

Medical App for iOS UX Documentation (Redacted Sample)

2018

Medical App for iOS (Redacted) - 2018

Redacted

&

UX Documentation

10/10/2018 | Version 2.9

KARTEN • DESIGN

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Document Control 1 of 3

Version	Date	Reviewed / Published:	Feedback / Updates:	Change log
1.0	03/06/2018	Kimberly Morris, Grant Houston	Initial version of the [REDACTED] application maps based on feedback from [REDACTED] 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 [REDACTED] 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 [REDACTED] • 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 [REDACTED] • Added "App Personalization" and [REDACTED] 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 • [REDACTED] 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 [REDACTED] 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 [REDACTED]
1.9	05/27/2018	Kimberly Morris, Grant Houston	Sprint 1 Changes	• Added "Phone Compatibility Test" to First-Time Setup flow, after EULA and renumbered steps as needed. • Changed [REDACTED] in the First-Time Setup and corresponding IA maps and User Flows. continued

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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 [REDACTED] Sprints as a coordinated effort between Karten Design and [REDACTED] for delivery to [REDACTED] 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:

1.x

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

B23

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. ***

[REDACTED] app

Intended to be a *manual* version of the smartphone app [REDACTED] surveys, tracking user progress and favorites. User can have up to [REDACTED]

[REDACTED]

Intended to be an *automatic* version of the smartphone app [REDACTED]

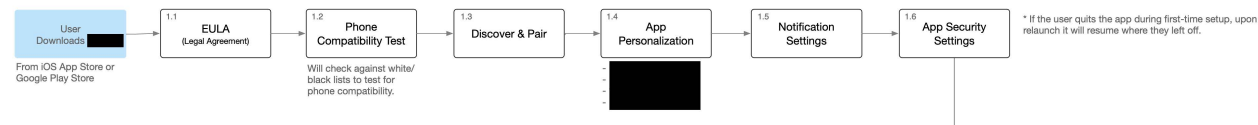
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0.0 IA Application Maps

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0.1 – Application Map (High-Level)

First-Time Setup*



Ongoing Use



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Sprint 1

User Flows & Wireframes

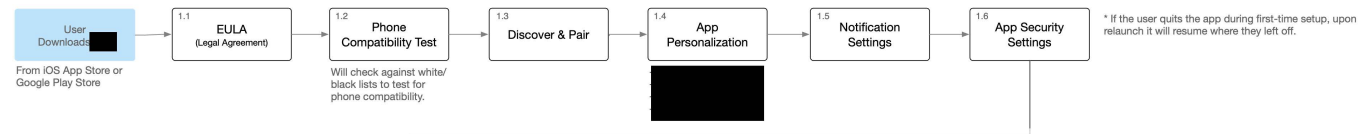
First-Time Setup

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

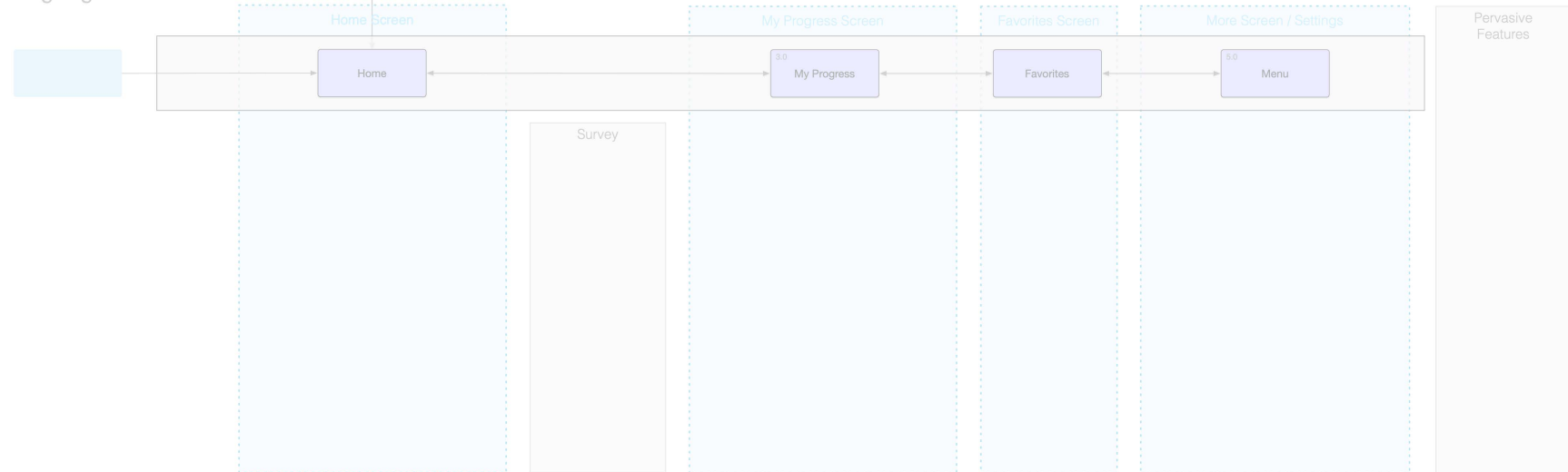
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Sprint 1 Scope

First-Time Setup*

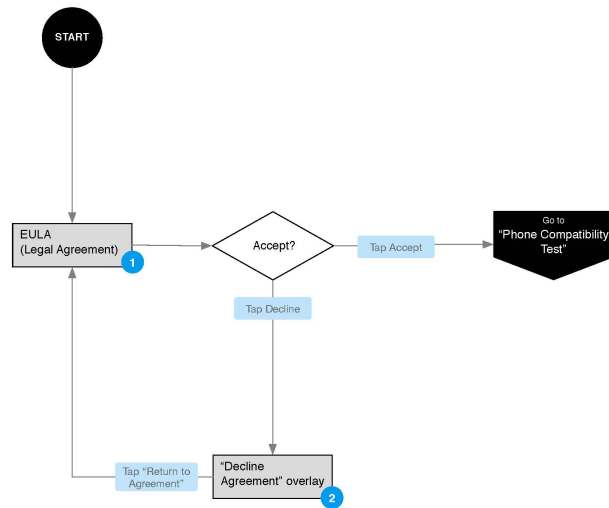


Ongoing Use



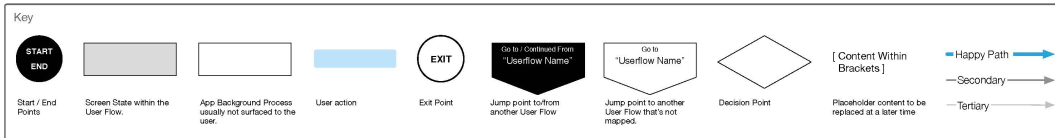
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1.1 – EULA - User Flow



Annotations

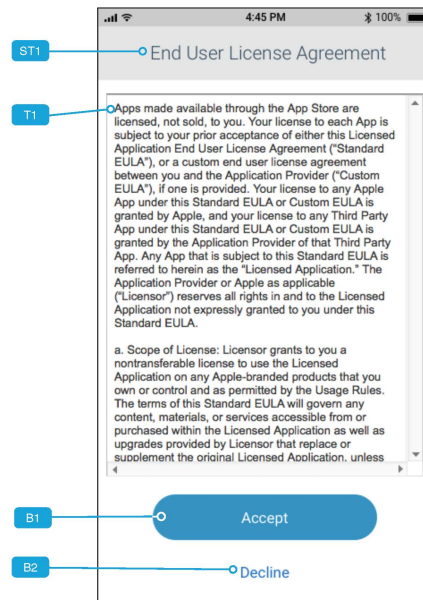
1. User will not need to scroll to bottom of EULA to accept terms.
2. If Decline is tapped, a modal overlay presented to the user encourages them to accept the agreement since they can't use the app unless they do.



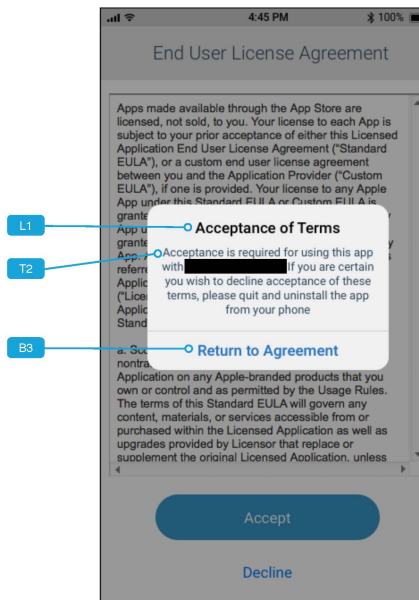
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1.1 – EULA - Wireframes

1.1_ios_setup_eula_agree



1.1_ios_setup_eula_disagree



Annotations

Purpose: As the [redacted] want to view and accept the EULA so I can use the app.
Pre-condition: [redacted] downloaded app [redacted] 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

B1 - User Taps to accept the EULA

B2 - User Taps to decline the EULA

App Response

GOTO 1.2_ios_setup_pair_video

GOTO 1.1_ios_setup_eula_disagree

Purpose: Inform the user 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 user that Acceptance is required to use the app.

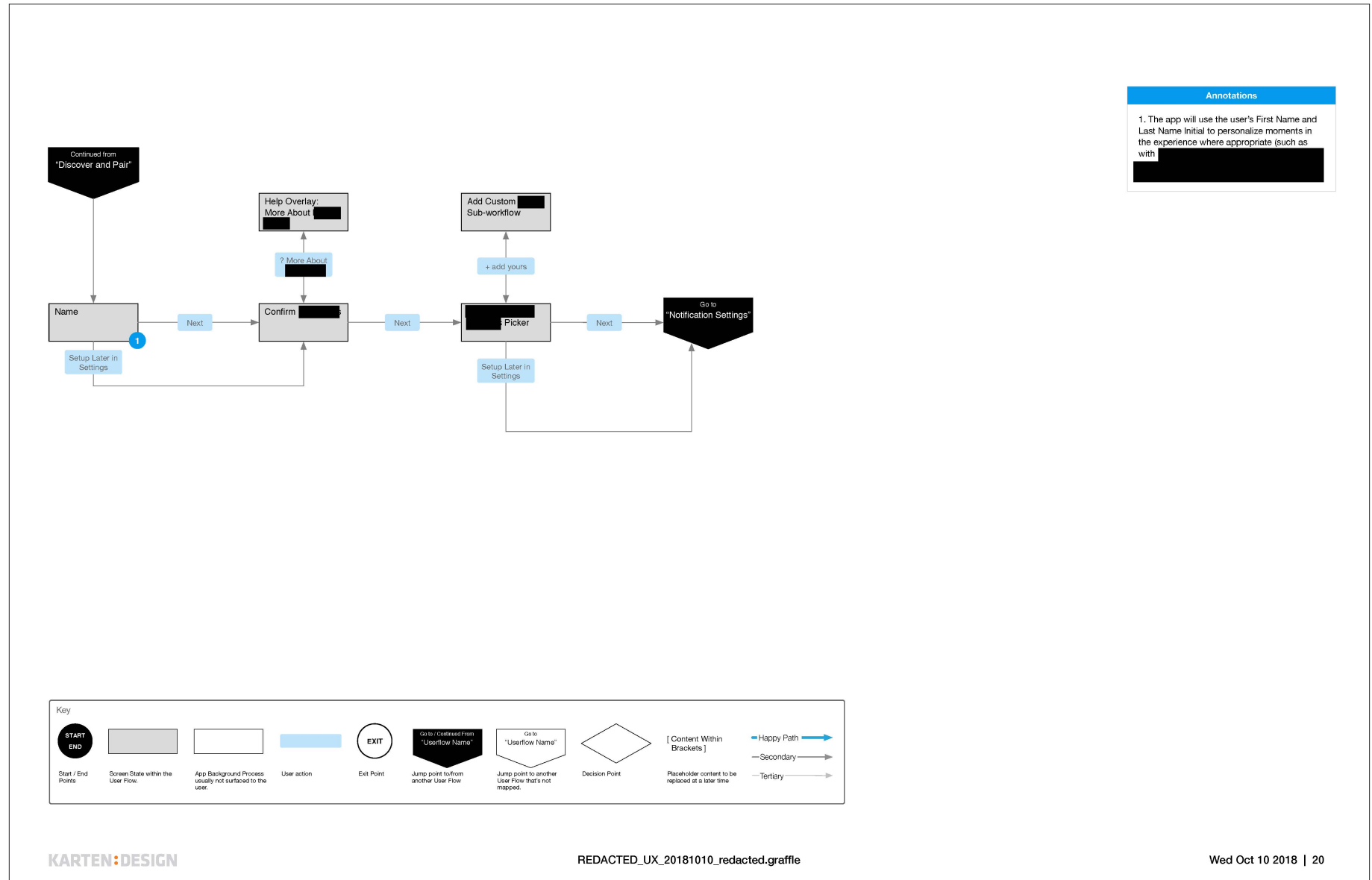
User Actions

B3 - User Taps to dismiss alert

App Response

GOTO 1.1_ios_setup_eula_agree

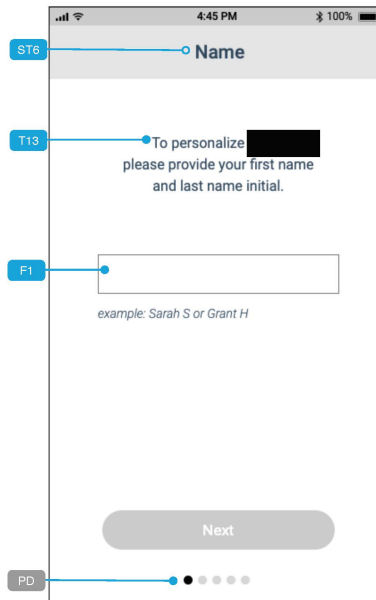
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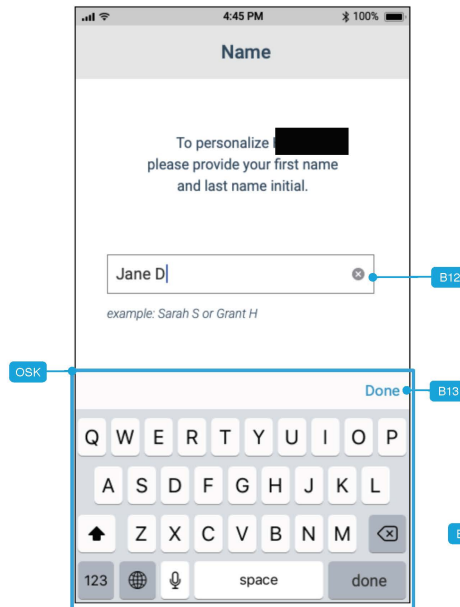
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1.4 – App Personalization - Wireframes (1 of 4)

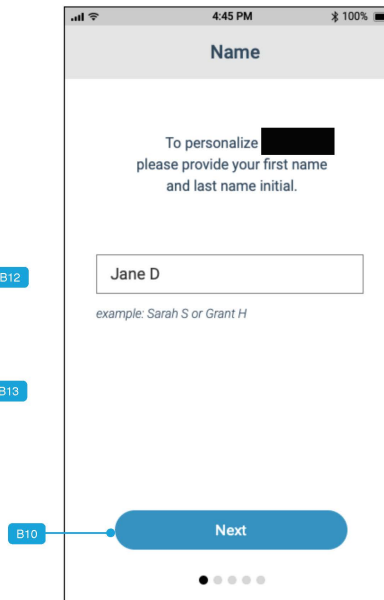
1.4_ios_setup_personal_name-default



1.4_ios_setup_personal_name-entry



1.4_ios_setup_personal_name-populated



Programming Rules

1. One field with a two-character minimum before the Done button is enabled (and subsequently, the "Next" button is also enabled).
2. First word in value is assumed to be person's first name.
3. The first letter in the second word (after the first space) is assumed to be their last name initial.
4. If they don't enter a last name or initial, just use the first two letters of the first word as their initials when naming [redacted] programs. Same thing if they enter their first name, a space and then nothing after that space.
5. If they enter a super-long last name, or several names after the first one, we only care about the first letter in the second word, and we'll only store up to that letter for their name.

Examples

If Jane only enters her first name, store her name as "Jane" and use "JA" as the initials for the [redacted] she would start out with "JA1"

If John Jacob Jingleheimer Schmidt enters his entire name, store his name as "John J" and use "JJ" as the initials for the [redacted] he would start out with "JJ1".

Rationale

This is to minimize the complexity of this field for the user and to ensure it's not a barrier for continuing with the setup of their [redacted]. We shouldn't be serving them with an error message at all.

Annotations

Purpose: As a [redacted] will provide my first name and last name initial to personalize HF10.

Pre-condition: The [redacted] has tapped Continue from 1.3_ios_setup_pair_success.

PD - Pagination Dots indicate progression within the First-Time Setup Workflow.

F1 - [redacted] Taps to provide their first name and last name initial on 1.4_ios_setup_personal_name-entry. OSK (On-Screen Keyboard) slides up.

B12 - To clear the field of all characters & revert to previous state 1.4_ios_setup_personal_name-default state

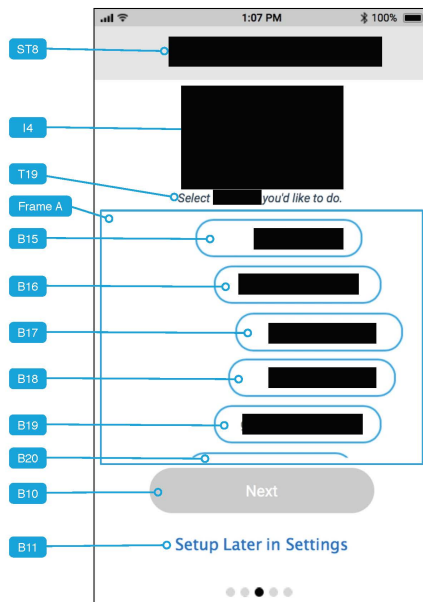
B13 - To dismiss the OSK once name has been provided, or to cancel and return to 1.4_ios_setup_personal_name-default.

B10 - Taps to proceed onward to 1.4_ios_setup_personal_name-default.

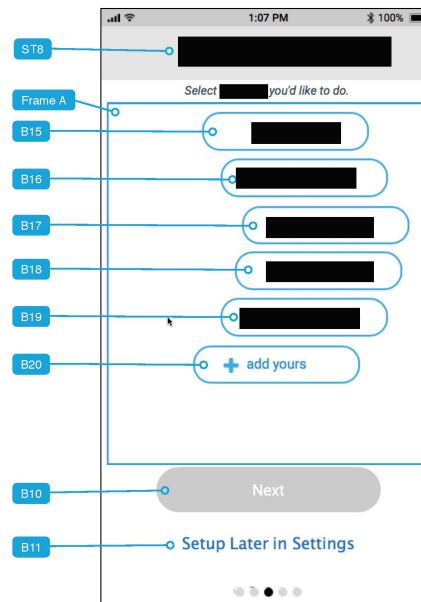
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1.4 – App Personalization - Wireframes (3 of 4)

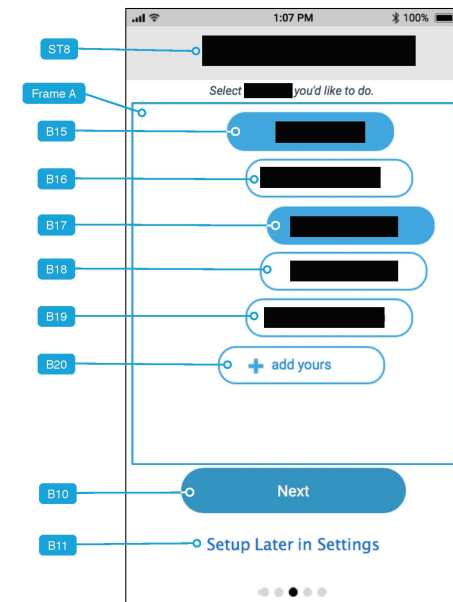
1.4_ios_setup_personal [redacted] default



1.4_ios_setup_personal [redacted] scroll



1.4_ios_setup_personal [redacted] scroll-bottom



Annotations

Purpose: As a user, there are [redacted] and I can highlight them here (and provide my own)
Pre-condition: The user is stepping through App Personalization.

I4 - Illustration: "Generic [redacted] depicted"

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

B15—B19 - Selectable [redacted] that can be toggled on/off.

User Actions	App Response
B15—B19 User Taps to toggle on/off	APP toggles on/off respective [redacted]
B11 - User Taps to skip and setup later	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 - User can add custom [redacted] by tapping this. Initiates the micro-interaction workflow: 1.4_ios_setup_personal [redacted] custom-empty AND 1.4_ios_setup_personal [redacted] custom-saved.

User Actions	App Response
B20 - User Taps to add a custom [redacted]	GOTO 1.4_ios_setup_personal [redacted] custom-empty
	Sub-workflow Details on Next Page

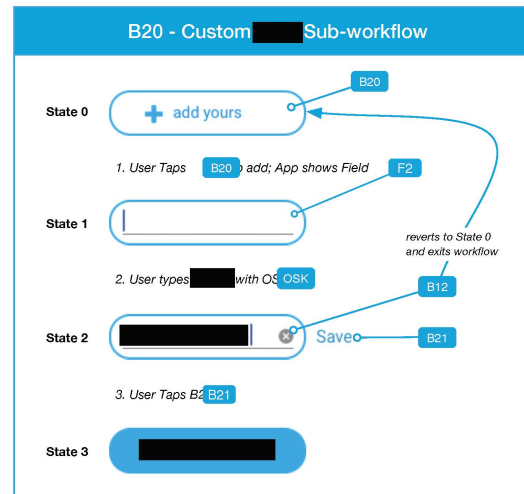
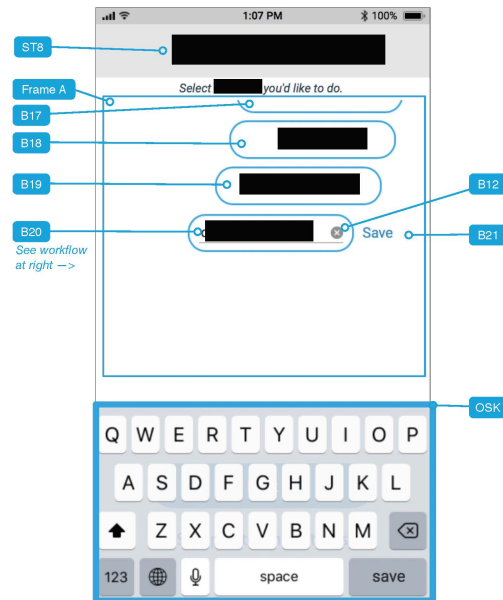
Purpose: Same as previous + User has selected some of the pre-defined [redacted] which enables B11.
Pre-condition: User has selected some of the pre-defined [redacted] B15—B19) to toggle them on.

User Actions	App Response
B20 - User Taps to add a custom [redacted]	GOTO 1.4_ios_setup_personal [redacted] custom-empty
	Sub-workflow Details on Next Page
B10 - User Taps to proceed	GOTO 1.5_ios_setup_notif_default

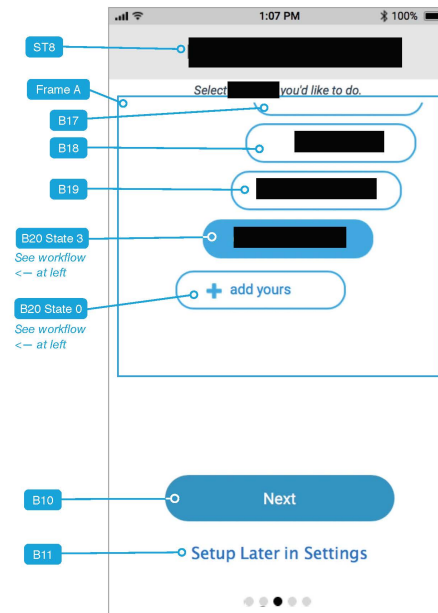
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1.4 – App Personalization - Wireframes (4 of 4)

1.4_ios_setup_personal_free-to_custom-empty



1.4_ios_setup_personal [redacted]-saved



Annotations

Purpose: As a user I want to add my own [redacted]
Pre-condition: The user has tapped B21 in 1.4_ios_setup_personal_ [redacted] 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 [redacted] Sub-workflow annotations at right.

F2 - Field into which the user can type an [redacted] using the OSK.

B20 - Tapping initiates workflow and goes B20 State 1

B21 - Saves the value the user 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 [redacted] and changes B20 to State 3. GOTO 1.4_ios_setup_ [redacted] custom-saved.

GOTO 1.5_ios_setup_notif_default

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

Pre-condition: User added a custom [redacted]

User Actions

B10 - User Taps to proceed

B20 State 3 - User taps to deselect the custom [redacted] they added.

B20 State 0 - User Taps to add a custom [redacted]

App Response

GOTO 1.5_ios_setup_notif_default

GOTO 1.4_ios_setup_personal_ [redacted]
[Sub-workflow Details on Next Page](#)

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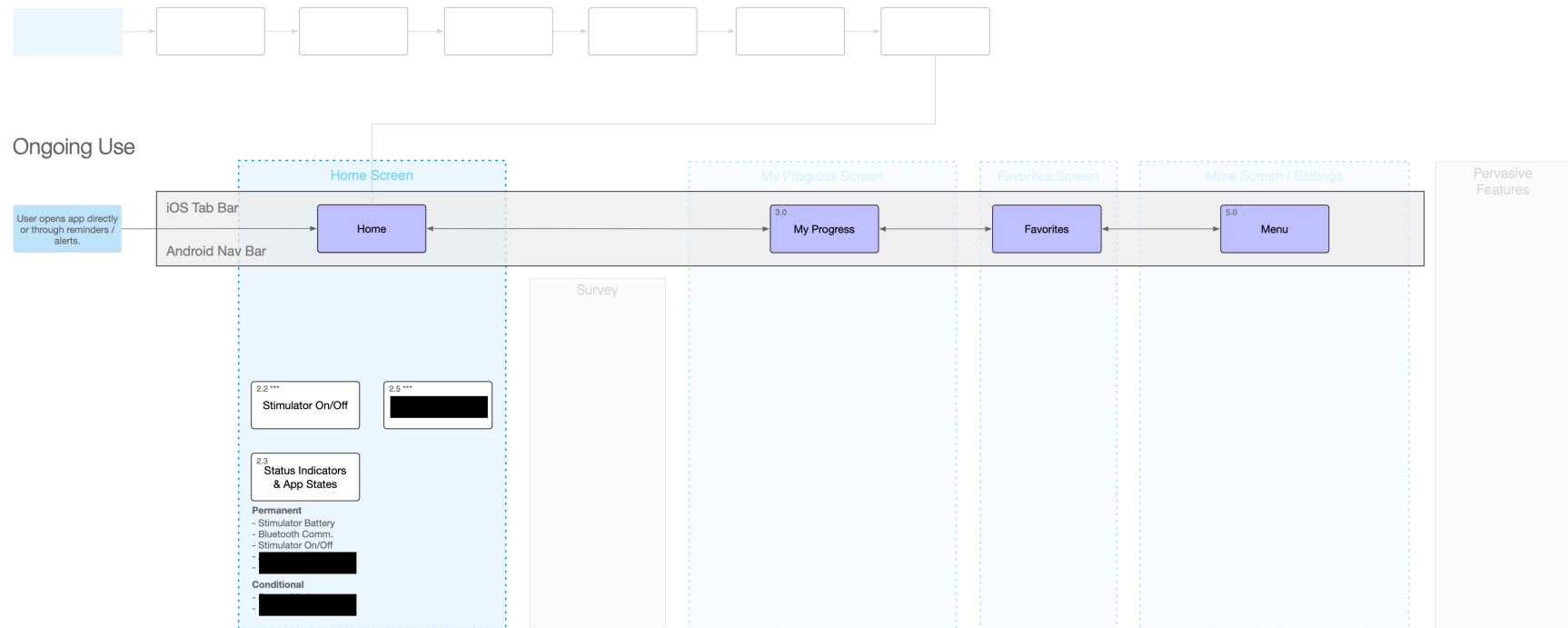
Sprint 2

User Flows & Wireframes

- App Navigation / Tab Bar
- Turning Stimulation Off/On
- [Redacted]
- Battery & BLE Connection States
- Battery & BLE Connection Notifications / Alerts

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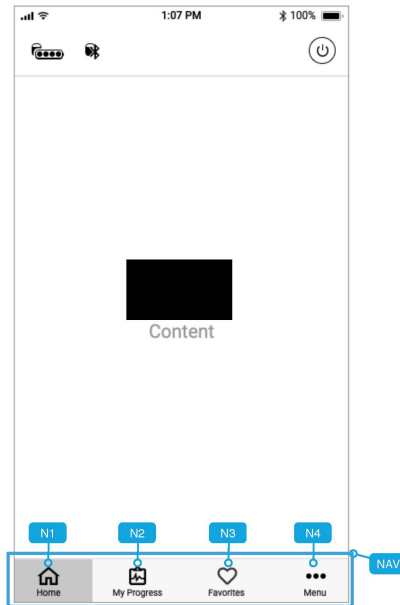
Sprint 2 Scope



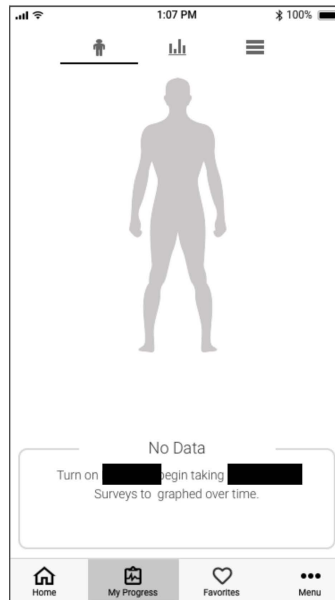
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NAV – App Navigation / Tab Bar

Home Screen



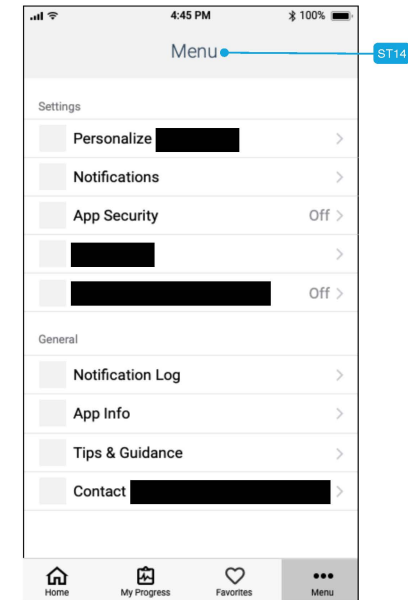
My Progress Screen



Favorites Screen



Menu Screen



Annotations

Purpose: Allow user to navigate through different sections within the app.

Pre-condition: User 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

N1 - User Taps to go to Home

N2 - User Taps to go to My Progress

N3 - User Taps to go to Favorites

N4 - User Taps to go to Menu

App Response

GOTO Home

GOTO My Progress

GOTO Favorites

GOTO Menu

N2 / My Progress nav item highlighted.

N3 / Favorites nav item highlighted.

N4 / Menu nav item highlighted.

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2.3 – Battery & BLE Connection States

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 powered down	Faded and empty battery	User receives notification
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	4 green dots	User receives notification that battery has been fully charged.

Battery			
States 1–3 above precede the following three below for			
11		1 green dot	User receives notification at 25%
12		Faded and empty battery + 1 green dot	User receives notification
13		Faded and empty battery	User receives notification

BLE Connection

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

is going to get back to KD on answers to "last known battery state" feasibility.

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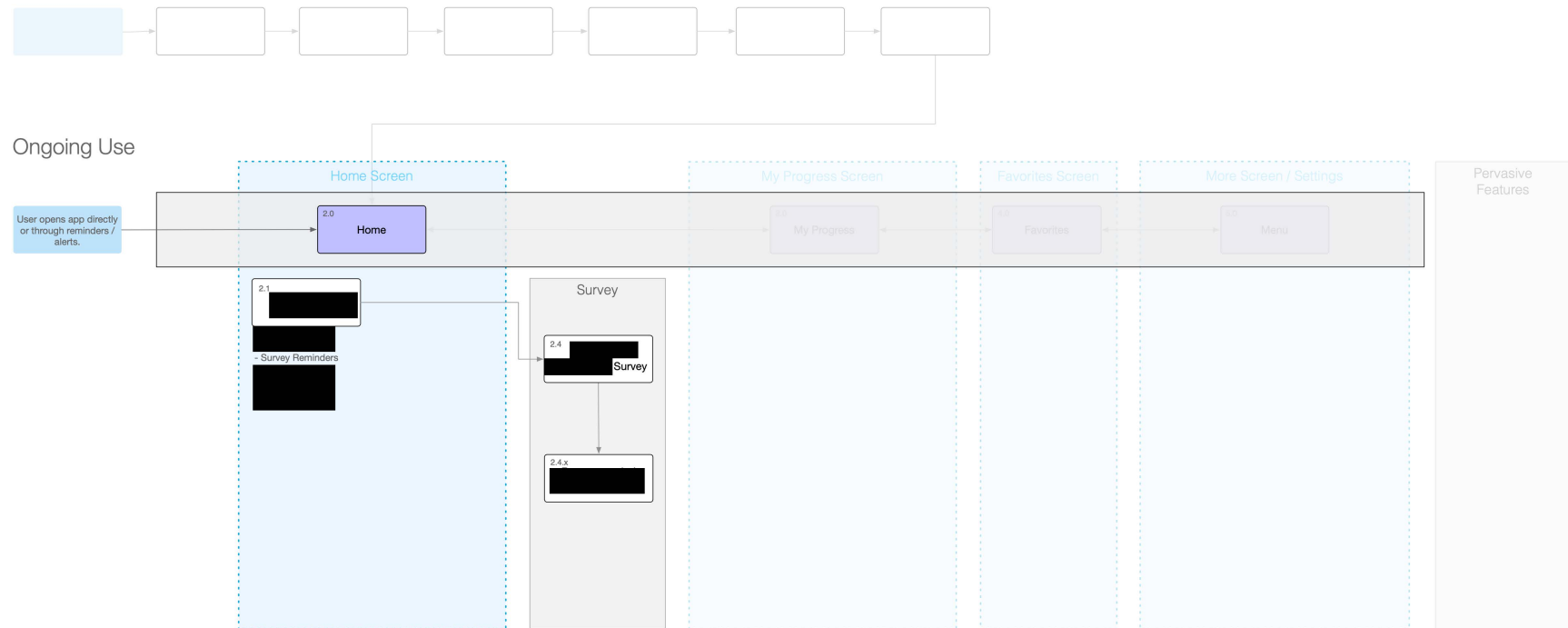
Sprint 3

User Flows & Wireframes

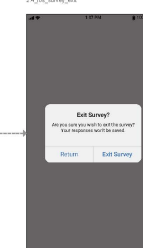
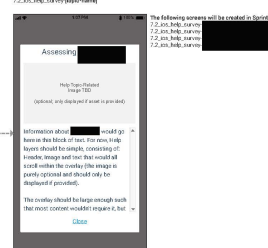
- [Redacted] Survey
- [Redacted] Survey

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Sprint 3 Scope



Notification & Intro



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2.4 – Survey Cards - Q1

2.4_ios_survey_

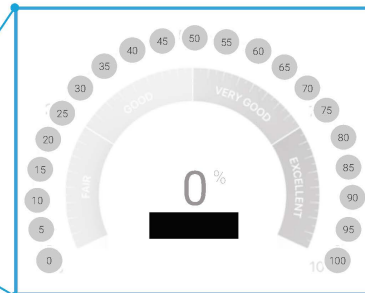
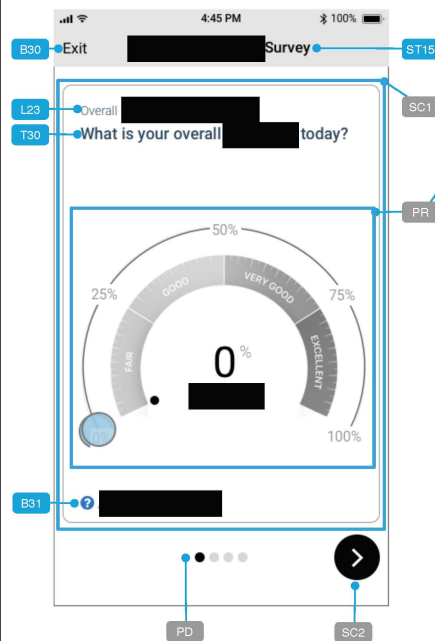


Figure 1
Percentage Hot Spots Along Arc, in multiples of 5. The circles shown in grey are the target areas to which PR1.1 will snap

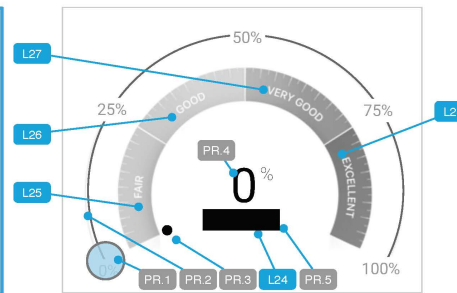


Figure 2
0%

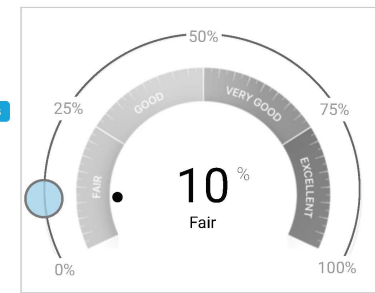


Figure 3
Fair - 1—24%

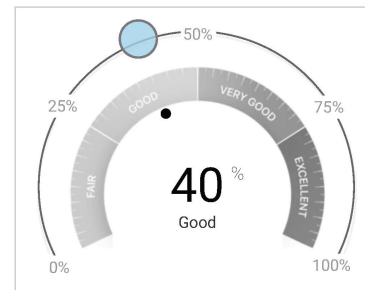


Figure 4
Good - 25—49%

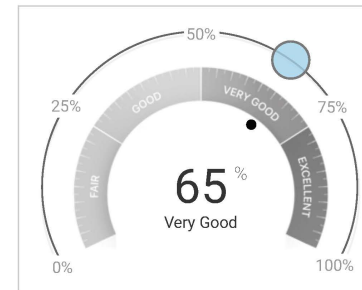


Figure 5
Very Good - 50—74%

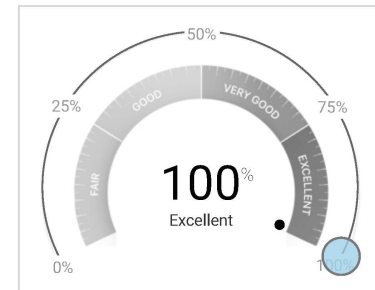


Figure 6
Excellent - 75—100%

Annotations

Purpose: Allow user to assess the overall
Pre-condition: User 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 - Scale. The user 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

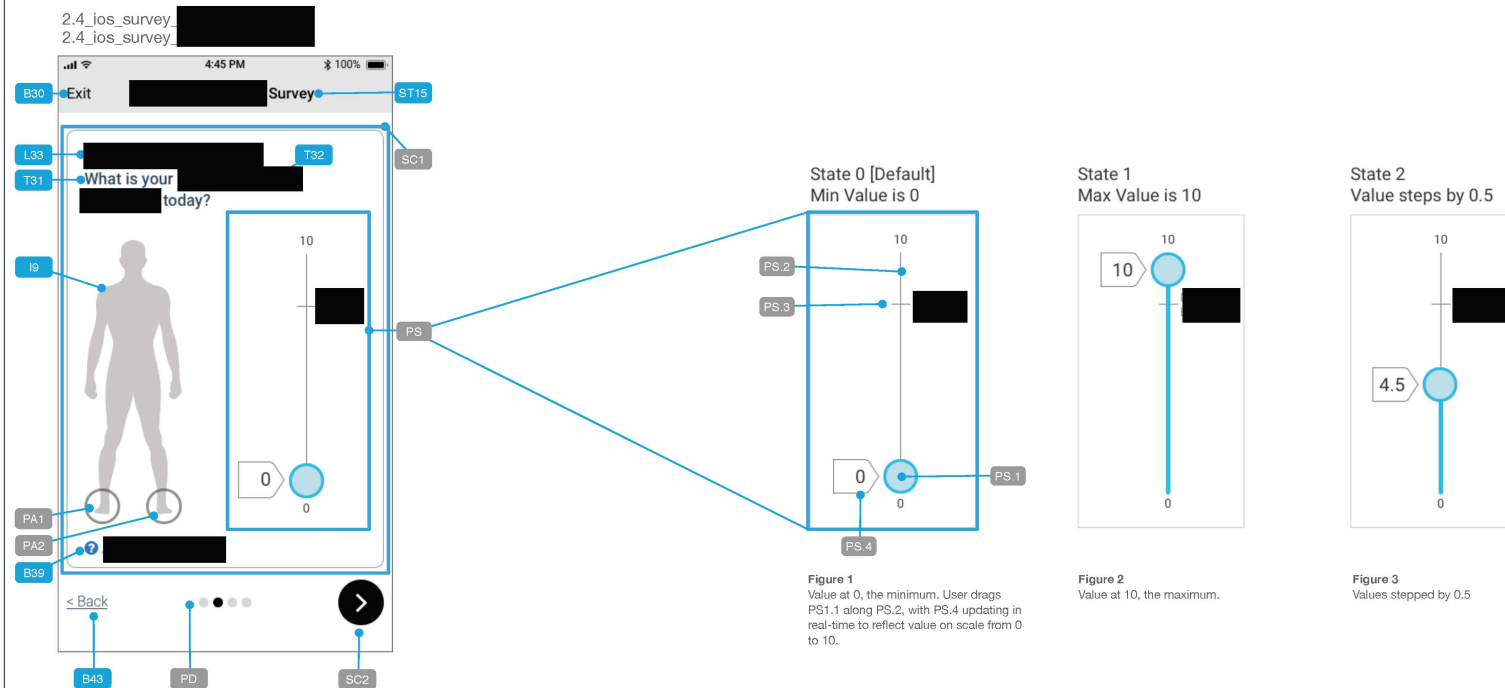
B30 - User Taps to exit survey early.
B31 - User Taps to learn more about
SC2 - User Taps to advance to ext survey question

App Response

GOTO 2.4_ios_survey-exit
DISPLAY 7.2_ios_help_survey
GOTO 2.4_ios_survey_

Medical App for iOS (Redacted) - 2018

2.4 – Survey Cards - Q2



Annotations

Purpose: Allow user to [Redacted]
Pre-condition: User has tapped SC2 on 2.4_ios_survey_ [Redacted]

SC1 - Survey Card
SC2 - Next Button
PD - Pagination Dots indicate progression through the Survey
PS - [Redacted] The user 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.

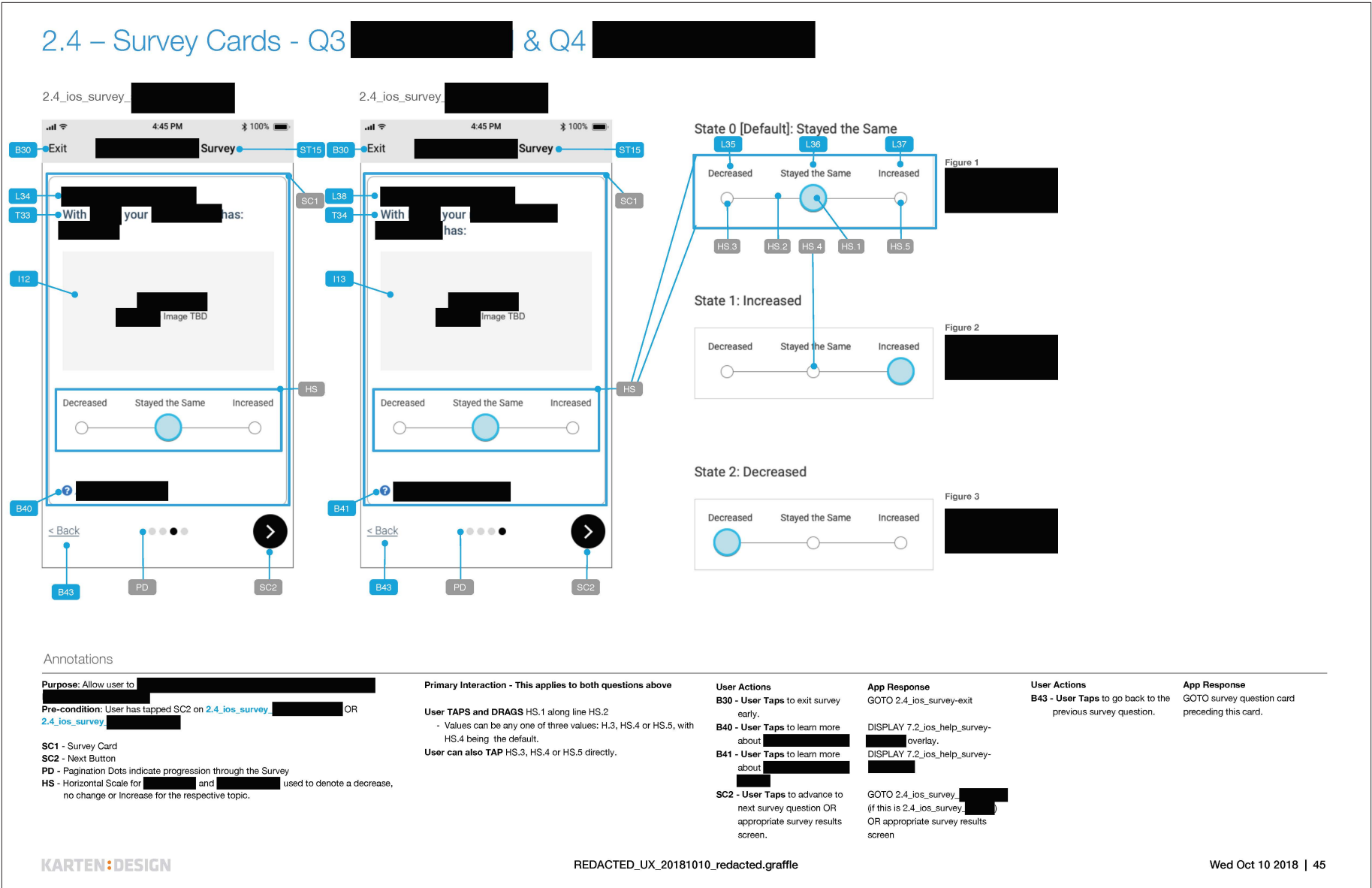
User Actions

B30 - User Taps to exit survey early.
B39 - User Taps to learn more about [Redacted] in overlay
SC2 - User Taps to advance to next 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 [Redacted] in overlay
GOTO 2.4_ios_survey_ [Redacted] (If another exists) OR 2.4_ios_survey-< [Redacted] if last [Redacted]
GOTO survey question card preceding this card.

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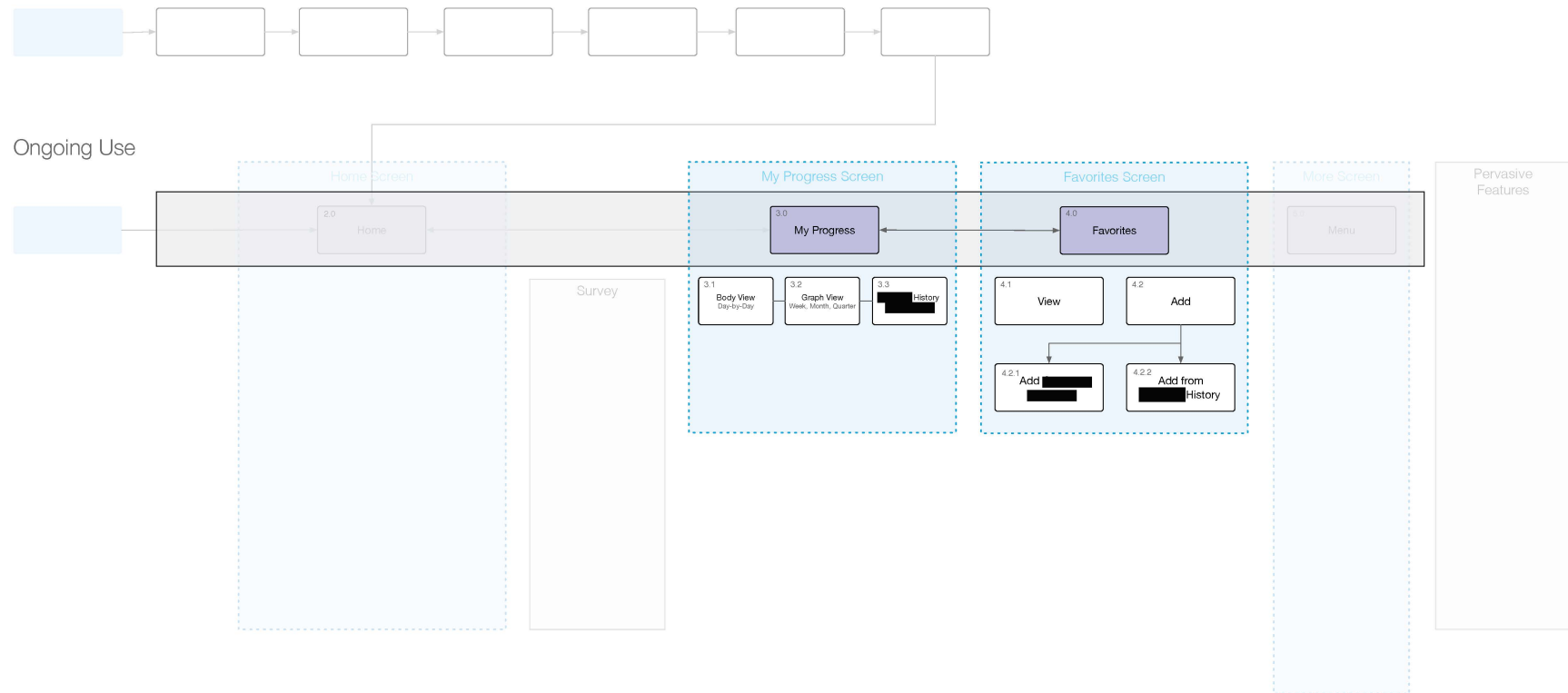
Sprint 5

User Flows & Wireframes

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

Medical App for iOS (Redacted) - 2018

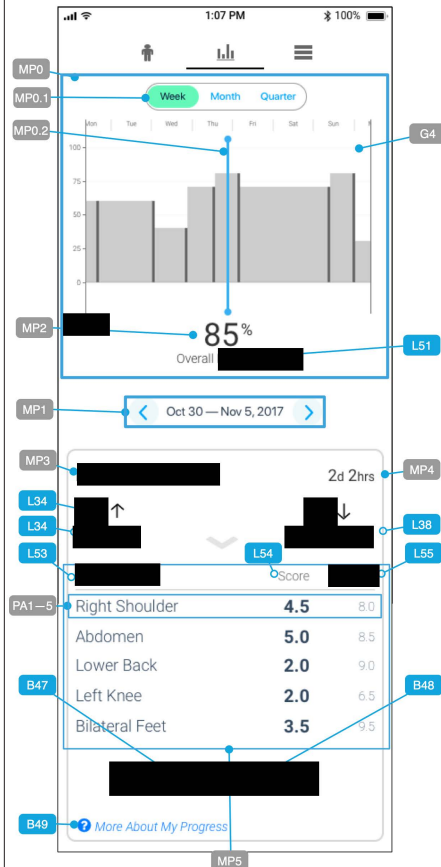
Sprint 5 Scope



Medical App for iOS (Redacted) - 2018

3.1 - My Progress: Graph View States (1 of 2)

3.1_ios_my-progress_graph-view_survey-data



Annotations

Purpose: Allow user to view [redacted] graphed over time, with data points for each day a survey was taken.

Pre-conditions: User 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

[redacted]

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

G4 - User 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 user 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 [redacted] as reported on respective date.

MP3 [redacted]

MP4 - Duration [redacted]

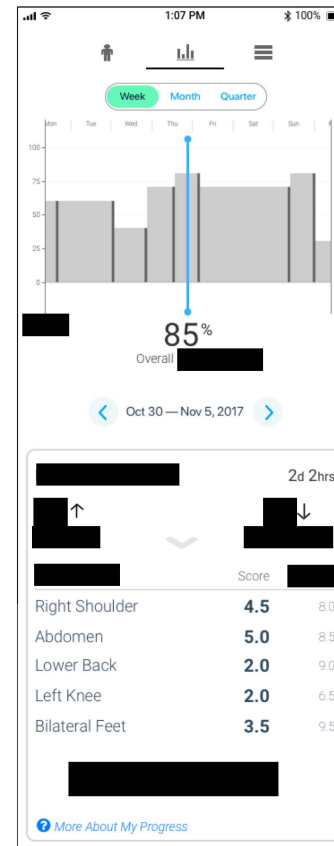
MP5 [redacted] (PA1—5) are listed here, with score and

B47 - Tapping will [redacted]

B48 - Tapping will [redacted] a modal pop-over. Please see 4.0_ios_ [redacted]

B49 - Tapping will DISPLAY 7.2_ios_help_my-progress [redacted]

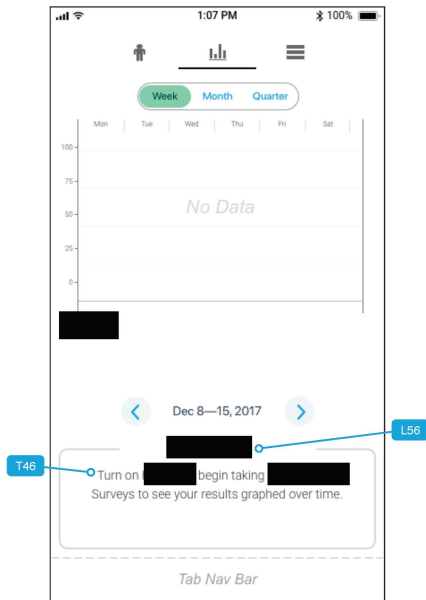
Unobstructed view of wireframe at left



Medical App for iOS (Redacted) - 2018

3.1 - My Progress: Graph View States (2 of 2)

3.1_ios_my-progress_graph-view_no-survey-data

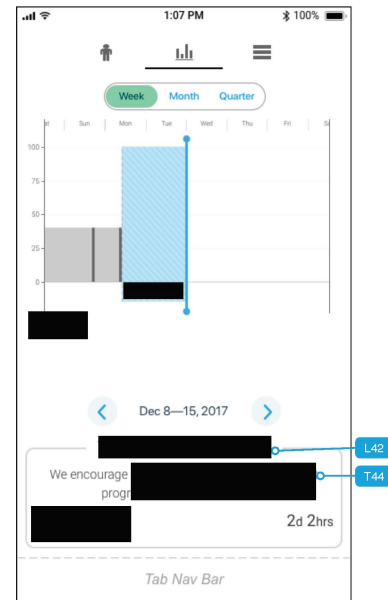


Annotations

Purpose: Allow for an empty data state.

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

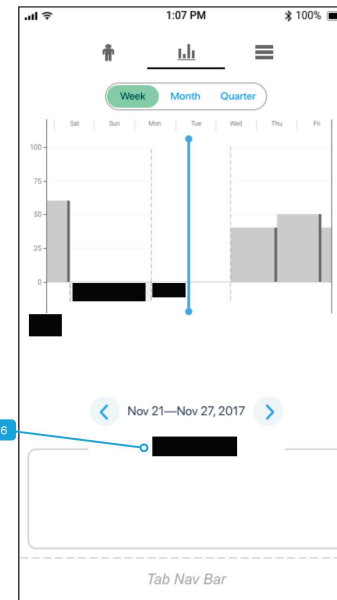
3.1_ios_my-progress_graph-view_



Purpose: Illustrate the state of the graph when the user is currently [redacted] and the selected date on the graph is the present time (now).

Pre-conditions: User must be currently [redacted]

3.1_ios_my-progress_graph-view_



Purpose: Illustrate the state of the graph when the user had a [redacted]

Pre-conditions: User must have had a period of time after setup when [redacted]

3.1_ios_my-progress_graph-view_



Purpose: Illustrate the state of the graph when the user had [redacted] but they [redacted]

Pre-conditions: User must have [redacted]

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

Medical App for iOS - Content Inventory Sample

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 Zeplin	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		