



RETAIL REVOLUTION

WIREFRAMES

NOVEMBER 21, 2014



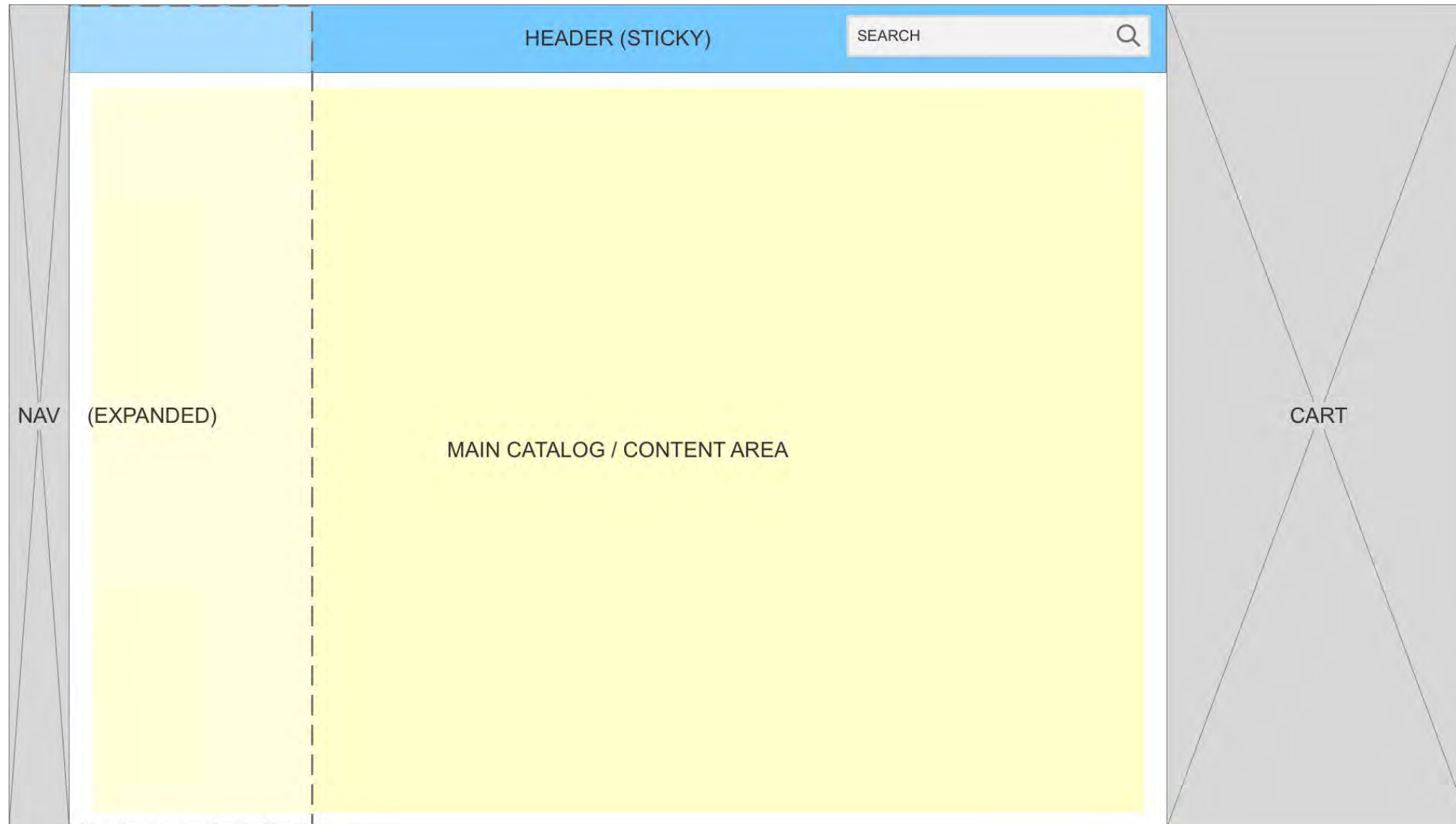
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1.0 Interface Structure

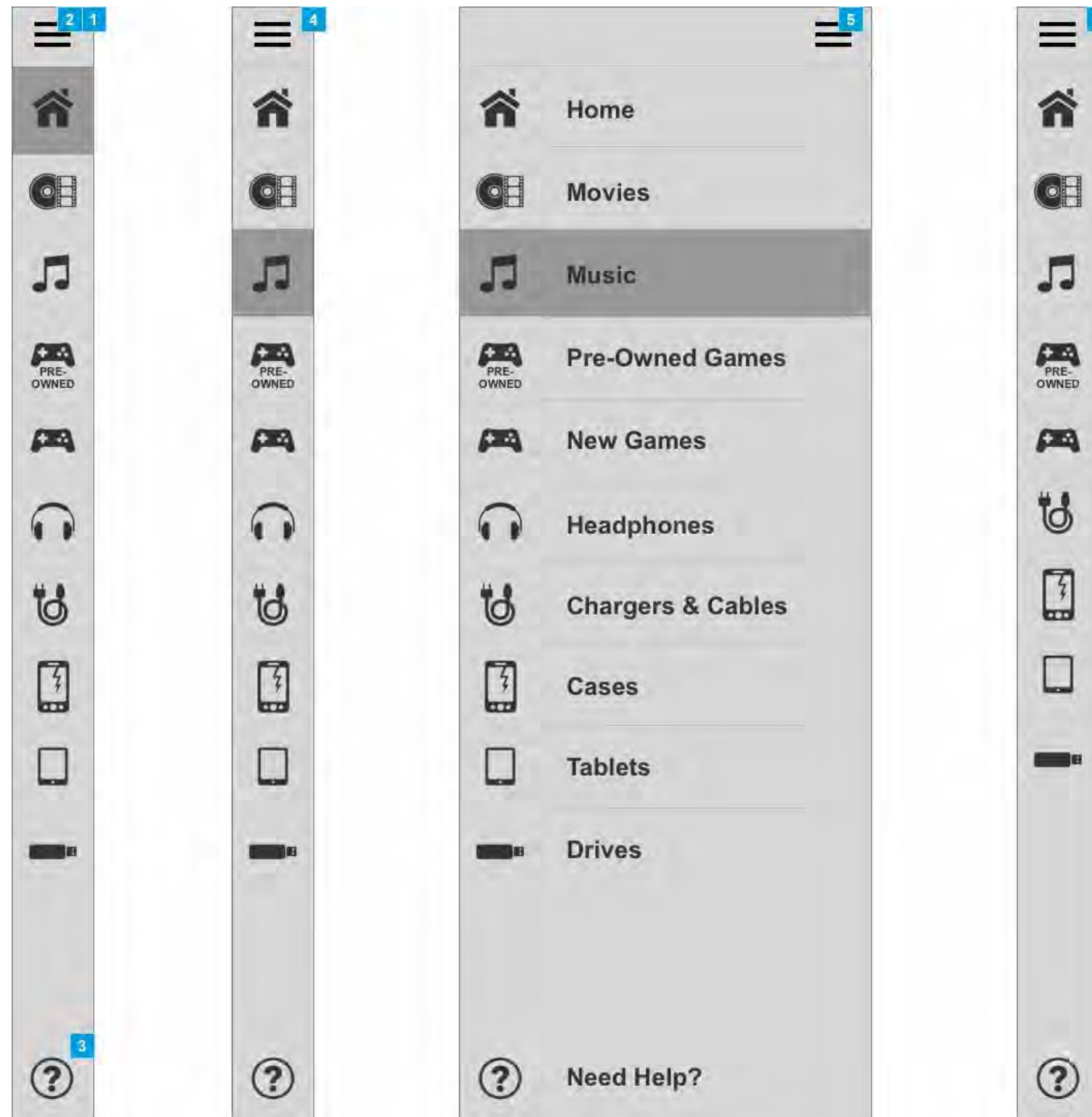


The Retail Revolution Experience maintains a consistent architecture in its universal elements. As shown, navigation is omnipresent in the left bar, expanding as an overlay upon user tap on a menu icon.

The header at the top includes search, page title and occasionally filtering and sorting options. This header is sticky whereas the Main Catalog/Content area may scroll depending on page content.

The cart always is presented as open, adjacent to the right side of the screen despite its contents. The homepage is the only exception, on which the cart is NOT shown if it contains no items.

1.1 Navigation

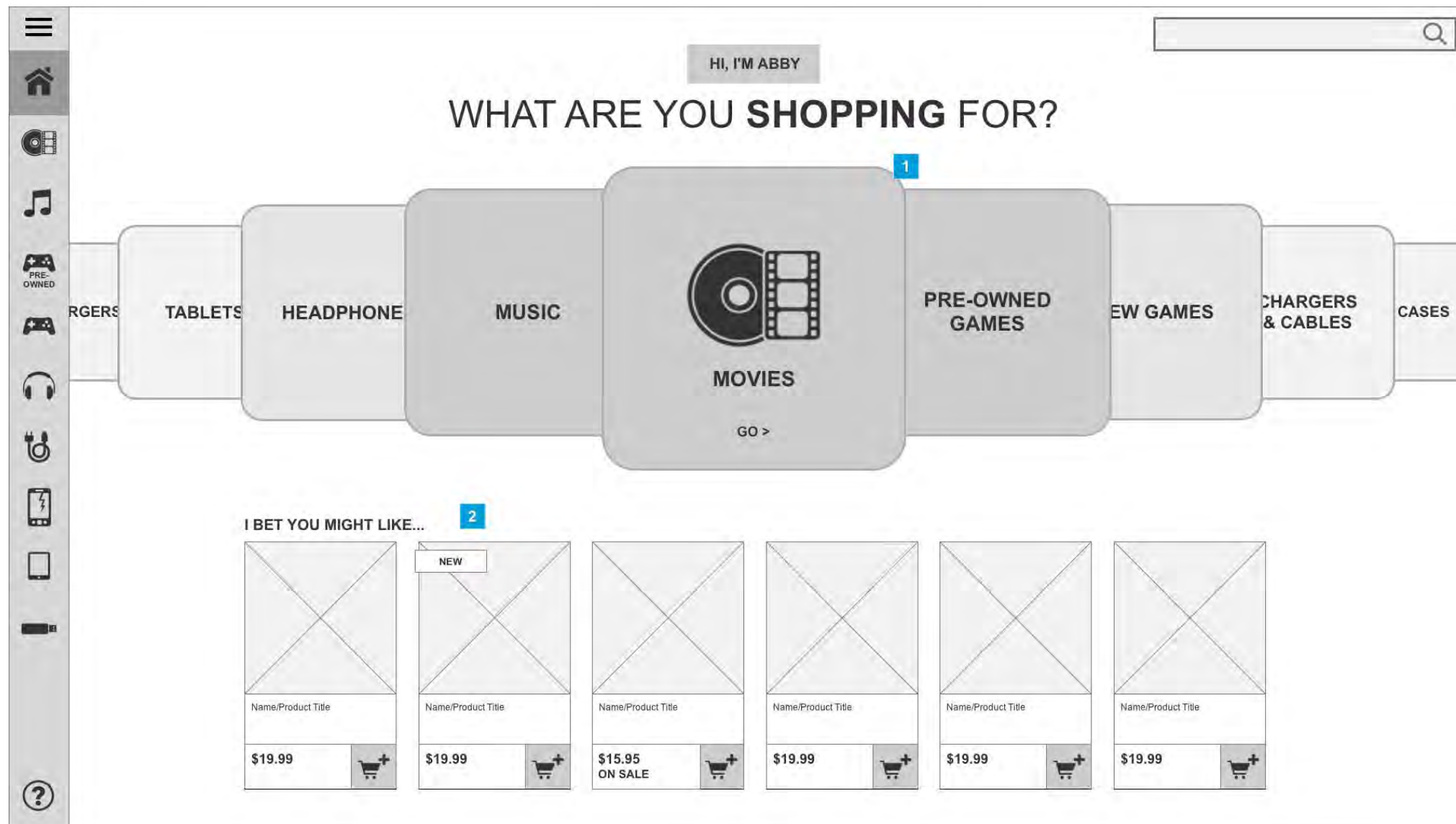


By default, navigation is always in a Closed state except for when a user sees the Home screen for the first time. In this first instance, the menu begins open for 1 second and slides closed over the course of 1 second during load.

Footnote	Name	Notes
1	Navigation: Closed	When closed, category icons may be tapped to take the user to that category's page. When at the Home page, the Home icon will be highlighted. The menu will show only categories with product currently present within the unit.
2	Menu trigger	When the Menu icon is tapped, the menu will open to the Navigation: Expanded state.
3	Help icon	When tapped from any page, this will activate the 5.1 Help overlay to assist the user in troubleshooting.
4	Navigation: Category Selected	When the user is browsing within a specific category page (including a subcategory), that category will be highlighted.
5	Menu icon (opened)	When the Menu icon is tapped, the menu will close to the Navigation: Closed state.
6	Navigation: Out of Stock	When a category is out of stock, it will not be shown within the menu.



2.1a Home (Empty Cart)



When a user visits the Home page with no items in their cart, they will see a closed navigation and no instance of cart. If they revisit the homepage with items in the cart they will see 2.1c. 2.1b shows this homepage with the navigation expanded.

Footnote	Name	Notes
1	Category Carousel	<p>Users may tap on an item to bring it to the front or swipe to cycle through categories. Only categories with products available will be shown. When a category is brought to the front, either by swipe or tap, it will show that category icon.</p> <p>A tap on the selected front category will take the user to the Category page (2.2a) specific to their selection.</p> <p>The behavior of the carousel is to be similar to this waterwheel example: http://testing.worldaccordingtorobert.com/jquery/carousel_v1-0/waterwheelCarousel.htm however with the addition of swipe to interact with the carousel. The carousel should have a slight "snap" when a tile reaches the front middle position, however a user should also be free to spin the carousel as quickly as they may like (with gradual deceleration).</p> <p>Note: For most categories, the appearance of the category page will correspond to 2.2a Category Landing. However, for some more limited product categories, (i.e. Cases, Tablets, Chargers & Cables, etc.) they may be directed to a page of the 2.3 Subcategory Landing template, depending on what format the category is using.</p>
2	Featured Products	Six products may be selected by the business to be featured on the homepage. Products will only be shown if in stock.



2.1b Home (Empty Cart, Open Menu)

The wireframe shows a mobile home page with a navigation menu on the left. The menu items are: Home, Movies, Music, Pre-Owned Games, New Games, Headphones, Chargers & Cables, Cases, Tablets, Drives, and Need Help?. The main content area features a search bar at the top right, a personalized greeting 'HI, I'M ABBY', and a large heading 'WHAT ARE YOU SHOPPING FOR?'. Below this is a horizontal carousel of category buttons: SMARTPHONE, MUSIC, MOVIES (highlighted with a film reel icon and 'GO >'), PRE-OWNED GAMES, NEW GAMES, CHARGERS & CABLES, and CASES. At the bottom, there is a 'YOU MIGHT LIKE...' section with six placeholder product cards. Each card includes a 'Name/Product Title' field, a price field (e.g., '\$19.99' or '\$15.95 ON SALE'), and a shopping cart icon with a plus sign.



2.1c Home (Item in Cart)

HI, I'M ABBY

WHAT ARE YOU SHOPPING FOR?

HEADPHONE

MUSIC

MOVIES

GO >

PRE-OWNED GAMES

NEW GAMES

CHAR & CA

I BET YOU MIGHT LIKE...

Name/Product Title

\$19.99

NEW

Name/Product Title

\$19.99

Name/Product Title

\$15.95 ON SALE

Name/Product Title

\$19.99

Name/Product Title

\$19.99

Name/Product Title

\$19.99

YOUR CART

X

Frozen (DVD)
1
\$19.99

Product Total	\$19.98
Estimated Sales Tax	\$2.16
Estimated Total	\$22.15

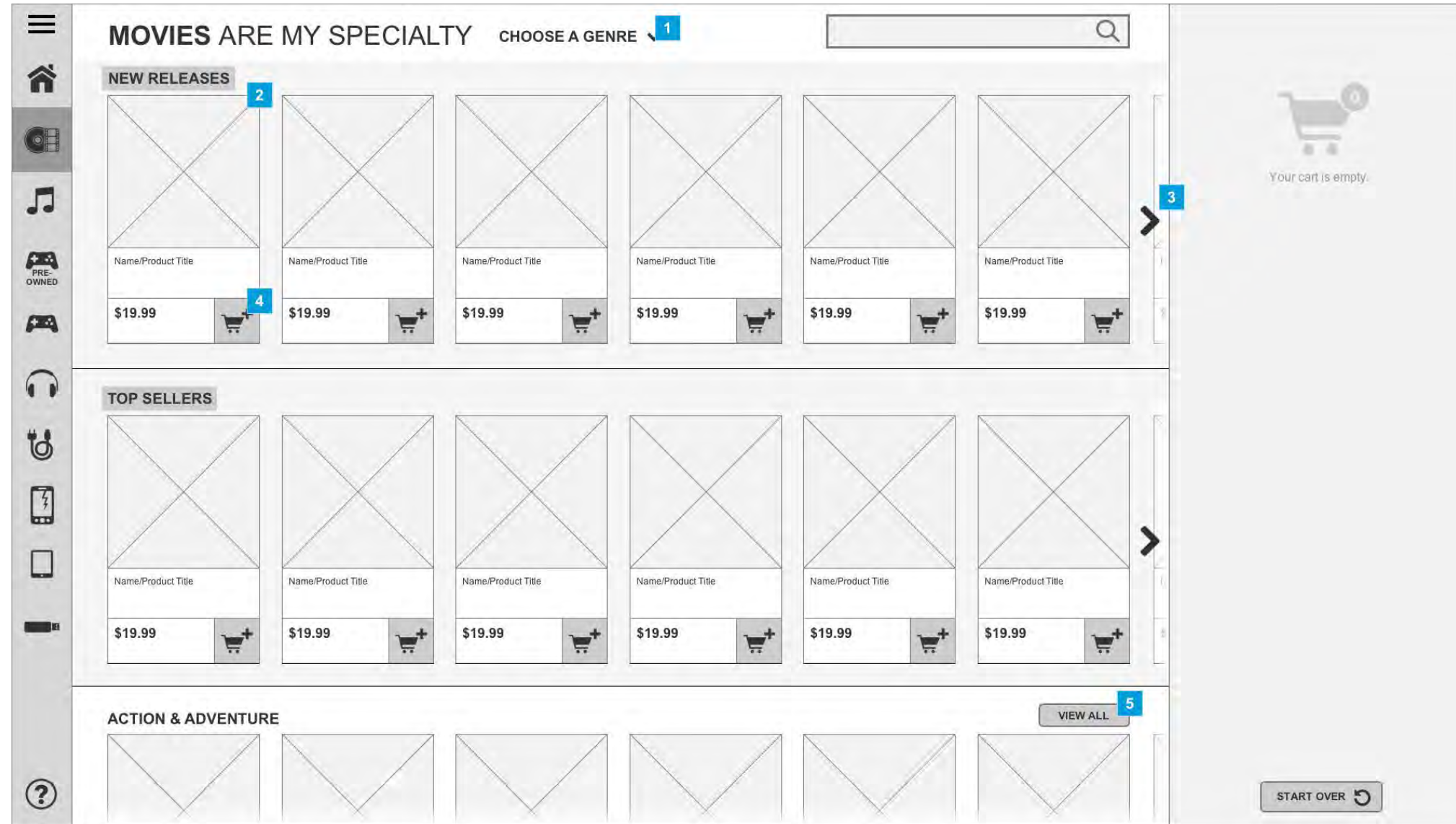
FINISH & PAY

START OVER

See additional notes on cart on 3.2a Cart w/ Items.



2.2a Category Landing (Empty Cart)

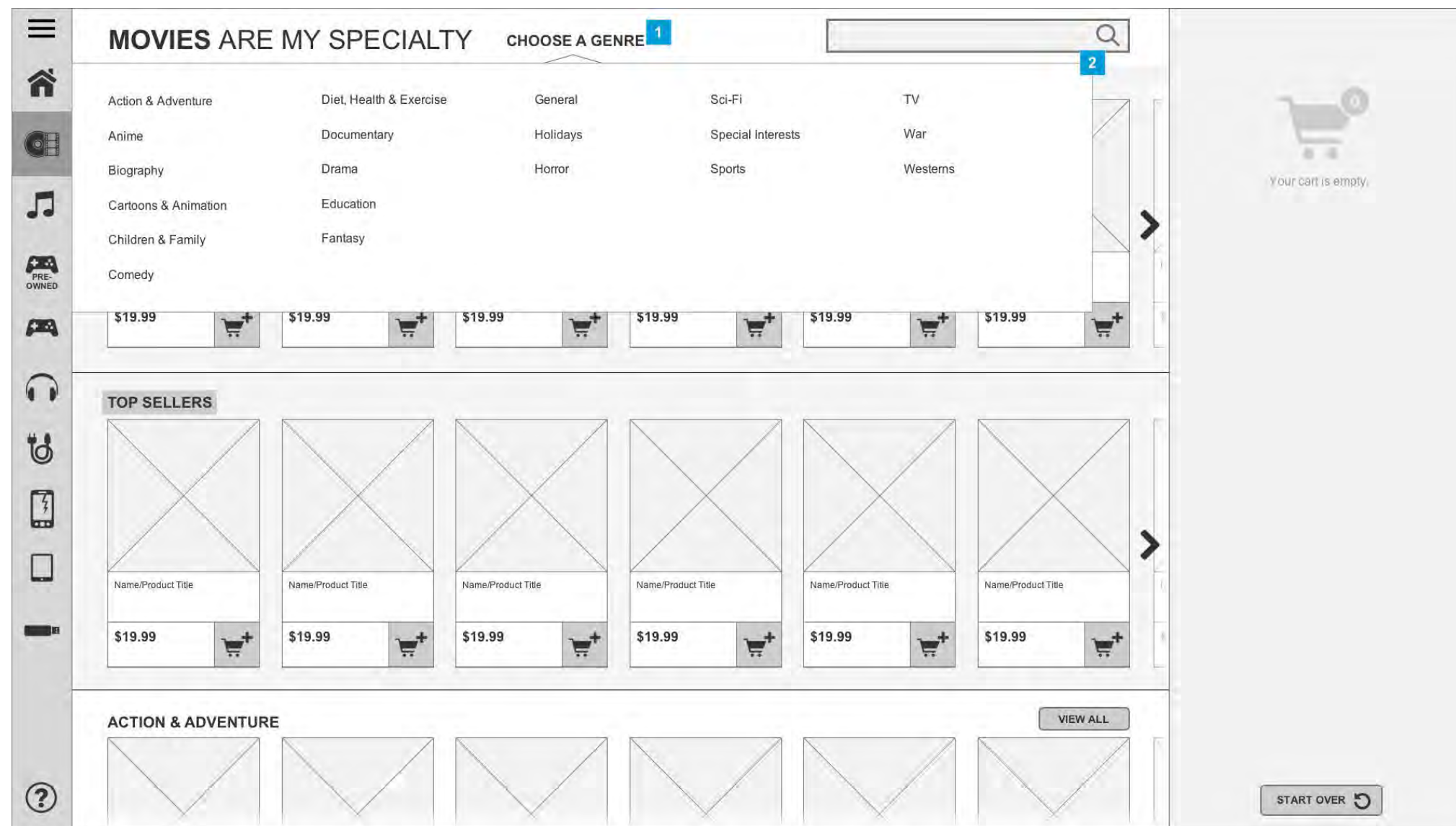


This page introduces the user to new releases, top sellers and all movie genres (or sub categories). The user can tap "View All" to open a genre menu at the top of the page – see 2.2b Category Landing (Menu Expanded). Within each row of products the user can view the respective product detail information (see 2.4a Product Detail) by tapping on the product image, add a product quickly to their cart (see 3.2a Cart w/ Items) via the add to cart button, and tap or swipe through each row manually to view additional products. The user can swipe down the page to scroll through additional genres. They can also tap the "View All" button to access the respective genre page (sub category page) – see 2.3a Subcategory Landing (Movies - Comedy).

Footnote	Name	Notes
1	Navigation: Movie Genre	When tapped, a menu will overlay the top portion of the screen revealing all movie genres. From there the user will select a genre and be directed to a genre specific page (sub category page). See 2.2b Category Landing (Menu Expanded) for expanded menu.
2	Image: Product	Dynamic menu - when on 2.2a Category Landing "Select a Genre" is used to introduce the genre menu. When on 2.3a Subcategory Landing "All Movies," is the menu item that takes you back to 2.2a Category Landing. On tap, the 2.4a Product Detail modal opens.
3	Navigation: Right Arrow	On tap, the next six products are revealed by sliding into view from right to left. The user can also swipe from right to left to reveal additional products.
4	Button: Add to Cart	When tapped, the respective product is added to the user's cart on the right hand side. See 3.2a Cart w/ Items.
5	Button: View All	On tap, the user is directed to the respective sub category page. See 2.3a Subcategory Landing (Movies - Comedy).



2.2b Category Landing (Menu Expanded)

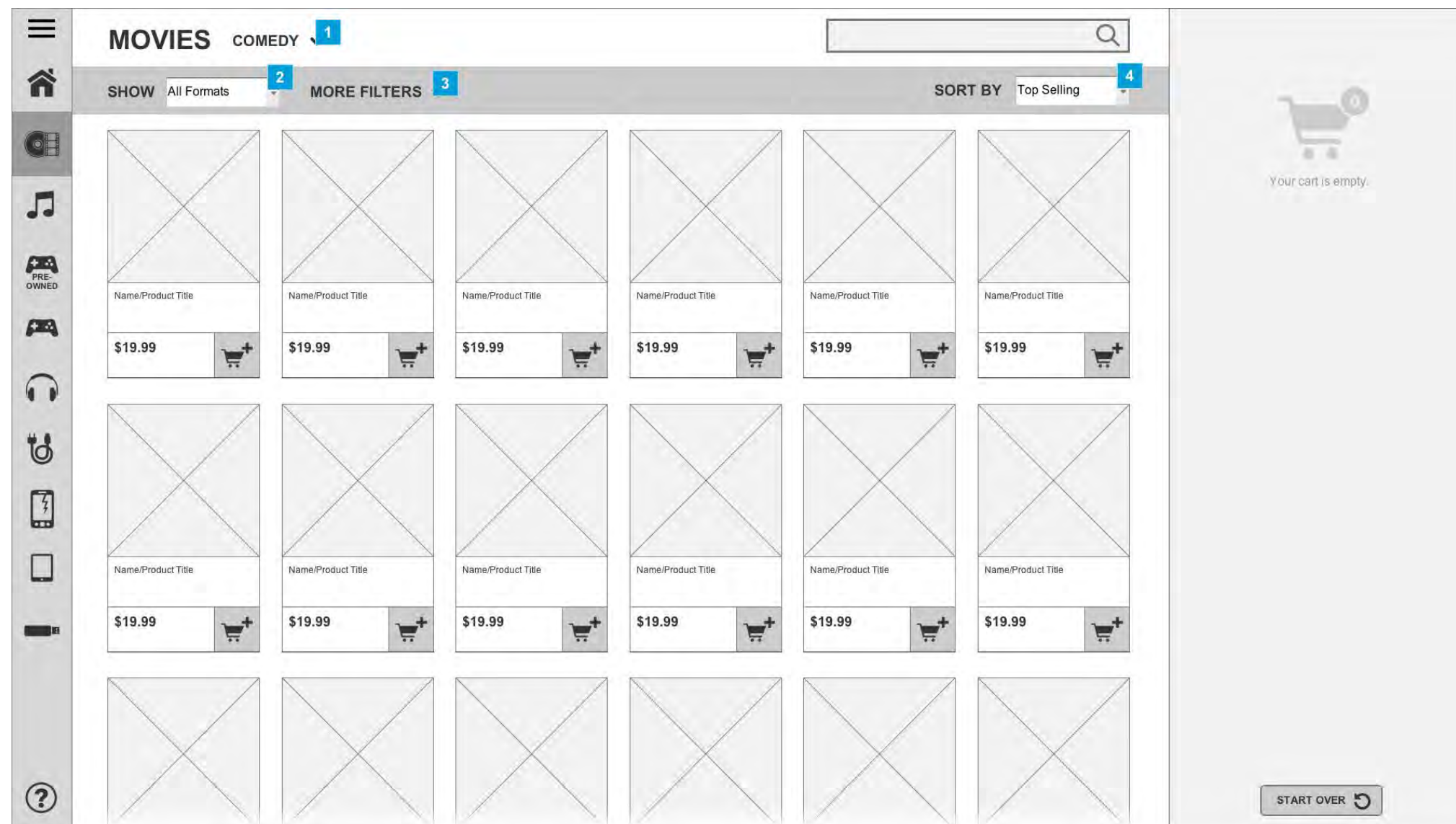


When the movies genre menu is expanded the user can see all genres at once. This design is scalable to include all genres in stock. Any genres with no titles in stock will not be shown.

Footnote	Name	Notes
1	Navigation: Movie Genre	When tapped (within current state), the movie genre menu will collapse. The user can also tap a genre (make a selection) or tap outside of the menu to close.
2	Navigation: Movie Genre	The user can tap a genre (make a selection) to move to a sub category page, or tap "Choose A Genre" or outside of the menu to close.



2.3a Subcategory Landing (Movies - Comedy)

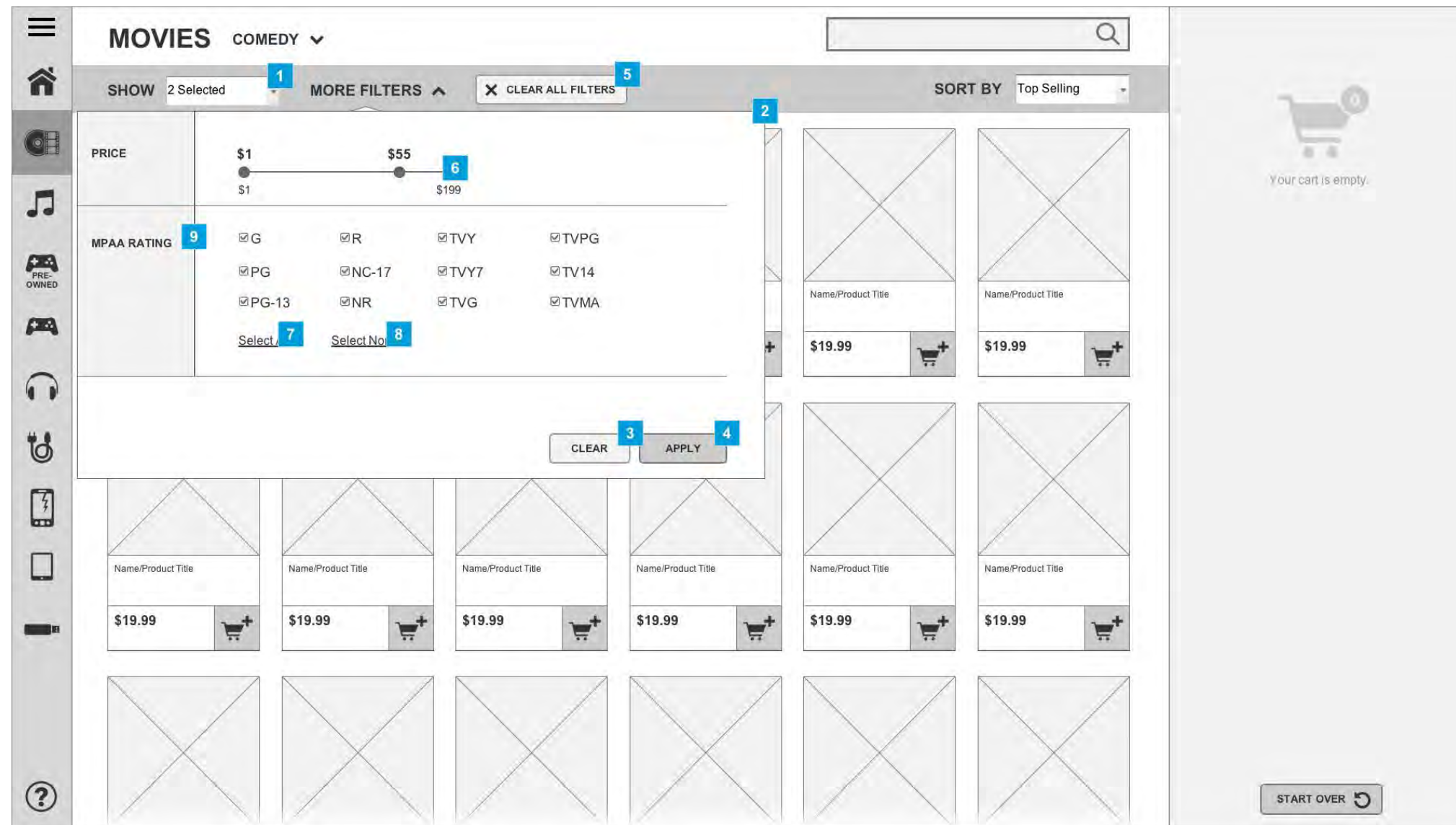


The subcategory page exposes all movies (or all products) within this genre (or subcategory). The user can scroll down the page to view additional products. They can also set filters at the top of the page to narrow down the number of products shown below.

Footnote	Name	Notes
1	Navigation: Movie Genre	Dynamic menu - when on 2.2a Category Landing "Select a Genre" is used to introduce the genre menu. When on 2.3a Subcategory Landing "All Movies" is the menu item that takes you back to 2.2a Category Landing.
2	Dropdown: Format	When tapped, user checks one or more formats (i.e. DVD, Blu-ray, Blu-ray 3D).
3	Menu: More Filters	When tapped, filter menu appears allowing the user to set additional filters. See 2.3b Subcategory Landing (Movies - Comedy, More Filters Shown).
4	Dropdown: Sort By	When tapped, user can select an attribute to sort by. One may be selected at a time. Sort options may include: Best Selling, Pricing High to Low, Pricing Low to High, Customer Review High to Low, Customer Review Low to High.



2.3b Subcategory Landing (Movies - Comedy, More Filters Shown)

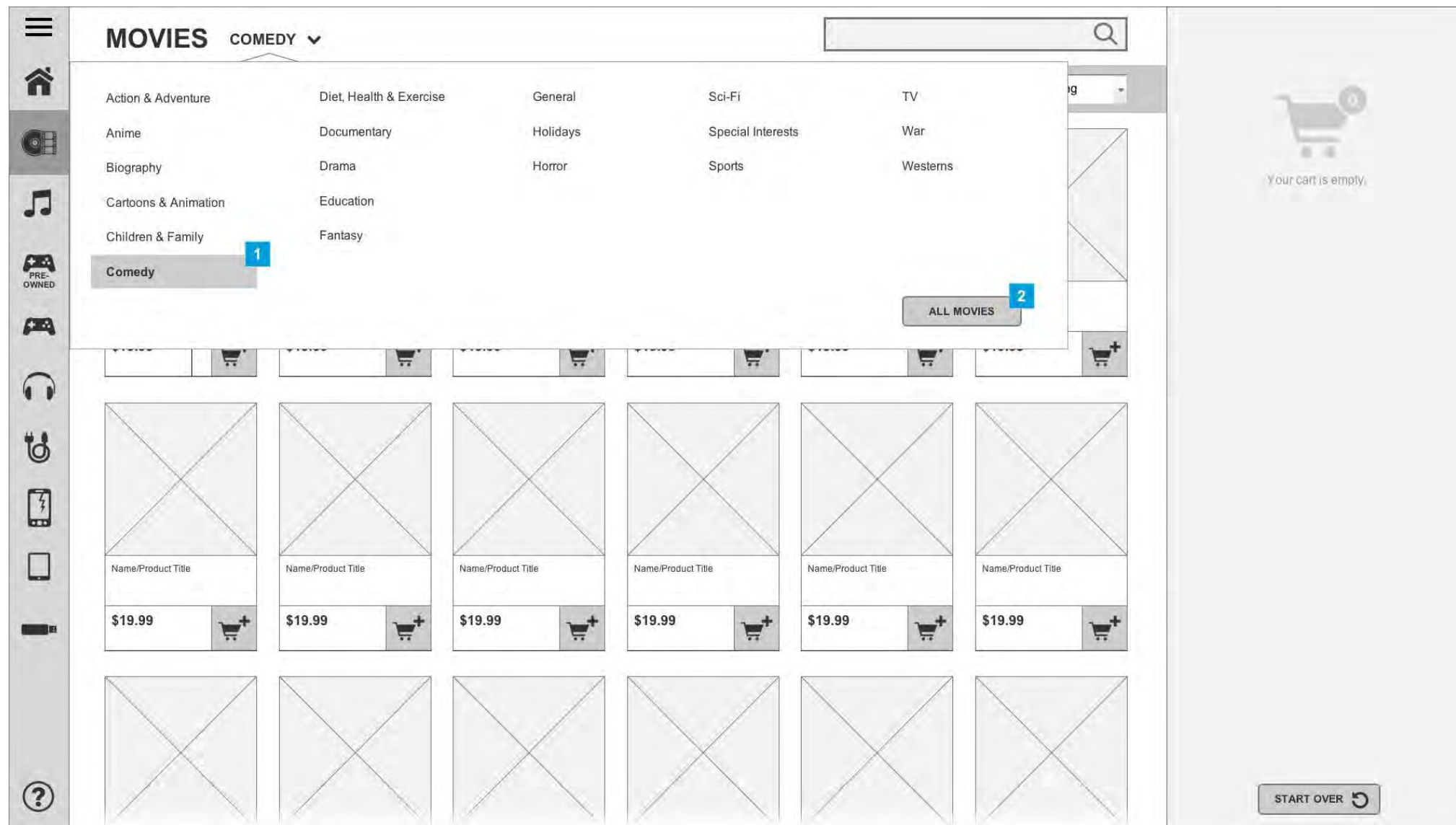


Footnote	Name	Notes
1	Dropdown: Format	Indicates that user has modified more than 1 format of filter.
2	Menu: More Filters	User selects filtering options. Menu collapses if user taps "more filters" again, taps outside menu, taps "clear" or taps "apply".
3	Button: Clear	When tapped, all filters are cleared/reset.
4	Button: Apply	When tapped, filter is applied to products on page (via refresh) and menu collapses.
5	Button: Clear All Filters	When tapped, all filters selected are cleared.
6	Price Filter	A user may move either of the high or low sliders to adjust their minimum or maximum price. The minimum and maximum values of the scale are based upon the highest and lowest priced items available within the subcategory. The scale should be weighted so that as the user slides through the scale it includes or removes a consistent number of products at each step. All prices and steps are rounded to the nearest whole dollar amount.
7	Select All	On tap, select all checkboxes in the specific filter category.
8	Select None	On tap, deselect all checkboxes in the filter category.
9	MPAA Rating	By default, all ratings should be selected.

Footnote Name Notes



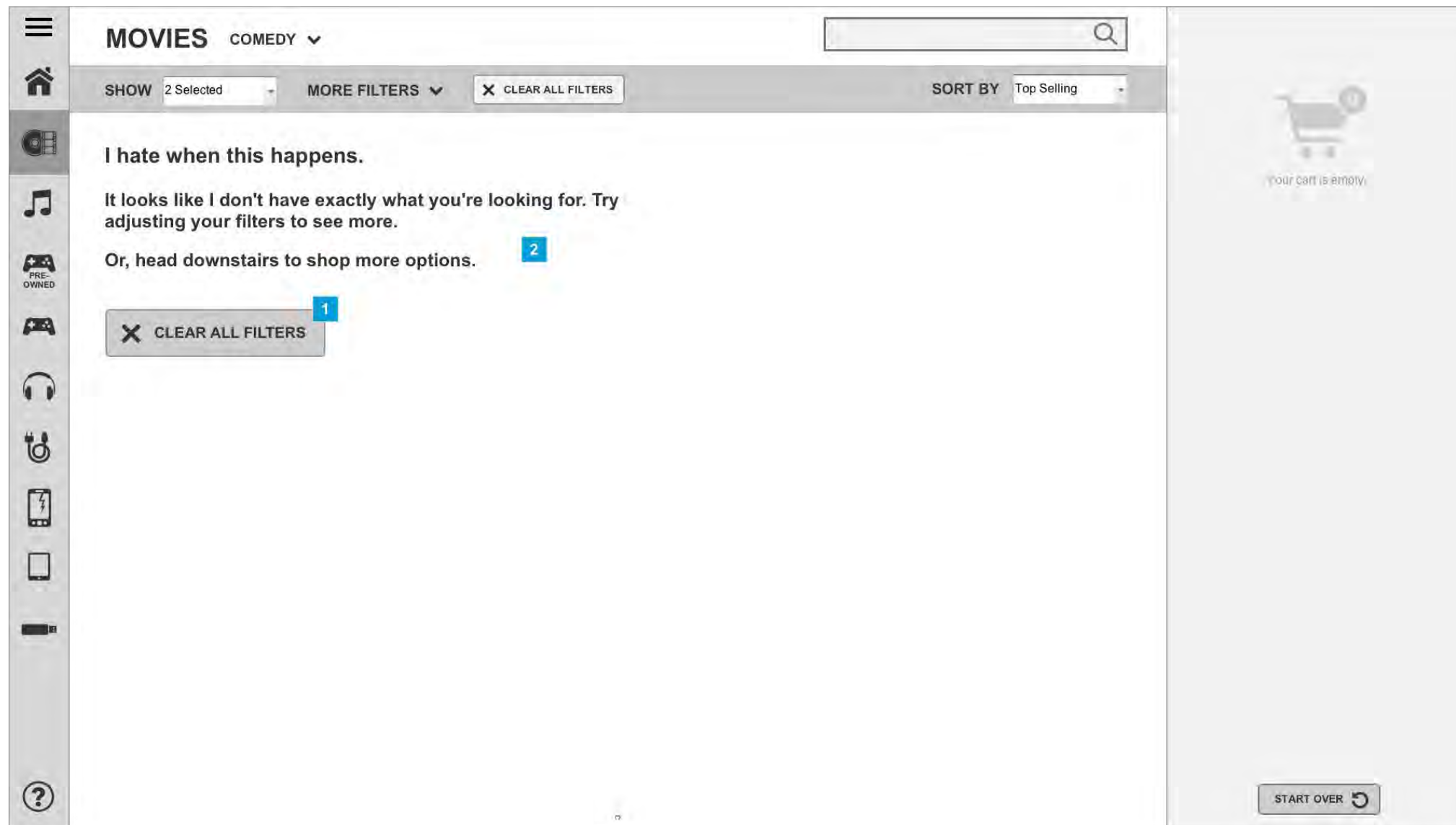
2.3e Subcategory Landing (Movies - Menu Expanded)



Footnote	Name	Notes
1	Indicator: Genre Selected	This indicates the currently selected genre.
2	All Movies button	This button is only shown when currently within a subcategory (not shown when viewing this menu on a category page, such as 2.2b Category Landing (Menu Expanded)).



2.3c Subcategory Landing (No Results)



If no results can be found using the filters that the user searched they will be shown messaging to communicate steps for resolution.

Footnote	Name	Notes
1	Button: Clear All Filters	When tapped, clears all filters.
2	More in Store	Show this copy only for dual-merchandised categories. When store is open, show "Or, head downstairs to shop more options." When Store is closed, show "Or, come back when we re-open to shop more options inside the store."



2.3d Subcategory Landing (Chargers & Cables)

CHARGERS & CABLES

SHOW All Types
MORE FILTERS
SORT BY Top Selling

Name/Product Title

\$19.99
🛒+

Name/Product Title

\$19.99
🛒+

Name/Product Title

\$19.99
🛒+

Name/Product Title

\$19.99
🛒+

Name/Product Title

\$19.99
🛒+

Name/Product Title

\$19.99
🛒+

1

Name/Product Title

\$19.99
🛒+

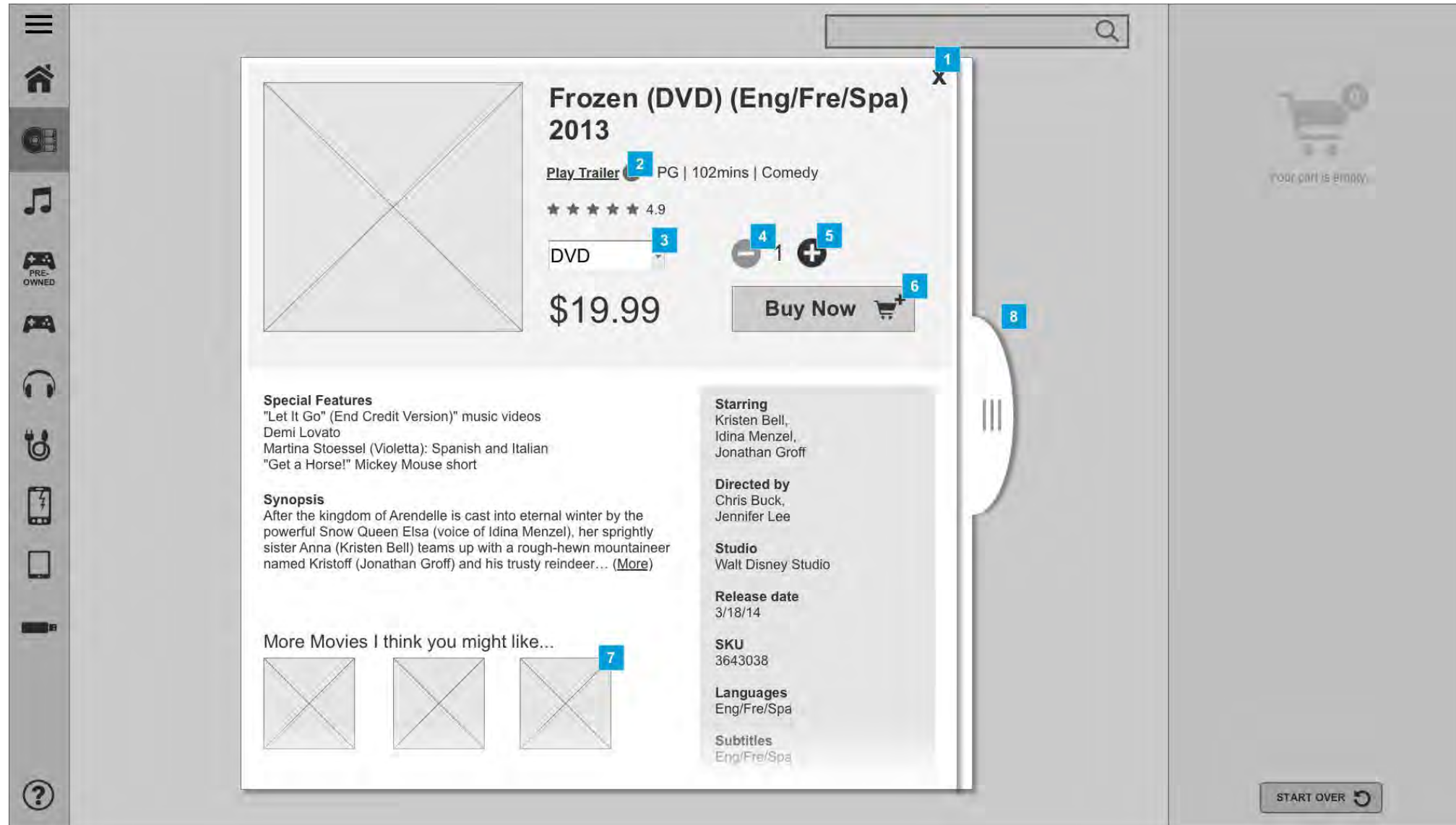
Head downstairs to shop more options

START OVER ↺

This page shows a subcategory with limited product selection. At the end of the presentation, the user may be shown a card which encourages them to continue their search within the store if applicable.

Footnote	Name	Notes
1	More In Store tile	Show this tile only for dual-merchandised categories with limited product. When store is open, show "Or, head downstairs to shop more options." When Store is closed, show "Or, come back when we re-open to shop more options inside the store."

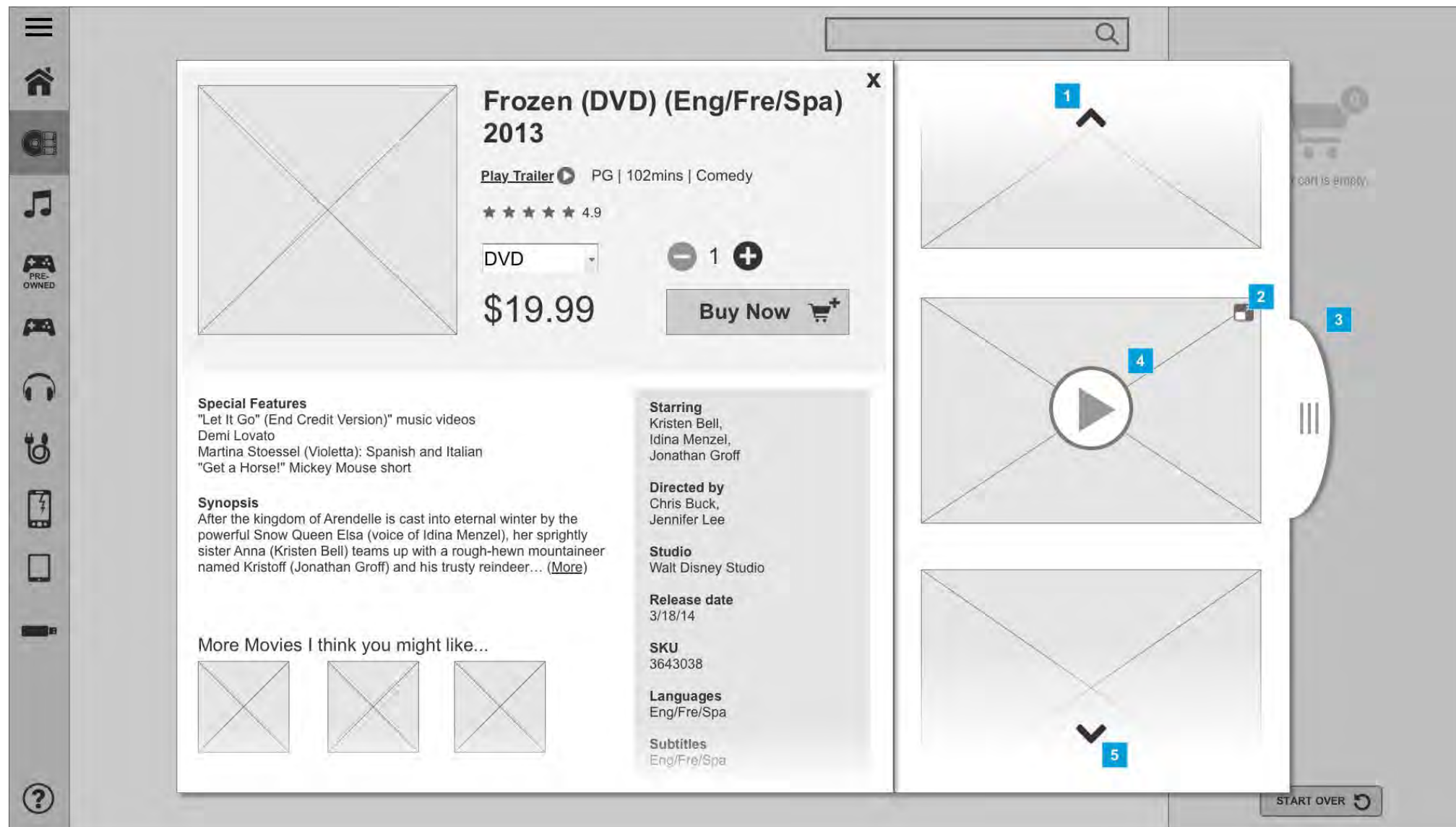
2.4a Product Detail (Movies)



This modal provides the user with detailed information on the product they have selected to view. The top half of the modal is static (does not move) while the second half is scrollable via vertical swipe (if enough information is present). The top half will remain locked in place as the user swipes through content on the lower half.

Footnote	Name	Notes
1	Close Mechanism	Close modal on tap of "X" or outside modal.
2	Button: Play	When tapped, media tab to the right side of the modal slides out (expands) to play trailer and reveal additional media. User can select to play movie trailer in full screen - see 2.4b Product Detail - Media.
3	Dropdown: Select Format	User selects format if multiple formats available. If changed, PDP modal will refresh.
4	Button: Subtract Sign	User taps button to decrease quantity shown to the right. Will show as enabled if quantity is above 1.
5	Button: Addition Sign	User taps button to increase quantity shown to the left. Will show as disabled if no more of a sku is available in the robot.
6	Button: Buy Now	When tapped, selected product is added to cart. The PDP will animate- shrinking down to the product image and moving into the cart (similar to the Mac OS X minimize animation when a window is moved down into the dock).
7	Related Product Image	When tapped, the modal flips over to the other side to reveal products the user may also be interested in. See 2.4.2 You May Also Like.
8	Tab: Media	When tapped, this tab slides out from left to right to reveal additional media. Media can come in the form of images or video. See 2.4b Product Detail - Media. This will not be shown if no media is present.

2.4b Product Detail (Movies, Media Tab Open)



This tab provides optional space for additional media where applicable. It will not be shown if no media is present.

Footnote	Name	Notes
1	Button: Up Arrow	When tapped, content scrolls from top to bottom to reveal additional media. User can also swipe from top to bottom for the same result.
2	Button: Full Screen	When tapped, plays media in full screen.
3	Tab: Media	When tapped, this tab slides in from right to left to hide additional media.
4	Button: Play	When tapped, plays media within current space. User can expand media to full screen via the icon in the upper left.
5	Button: Down Arrow	When tapped, content scrolls from bottom to top to reveal additional media. User can also swipe from bottom to top for the same result.



2.4c Product Detail (Music)

1989 - CD
Taylor Swift
Pop
Release date: 10/27/2014
★★★★★ 5.0
\$19.99
Buy Now

Songs

1. Welcome to New York (3:32)
2. Blank Space (3:51)
3. Style (3:50)
4. Out of the Woods (3:55)
5. All You Had to Do Was Stay (3:13)
6. Shake It Off (3:39)
7. I Wish You Would (3:27)
8. Bad Blood (3:31)
9. Wildest Dreams (3:40)
10. How You Get the Girl (4:07)

Format
CD(2)
Original Release Date
10/1/2014
Release Date
10/27/2014
Length
48 minutes, 40 seconds
Label
Big Machine Records
Mono/Stereo
Stereo
Studio/Live
n/a
SPARS Code
n/a

START OVER

Footnote	Name	Notes
1	Music Preview	On tap of a track or play icon, the preview of the track will play. The "play" icon will become a "pause" icon, which the user can use during the preview to pause the song. If another song is tapped, the original song will stop playing and the new song will start.



2.4c Product Detail Scrolled (Music)

1989 - CD

Taylor Swift
Pop
Release date: 10/27/2014

★★★★★ 5.0

\$19.99

1

Buy Now

5. All You Had to Do Was Stay (3:15)

6. Shake It Off (3:39)

7. I Wish You Would (3:27)

8. Bad Blood (3:31)

9. Wildest Dreams (3:40)

10. How You Get the Girl (4:07)

11. This Love (4:10)

Length
48 minutes, 40 seconds

Label
Big Machine Records

Mono/Stereo
Stereo

Studio/Live
n/a

SPARS Code
n/a

More Music I think you might like...

Your cart is empty.

START OVER



2.4d Product Detail (Cases)

X

OtterBox - Defender Series Case for Apple® iPhone® 6 - Blaze Pink

Model: 43734BBR

★ ★ ★ ★ ★ 4.5

− 1 +

\$49.99

Buy Now

Features

Shield your Apple iPhone 6 from damage with this OtterBox Defender Series 43734BBR case that features 3 layers of solid protection made from a polycarbonate shell, silicone skin and a built-in screen protector to guard against scratches and scuffs.

Compatible with Apple iPhone 6
For a proper fit.

High-impact polycarbonate shell
Covered with a tough silicone skin ensures protection for your phone.

Built-in screen protector
Safeguards your device from scratches and minor damage.

Play-through design
Enables easy access to your keyboard, ports and phone features.

Holster clip
Keeps your phone secured and allows comfortable portability.

Apple, the Apple logo and iTunes are trademarks of Apple Computer, Inc., registered in the U.S. and other countries. iPod is a

More Details
[Spec]
[Detail]

Warranty Terms - Parts
1 year

Warranty Terms - Labor
1 year

Height
7.63 inches

Width
4.38 Inches

660543354710
8636253

your cart is empty

START OVER

Footnote	Name	Notes
1	Color Selection	For products which have multiple colors available, swatches will be show for available options. On tap, the PDP will refresh to show the product in the selected color.



2.4d Product Detail Scrolled (Cases)

OtterBox - Defender Series Case for Apple® iPhone® 6 - Blaze Pink

Model: 43734BBR
★★★★★ 4.5

1

\$49.99

Buy Now

Screen protector
Safeguards your device from scratches and minor damage.

Play-through design
Enables easy access to your keyboard, ports and phone features.

Holster clip
Keeps your phone secured and allows comfortable portability.

Apple, the Apple logo and iTunes are trademarks of Apple Computer, Inc., registered in the U.S. and other countries. iPod is a trademark of Apple Computer, Inc.

What's Included
OtterBox Defender Series Case
Owner's manual

More things I think you might like...

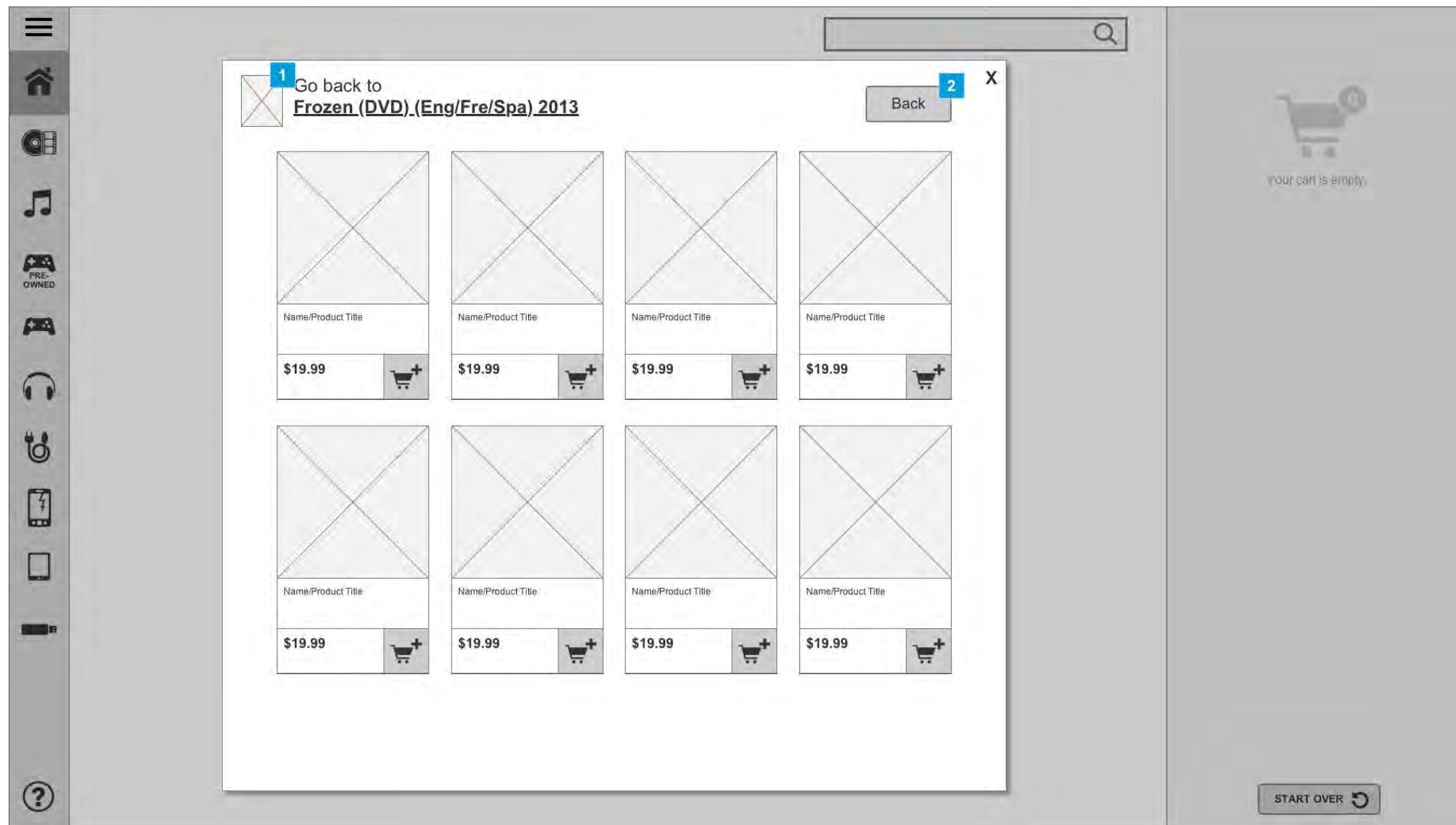
4.38 Inches

660543354710
8636253

Your cart is empty.

START OVER

2.4.2 You May Also Like



This is the reverse side of the product detail modal. Here, the user is shown products that they may also be interested in purchasing.

Footnote	Name	Notes
1	Button: Product Image	When tapped, directs user back to the other side of the modal. See 2.4a Product Detail.
2	Button: Back	On tap, the user is directed back to the other side of the modal. See 2.4a Product Detail.

2.5a Search - Predictive Dropdown



On tap of the search box, the keyboard is shown to allow the user to enter search keywords. The user can hide the keyboard by tapping outside of it or hitting "Go" to complete the search.

Footnote	Name	Notes
1	Search field	When a user taps the search field, the keyboard is brought on screen and a blinking cursor is shown in the search text box.
2	Button: Initiate Search	When tapped, search is initiated using keyword entered (or selected from predictive search dropdown).
3	Dropdown: Predictive Search Keywords	When tapped, the respective keyword is entered into the search bar.
4	Keyboard	Keyboard slides from bottom toward top of screen when the user taps into the search box. The user can hide the keyboard by tapping outside of it.



2.5b Search Results

OK, THIS IS WHAT I HAVE FOR "FROZEN"

ALL
MOVIES **1**
MUSIC
GAMES
STORAGE

Name/Product Title

\$19.99

Name/Product Title

\$19.99

Name/Product Title

\$19.99

Name/Product Title

\$19.99

Name/Product Title

\$19.99

Name/Product Title

\$19.99

Name/Product Title

\$19.99

Name/Product Title

\$19.99

Name/Product Title

\$19.99

Name/Product Title

\$19.99

Name/Product Title

\$19.99

Name/Product Title

\$19.99

Your cart is empty.

START OVER

This page displays results from the keyword(s) searched. All results are shown by default. If the user wants to view results within a certain category then can select it from the top of the page. Only categories with results will be shown.

Footnote	Name	Notes
1	Tab: Search Results Category	When tapped, user is shown results within that category. Only categories with results will be shown.



2.5c Search Results - No Results

🔍

1

HMMM...
I don't have any matches for "interstellar movie."

Try searching again. Or, browse through a category. (Over there, on the left.)

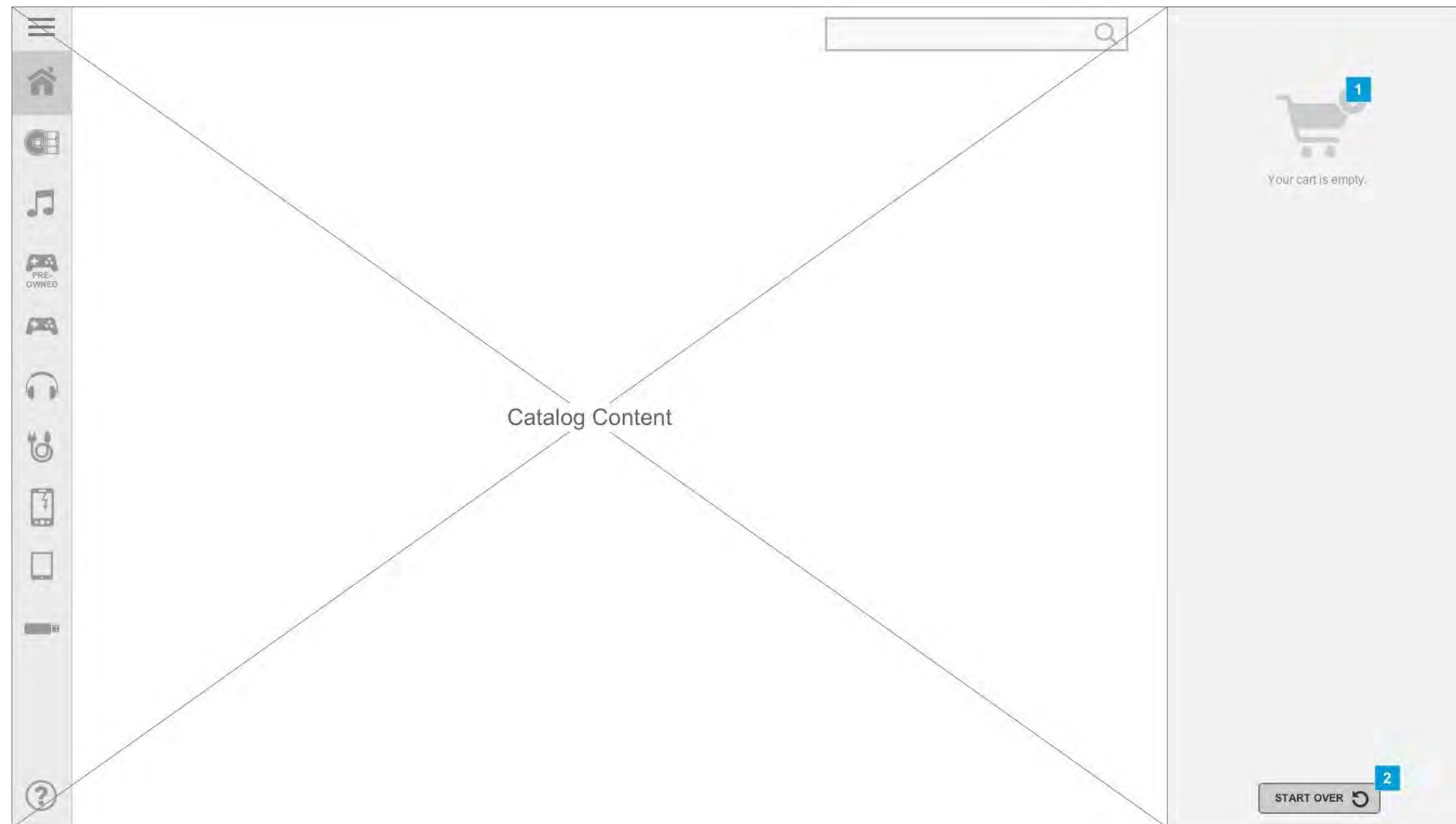
All of this store's movies, music and pre-owned games are available right here. If you're looking for more tablets, headphones, chargers, cases and other gadgets, head downstairs.

Your cart is empty.

START OVER ↻

Footnote	Name	Notes
1	Messaging: No Results	If no results can be found using the keywords that the user searched they will be shown messaging to communicate that. If the kiosk is in use during store hours, the user may be directed to look for more in the store.

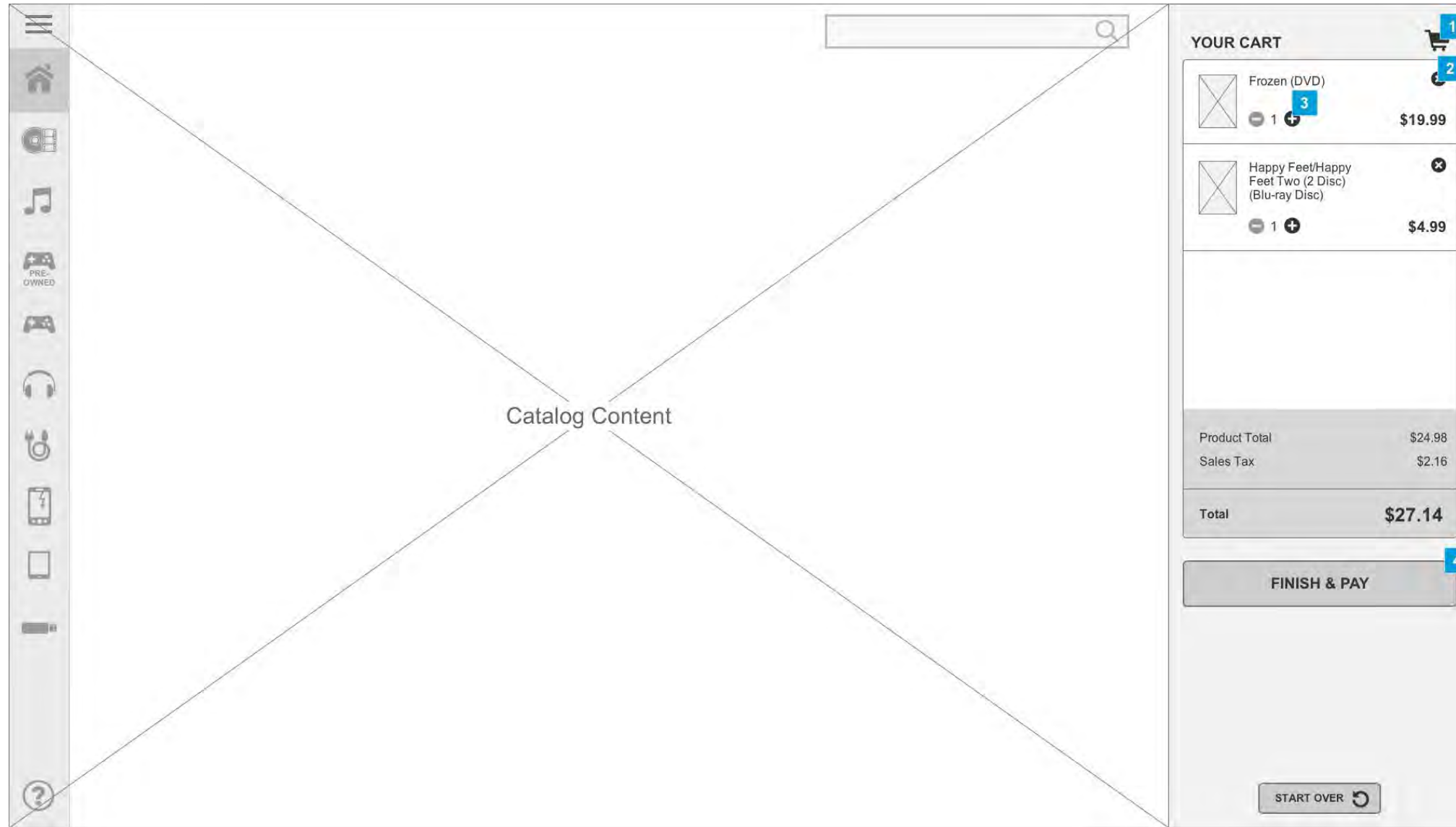
3.1 Empty Cart



The cart remains omnipresent throughout the shopping purchase experience. The subsequent pages (3.1-3.4.5) outline the behaviors of the cart and checkout flows while the user is shopping and paying.

Footnote	Name	Notes
1	Empty Cart Indicator	When the cart is empty, it will still maintain a presence to set user expectations of future usage of the section for transaction purposes (except on the Home page).
2	Start Over button	The Start Over button is present at the bottom of the cart section on every page up until the customer has successfully entered payment. Clicking the button will prompt the 5.3 Start Over Alert to reset the experience (new session, cleared cart, new entry into the Home screen).

3.2a Cart w/ Items



Footnote	Name	Notes
1	Item Counter	Displays the current number of items present within the cart.
2	Remove item	On tap, removes the applicable item from the cart (regardless of quantity) after showing 3.2.1 Remove Item Alert.
3	Item Quantity Increment/Decrement	Tapping the "+" icon adds one additional of an item to the cart. When there are more than one of a particular item, the "-" is enabled and a user may tap to reduce the quantity. When a user has reached the maximum available quantity of an item the "+" is disabled and error messaging will be shown (3.2b).
4	Finish & Pay Button	On click, proceed to 3.3 Checkout. If the cart contains age restricted products, the user will be shown the 2.1.1 Age Restricted Content modal before being allowed to proceed to 3.3 Checkout.



3.2b Cart w/ Items Error

The wireframe shows a shopping cart interface. The main area is labeled 'Catalog Content' and is crossed out with a large 'X'. On the right, the 'YOUR CART' sidebar contains two items:

- Frozen (DVD)**: Price \$19.99, quantity 3. A red error message 'That's all I've got!' is displayed next to the quantity. A blue box highlights the quantity '3'.
- Happy Feet/Happy Feet Two (2 Disc) (Blu-ray Disc)**: Price \$4.99, quantity 1.

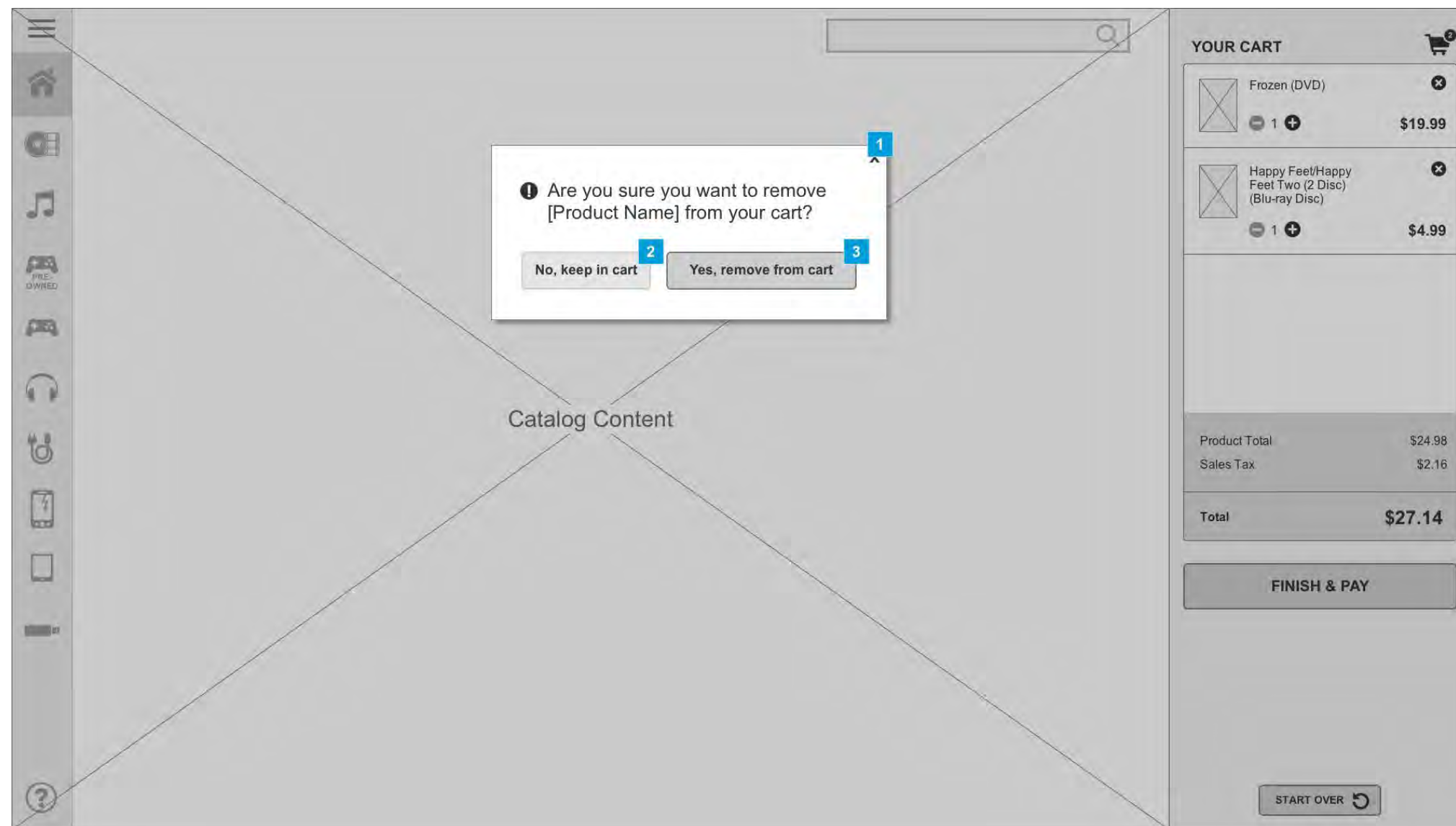
Below the items, the cart summary shows:

- Product Total: \$24.98
- Sales Tax: \$2.16
- Total: \$27.14**

Buttons include 'FINISH & PAY' and 'START OVER'.

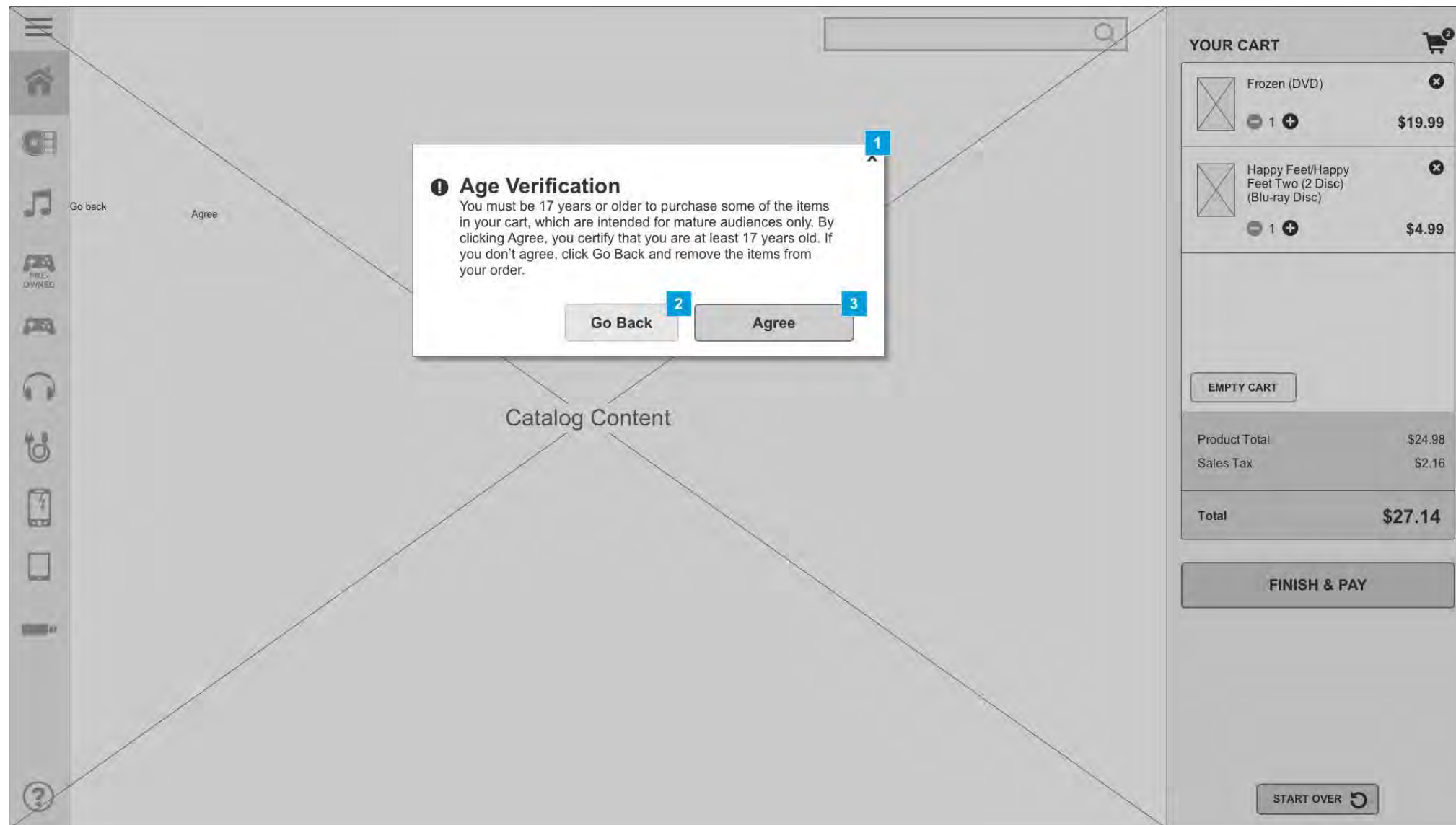
Footnote	Name	Notes
1	Item Quantity Increment/Decrement	When a user has reached the maximum available quantity of an item the "+" is disabled and error messaging is displayed.

3.2.1 Remove Item Alert



Footnote	Name	Notes
1	Close Modal	On tap, close modal with no changes.
2	Close Modal button	On tap, close modal with no changes.
3	Remove Item button	On tap, close modal and remove the applicable item from the cart.

3.2.2 Age Restricted Content

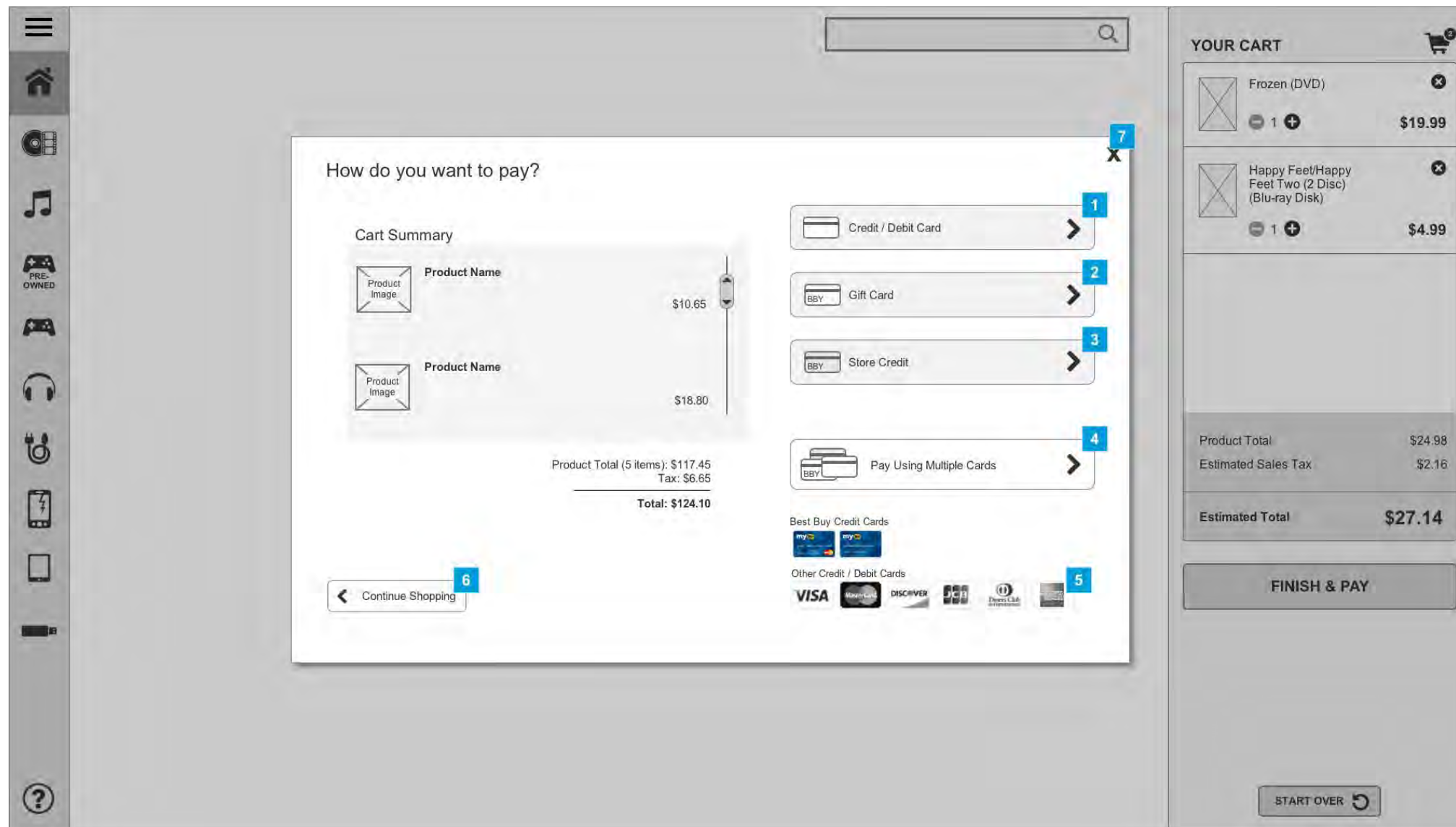


If a user has age restricted items in their cart, when clicking to Finish and Pay, they will be shown this modal and asked to Agree before being allowed to proceed to 3.3 Checkout.

Footnote	Name	Notes
1	Close Modal	On tap, close modal.
2	Close Modal button	On tap, close modal.
3	Empty Cart button	On tap, close modal and proceed to 3.3 Checkout.



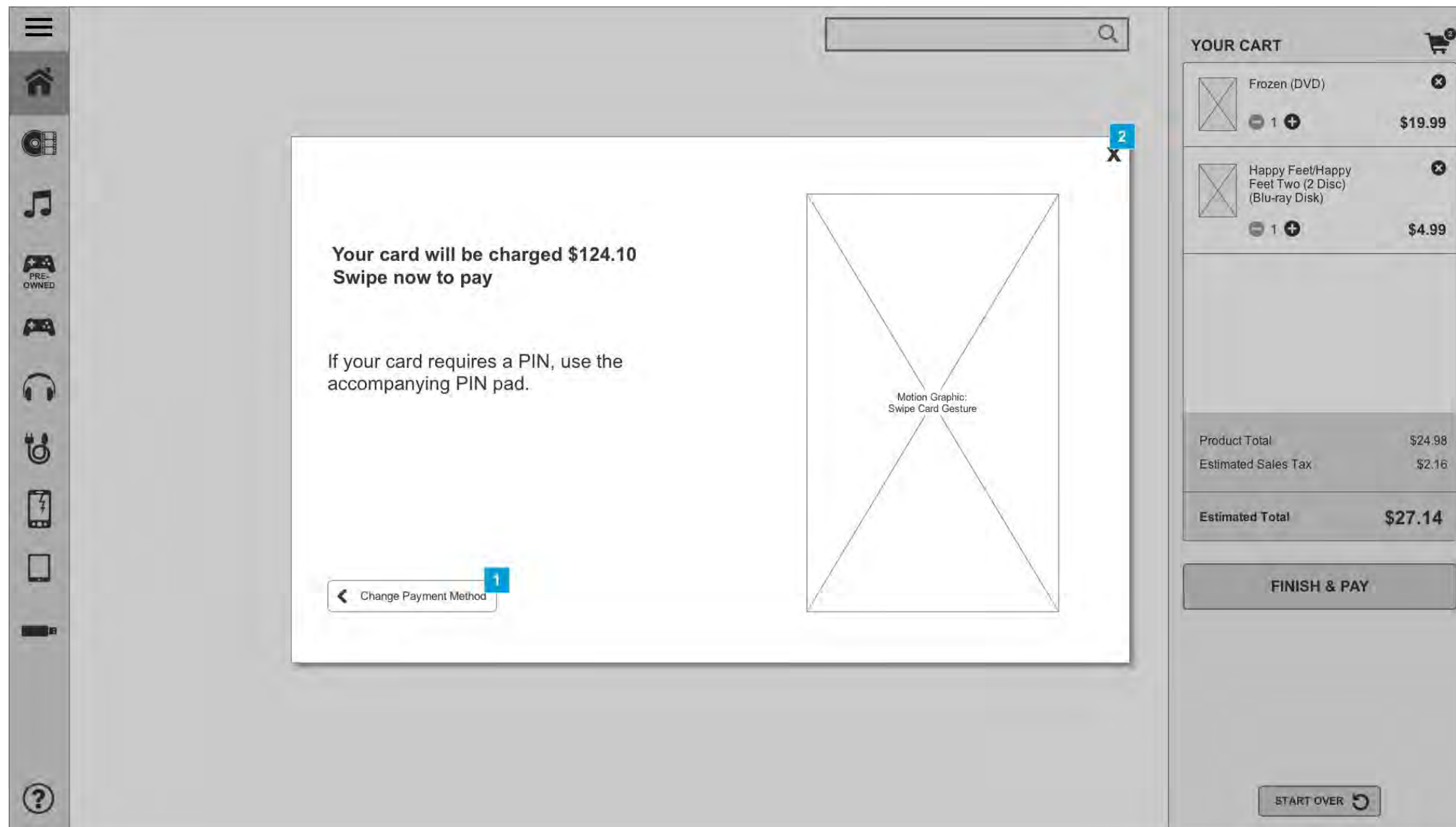
3.3 Checkout



At checkout, the user has the option to choose a payment type or opt to pay with multiple payment methods.

Footnote	Name	Notes
1	Credit Card Button	On tap, takes user to 3.3.1 Swipe Card with prompt for respective card.
2	Gift Card Button	On tap, takes user to 3.3.1 Swipe Card with prompt for respective card.
3	Store Credit Button	On tap, takes user to 3.3.1 Swipe Card with prompt for respective card.
4	Multiple Payment Methods Button	On tap, directs user to 3.4 Multiple Payment Methods page.
5	Other Credit Cards	Visa, Mastercard, AMX, Diners Club, JCB are accepted.
6	Back Button	Closes the modal and returns the user to previous screen.
7	Close Modal	On tap, closes modal.

3.3.1 Card Swipe



Screen is shown after user has selected a tender. Once the card is swiped, take user to 3.3.2a Confirmation if successful, 3.3.2b Card Error if there is an issue, or 3.3.2b Gift Card for a Gift Card/Store Credit payment.

Footnote	Name	Notes
1	Back Button	Returns user to 3.3 Checkout.
2	Close Modal	On tap, closes modal.



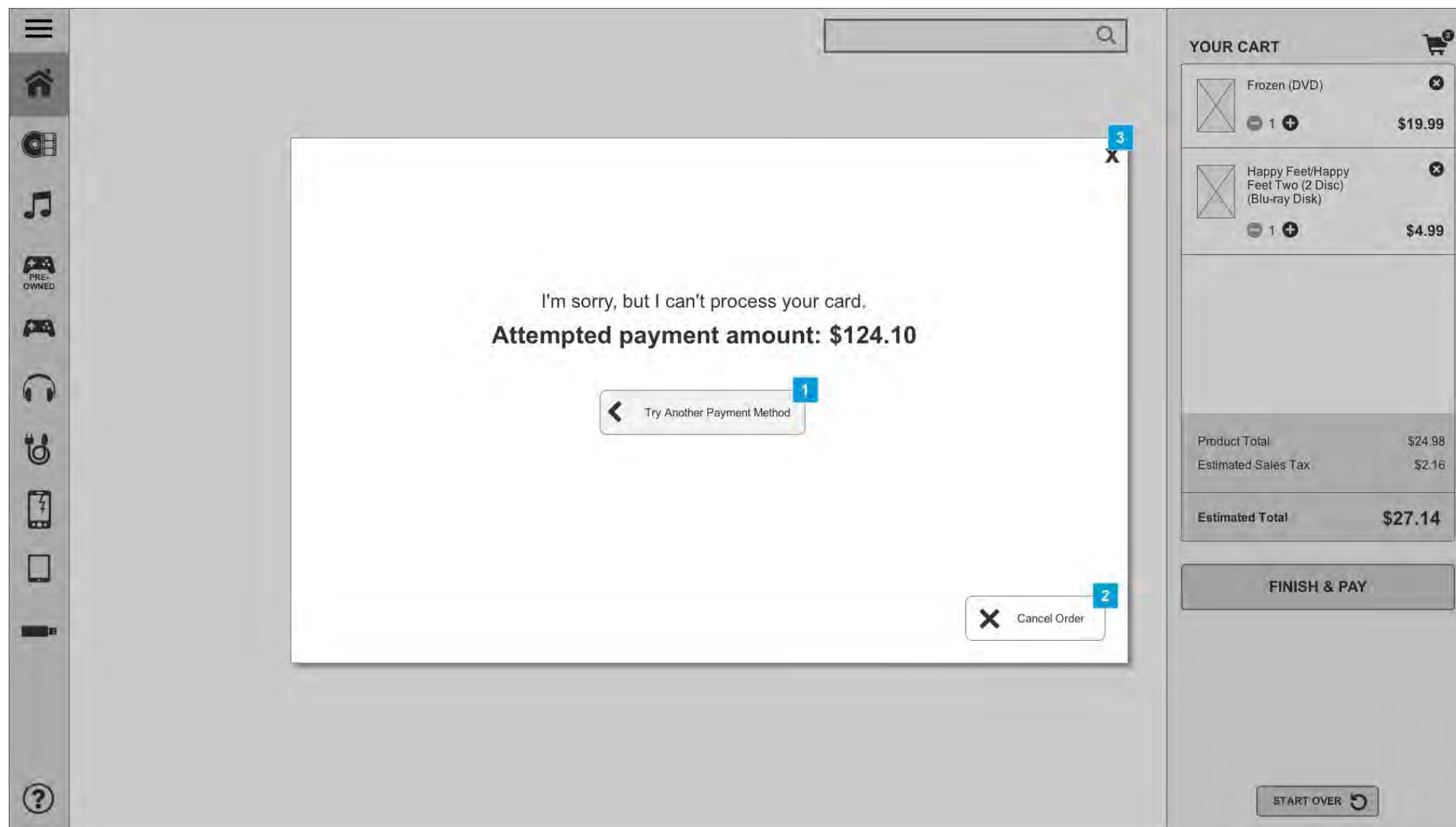
3.3.2a Confirmation

The wireframe shows a confirmation page with a central message: "Your card has been approved for \$124.10". Below the message is a progress indicator with five circles, the second of which is filled and labeled with a blue '2'. A "Next" button with a right-pointing arrow and a blue '1' is positioned below the progress indicator. To the right, a "YOUR CART" section lists two items: "Frozen (DVD)" for \$19.99 and "Happy Feet/Happy Feet Two (2 Disc) (Blu-ray Disk)" for \$4.99. Below the cart items, a summary table shows "Product Total" at \$24.98, "Estimated Sales Tax" at \$2.16, and "Estimated Total" at \$27.14. At the bottom of the cart section are two buttons: "FINISH & PAY" and "START OVER" with a refresh icon.

Footnote	Name	Notes
1	Next Button	Takes user to the 4.1a Order in Queue - Email Collection page.
2	Waiting Indicator	User will be shown this page for 10 seconds. Each bubble will be filled every 2 seconds. At the end of the 10 seconds, the user will automatically be taken to 4.1a Order in Queue - Email Collection.



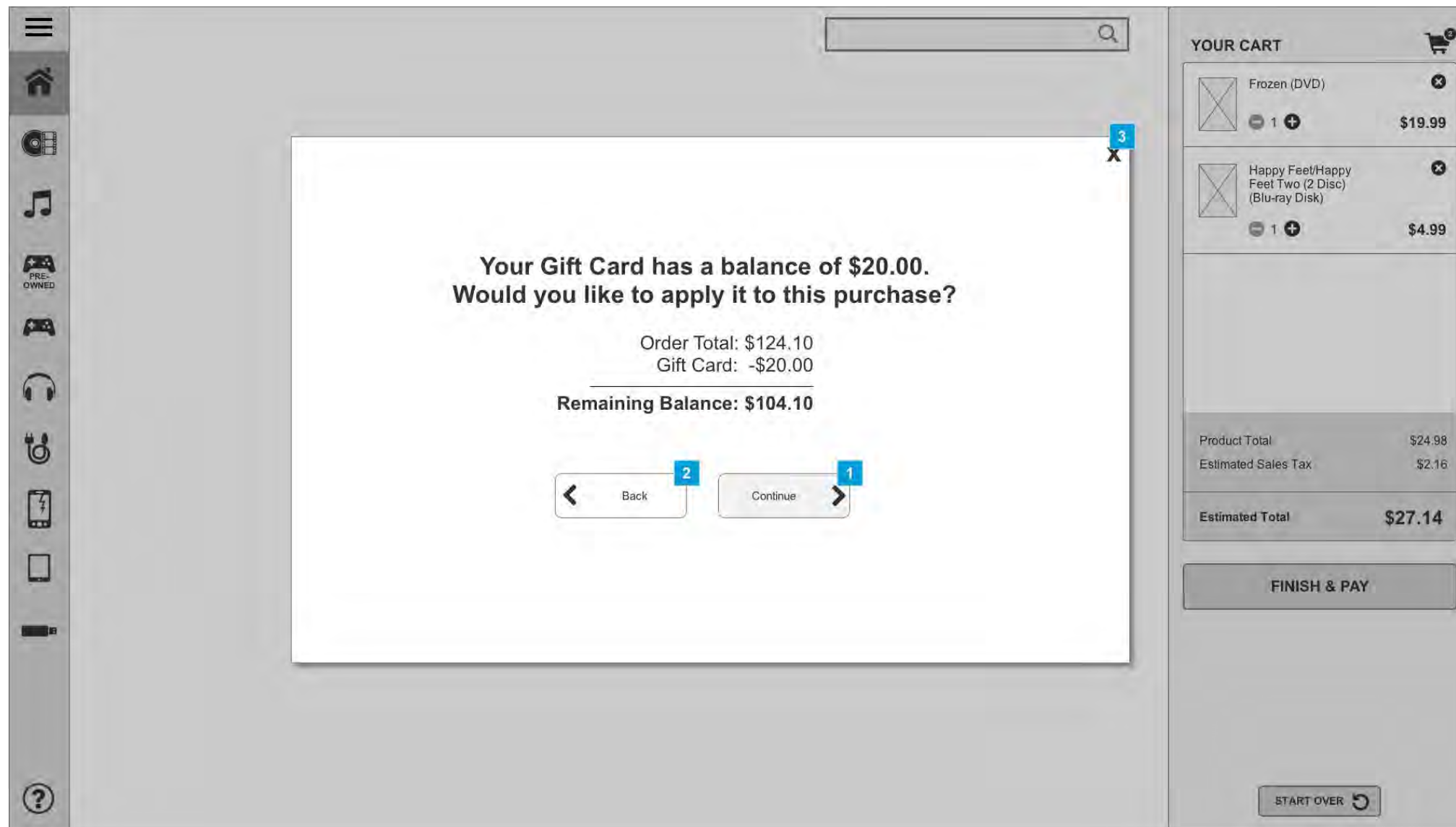
3.3.2b Card Error



Footnote	Name	Notes
1	Back Button	Returns user to 3.3 Checkout.
2	Cancel Order button	Closes modal and returns user to their last browsed page (in background).
3	Close Modal	On tap, closes modal.



3.3.2c Gift Card

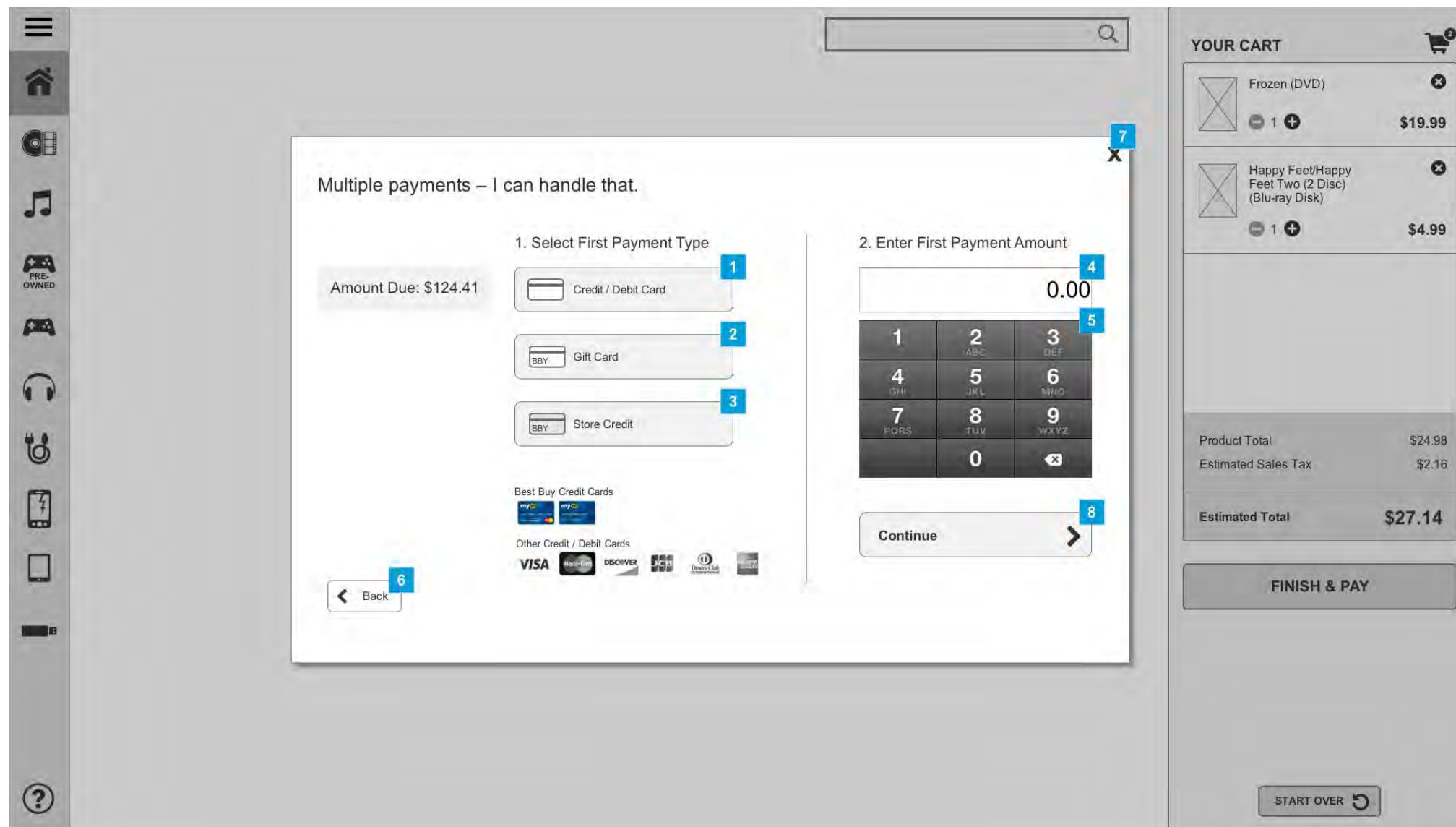


All users who have swiped a gift card or store credit are shown this page to confirm their purchase and debit to their gift card/store credit.

Footnote	Name	Notes
1	Continue Button	If the payment can be made in full, takes user to 3.3.2a Confirmation. If a partial payment, takes user to 3.4 Enter Multiple Payment Methods with gift card payment applied.
2	Back Button	Returns user to 3.3 Checkout.
3	Close Modal	On tap, closes modal.



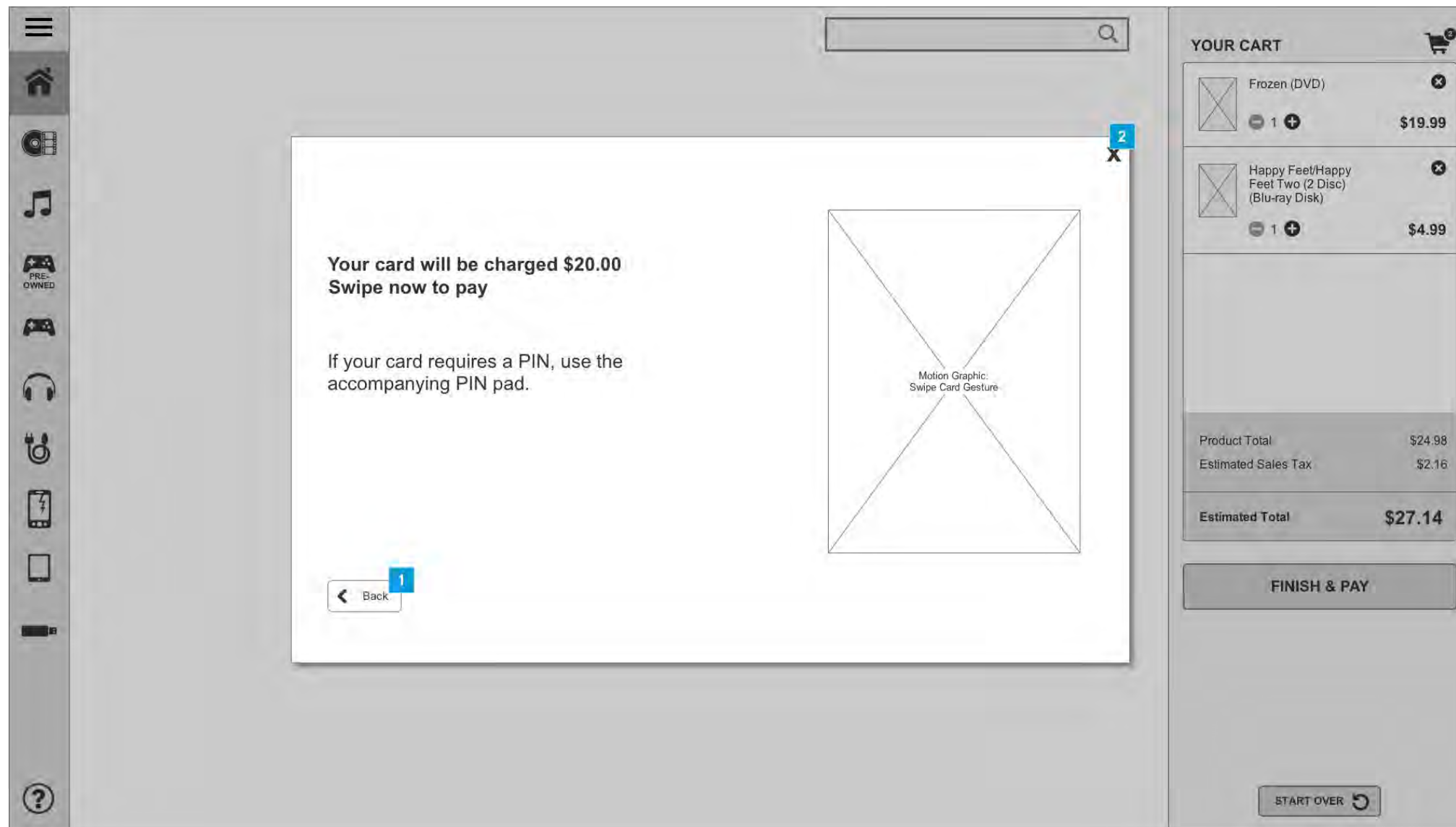
3.4 Multiple Payments



When a user chooses to enter multiple payments they are directed to begin using this workflow. After one or more payments have been entered, they will see 3.4.3 Additional Payment.

Footnote	Name	Notes
1	Credit Card Button	On tap, button shows as selected. Credit/Debit will be reflected as the tender when user proceeds to 3.4.1. Only one tender may be selected.
2	Gift Card Button	On tap, button shows as selected. Gift Card will be reflected as the tender when user proceeds to 3.4.1. Only one tender may be selected.
3	Store Credit Button	On tap, button shows as selected. Store Credit will be reflected as the tender when user proceeds to 3.4.1. Only one tender may be selected.
4	Amount Text Field	User enters payment amount using the below keypad
5	Keypad	User uses keypad to enter payment amount.
6	Back Button	Directs user to previous screen (3.3 Checkout).
7	Close Button	On tap, closes modal.
8	Continue Button	On tap, proceeds the user to 3.4.1 Card Swipe for their selected payment method. This button will show as disabled until both a payment method has been selected and a payment amount has been entered.

3.4.1 Card Swipe



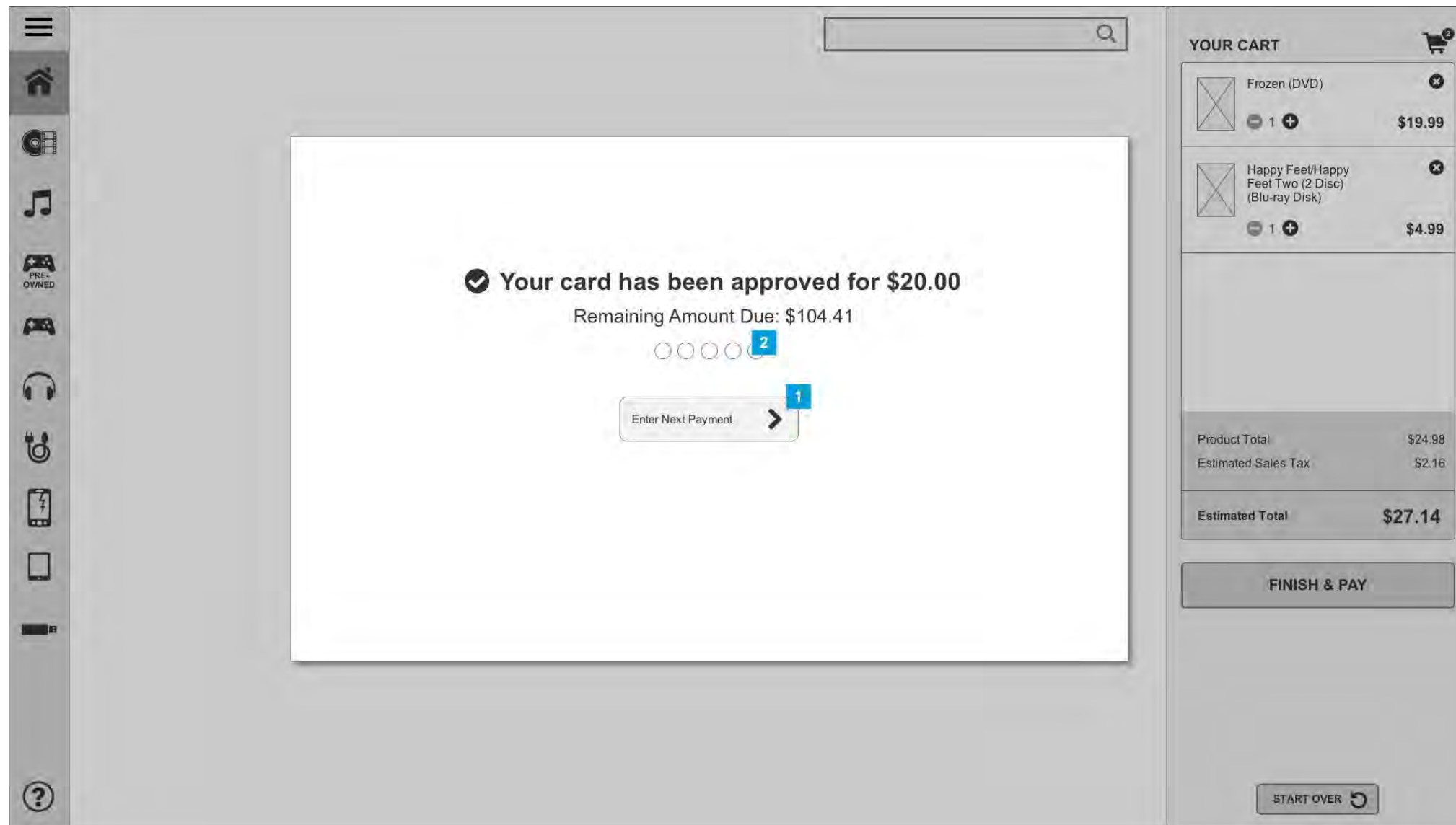
Footnote	Name	Notes
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1	Back Button	Directs user to previous screen (3.4 Multiple Payments).
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2	Close Modal	On tap, closes modal.
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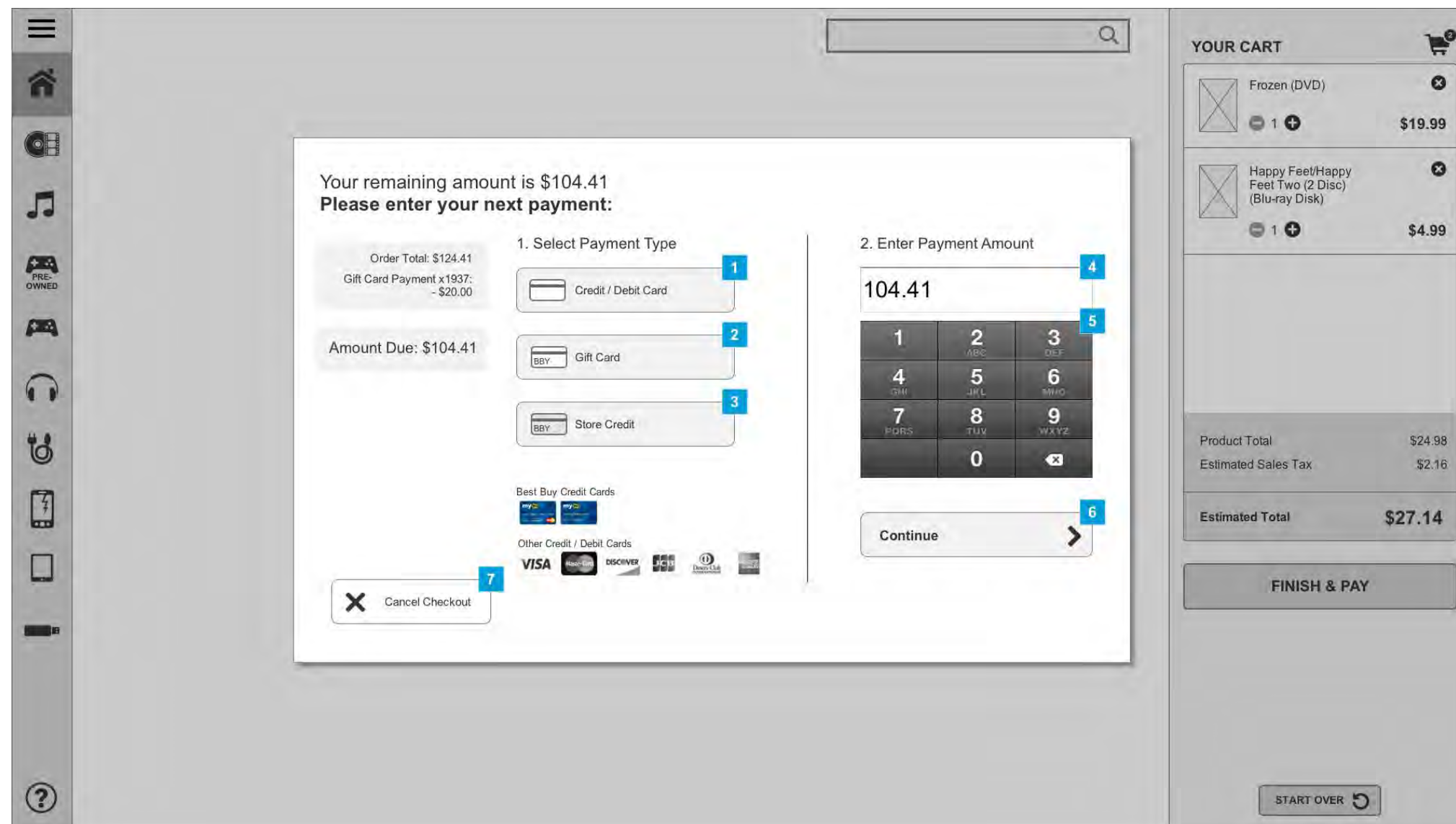
3.4.2 Card Approved



Footnote	Name	Notes
1	Next Payment Button	On tap, directs user to 3.4.3 Additional Payment page to enter next amount.
2	Waiting Indicator	User will be shown this page for 10 seconds. Each bubble will be filled every 2 seconds. At the end of the 10 seconds, the user will automatically be taken to 3.4.3 Additional Payment.



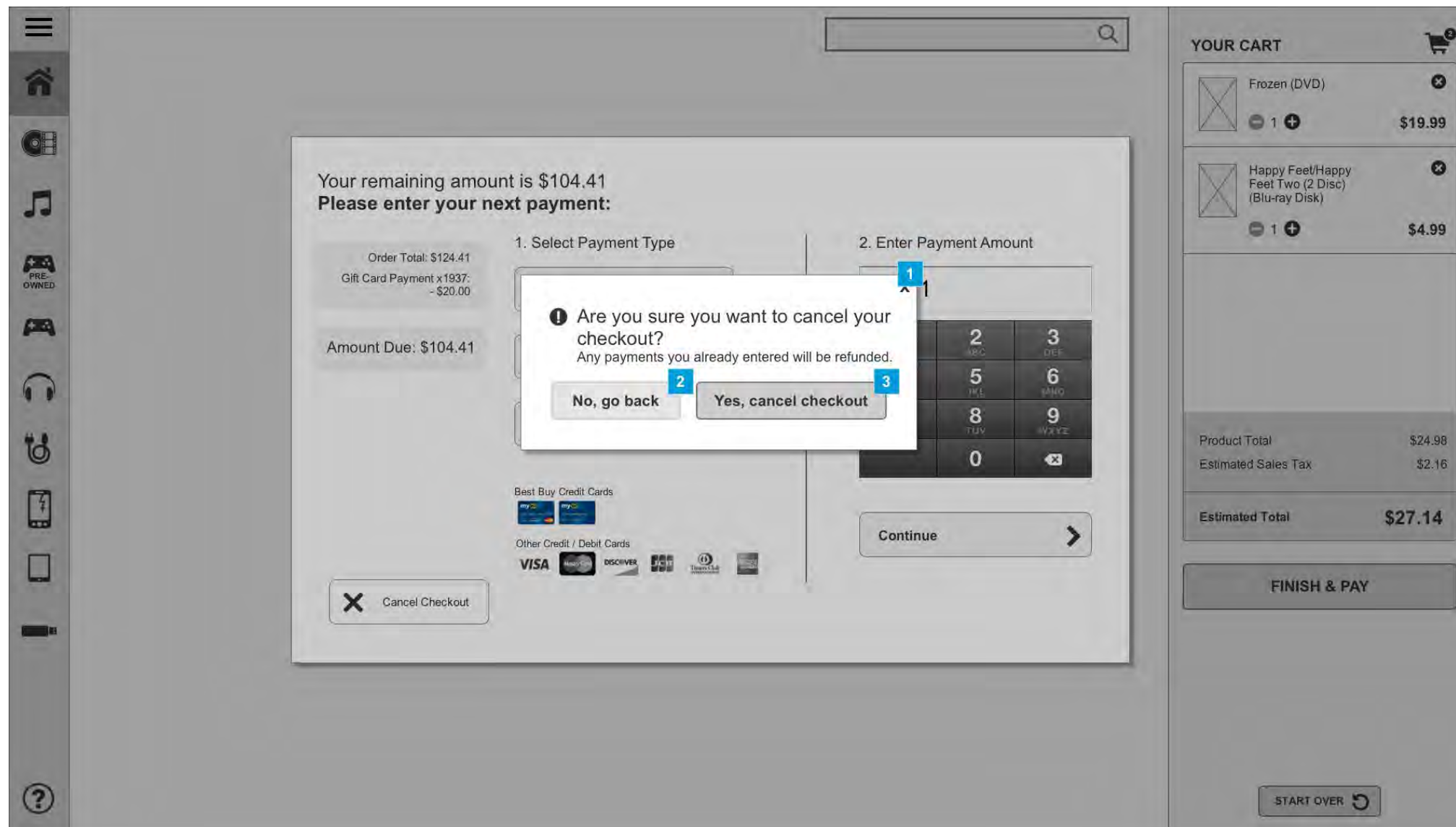
3.4.3a Additional Payment



Footnote	Name	Notes
1	Credit Card Button	On tap, button shows as selected. Credit/Debit will be reflected as the tender when user proceeds to 3.4.1. Only one tender may be selected.
2	Gift Card Button	On tap, button shows as selected. Gift Card will be reflected as the tender when user proceeds to 3.4.1. Only one tender may be selected.
3	Store Credit Button	On tap, button shows as selected. Store Credit will be reflected as the tender when user proceeds to 3.4.1. Only one tender may be selected.
4	Partial Payment Entry field	By default, the remaining total due is shown in the box after the first payment has been completed. On tap of the box or the keypad this is cleared and replaced with a custom entered amount.
5	Keypad	User uses keypad to enter payment amount.
6	Continue Button	On tap, proceeds the user to 3.4.1 Card Swipe for their selected payment method. This button will show as disabled until both a payment method has been selected and a payment amount has been entered.
7	Cancel Checkout	On tap, user is prompted with the 3.4.3b Additional Payment Cancel modal.



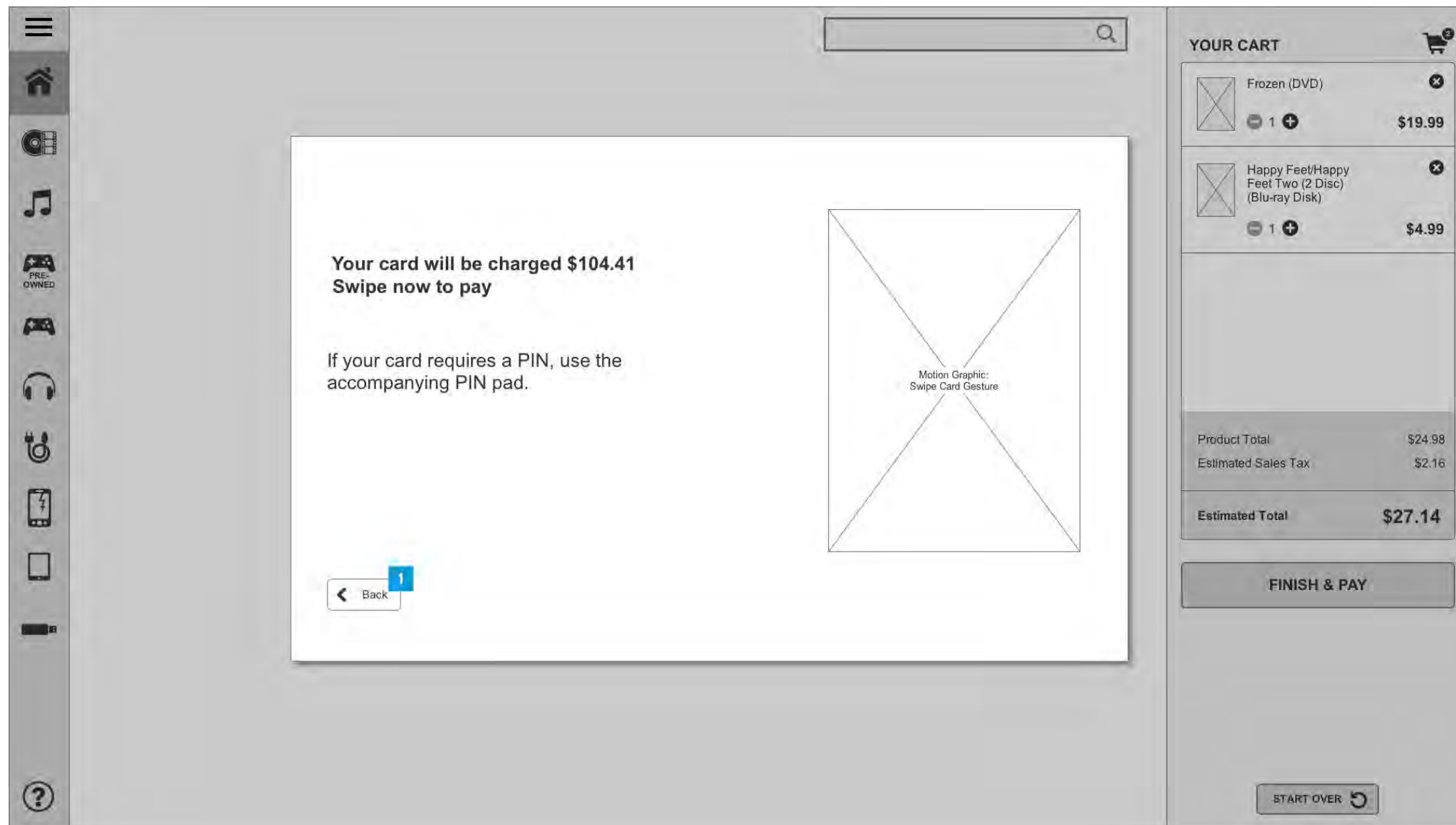
3.4.3b Additional Payment Cancel



Footnote	Name	Notes
1	Close Modal	On tap, close alert with no changes.
2	Close Modal button	On tap, close alert with no changes.
3	Remove Item button	On tap, close modal, cancel any previously entered payments and return the user to 2.1c (Home with open cart).



3.4.4 Card Swipe p2

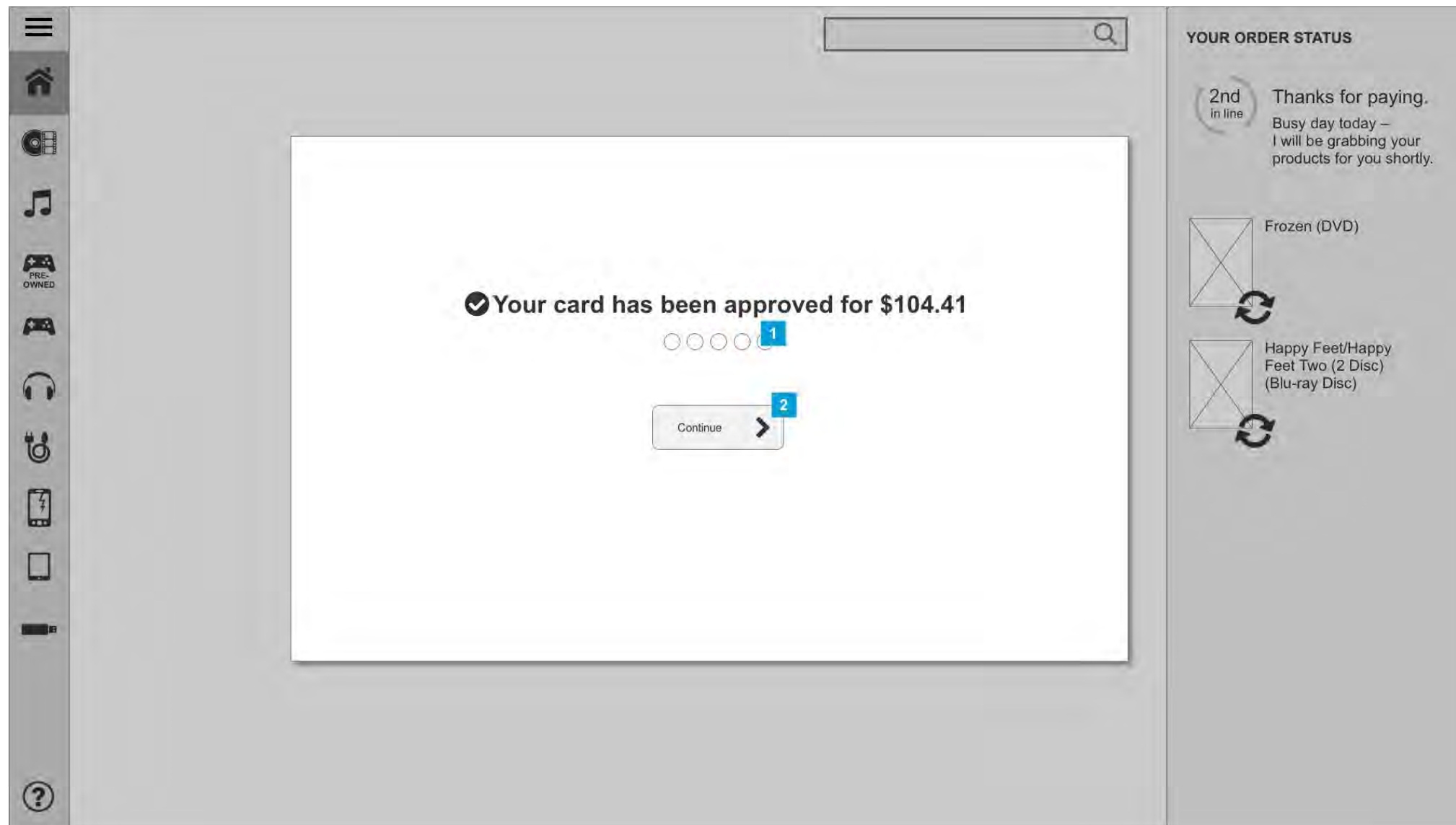


If payment is successful, and order has been paid in full, user will be taken to 3.4.5 Approved, Payment Complete. If a partial payment, the user will be returned to 3.4.3 Additional Payment to continue their purchase.

Footnote	Name	Notes
1	Back Button	Directs user to previous screen (3.4.3 Additional Payment).



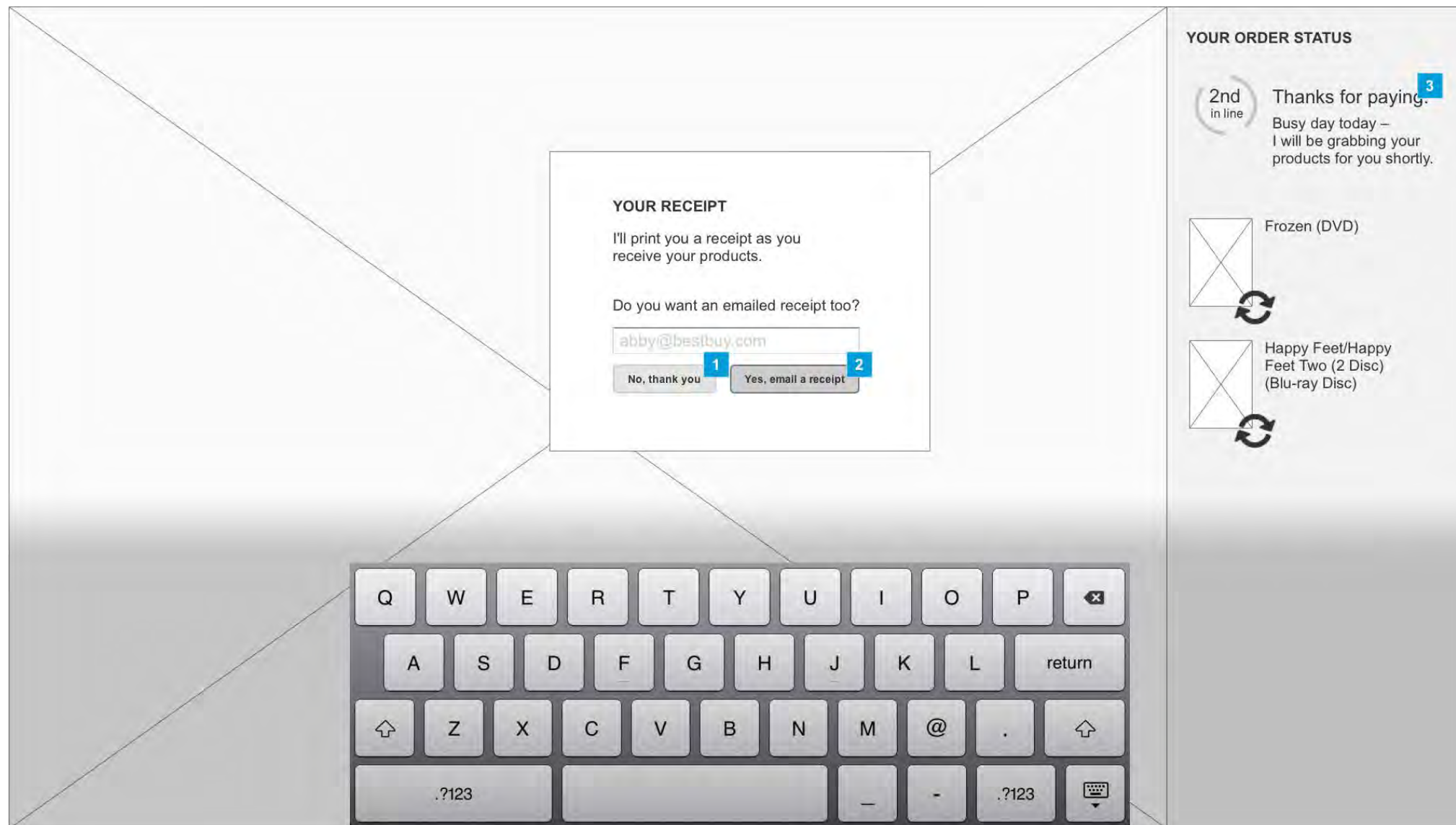
3.4.5 Approved, Payment Complete



Footnote	Name	Notes
1	Waiting Indicator	User will be shown this page for 10 seconds. Each bubble will be filled every 2 seconds. At the end of the 10 seconds, the user will automatically be taken to 4.1a Order in Queue - Email Collection.
2	Next Button	Takes user to the 4.1a Order in Queue - Email Collection page.



4.1a Order In Queue - Email Collection



After a user has paid for their order, they are presented with the opportunity to provide their email to receive a digital receipt. When the modal comes up, the text entry field should already be selected and the keyboard deployed. The cart area will shift from pricing-centric information to a listing of the products and their fulfillment status.

Footnote	Name	Notes
1	No button	On tap, close modal and keyboard, display interactive content.
2	Yes button	On tap, close modal and keyboard, display interactive content.
3	Queue indicator	If there is a line for service from the robot, the cart will show the user's position in the queue. If they are the first to be served, see cart display on 4.2a Order Processing.



4.1b Order In Queue - Email Required



If the kiosk is out of paper, the user will be shown slightly altered messaging to indicate that email will be the only form of receipt available.



4.2a Order Processing

Interactive Activity Intelligent of Wait Time
 (movie trailer related to purchase, game, conversation, survey for discount on next purchase)

YOUR ORDER STATUS

I am grabbing your items now.


Frozen (DVD)


Happy Feet/Happy Feet Two (2 Disc) (Blu-ray Disc)

When the user is currently the person having their order fulfilled by the robot, the cart will show the status of each item, as shown here.

Footnote	Name	Notes
1	Item status indicator	When an order is in the process of being fulfilled, an icon will portray that status. When an item has been delivered successfully, it will show a completion icon, as shown here.



4.2b Order Processing Error

<p style="text-align: center;">Interactive Activity Intelligent of Wait Time (movie trailer related to purchase, game, conversation, survey for discount on next purchase)</p>	<p>YOUR ORDER STATUS</p>
	<p> Oh no. Something's wrong and I'm having trouble grabbing your items.</p>
	<p>(Don't worry. It's not you, it's me.) I'm working on fixing the problem. Thanks for your patience.</p>

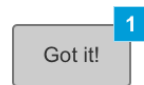
If the robot has issues fulfilling the order, it will display error messaging as shown.

4.3 Order Complete / Thank You

Your items are ready. I've put them in the bin below.



If you need anything else, my door is always open.
Seriously. You can shop with me 24/7.

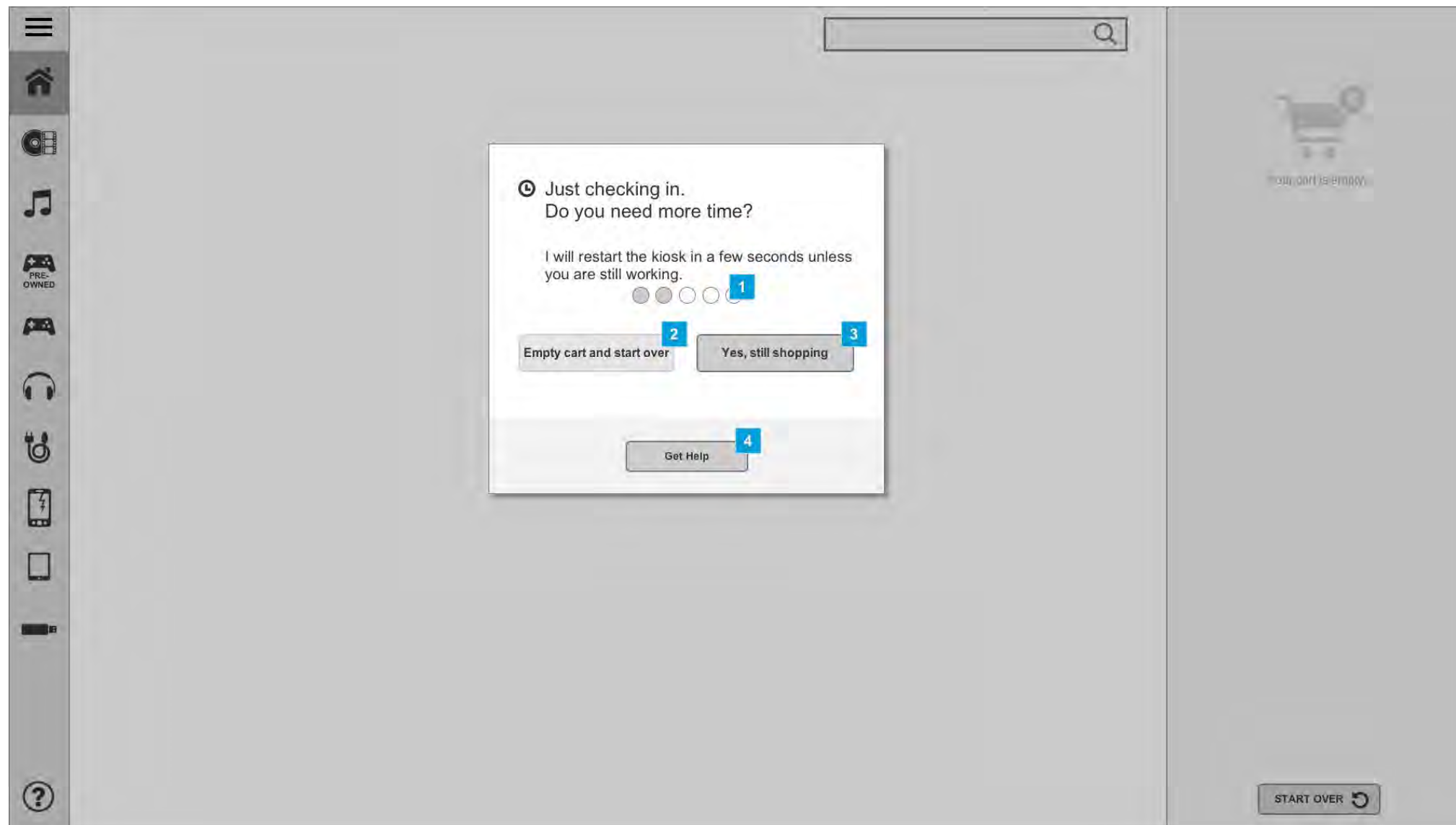


When the robot has completed the order, it will display a success message. After 15 seconds, the session will end and the kiosk will return to Attract state.

Footnote	Name	Notes
1	Got It button	If a user is finished with the kiosk before the 15 second timeout, they may tap this button to manually reset the session, returning the kiosk to Attract mode.



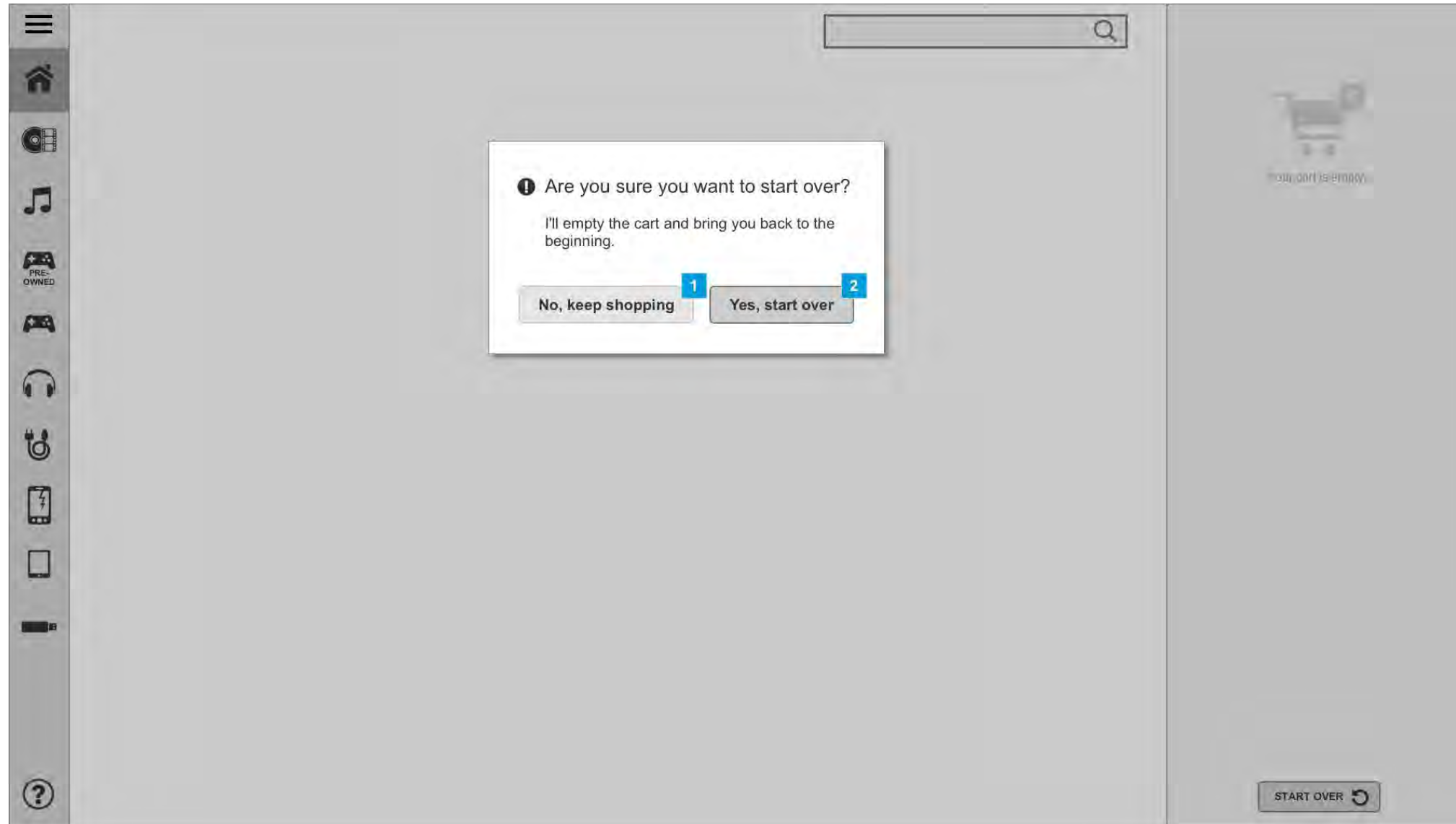
5.2 Timeout



Show when user has not interacted with kiosk in 30 seconds; modal should remain on screen for 10 seconds. If user does not interact with modal within 10 seconds, restart kiosk.

Footnote	Name	Notes
1	Waiting Indicator	User will be shown this page for 10 seconds. Each bubble will be filled every 2 seconds. At the end of the 10 seconds, the session will be reset and the kiosk will be returned to an Attract state..
2	Empty Cart button	On tap, reset the kiosk and return to the Attract state.
3	Yes, still shopping button	On tap, close modal.
4	Get Help button	On tap, close modal, open 5.1 Help.

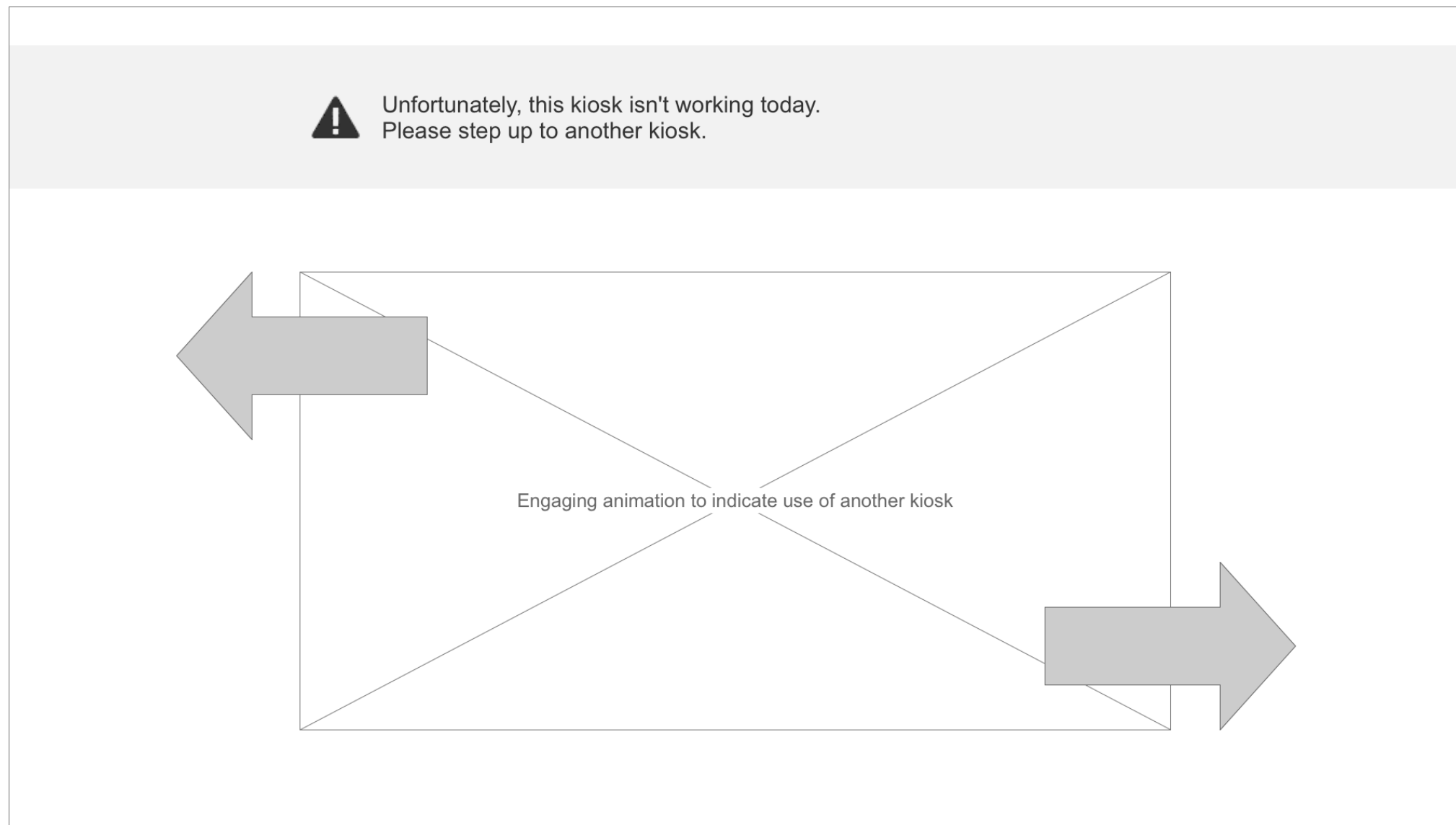
5.3 Start Over Alert



When a user has tapped the "Start Over" button they will be shown this modal.

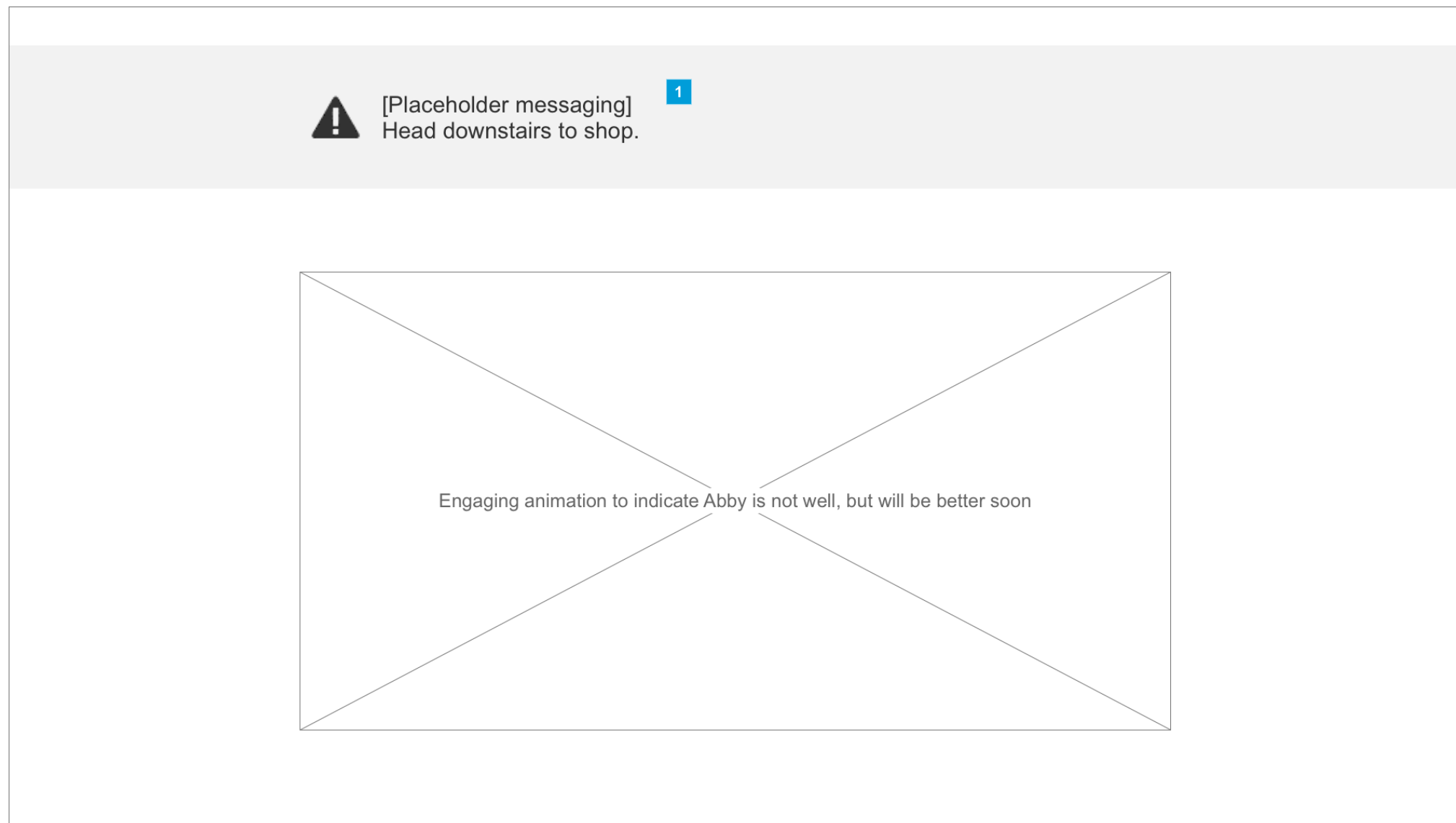
Footnote	Name	Notes
1	No, keep shopping button	On tap, close modal.
2	Yes, start over button	On tap, restart the session, return kiosk to Attract state.

5.4 Kiosk Down Alert



If the kiosk is unavailable, display this screen, directing the user to other nearby working kiosks.

5.5 Robot Down Alert



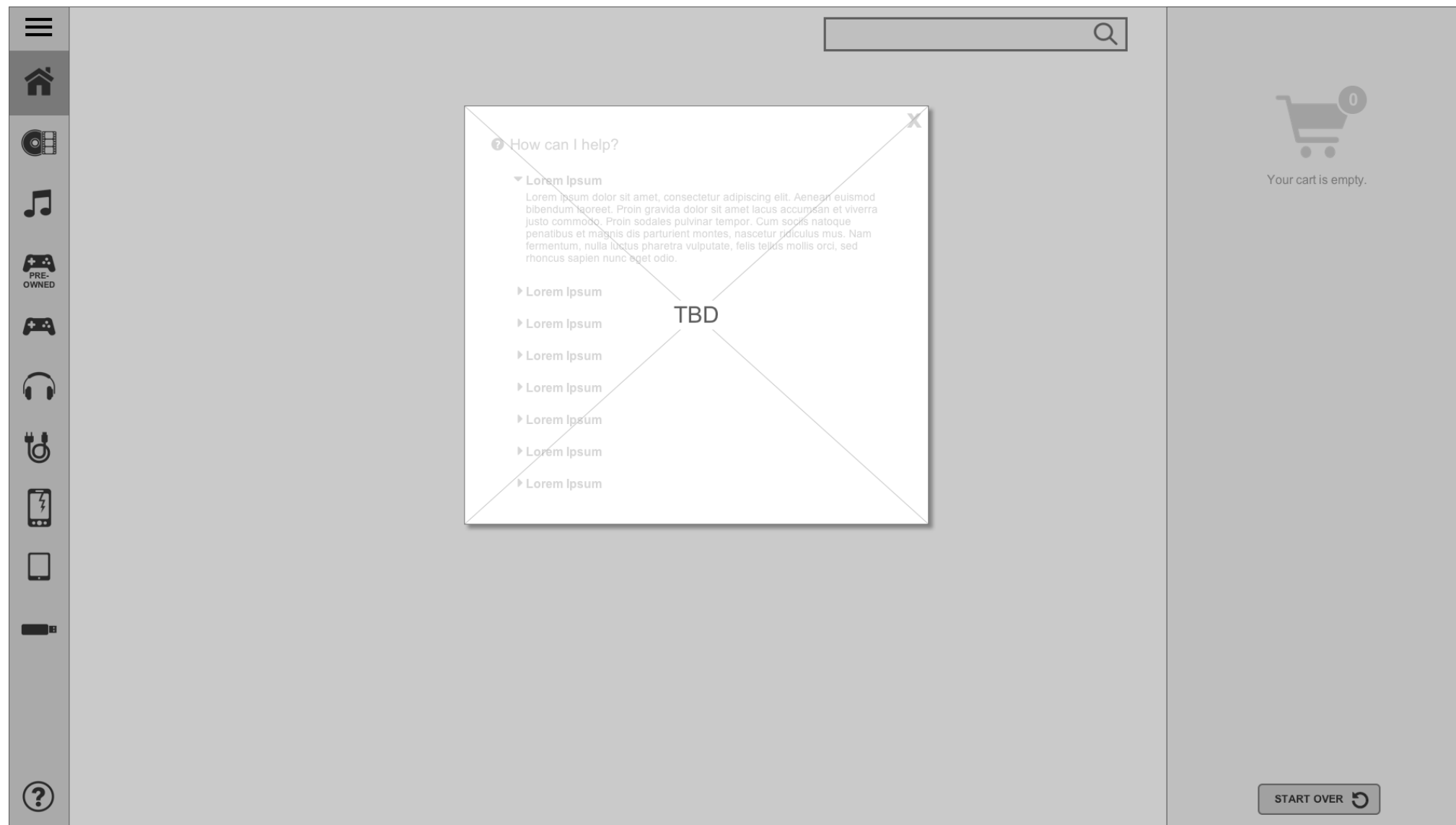
If the robot is down for maintenance, show this screen, directing customers to continue shopping within the store (if open).

Footnote	Name	Notes
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1	Messaging	Messaging may vary based on whether store is open or closed.
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5.1 Help



When the help button is tapped, this modal is shown. Content and format of content within modal is TBD.