

Dream Shots Screens

Help and About Screens

May 12, 2008

Revision History

Date	Revision
09.09.07	Version 1.0
10.26.07	Section 1.1 added to cover UI Issues for Dream Shots (AGE Clr/Back key issue; default soft key labels for certain phones). Screen specification changes: • Help Menu: No change. • Help Screen: No significant change. The text label for the Left Soft Key was incorrect and has been corrected. • About Screen: No change.
11.05.07	The following affects various screens in Dream Shots, although none are affected in this Help and About Screens section: A problem involving data entry boxes stemming from combining the functionality of the Back key with a soft key has been found and resolved. See the Data Entry Boxes item in the UI Issues section for details.
12.10.07	Another note has been added to Section 1, to note that Help needs to explain that only some Dream Shots can be shared on the web or sent to a friend.
04.18.08	Various changes were made per recent work. Due to time constraints, these are not listed here. To see the changes with Word's Track Changes feature, open the "markup" version of the document in the markup folder.
04.22.08	Removed track-changes markup from the "clean" copy. Corrected the "help topic" header in the Support Help Screen (erroneously was "My Account", now is "Support").
05.12.08	Minor formatting errors corrected.

Contents

1. Notes
 - 1.1. UI Issues
2. Screens
 - 2.1. Help Menu Screen
 - 2.2. Make a Dream Shot Help Screen
 - 2.3. Download to Phone Help Screen
 - 2.4. Camera Help Screen
 - 2.5. My Stuff Help Screen
 - 2.6. MRC Account Help Screen
 - 2.7. Used-Based Account Help Screen
 - 2.8. Support Help Screen
 - 2.9. About Screen

1. Notes

The Help section is comprised of a topic menu and corresponding text help screens. Help is fetched from the server based on the carrier, so we can have different help for each carrier and update that help as needed from the server.

The About section is a single screen which displays legal information and development credits.

Note that a help screen must explain that only some Dream Shots can be shared on the web or sent to a friend, due to permission restrictions from the image licensors. The screen should note that only Dream Shots with the "May Share" icon or notice on the My Stuff Menu can be shared.

1.1. UI Issues

Back and OK Keys: To use AGE properly for porting, the Clr/Back key cannot have events that differ from one of the soft keys (as various older handsets do not have separate Back keys). We do not plan to support older handset that do not have OK keys, so as a exception to the basic AGE framework, the OK key may have events that differ from one of the soft keys.

The Dream Shots UI has been redesigned to accommodate the Clr/Back key requirement. The Clr/Back key is always associated with and thus specified with the Left Soft Key.

Default Soft Key Labels: For some J2ME phones in full screen mode, the text of the soft key labels cannot be varied. In these cases (only), the default soft keys labels are "CONTINUE" for the Right Soft Key and "MENU" for the Left Soft Key. For all other phones, the soft key labels changed based on context, as specified for the screens.

Data Entry Boxes: The requirement that the Back key and a soft key (the Left Soft Key in Dream Shots) have the same functionality has created a UI problem for data entry boxes (like the text entry boxes in Dream Shots). This problem is acute in screens in which the only focusable items are data entry boxes.

In a data entry box, the Back key is needed for the deletion of characters. However, in our previous designs, when a screen only has text entry boxes, the focus always stays in the boxes. With Back and the Left Soft Key having the same functionality, this would lose access to the former function of the Left Soft Key. Since this is unacceptable in almost all cases, data entry boxes now use the following UI functionality:

- When a data entry box receives the focus, it is put into one of two states: *active* or *inactive*. Active state is indicated by the presence of a blinking cursor in the box. Inactive state is indicated by the absence of a cursor in the box.

A box with no data in it is automatically inactive.

A box with data in it is automatically active, and the cursor is placed after the last character of data in the box.

- For an **inactive box**, the Back and Left Soft Keys do not have delete-character functionality. Instead, they have whatever functionality is specified for the Left Soft Key for the overall screen. For Dream Shots, this is typically (perhaps always) to navigate back to a previous screen. The label for the Left Soft Key indicates this functionality (for phones that support contextual soft key labels).

An inactive box automatically becomes active if the user presses the OK key or presses any key that enters data in the box.

- For an **active box**, the Back and Left Soft Keys have delete-character functionality whenever the cursor is not in the left-most position of the box (i.e., there are no characters

of data to the left of the cursor). The label for the Left Soft Key indicates this delete-character functionality (for phones that support contextual soft key labels).

When the cursor is in the left-most position of the box (i.e., the user has delete characters and/or moved the cursor so that it is now in the left-most position), the Back and Left Soft Keys have whatever functionality is specified for the Left Soft Key for the overall screen (same as the inactive box above).

- Pressing Back/Left Soft Key in a data entry box never moves the focus to another item on the screen.
- When pressing Back/Left Soft Key navigates to a previous screen, any data in any of the data entry boxes is discarded. The users are not prompted about this—they will figure it out the first time they do this and can use this feature as a way to quickly clear the boxes of data.

- **Other Keys:** Unless otherwise specified for a screen, these keys work as follows:

The Left and Right keys move the cursor in a data entry box, as normal.

The Up and Down keys move the focus between focusable items, as normal.

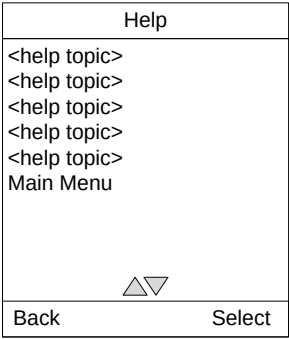
The OK key accepts the content of the data entry box. The actual functionality is specified in the individual screen specifications. This overall functionality should be typical: If the screen has only one box and no other focusable item on it, pressing OK causes the application to process the contents of the box (such as sending it to the server) and navigating to another screen. If the screen has only one box and another focusable item on it, pressing OK moves the focus to the next focusable item on the screen.

- For phones that have both hard-coded Back **and** Clear keys (like Sony Ericsson phones) the only the Clear key is dedicated to character deletions. The Back and Left Soft Keys are dedicated to the overall screen's Left Soft Key functionality.

2. Screens

2.1. Help Menu Screen

Screen Overview

Screen Diagram	Description
 See description for specific help topics.	<i>Flow Chart:</i> Help <i>Notes:</i> Identical to the Main Menu—animation, scrolling, etc. Categories are fetched from the server and appear in the order specified by the server. Help Menu Topics: - Make a Dream Shot - Download to Phone - Camera - My Stuff - My Account - Support - Main Menu

Screen Elements

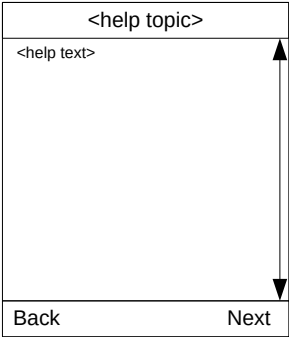
Focusable Items (Links)	Usage
Make a Dream Shot	Go to the Make a Dream Shot Help Screen.
Download to Phone	Go to the Download to Phone Help Screen.
Camera	Go to the Camera Help Screen.
My Stuff	Go to the My Stuff Help Screen.
My Account	MRC Account: Go to the MRC Account Help Screen. Use-Based Account: Go to the Use-Based Account Help Screen.
Support	Go to the Support Help Screen.
Main Menu	Go to the Main Menu Screen.
Keys	Usage
Right Soft Key ("Select"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	Go to the Main Menu Screen.
Up	Move the focus up one menu item.
Down	Move the focus down one menu item.
Power	Exit the application (no prompt).

Server Interactions

Screen Element	Description
Menu Items	The client requests all help topics and the server returns the topic names and IDs.

2.2. Make a Dream Shot Help Screen

Screen Overview

Screen Diagram	Description
 See description for specifics	<i>Flow Chart:</i> Help <i>Notes:</i> The Help Screen displays the text for the selected help topic in a scrolling view. For all but the last help topic, a RSK of "NEXT" is available, which allows the user to 'next' through the help rather than returning to the menu each time. On the last help topic, there is only the LSK "BACK" choice available. <help topic>: Make a Dream Shot <help text>: You make your own Dream Shot by selecting a Dream Shot, adding your own photo, and then editing it to place it in the Dream Shot. When done, you can save your Dream Shot and download it to your phone as a screensaver. 1. Select Dream: Use Make a Dream Shot to select your starting shot -- or start with the Featured Shot. 2. Choose Your Pic: Use your phone camera to take a pic -- of you, a friend, your pet, whatever. If you've already snapped photos in Dream Shots, you can start with them or any cut out made from them. 3. Cut Out Your Pic: Next, cut out the part of your pic you want to put in the Dream Shot. Help on the cut out screen guides you through this. 4. Edit Your Pic: You can then resize and move your pic on the shot. You can also erase or restore parts of your pic, use filters to blend it into the shot, and add your own text to the shot. Help on these editing screen guide your through this. 5. Save: When you're done, go to Save to preview and save your final Dream Shot.

Screen Elements

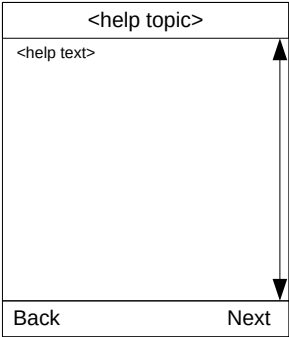
Keys	Usage
Right Soft Key ("Next"), OK	Go to the Download to Phone Help Screen.
Left Soft Key ("Back"), Clr/Back	Go to the Help Menu Screen.
Power	Exit the application (no prompt).

Server Interactions

Screen Element	Description
Help Text	The client sends the selected help ID to the server and the server returns the text for that topic along with the ID of the next topic (if not the last).

2.3. Download to Phone Help Screen

Screen Overview

Screen Diagram	Description
 See description for specifics	<i>Flow Chart:</i> Help <i>Notes:</i> The Help Screen displays the text for the selected help topic in a scrolling view. For all but the last help topic, a RSK of "NEXT" is available, which allows the user to 'next' through the help rather than returning to the menu each time. On the last help topic, there is only the LSK "BACK" choice available. <help topic>: Download to Phone <help text>: You can download any Dream Shot you've made to your phone for use as screensavers. Go to My Stuff, look through your shots, and use Download to download it to your phone. It takes a Dream Shot download credit to download a shot as a screensaver. See My Account Help for more details. The downloaded shot is saved where all screensavers are kept on your phone. You can install it as a screensaver from there. Check your phone's manual for details on this if you need. (Dream Shots cannot install screensavers directly; you must follow the phone's own procedure.)

Screen Elements

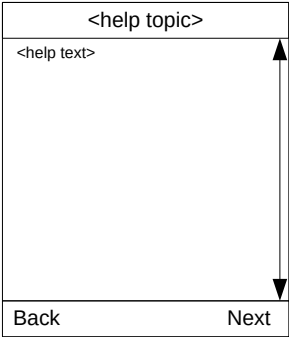
Keys	Usage
Right Soft Key ("Next"), OK	Go to the Camera Help Screen.
Left Soft Key ("Back"), Clr/Back	Go to the Make a Dream Shot Help Screen.
Power	Exit the application (no prompt).

Server Interactions

Screen Element	Description
Help Text	The client sends the selected help ID to the server and the server returns the text for that topic along with the ID of the next topic (if not the last).

2.4. Camera Help Screen

Screen Overview

Screen Diagram	Description
 See description for specifics	<i>Flow Chart:</i> Help <i>Notes:</i> The Help Screen displays the text for the selected help topic in a scrolling view. For all but the last help topic, a RSK of "NEXT" is available, which allows the user to 'next' through the help rather than returning to the menu each time. On the last help topic, there is only the LSK "BACK" choice available. <help topic>: Camera <help text>: To snap a pic for use in Dream Shots, use the Camera option on the Select Photo Screen. When you press CAPTURE, hold your phone very still until the hourglass goes away. Save the pic if you like it or choose Reshoot to discard it and take another one.

Screen Elements

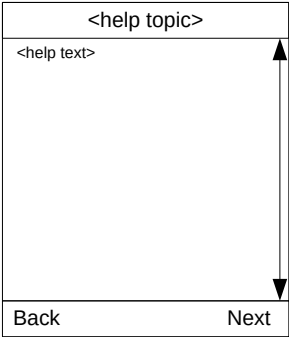
Keys	Usage
Right Soft Key ("Next"), OK	Go to the My Stuff Help Screen.
Left Soft Key ("Back"), Clr/Back	Go to the Download to Phone Help Screen.
Power	Exit the application (no prompt).

Server Interactions

Screen Element	Description
Help Text	The client sends the selected help ID to the server and the server returns the text for that topic along with the ID of the next topic (if not the last).

2.5. My Stuff Help Screen

Screen Overview

Screen Diagram	Description
 See description for specifics	<i>Flow Chart:</i> Help <i>Notes:</i> The Help Screen displays the text for the selected help topic in a scrolling view. For all but the last help topic, a RSK of "NEXT" is available, which allows the user to 'next' through the help rather than returning to the menu each time. On the last help topic, there is only the LSK "BACK" choice available. <help topic>: My Stuff <help text>: In My Stuff, you can see and manage all the pics, cut outs, and Dream Shots you've made. You can update them and delete them as you want. Warning: Deleting a photo also deletes any cut out you made from the photo. (Deleting a cut out, however, does not delete the original photo.) From My Stuff, you can also download your Dream Shots to use them as screensavers on your phone. See the download help topic.

Screen Elements

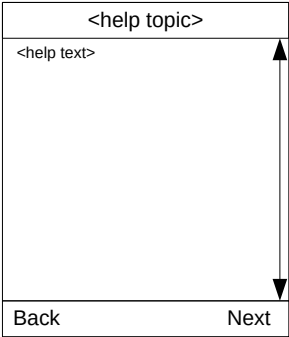
Keys	Usage
Right Soft Key ("Next"), OK	MRC User: Go to the MRC Account Help Screen. Use-Based User: Go to the Use-Based Account Help Screen.
Left Soft Key ("Back"), Clr/Back	Go to the Camera Help Screen.
Power	Exit the application (no prompt).

Server Interactions

Screen Element	Description
Help Text	The client sends the selected help ID to the server and the server returns the text for that topic along with the ID of the next topic (if not the last).

2.6. MRC Account Help Screen

Screen Overview

Screen Diagram	Description
 See description for specifics	<i>Flow Chart:</i> Help <i>Notes:</i> The Help Screen displays the text for the selected help topic in a scrolling view. For all but the last help topic, a RSK of "NEXT" is available, which allows the user to 'next' through the help rather than returning to the menu each time. On the last help topic, there is only the LSK "BACK" choice available. This help screen is only shown to MRC users. Use-based users get a different screen. <help topic>: My Account <help text>: You have <nn> of <nn> Dream Shot download credits remaining this month. Your credits reset on the 1st day of every month.

Screen Elements

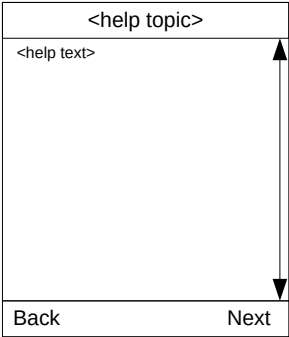
Keys	Usage
Right Soft Key ("Next"), OK	Go to the Support Help Screen.
Left Soft Key ("Back"), Clr/Back	Go to the My Stuff Help Screen.
Power	Exit the application (no prompt).

Server Interactions

Screen Element	Description
Help Text	The client sends the selected help ID to the server and the server returns the text for that topic along with the ID of the next topic (if not the last).

2.7. Used-Based Account Help Screen

Screen Overview

Screen Diagram	Description
 See description for specifics	<i>Flow Chart:</i> Help <i>Notes:</i> The Help Screen displays the text for the selected help topic in a scrolling view. For all but the last help topic, a RSK of "NEXT" is available, which allows the user to 'next' through the help rather than returning to the menu each time. On the last help topic, there is only the LSK "BACK" choice available. This help screen is only shown to Use-Based users. MRC users get a different screen. <help topic>: My Account <help text>: You have <nn> Dream Shot download credits. To download a Dream Shot requires one (1) credit. If you are out of credit, go to My Account and select Buy Credits to purchase more.

Screen Elements

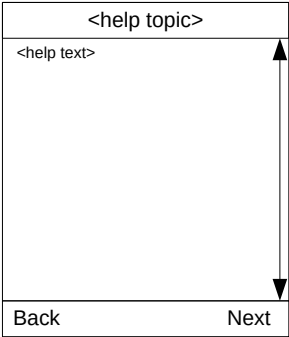
Keys	Usage
Right Soft Key ("Next"), OK	Go to the Help Menu Screen.
Left Soft Key ("Back"), Clr/Back	Go to the Help Menu Screen.
Power	Exit the application (no prompt).

Server Interactions

Screen Element	Description
Help Text	The client sends the selected help ID to the server and the server returns the text for that topic along with the ID of the next topic (if not the last).

2.8. Support Help Screen

Screen Overview

Screen Diagram	Description
 See description for specifics	<i>Flow Chart:</i> Help <i>Notes:</i> The Help Screen displays the text for the selected help topic in a scrolling view. For all but the last help topic, a RSK of "NEXT" is available, which allows the user to 'next' through the help rather than returning to the menu each time. On the last help topic, there is only the LSK "BACK" choice available. <help topic>: Support <help text>: For support with Dream Shots, email support@mh2o.com. Please include "Dream Shots" as part of the email's subject line.

Screen Elements

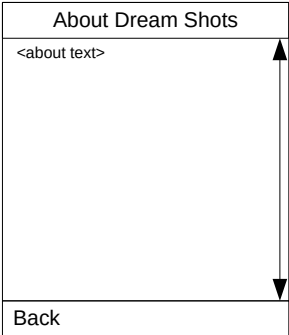
Keys	Usage
Right Soft Key ("Next"), OK	Go to the next help topic.
Left Soft Key ("Back"), Clr/Back	MRC User: Go to the MRC Account Help Screen. Use-Based User: Go to the Use-Based Account Help Screen.
Power	Exit the application (no prompt).

Server Interactions

Screen Element	Description
Help Text	The client sends the selected help ID to the server and the server returns the text for that topic along with the ID of the next topic (if not the last).

2.9. About Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> About <i>Notes:</i> The About Screen displays legal information and development credits. About text is stored on the server so it may be updated as needed. The About Screen uses a scrolling text field, same as the Help Screen. About Text: TBD

Screen Elements

Keys	Usage
Left Soft Key ("Back"), Clr/Back	Go to the Help Menu Screen.
Power	Exit the application (no prompt).

Server Interactions

Screen Element	Description
About Text	The client requests the About text from the server.