

	Project : Hot Drinks Cheat Sheet	Source File Name: creative_refresh_hot-drinks_v2_2.vsd	Round:	Date : 10/14/2008 9:58 AM
	Sharepoint Location:			Prepared By : Lis Hubert

Hot Drinks Machine

Current document version: 2.2

Last version: 2.1

Objective:

Create a hot drinks tip sheet so that users can see how many POINTS their morning beverages consume.

Desired Feedback:

Do the wireframes accurately reflect requirements?

Revisions:

- Changed select drink type from dropdown to images.
- Removed milk/sweeteners after meeting with business.

How to read a wireframe

Wireframes are preliminary sketches intended to show required page elements. These elements may include buttons, menus, form fields, image placeholders, example text, etc.

Wireframes are not intended to present design ideas and should not be read as preliminary designs. Rather, wireframes illustrate functional elements of the particular page or window in the sketch.

Annotations and Notes:

Annotations are numbered pointers that highlight a particular part of the sketch that requires an explanatory note. In this document and annotation looks like this:

1a

The number inside of the annotation will correspond to a numbered note in the right column like this:

1a. Explanatory note

This note explains something about the area at which the annotation is pointing.

Conditional Elements:

Conditional elements are page elements that only appear under certain circumstances. For example, a button that is only visible if a user is logged in might look like this:

Sign out

Conclusion:

Wireframes can be very easy to read and useful for envisioning websites or other software applications. Just be careful not to fixate on a particular page or window layout as it will most likely change.

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2a Select your beverage preferences then click "Make my drink" to see the **POINTS** value.

Hot Drinks Machine

Step 1 Select drink type 2b

<input type="radio"/> Cappuccino, whole milk	<input type="radio"/> Cappuccino, Skim milk	<input type="radio"/> Coffee, black	<input type="radio"/> Coffee, Light & sweet
<input type="radio"/> Latte, Whole milk	<input type="radio"/> Latte, Skim milk	<input type="radio"/> Espresso	<input type="radio"/> Americano
<input type="radio"/> Hot chocolate, Whole milk	<input type="radio"/> Hot chocolate, Hot water	<input type="radio"/> Tea, black	<input type="radio"/> Tea, Light & Sweet

Step 2 Select drink size: 2c

Small (8 oz)
 Medium (16 oz)
 Large (20 oz)

Step 3 Brew

Your Drink	=	POINTS total	Make My Drink 2d
			Reset 2g

2f

Coffee
¼ cup half n half
4 Tbsp sugar 2i

Next time try the nonfat latte.
You can save POINTS values
by using skim milk. 2g

KEY
Conditional element
Annotation

2a. Instructional text
A short blurb should let the user know how to get started with the tool.

2b. Drink type
Note that if Espresso is selected, the Select a drink size should become inactive. If any type of Cappuccino / Latte or if Hot Chocolate with Milk is selected, then Milk/Creamer should be disabled. If Light and Sweet Coffee is selected then Milk/Creamer and Sweetener should be disabled. This list should include:
[Need new List](#)

2c. Select a drink size
The user can select one and only one drink size. If Espresso is selected as the drink type, this section becomes inactive.

2d. Make my drink button
Clicking this calculates the drink POINTS value, which should show on the screen after the drink has been made. This button only becomes available if both a drink type and size have been selected.

2e. POINTS total
This represents the POINTS value of the drink. The POINTS total shows once the Make My Drink button has been clicked.

2f. Your Drink module
This module will populate when the user clicks Make My Drink.

2g. Reset link
Clicking this link blanks out the fields that have been populated up to this point.

2h. Help Message
This message only appears when certain high POINTS items are selected and the user has clicked Make My Drink.

2i. Ingredients hover
On hover of each drink type, the ingredients that are used should appear.

FPO Copy - Copy contained within this wireframe is meant to provide direction and does not reflect final copy.