 12:51 PM		

T9	Congratulations!		Header	07/17/18 12:51 PM		
T10	Your HF10 Implant has been paired successfully.		System Status	07/17/18 12:51 PM		
T11	"Be sure your HF10 Implant is in "Discoverable" Mode. It will stay in this mode for two minutes. Tap below to start over and try again.		Instructional Text	07/17/18 12:51 PM		
T12	We were unable to pair with your HF10 Implant because it is no longer in "Discoverable" mode. It will stay in this mode for two minutes. Tap below to start over and try again.	We were unable to pair with your HF10 Implant because it is no longer in "Discoverable" mode. It will stay in this mode for two minutes.	Instructional Text	07/31/18 11:29 AM		
T13	Please provide your first name		Instructional Text	07/17/18 12:51 PM		
T14	mm/dd/yyyy, hh:mm AM/PM		Date and Time for Last Data Sync (L11)	10/08/18 2:05 PM		
T15	Your changes will be applied, but stimulation will remain OFF until you turn it ON.		Text for user making program level change while stim is off. GH: No longer relevant as of 10/5/2018.	10/05/18 12:30 PM		
T16	Slide to Turn Off		Text instructions for turning stimulation off. No longer relevant in new UI.	10/08/18 3:07 PM		
T17	Slide to Turn On		Text instructions for turning stimulation on. No longer relevant in new UI.	10/08/18 3:07 PM		
T18	Your HF10 is setup to target the pain area(s) above	Your HF10 is set up to target the pain area(s) above	Instructional Text	07/31/18 11:45 AM		
T19	Select activities you'd like to do.	Select activities you'd enjoy	Instructional Text	07/31/18 11:52 AM		
T20	Allow push notifications so your HF10 can notify you with low battery alerts and survey reminders.		Value prop statement for allowing notifications.	07/17/18 12:51 PM		
T21	To turn Notifications on later, go to Menu > Notification Settings and select the options you'd like. You can also enable them from your iOS Settings > Notifications and scrolling to HF10.		Help Topic Content	07/17/18 12:51 PM		
T22	To prevent accidental changes to your therapy settings, you can choose to setup Touch ID or PIN		Instruction Text	07/17/18 12:51 PM		
T23	Your PIN has been saved		Confirmation Text	07/17/18 12:51 PM		
T24	Your phone is now setup for use with your HF10 Implant		Confirmation Text	07/17/18 12:51 PM		
T25	Please recharge soon.			10/05/18 12:53 PM		
T26	Your HF10 battery is at 10%. Please recharge soon.		GH: Removed 10/5 since 25, 10 and 5% warnings are being modified to be "Low" and "Depleted"	10/08/18 3:11 PM		
T27	Please recharge now.			10/05/18 1:34 PM		
T28	Your HF10 battery is now fully charged.			07/19/18 3:46 PM		
T29	There is a problem connecting to your HF10.			07/19/18 3:43 PM		
T30	What is your overall pain relief today?			07/27/18 4:18 PM		
T31	What is your X pain score today?		The question is asked n number of times, with each time X equal to the respective pain area name from T32 array below.	07/30/18 2:23 AM		
T32[0—25]	left foot, right foot, bilateral feet, left leg, right leg, bilateral leg, perineum, left buttock, right buttock, bilateral buttock, lower back, mid back, upper back, neck, left hand, right hand, left arm, right arm, bilateral arm, left shoulder, right shoulder, bilateral shoulder, groin, abdomen, chest, face		An array containing all 26 distinct pain areas names for HF10.	07/30/18 2:23 AM		
T33	With HF10, your activity level has:			07/30/18 11:12 AM		
T34	With HF10, your pain medication has:			07/30/18 11:20 AM		
T35	Based on your answers, there is a recommended setting you should try.			07/30/18 11:53 AM		
T36	Based on your answers, it's recommended you stay on our current settings. Your responses are correlated with data from your HF10 Implant, and you can view this in My Progress.			07/30/18 11:53 AM		
T37	Based on your answers, it's recommended you test this program for another 48 hours. Your responses are correlated with data from your HF10 Implant, and you can view this in My Progress.			07/30/18 11:53 AM		
T38	Your responses are correlated with data from your HF10 Implant, and you can view this in My Progress.			07/30/18 12:06 PM		
T39	To maximize the benefit you get from HF10, we encourage you to check out more information in Tips & Guidance.			07/30/18 12:06 PM		
T40	Are you sure you wish to exit the survey? Your responses won't be saved.			07/30/18 12:34 PM		
T41	48 hours is recommended when trying out new program settings.	Staying with each program for 48 hours is recommended when trying out new program settings.		07/31/18 12:17 PM		
T42	Take the short survey so we can provide recommendations to optimize your HF10.			07/30/18 6:15 PM		
T43	Take the short survey so you can log your progress with HF10.			07/30/18 6:15 PM		
T44	We encourage you to continue testing the current program for another X hours.			08/28/18 11:34 AM		
T45	Turn on HF10 and begin taking surveys to see this data mapped above.			08/28/18 3:53 PM		
T46	Turn on HF10 and begin taking surveys to see your results graphed over time.			08/28/18 4:37 PM		
T47	No survey was taken, so we don't know what % pain relief you experienced during this program.			08/28/18 4:37 PM		
T48	You can save up to 10 favorites			09/03/18 5:12 PM		

T49	You can save [X] more favorites		Where X is the number of remaining favorite slots (10 total) that are available.	09/03/18 5:14 PM		
T50	You can only save 10 favorites. Please delete one before adding another.			09/03/18 5:14 PM		
T51	Choose a custom name (12 character max) and pick a color to label your favorite.			09/03/18 6:08 PM		
T52	Are you sure you want to delete [X]?		Where X is the name of the Favorite the patient is wanting to delete.	09/03/18 7:01 PM		
T53	1. Unplug the charger		Frame 1 in Pairing Animation	10/07/18 6:41 PM		
T54	2. Press the power button until you hear a beeping sound		Frames 2 & 3 in Pairing Animation	10/07/18 6:41 PM		
T55	3. Place charging coil over implant site on body		Frame 4 in Pairing Animation	10/07/18 6:41 PM		
T56	4. When aligned, chirping will stop and battery indicator will light up		Frames 5 & 6 in Pairing Animation	10/07/18 6:41 PM		
T57	Tap to turn HF10 ON			10/09/18 12:41 PM		
T58	Your HF10 has been turned OFF.			10/09/18 12:46 PM		
T59	Your HF10 has been turned ON.			10/09/18 12:46 PM		
A1	Animation: How to Discover & Pair Your HF10 Implant		Looping animation depicting the steps for putting Implant into Discoverable Mode. See animation_discover-pair-[1-10] in Zeplin for animation specs	07/19/18 7:42 PM		
A2	<i>Animation: HF10 Pairing Attempt</i>		Animation Specs in Progress	07/19/18 7:42 PM		
I1	<i>Illustration: HF10 with checkmark</i>		Placeholder image, use illustration in Zeplin comp as working placeholder	07/19/18 8:04 PM		
I2	<i>Illustration: HF10 with question mark icon</i>		Placeholder image, use illustration in Zeplin comp as working placeholder	07/19/18 8:04 PM		
I3	<i>Illustration: HF10 with warning icon</i>		Placeholder image, use illustration in Zeplin comp as working placeholder	07/19/18 8:04 PM		
I4	<i>Illustration: Generic type of activity depicted.</i>		Placeholder image, use illustration in Zeplin comp as working placeholder	07/19/18 8:04 PM		
I5	<i>Illustration: iOS Phone with HF10 Notification Banner. Text is: It's Time to Optimize your HF10. Take the Survey.</i>		Placeholder image, use illustration in Zeplin comp as working placeholder. Illustration for what a notification looks like with HF10.	07/19/18 8:04 PM		
I6	<i>Illustration: Why Allow Notifications</i>		Placeholder image, use illustration in Zeplin comp as working placeholder	07/19/18 8:04 PM		
I7	<i>Illustration: Touch ID or other graphic representing authentication on iOS / Android.</i>		Placeholder image, use illustration in Zeplin comp as working placeholder	07/19/18 8:04 PM		
I8	<i>Illustration: Trophy cup</i>		Placeholder image, use illustration in Zeplin comp as working placeholder	07/19/18 8:04 PM		
I9	Illustration: Posterior view of gender-neutral silhouette of human body upon which pain area overlays will be placed.		See iOS/Android UI Kit in Zeplin	07/19/18 7:52 PM		
I10	Illustration: Pain area overlay that will be used to visually indicate a pain area.		See iOS/Android UI Kit in Zeplin	07/19/18 7:52 PM		
I11	Illustration I9 + Anterior view of same silhouette and placed next to it when pain areas from both front AND back are being targeted.		See iOS/Android UI Kit in Zeplin	07/19/18 7:52 PM		
I12	Illustration: Activity Level Lifestyle Image for Survey Question		-	07/30/18 11:58 AM		
I13	Illustration: Pain Medication Lifestyle Image for Survey Question		-	07/30/18 11:58 AM		
I14	Illustration: Pathfinder Result 1		-	07/30/18 12:28 PM		
I15	Illustration: Pathfinder Result 2		-	07/30/18 12:28 PM		
I16	Swipe Left-Right Gesture		See iOS/Android UI Kit in Zeplin	07/19/18 7:55 PM		
I17	Program Adjustment		See iOS/Android UI Kit in Zeplin, Contains #s 1—5 and, representing each of the five programs programmed for the patient.	07/19/18 7:55 PM		
I18	Illustration: Pathfinder Result 3			07/30/18 12:28 PM		
I19	Illustration: PTA Result 3			07/30/18 12:28 PM		
I20	Illustration: PTA Result 3			07/30/18 12:34 PM		
I21	Illustration: Pathfinder Result 3			07/31/18 10:41 AM		
F1	Form Field		Empty by default	07/19/18 7:55 PM		
F2	Form Field		Appears after tapping B20	07/19/18 7:55 PM		
N1	Home		App Navigation	07/18/18 3:00 PM		
N2	My Progress		App Navigation	07/18/18 3:00 PM		
N3	Favorites		App Navigation	07/18/18 3:00 PM		
N4	Menu		App Navigation	07/18/18 3:00 PM		