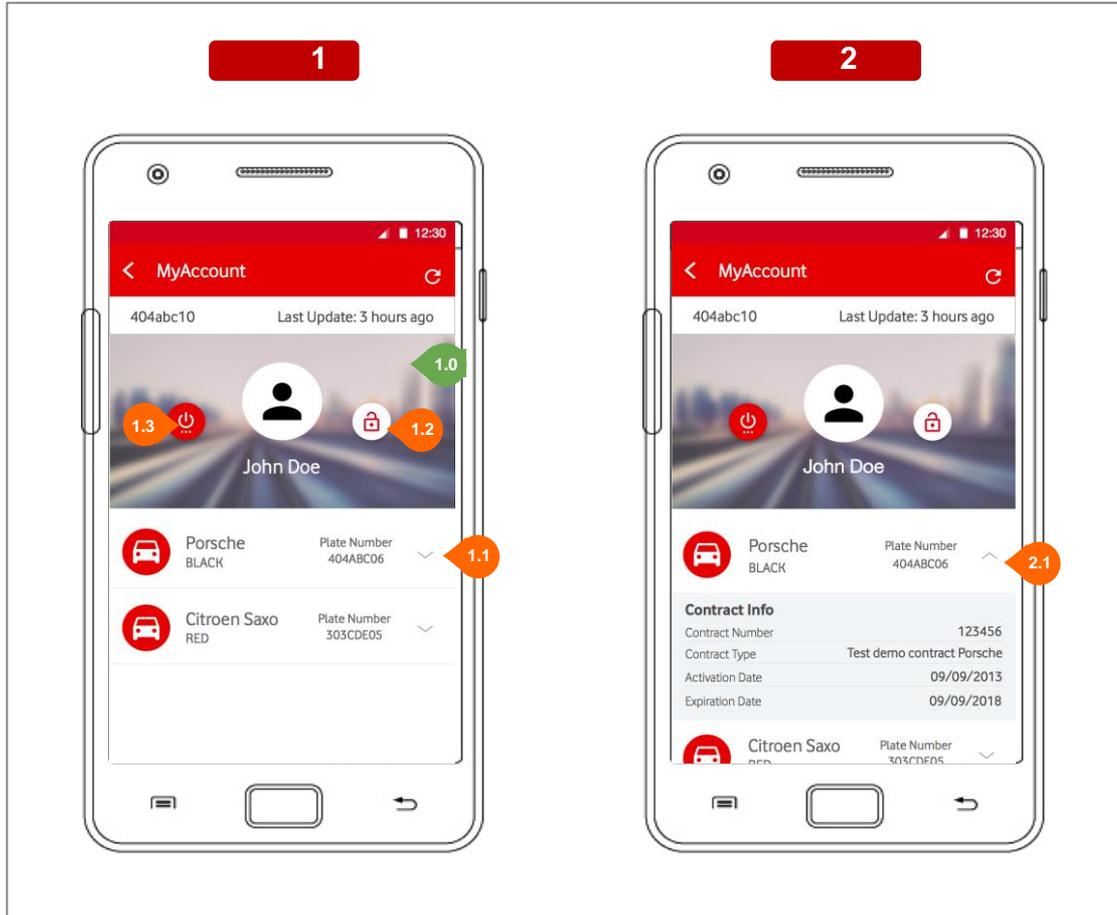




# **Account Module Android and iOS Wireframes**

## 02 Account



### 1. Account

In this section the user can see his profile, with cars linked cars and contract informations.

#### 1.0 Background image customizable

1.1 By Tapping on the list item, the cell will expand showing additional infos about the selected contract

1.2 By Tapping on the Change Password button, the user will open the dialog to change password (Section 03).

1.3 By Tapping on the Reset Account button, the user will do a complete reset to his account deleting all his information, after confirming the action through a confirm dialog. After this operation it will be needed a new login to use the application.

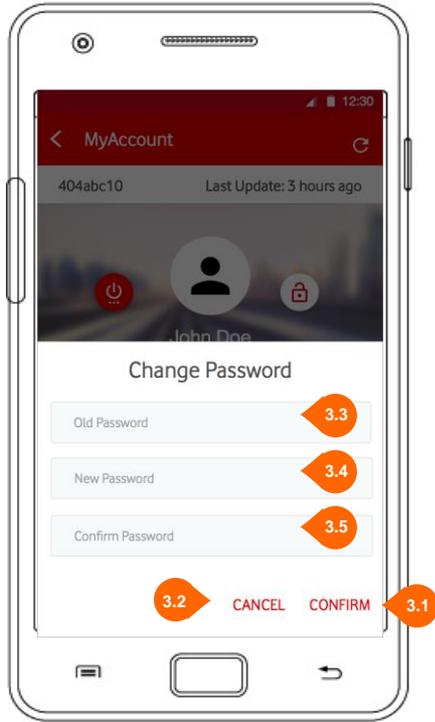
### 2. Account - contract info

2.1 By Tapping on the expanded list item, the cell will reduce back to the image 1.



## 03 Account Password

3



### 3. Account - Modify Password

The user can set a new password linked to his own account.

**3.1** By Tapping on the “Confirm” button, the user will set the new password.

**3.2** By Tapping on the “Cancel” button, the user will close the dialog and go back to the list of cars (section 02).

**3.3** In this field the user will have to insert the old password to check its validity.

**3.3** In this field the user will have to insert the new password to be set.

**3.3** In this field the user will have to insert again the new password in order to check it's the same as the previous field.

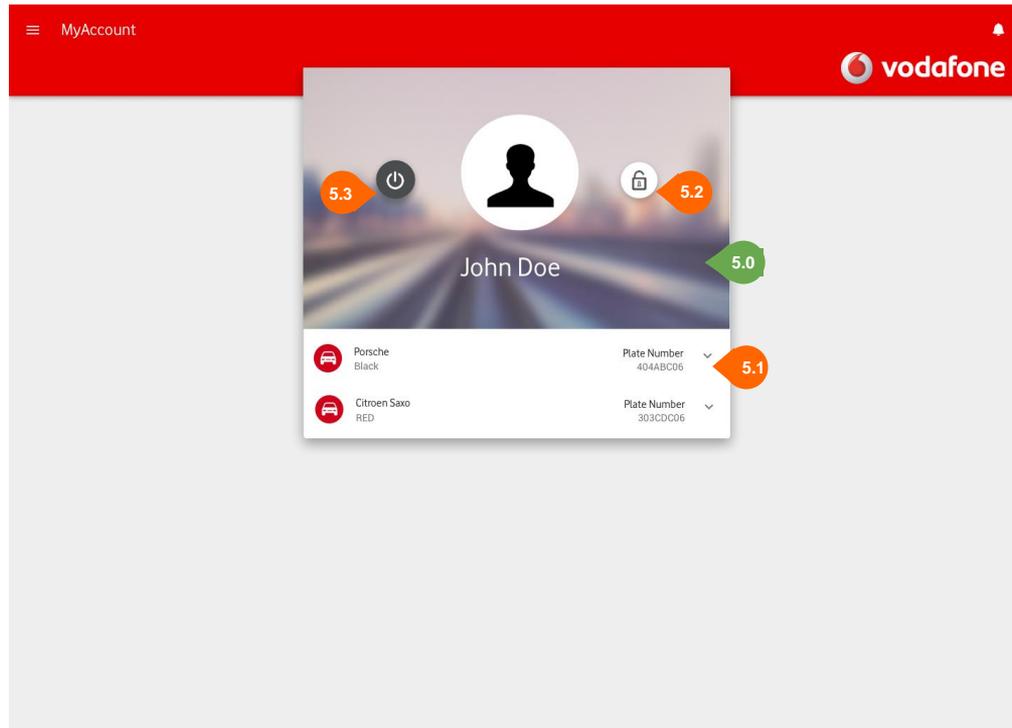




# **Account Module Web & Tablet Wireframes**

## 05 Account

5



### 5. Account

In this section the user can see his profile, with cars linked cars and contract informations.

5.0 Background image customizable

5.1 By Clicking on the list item, the cell will expand showing additional infos about the selected contract

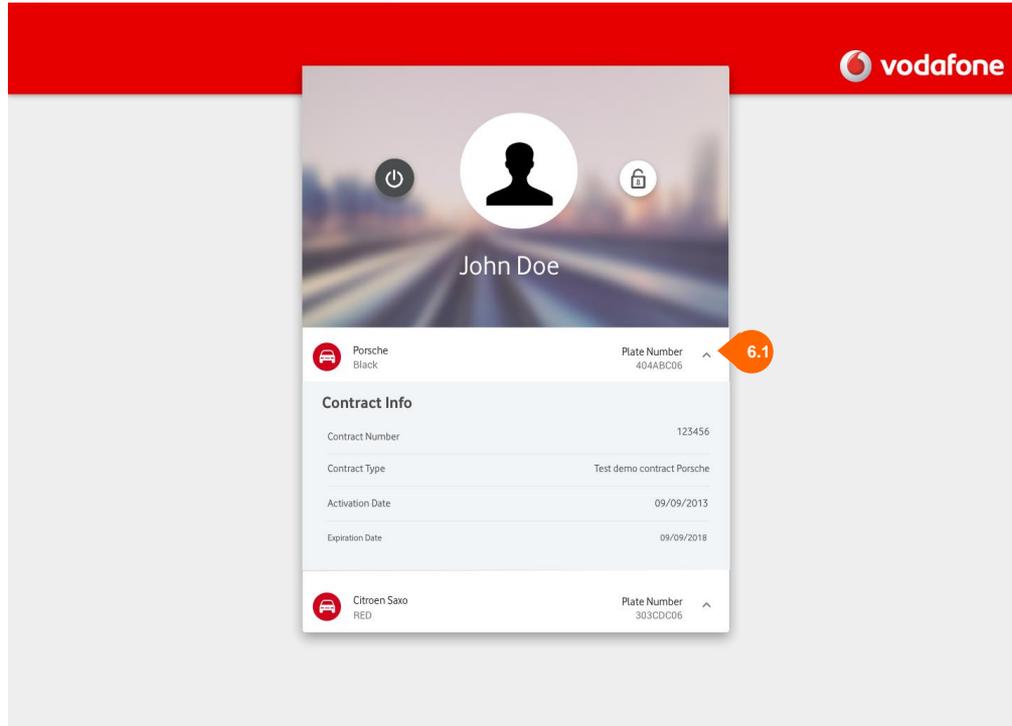
5.2 By Clicking on the Change Password button, the user will open the dialog to change password (Section 07).

5.3 By Clicking on the Reset Account button, the user will do a logout.



## 06 Account

6



### 6. Account - contract info

6.1 By Clicking on the expanded list item, the cell will reduce back to the image 5.



# 07 Account Password

7

MyAccount

vodafone

John Doe

Change Password

Old Password **7.3**

New Password **7.4**

Confirm Password **7.5**

**7.2** CANCEL CONFIRM **7.1**

## 7. Account - Modify Password

The user can set a new password linked to his own account.

**7.1** By Clicking on the "Confirm" button, the user will set the new password.

**7.2** By Clicking on the "Cancel" button, the user will close the dialog and go back to the list of cars (section 05).

**7.3** In this field the user will have to insert the old password to check its validity.

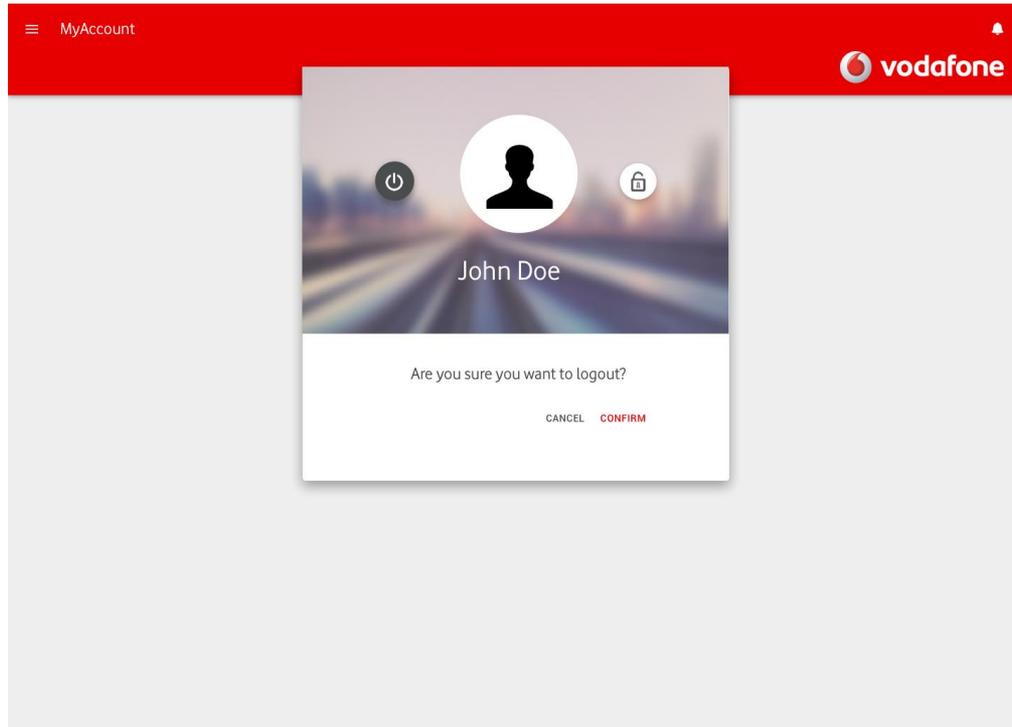
**7.4** In this field the user will have to insert the new password to be set.

**7.5** In this field the user will have to insert again the new password in order to check it's the same as the previous field. Clicking on the expanded list item, the cell will reduce back to the image 1.



## 08 Account Reset

8



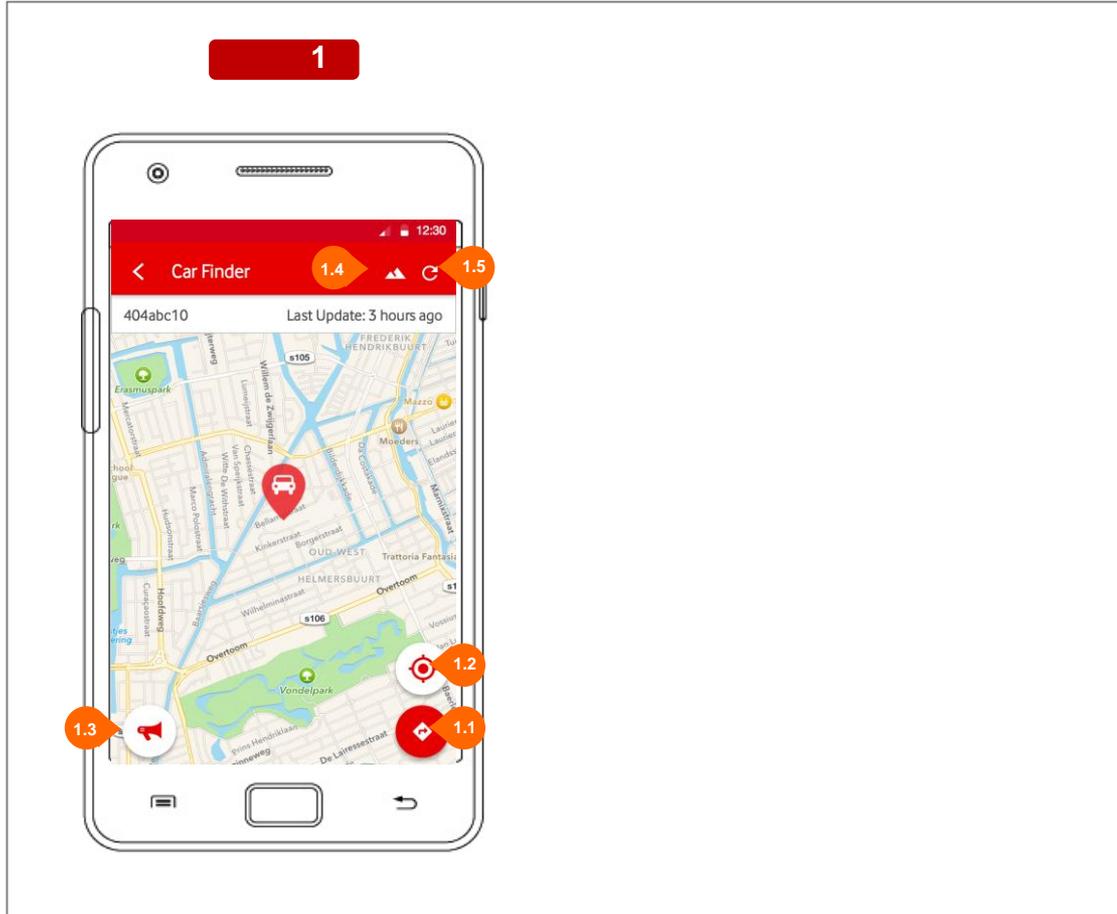
8.Account - Logout





# **CarFinder Module Android and iOS Wireframes**

## 02 Car Finder



### 1. Car Finder

In this section the user can look for his car's location through the map.

When it opens, the map is centered with last position of the car stored on server side.

1.1 By Tapping on the "directions" button, the user can access to direction options (section 03).

1.2 By Tapping on the "center" button, the user can access to map center options (section 02).

1.3 By Tapping on the "Horn" button, the user can activate his car's horn (if fitted) and the button will blink for 5 sec.

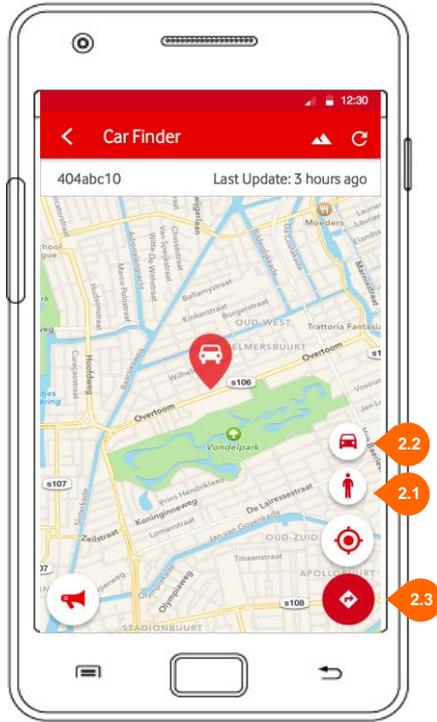
1.4 By Tapping on the "satellite" button, the user can change map style to satellite view or default.

1.5 By Tapping on the "reload" button, the user can reload the position of the map in real time

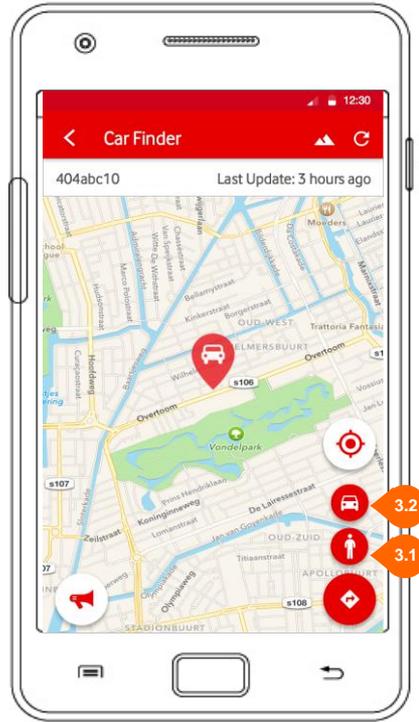


## 03 Car Finder - Options

2



3



### 2. Car finder - options

In this section the user can set options for car finder choosing through:

- center user/car
- get directions user/car

2.1 By Tapping on the “Center user” button, the user will set the geolocation pin corresponding to user position (image 3).

2.2 By Tapping on the “Center car” button, the user will set the geolocation pin corresponding to car position.

2.3 By Tapping on the “Direction” button, the “center” submenu will be close and the user will see to the “directions” submenu (section 03).

3.1 By Tapping on the “Direction by foot” button, the user will request the direction to the car by foot (image 4).  
A dialog will appear showing the decision to open the route internally in the app (with step by step navigation, see image 4) or externally with Google Maps or others.

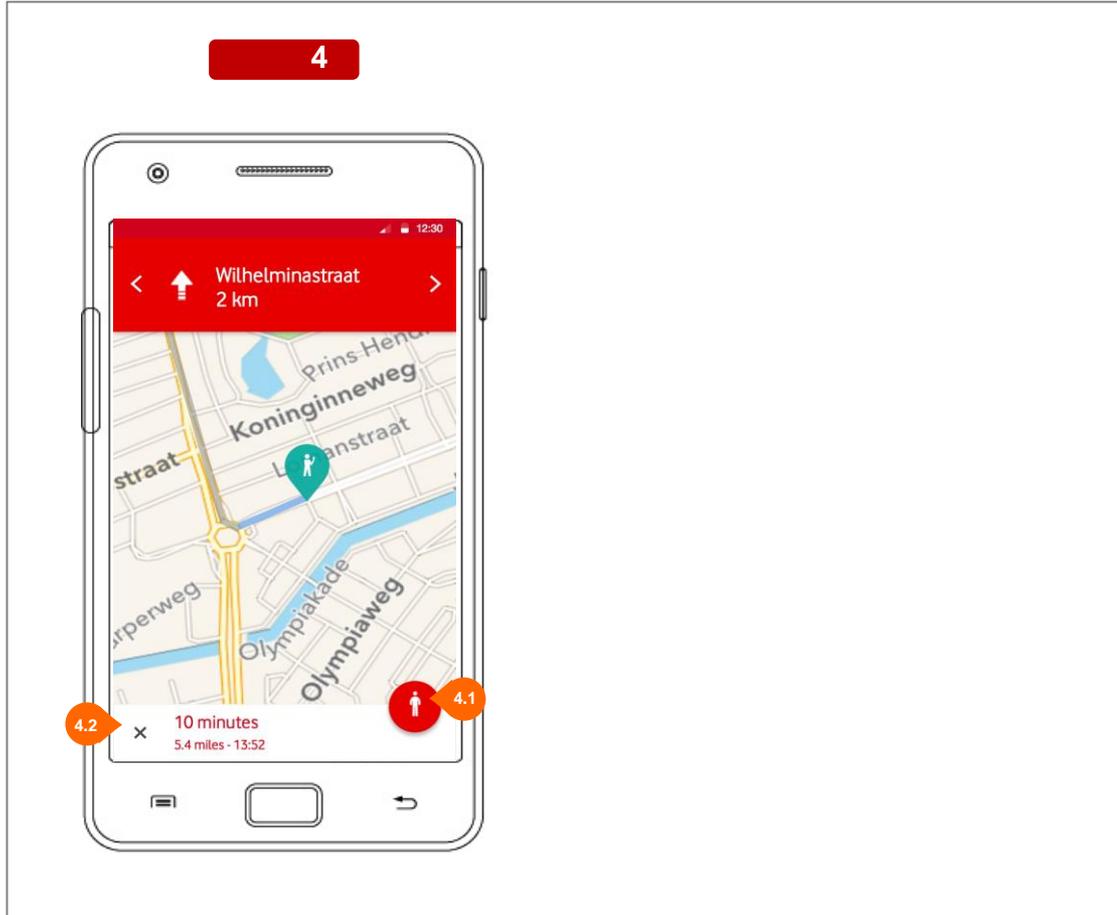
3.2 By Tapping on the “Direction by car” button, the user will request the direction to the car by car  
A dialog will appear showing the decision to open the route internally in the app (with step by step navigation, see image 4) or externally with Google Maps or others.

### General

When the user pin is inserted to the map, both car and user pins will remain stuck over the map.



## 04 Car Finder - Directions



### 4. Directions

The user can select to look for directions right inside the app or with google maps external application (if installed). If the inner directions will be chosen, it won't be a navigator, but just a list of directions, with map moving properly at each corresponding road direction.

4.1 By Tapping on the buttons at the bottom of the view, the user can change between car route or pedestrian route.

4.2 By Tapping on the X button, the user will close directions section and will return to section 03.

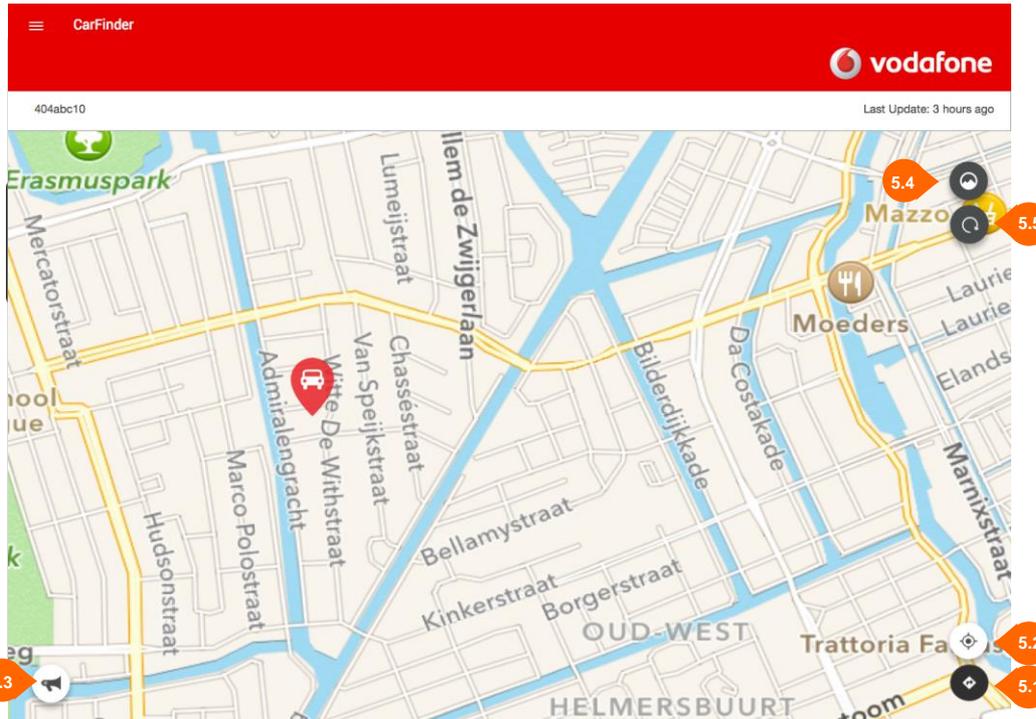




# **CarFinder Module Web & Tablet Wireframes**

# 05 Car Finder

5



## 5. Car Finder

In this section the user can look for his car's location through the map.

When it opens, the map is centered with last position of the car stored on server side.

5.1 By Clicking on the "directions" button, the user can access to direction options (section 07).

5.2 By Clicking on the "center" button, the user can access to map center options (section 06).

5.3 By Clicking on the "Horn" button, the user can activate his car's horn (if fitted).

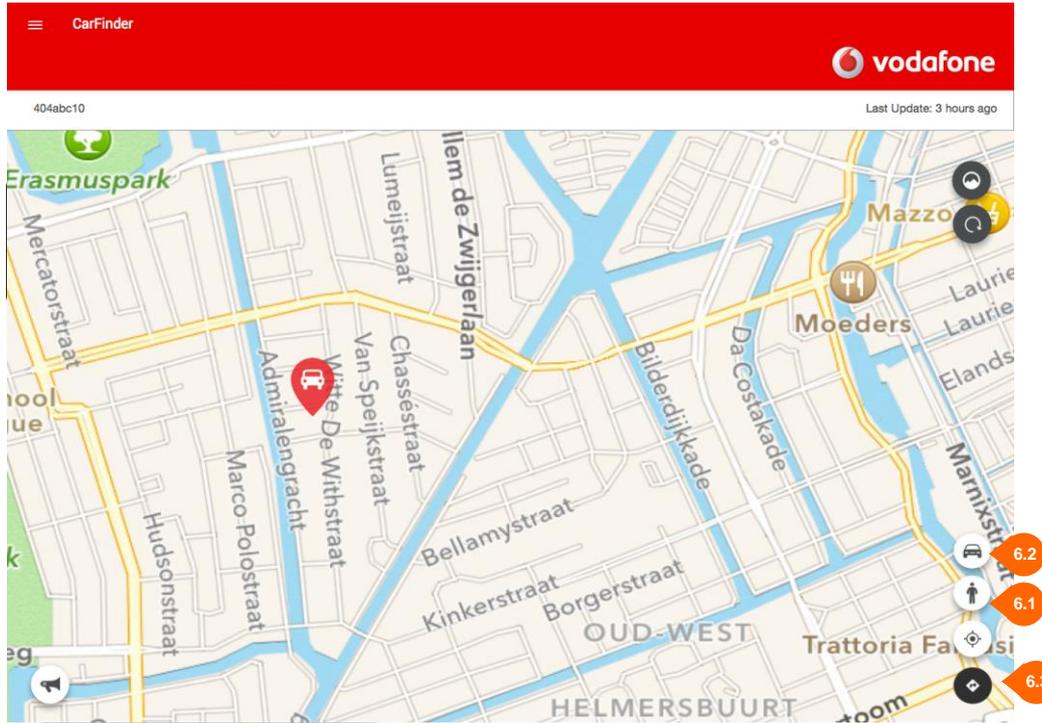
5.4 By Clicking on the "satellite" button, the user can change map style to satellite view or default.

5.5 By Clicking on the "reload" button, the user can reload the position of the map in real time



# 06 Car Finder - Options

6



## 6. Car finder - options

In this section the user can set options for car finder choosing through:

- center user/car
- get directions user/car

6.1 By Tapping on the "Center user" button, the user will set the geolocation pin corresponding to user position (image 3).

6.2 By Tapping on the "Center car" button, the user will set the geolocation pin corresponding to car position.

6.3 By Tapping on the "Direction" button, the "center" submenu will be close and the user will see to the "directions" submenu (section 03).

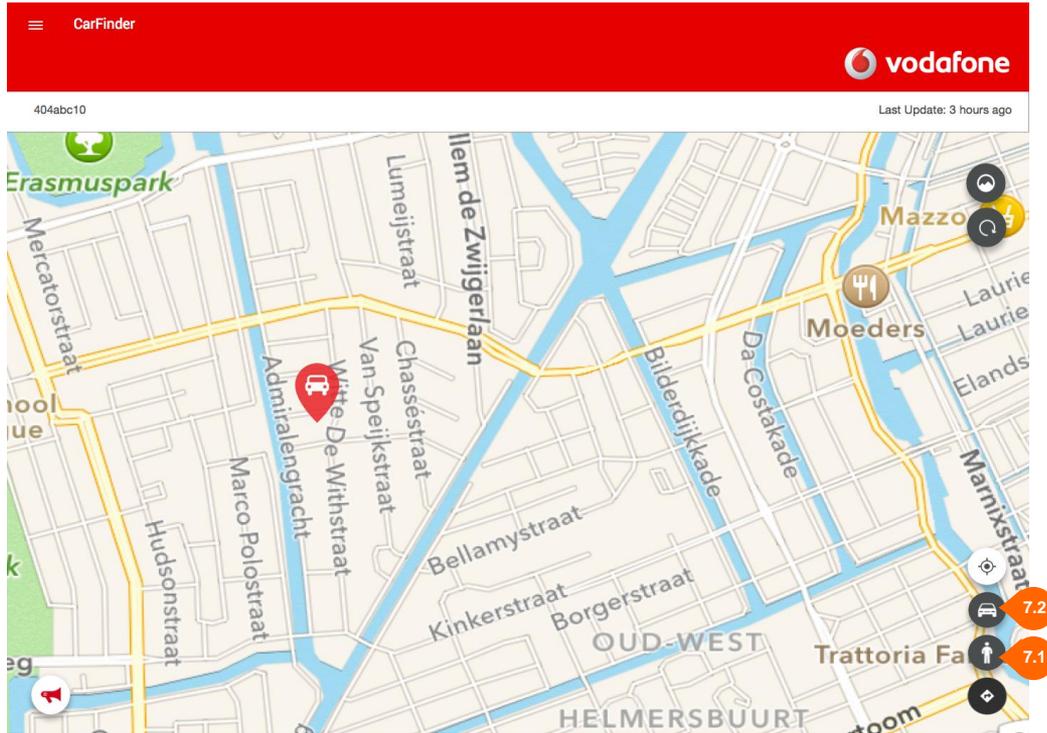
### General

When the user pin is inserted to the map, both car and user pins will remain stuck over the map.



# 07 Car Finder - Options

7



## 7. Car finder - options

7.1 By Clicking on the “Direction by foot” button, the user will request the direction to the car by foot (image 8). A dialog will appear showing the decision to open the route internally in the app (with step by step navigation, see image 8) or externally with Google Maps or others.

7.2 By Clicking on the “Direction by car” button, the user will request the direction to the car by car

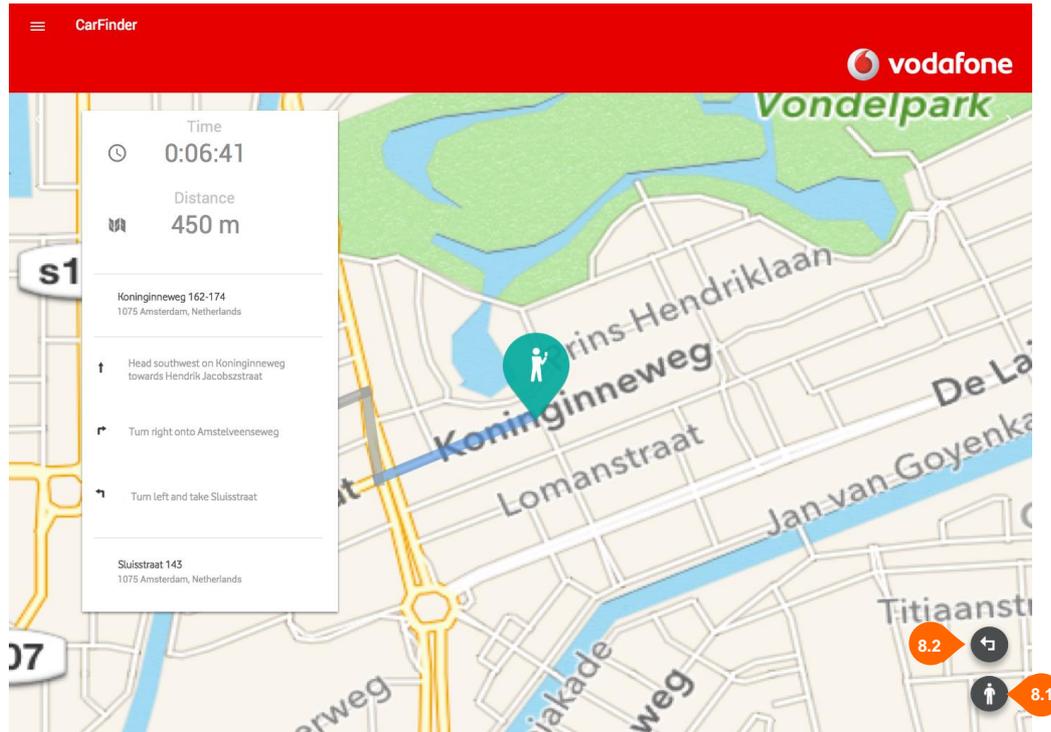
### General

When the user pin is inserted to the map, both car and user pins will remain stuck over the map.



## 08 Car Finder - Directions

8



### 8. Directions

it won't be a navigator, but just a list of directions, with map moving properly at each corresponding road direction.

8.1 By Clicking on the buttons at the bottom of the view, the user can change between car route or pedestrian route.

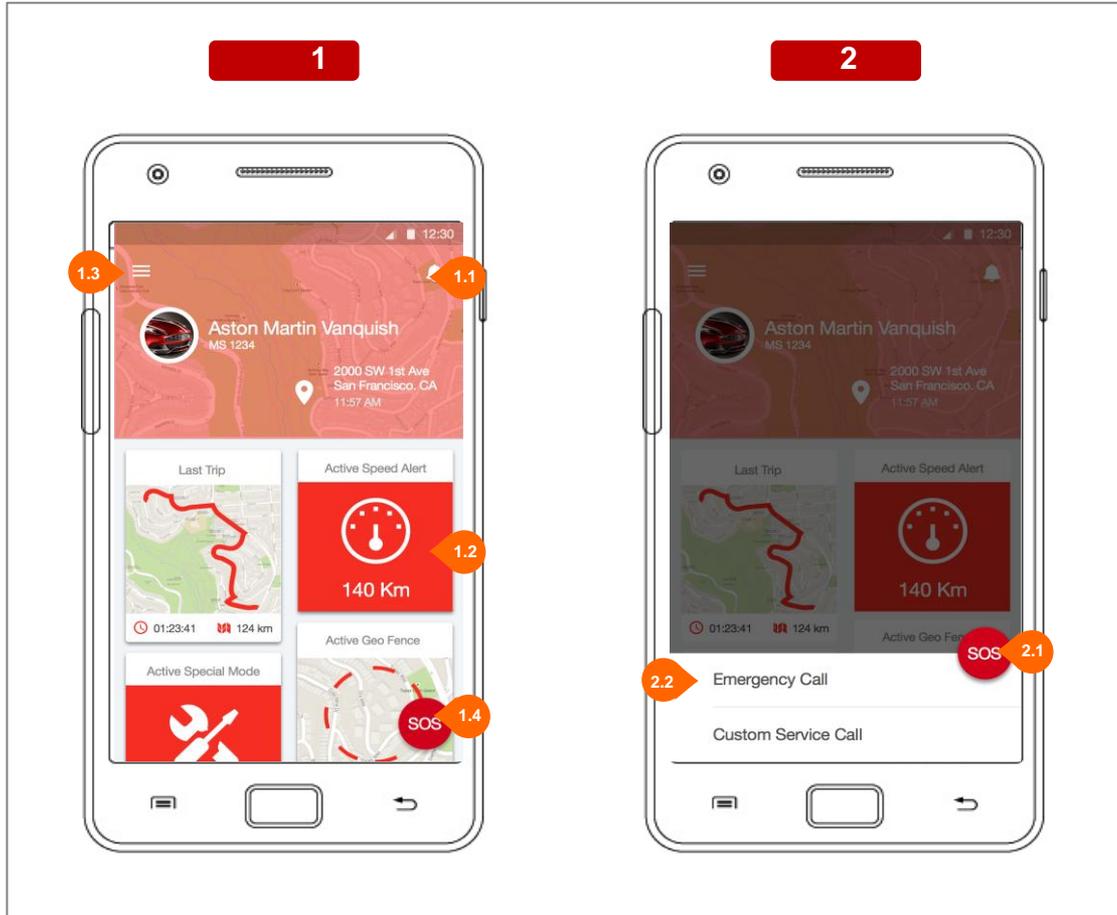
8.2 By Clicking on, the user will close directions section and will return to section 07.





# Dashboard Module Android and iOS Wireframes

## 02 Dashboard - Home



### 1. Home

This is the first section of the application. Here the user can see his active car on the header, can have fast access to the main features and control messages.

**1.1** By Tapping on the "message" item, the user can access to Messages and see new and archived messages sent to the device (Messages Module).

This is a right menu and it can be opened even by sliding from right border of the screen to the center of it.

**1.2** By Tapping on one a "feature box" in the view, the user will access instantly to the selected feature to manage it.

**1.3** By pressing on the "menu" button, the user will open the left menu where all the available features are listed. This is a left menu and it can be opened even by sliding from left border of the screen to the center of it.

**1.4** By Tapping on the SOS button, the user will open the SOS fast action panel (image 2)

### 2. SOS Actions

In this section, the user can perform a fast SOS action

**2.1** By Tapping on the SOS button or over the black transparent overlay, the user will close the panel and will return to image 1.

**2.2** By Tapping over an element of the list, the user will perform the related operation of SOS.



## 02 Dashboard - Home 2

3



### 1. Home Scroll Top

When the view is scrolled to top, the map disappears with a fading transition and the top bar will become colored with app main color.

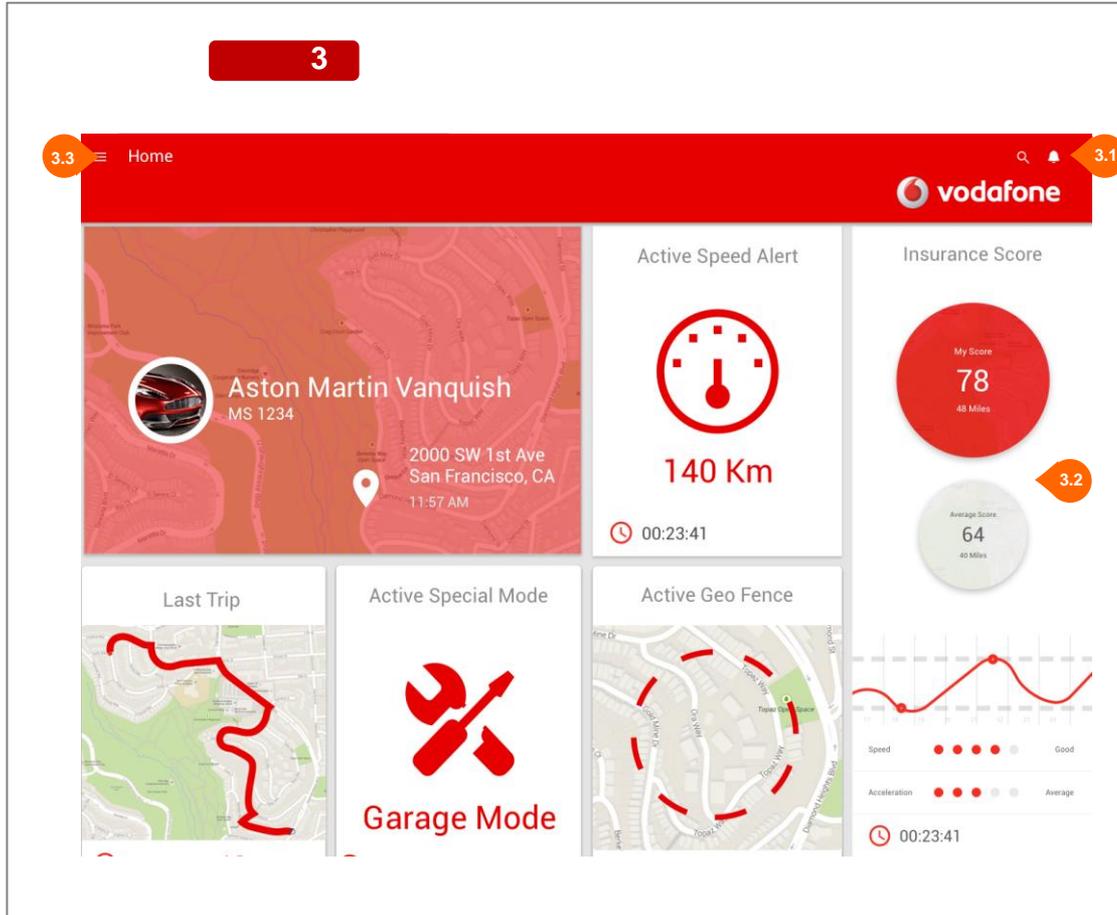
### 3.1 The car name will become top bar's title





# Dashboard Module Web & Tablet Wireframes

## 02 Dashboard - Home



### 3. Home

This is the first section of the application. Here the user can see his active car on the header, can have fast access to the main features and control messages.

**3.1** By Tapping on the "message" item, the user can access to Messages and see new and archived messages sent to the device (Messages Module).

This is a right menu and it can be opened even by sliding from right border of the screen to the center of it.

**3.2** By

**3.3** By pressing on the "menu" button, the user will open the left menu where all the available features are listed.

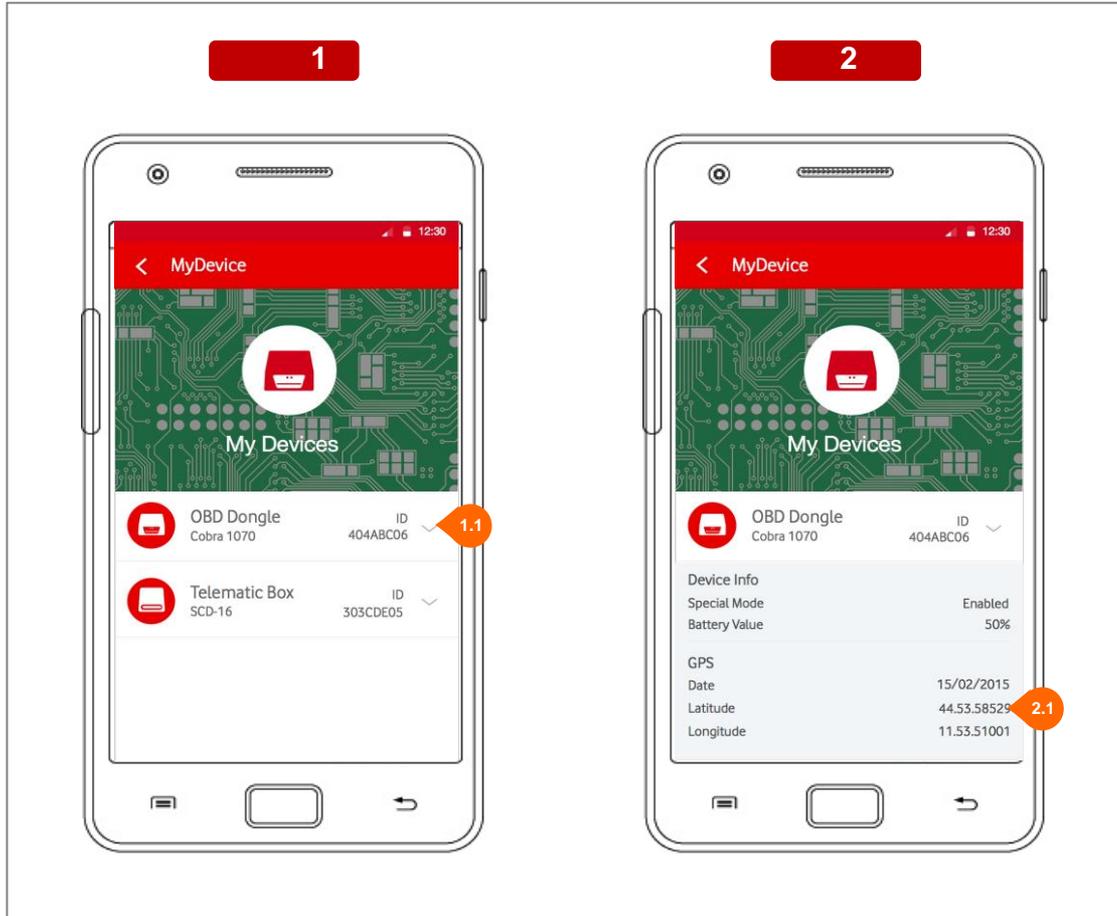
This is a left menu and it can be opened even by sliding from left border of the screen to the center of it.





# Device Module Android and iOS Wireframes

## 02 Device - List & Detail



### 1. Device Info List

In this section the user can see his device main info listed.

1.1 By Tapping on the accordion, the info will be showed in slide

### 2. Device Info Details

In this section the user can see the selected device main info listed.

2.1 Some info are grouped by category

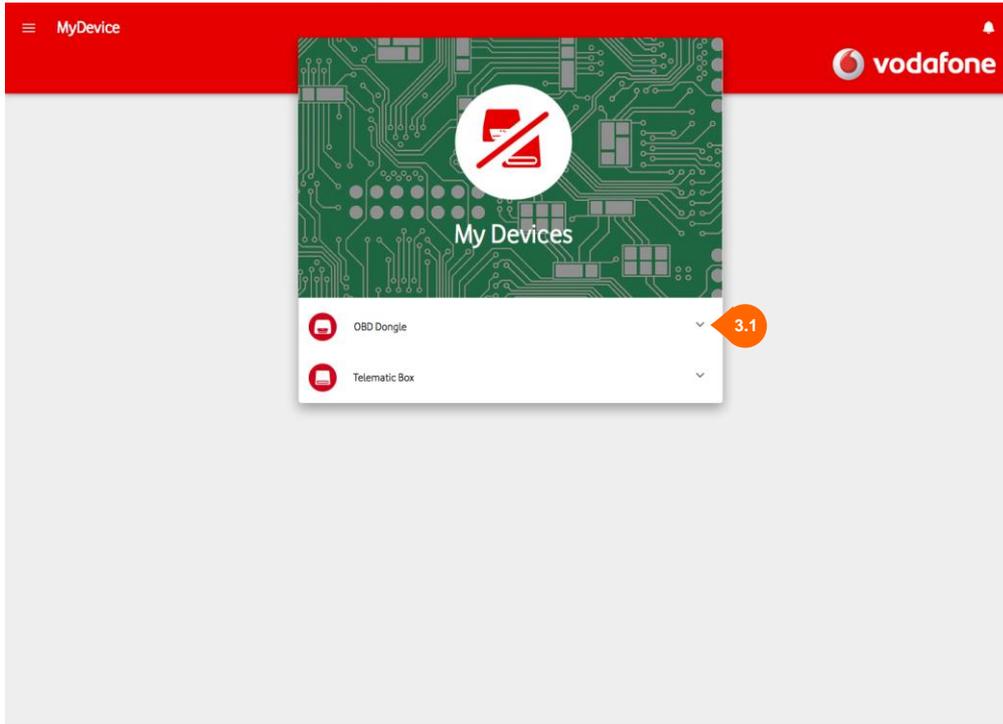




# Device Module Web & Tablet Wireframes

## 03 Device - List

3



3.

### Device Info List

In this section the user can see his devices main info listed.

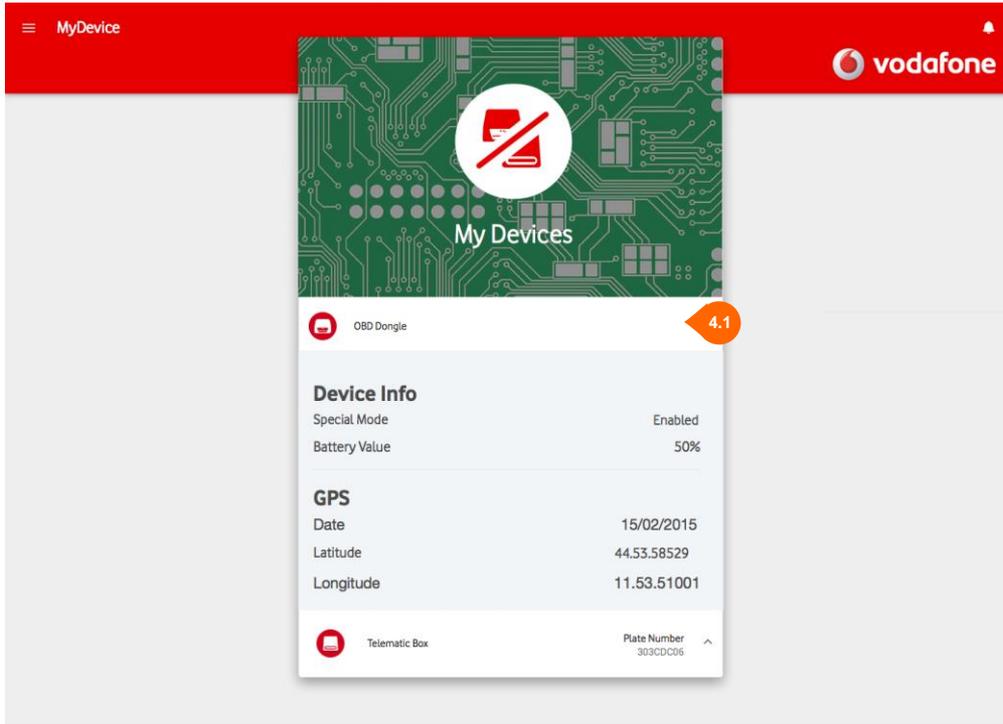
3.1

By Clicking on the accordion the user can open it and look the information of the device (4)



## 05 Device - List - accordion open

5



4.

### Device Info List - accordion open

In this section the user can see the info of the device.

4.1

close it.

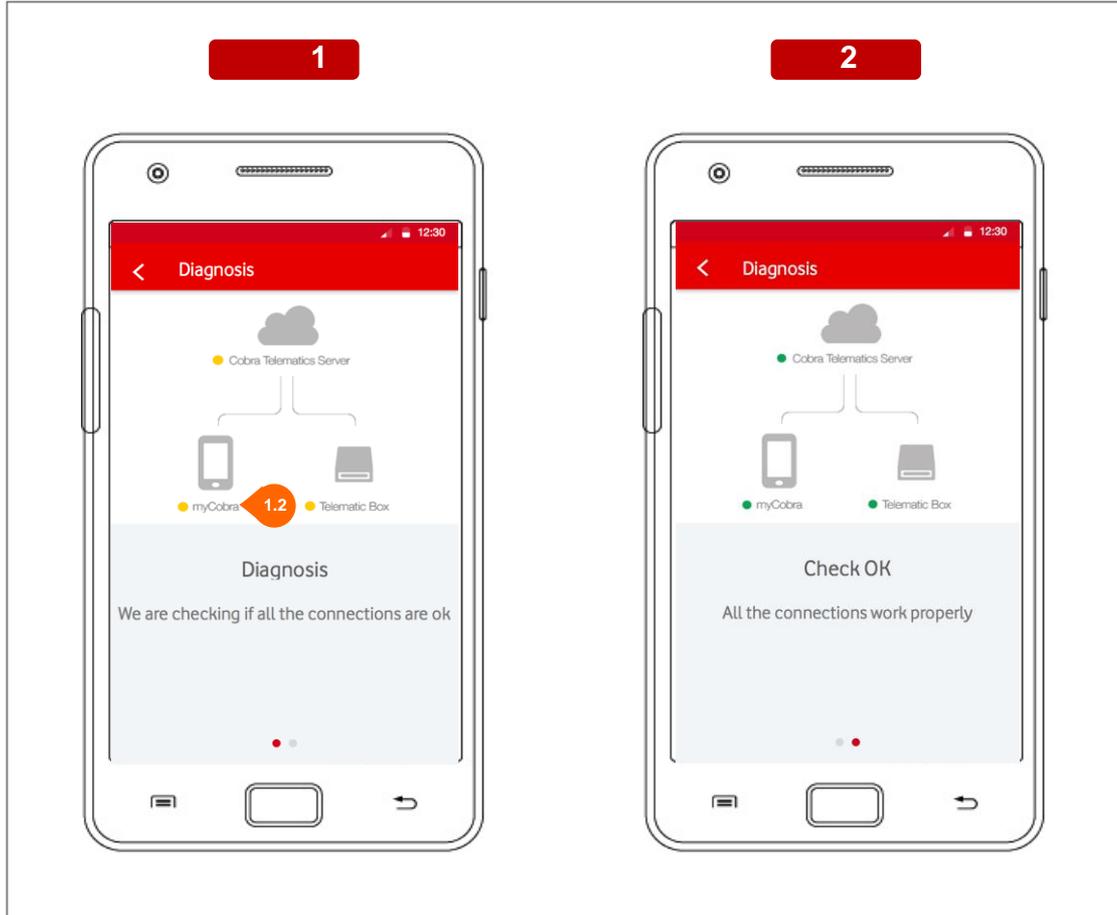
By Clicking on the accordion the user can





# Diagnosis Module Android and iOS Wireframes

## 02 Diagnosis - Check



### 1. Check

In this section, the user can see the diagnosis checking of system.

1.2 The name "myCobra" is an example and will be linked to the Appname of the build.

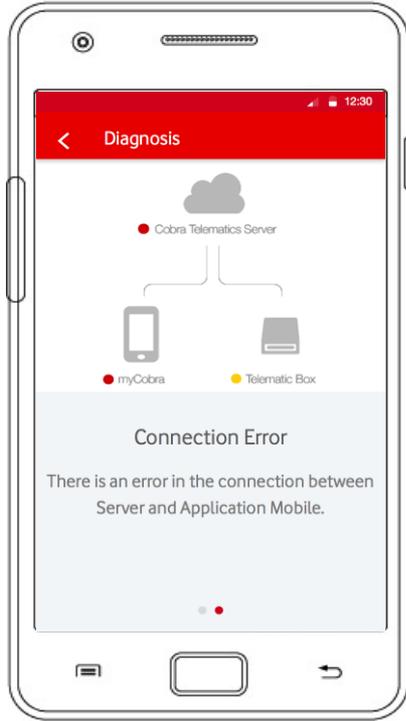
### 2. Diagnosis OK

If the system is ok, the user is notified and can go back to the application.

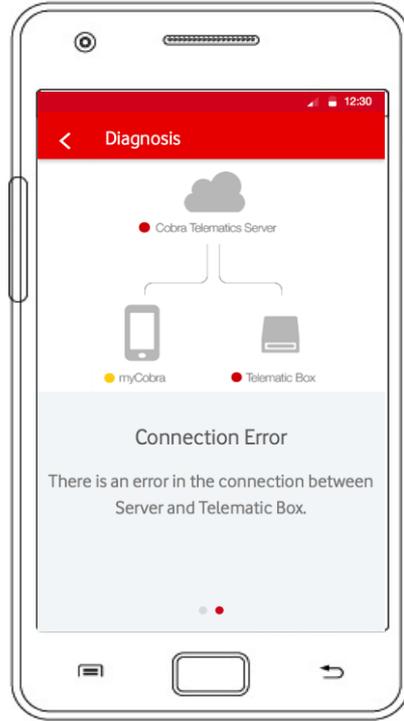


## 03 Diagnosis - Errors

3



4



3.

### Error - 1

If the diagnosis revealed that the server is not connected with the application correctly, the user is notified by the image.

4.

### Error - 2

If the diagnosis revealed that the server is not connected with the telematic box correctly, the user is notified by the image.

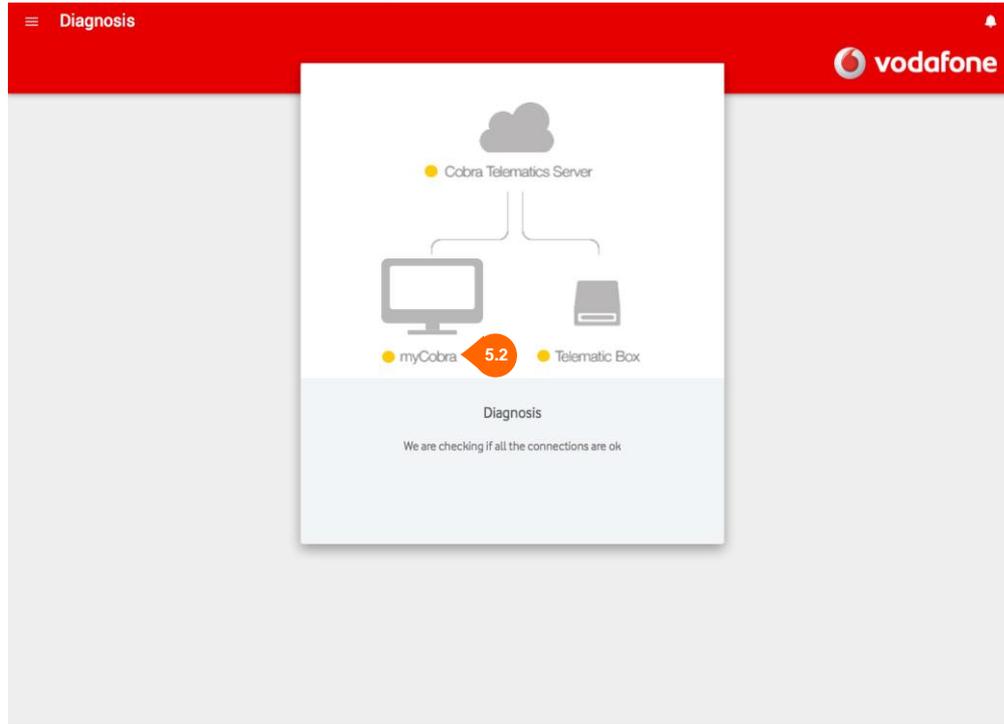




# Diagnosis Module Web & Tablet Wireframes

## 05 Diagnosis - Check

5



### 5. Check

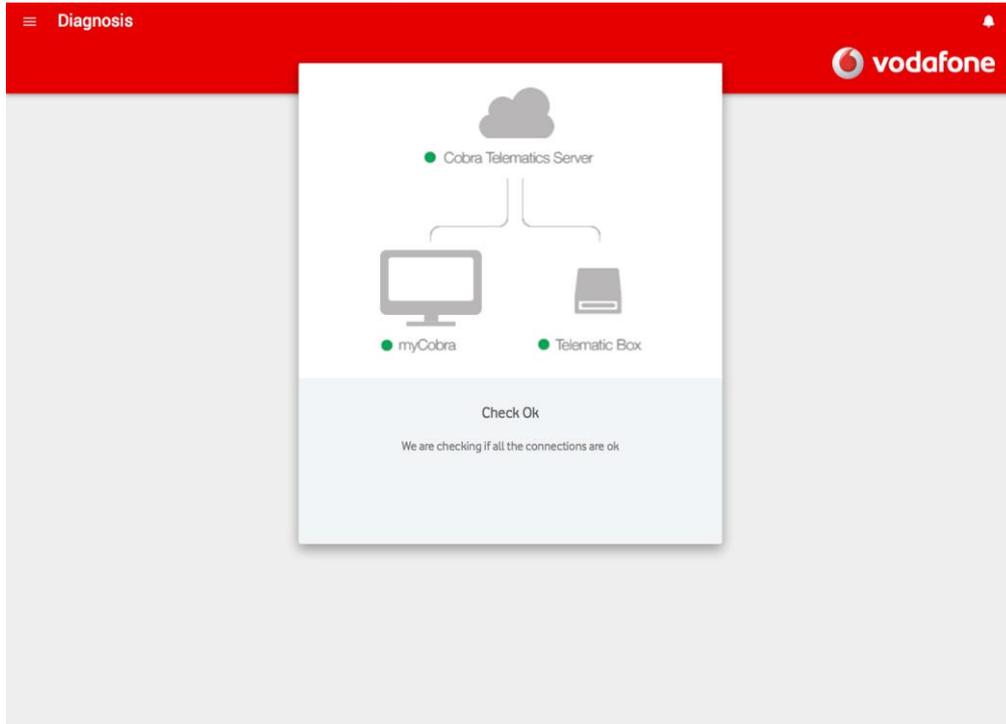
In this section, the user can see the diagnosis checking of system.

5.2 The name "myCobra" is an example and will be linked to the Appname of the build.



## 06 Diagnosis - ok

6



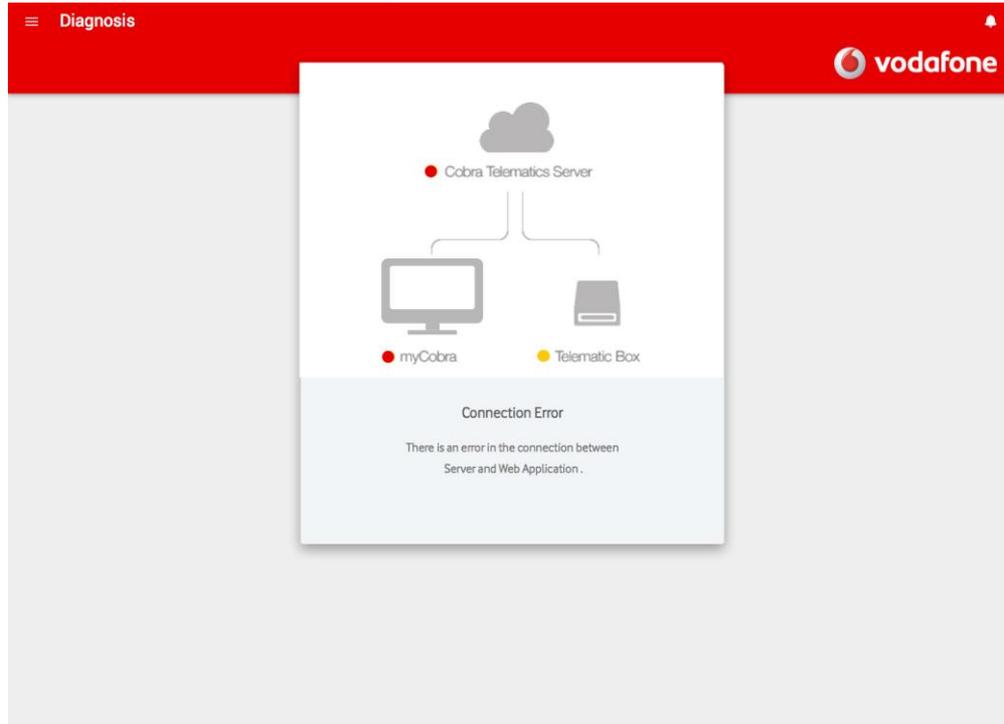
### 6. Diagnosis OK

If the system is ok, the user is notified and can go back to the application.



## 06 Diagnosis - error 1

7



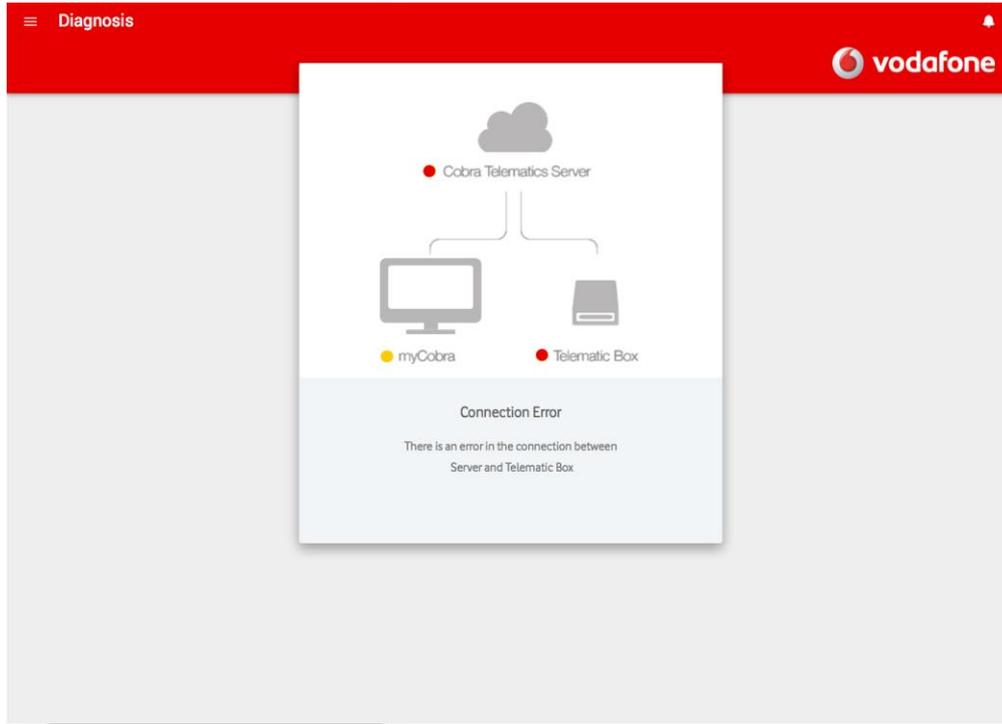
### 7. Error - 1

If the diagnosis revealed that the server is not connected with the application correctly, the user is notified by the image.



## 06 Diagnosis - error 2

8



### 8. Error - 2

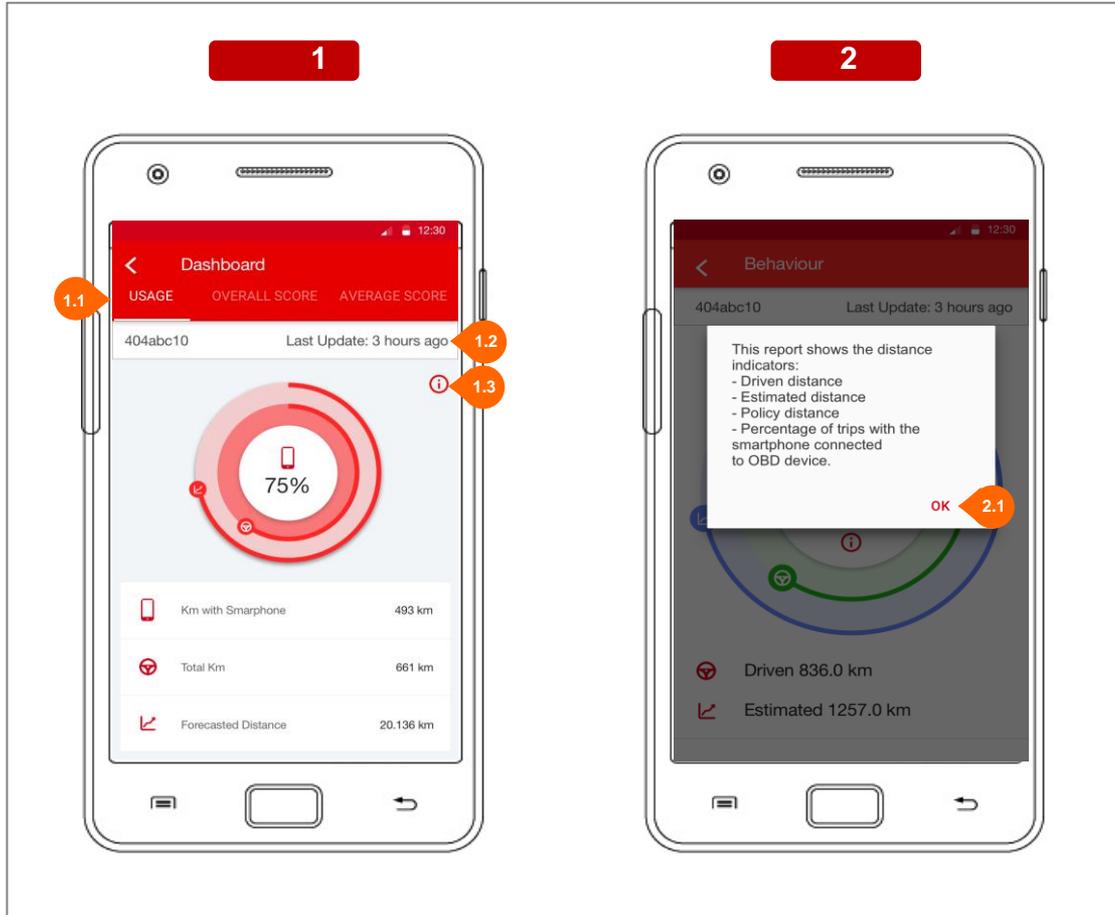
If the diagnosis revealed that the server is not connected with the telematic box correctly, the user is notified by the image.





# **Driving Behaviour Module Android and iOS Wireframes**

## 02 Driving Behaviours - Usage



### 1. Usage

In this section the user can see the total driven distance with and without smartphone in addition to the forecasted one.

**1.1** This is the second level menu, used to navigate through every section of the Driving behaviour module.

Every menu label are customizable by app configuration.

**1.2** This is the last update bar and shows the latest data refresh date.

**1.3** By pressing on the "info" button, the user will open the info dialog (slide 2).

### 2. Info

The dialog shows the info about the stats of slide 1.

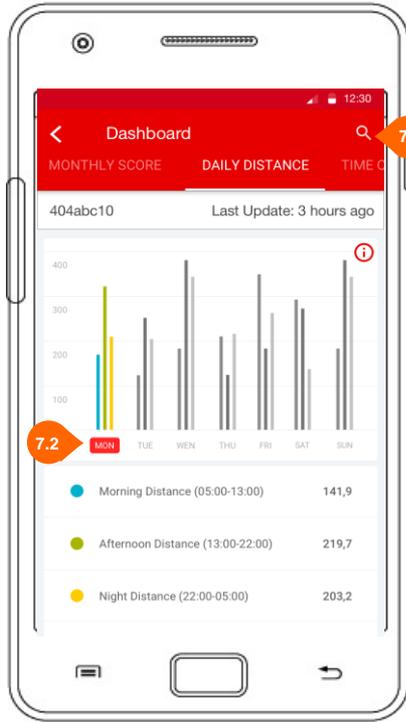
**2.1** By pressing on the OK button, the user will close the dialog and will return to slide 1



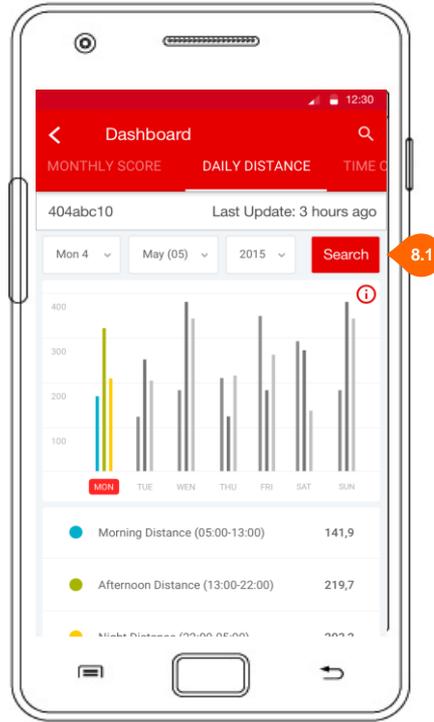


## 05 Driving Behaviours - Daily Distance

7



8



### 7. Daily Score

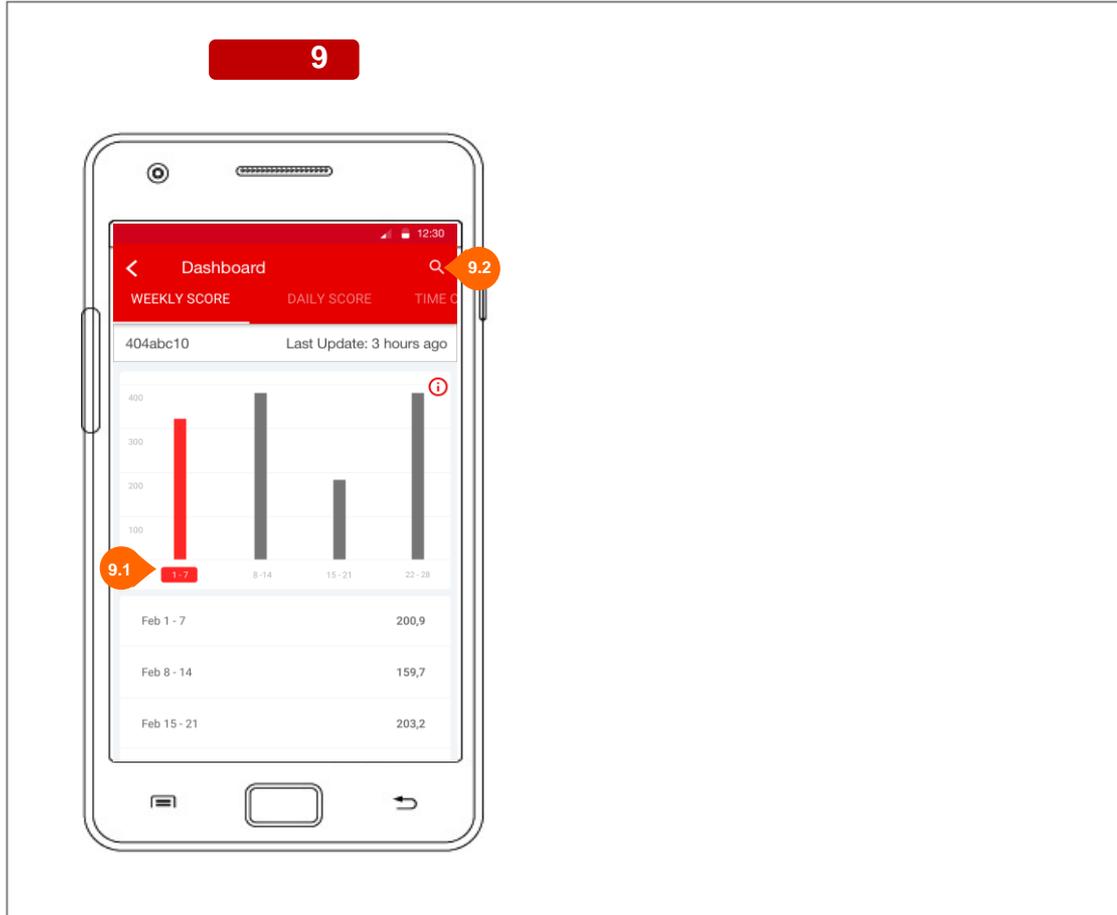
In this section the user can see the daily distance with the miles driven during the different part of the day.

7.2 By tap on the day, the table will show the related score values for every different part of the day.

7.3 By tap on the search icon the 8.1 selector will be shown. The user can use this selector in order to find the period of interest.



## 06 Driving Behaviours - Weekly Score



### 9. Weekly Score

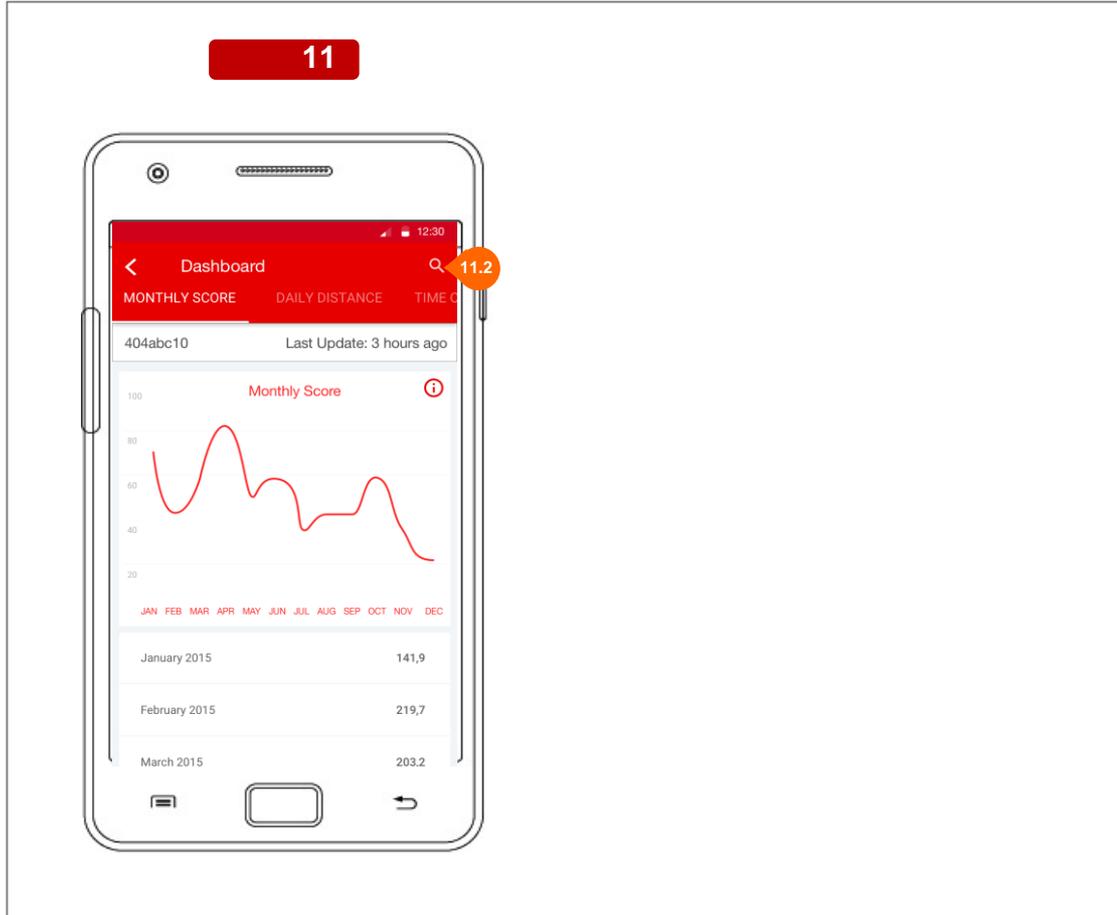
In this section the user can see the weekly score.

9.1 By tap on the week, the table will show the related score

9.2 By tap on the search icon the date selector will be shown, like in slide 8. The user can use this selector in order to find the period of interest..



## 07 Driving Behaviours - Monthly Score



### 11. Monthly Score

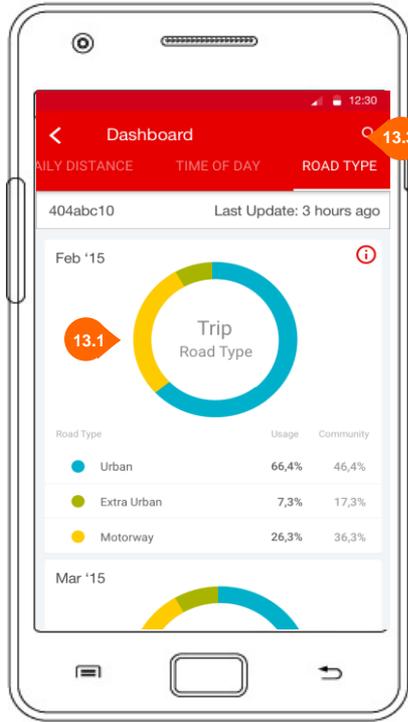
In this section the user can see the monthly score.

11.2 By tap on the search icon the date selector will be shown, like in slide 8. The user can use this selector in order to find the period of interest..

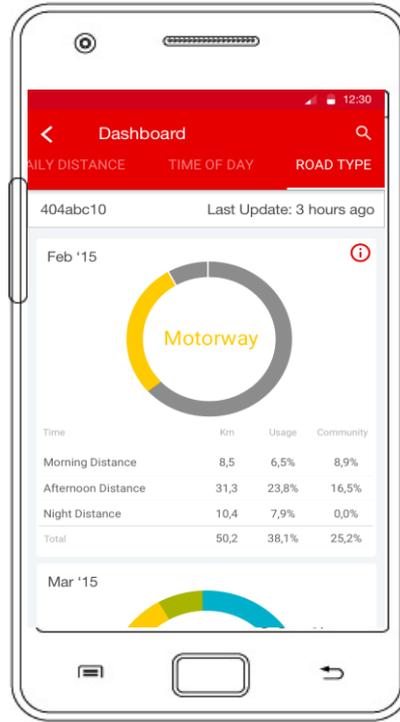


## 08 Driving Behaviours - Road Type

13



14



### 13. Road Type

In this section the user can see the monthly Road Type score ordered by date descrescent.

**13.1** By tap on the pie section the detail of that session will be shown. See slide 14.

**13.3** By tap on the search icon the date selector will be shown, like in slide 8. The user can use this selector in order to find the period of interest..

### 14. Detail

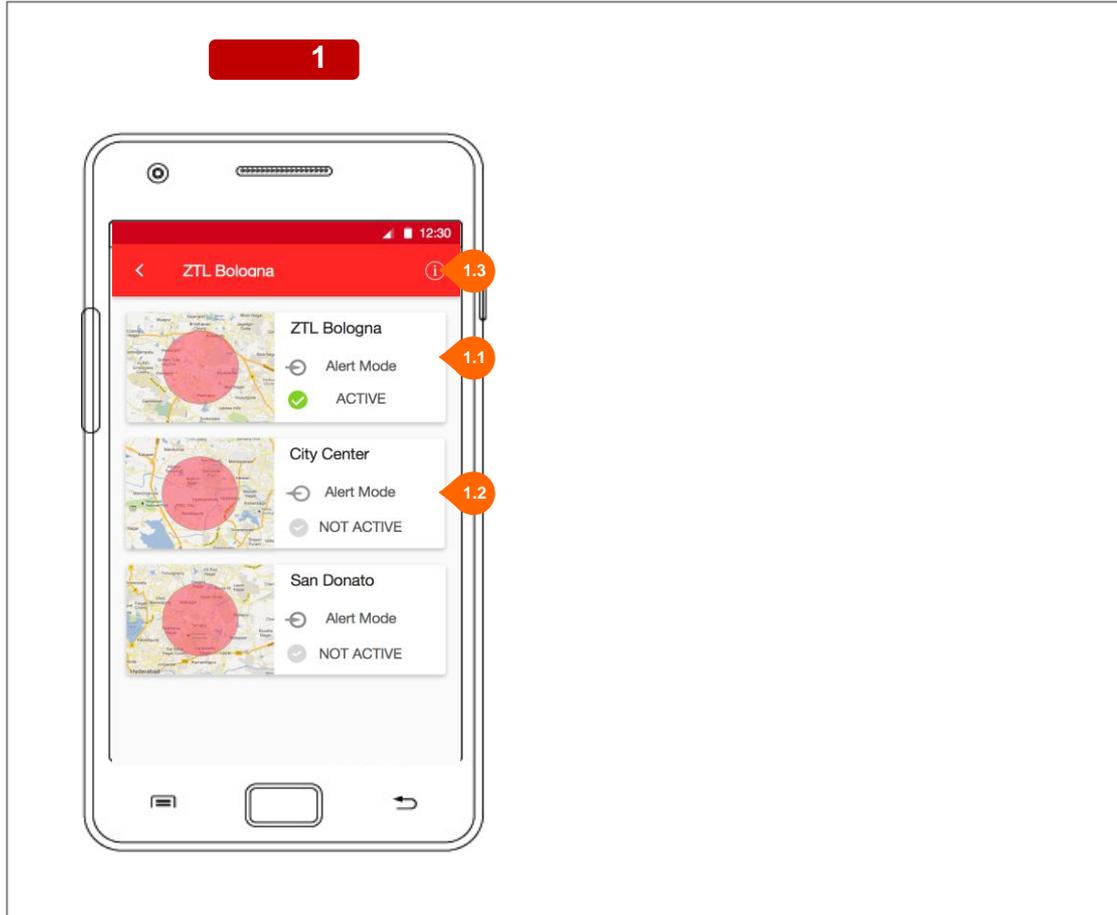
In this section the user can see the detail of the road type selected for every different part of the day.





# **GeoFence Module Android and iOS Wireframes**

## 02 GeoFence | 1 - List



### 1. Geofence List

In this section the user can set the Geofences previously set, or create a new one.

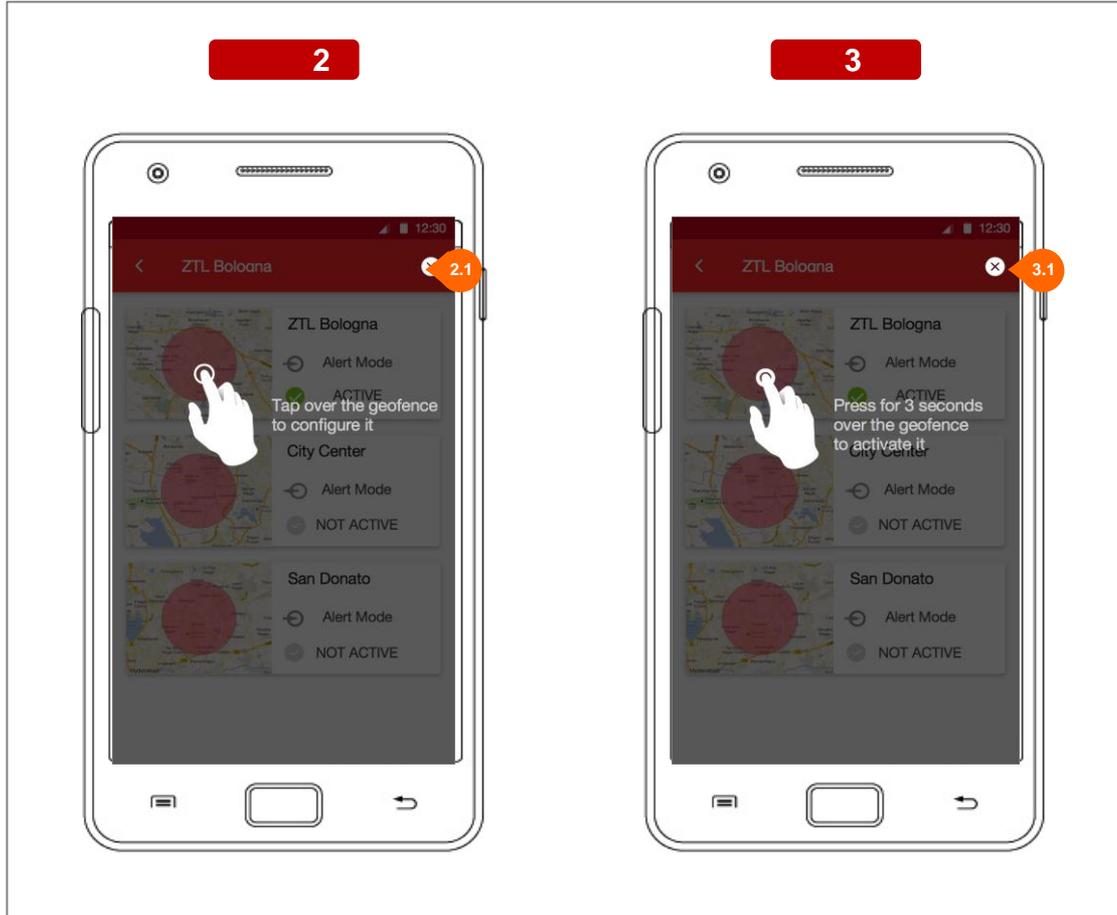
**1.1** By Tapping on the Geofence, the user can modify geofence options by accessing to option view (section 04).

**1.2** By long pressing the Geofence (for about 3 seconds) the user sets the selected geofence as active, or inactive if it was active. Only one at a time Geofence can be active, so if the user activates a new one, the previous active geofence will be set inactive. In this case the Set geofence timer (screen 6) view will be shown.

**1.3** By long pressing the "info" button, user will access to tutorial view, to get main usage details about this view (section 03).



## 03 GeoFence | 2 - Tutorial



### 2. List usage tutorial Tap

The tutorial gives usage information for setting and activating a specific geofence.

Images 2 and 3 changes every few seconds.

This image is for setting options for a geofence.

2.1 By Tapping on the "X" button, the user will exit from tutorial.

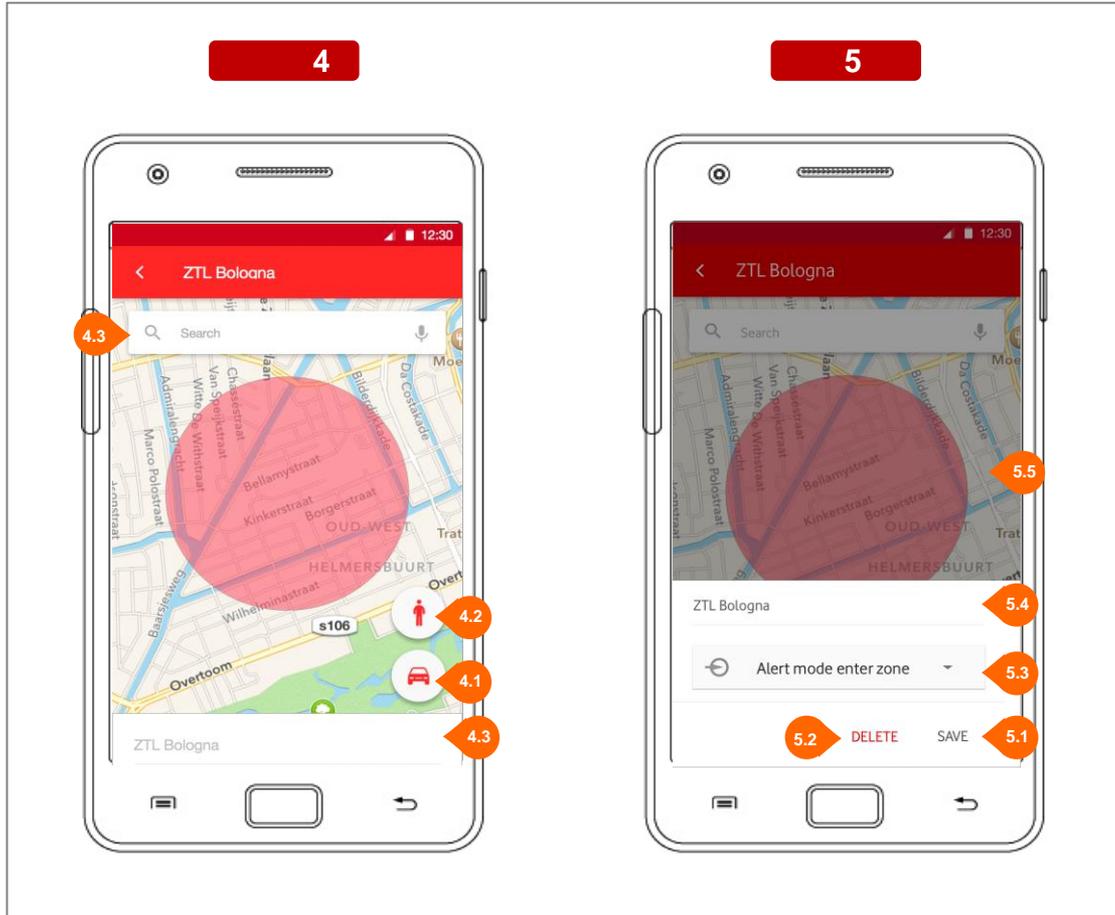
### 3. List usage tutorial Press

This image is for setting the geofence active.

3.1 By Tapping on the "X" button, the user will exit from tutorial.



## 04 GeoFence | 3 - New/Edit



### 4. New Geofence/Edit Geofence

The user can create a new geofence or edit an existing one  
In both cases the user can set each of following options:

- Geofence specific area
- Geofence title
- Geofence Alert message mode
- Geofence Timer

4.1 By Tapping on the “car” button, the user will center the map to the point where the car is.

4.2 By Tapping on the “user” button, the user will center the map to the point where he is.

4.3 By Tapping on the text area, the option panel will slide up and will be editable by the user (figure 5).

### 5. Set geofence options

The user can set the options for the new geofence which include:

- Geolocation and circle area where the geofence is active
- Mode of alert message, choosing between: message when you get inside the area, message when you get out from the area, message when you both get inside or outside the area

5.1 By Tapping on the “SAVE” button, the user will be able to set a timer for the selected Geofence (section 05).

5.2 By Tapping on the “DELETE” button, the geofence will be deleted and the application will return to the list of geofences.

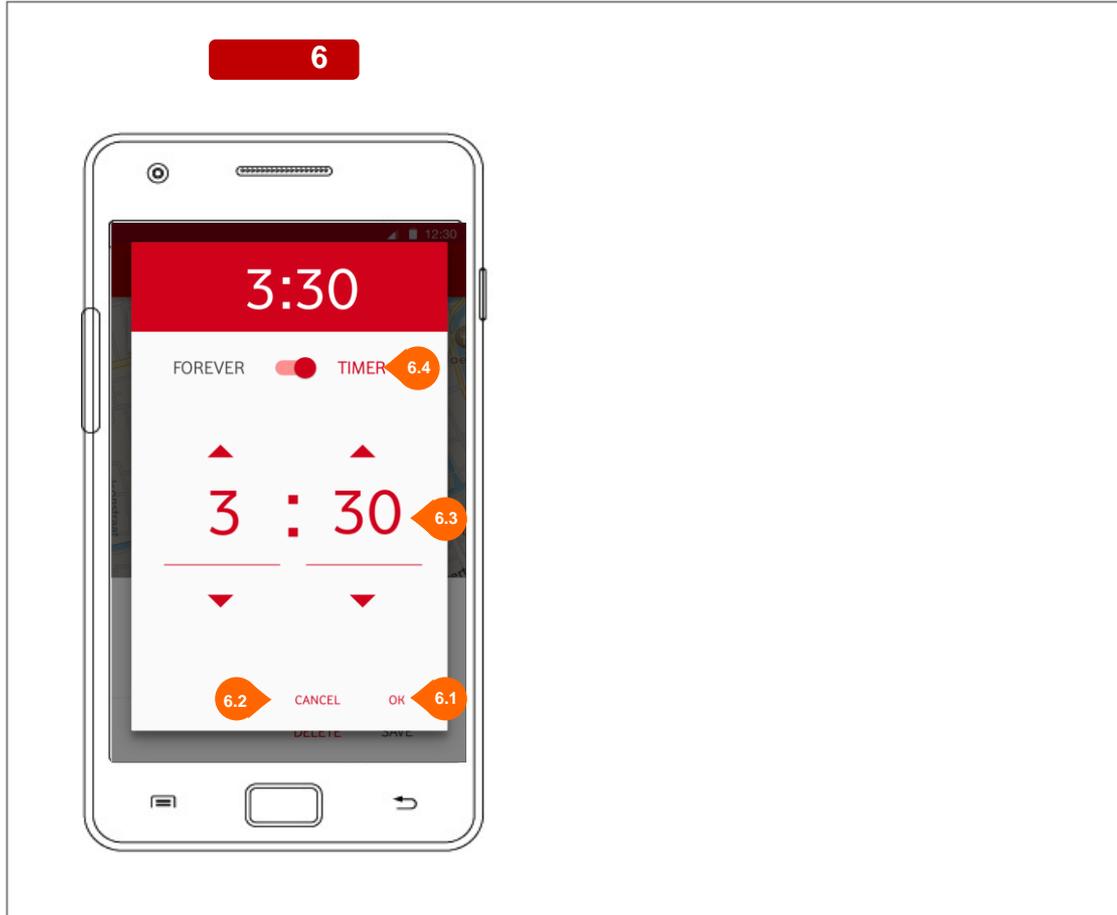
5.3 By Tapping on the “Mode” button, the user can select the type of alert message to associate to the geofence.

5.4 By Tapping on the text area, the user will edit the Geofence Name.

5.5 By Tapping on the rest of the screen, the option panel will slide down without saving the new options.



## 05 GeoFence | 3 - Timer



### 6. Set geofence timer

The user can set a timer for the selected geofence

6.1 By Tapping on the "OK" button, the user will set the timer and close the view.

6.2 By Tapping on the "CANCEL" button, the user will deny the current timer and return to the previous view.

6.3 The user can set an expiration timer for the geofence by setting timer.

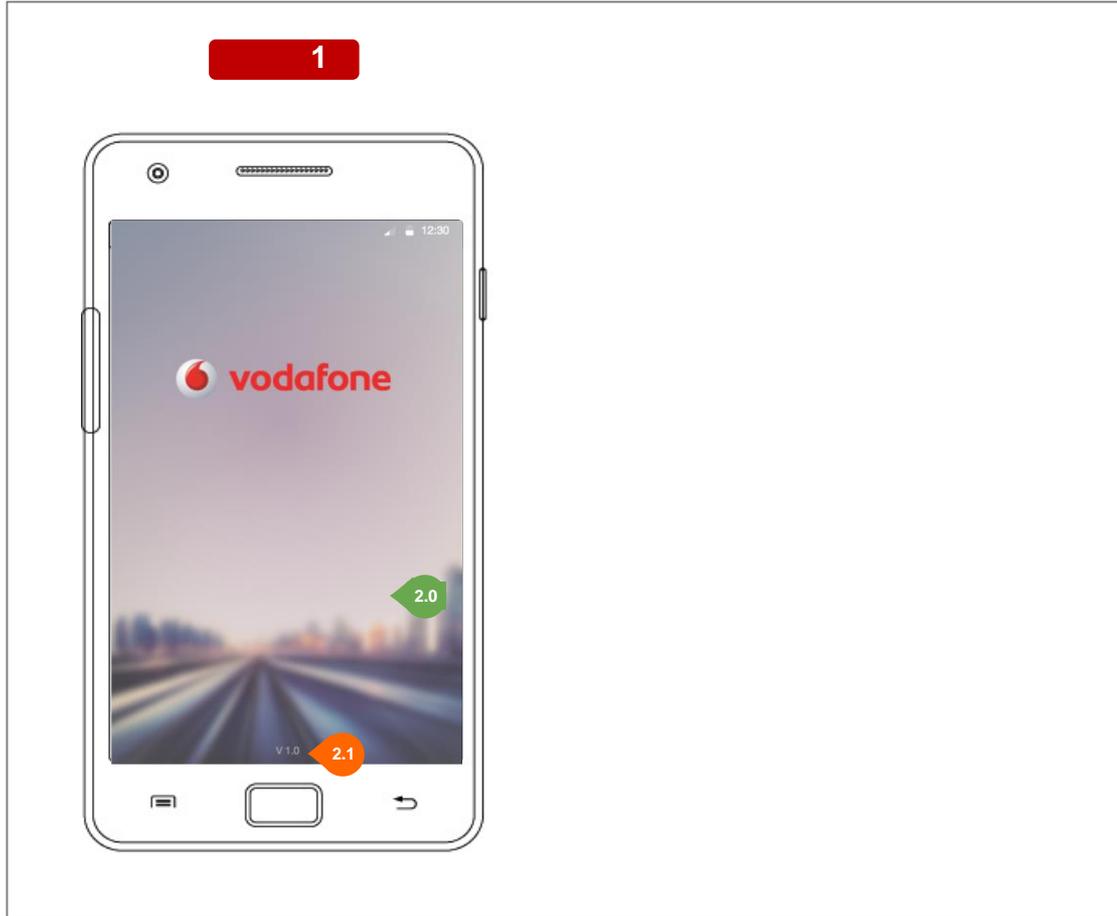
6.4 The user can set an expiration timer, or decide to set the geofence to unlimited time by switching the selector to "FOREVER"





# Login Module Android and iOS Wireframes

## 02 Splash Screen



### 2. Splash Screen

The first view of the app.

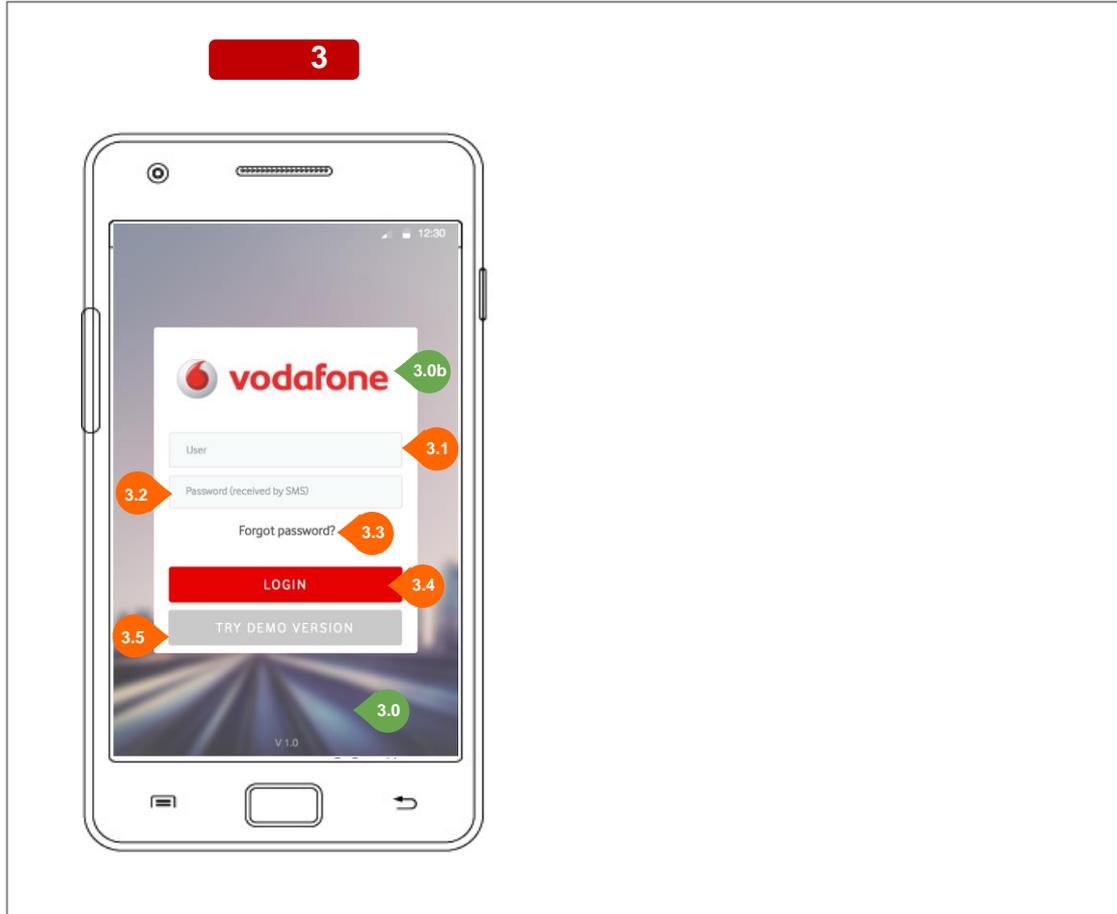
A simple image view with the application splash screen background that check the authentication and provide the login screen (if not yet authenticated), the passcode module (if enabled) or the next module (home or others)

2.0 Background image customizable

2.1 The app version (retrieved from the vertical implementation)



## 03 Login



### 3. Login

In order to access the application, the user has to login with the code sent by message.

3.0 Background image customizable

3.0b Logo image customizable

3.1 The field must be filled with client number

3.2 The field must be filled with the password received by SMS.

3.3 If the user forgot the password, can recover it by clicking on this link.

3.4 By Tapping on login button, the user will access, if the account check is ok, to the application.

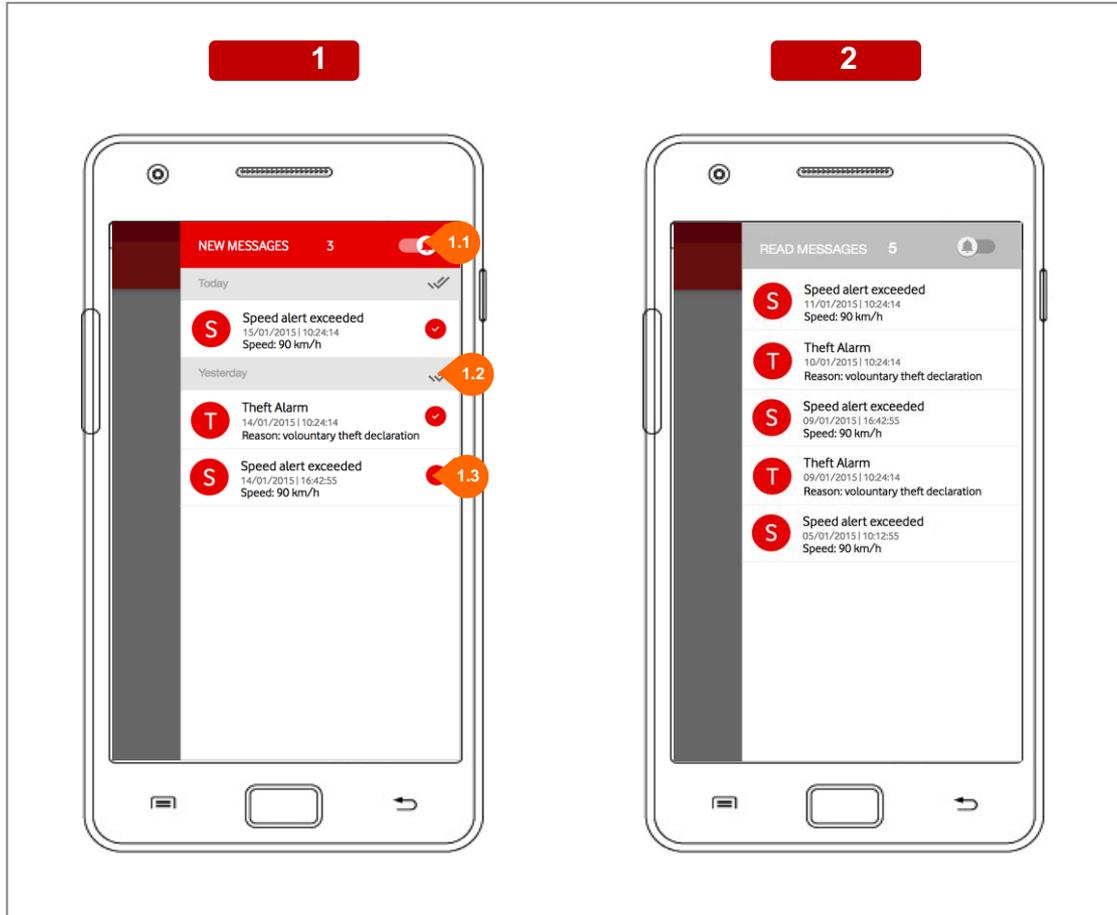
3.5 The user can navigate the app for a view in demo mode. This mode has a limited number of features, but can give a good example of the application behaviours.





# **Messages Module Android and iOS Wireframes**

## 02 Messages



### 1. New Messages

In this section the user can see the list of messages divided in two groups: new and read messages. The new messages are those not yet read from the user. They are divided by time groups such as today, yesterday, and growing time interval while going back in the past.

1.1 By switching the state of the switch, the user can pass from new messages list to read one (image 2).

1.2 By Tapping on the "read all" button, the user select all the messages of the section as read and they'll all pass to read messages list.

1.3 By Tapping on the "read message" button, the single message will be signed as read and will pass to read messages list. It is possible to sign a message as read even with left slice over the message.

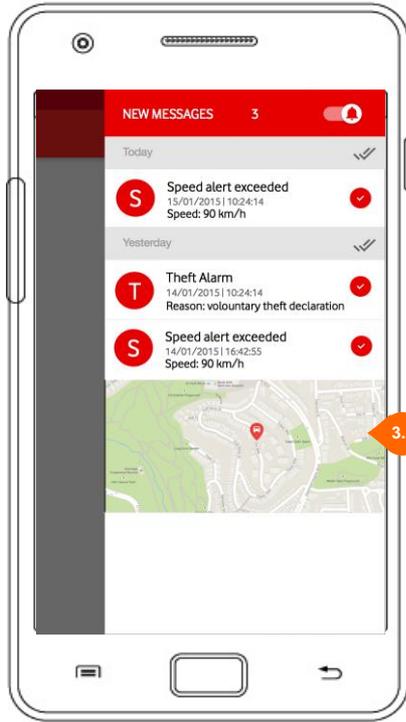
### 2. Read Messages

In this section all the messages already read are archived, so the user can check the history of all available messages.



## 03 Messages - Info

3



### 3. Expanded info

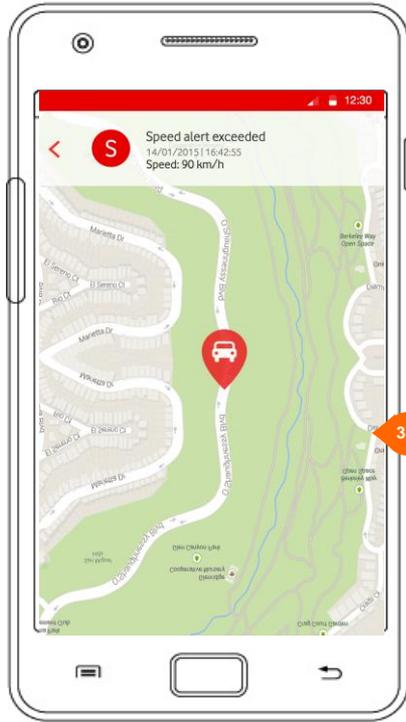
If a message has a map, the user will be able to see the geolocation point where the message has been sent.

3.1 By tapping on the map, the screen 4 will be shown



## 03 Messages - Detail Map

4



### 4. Detail Map

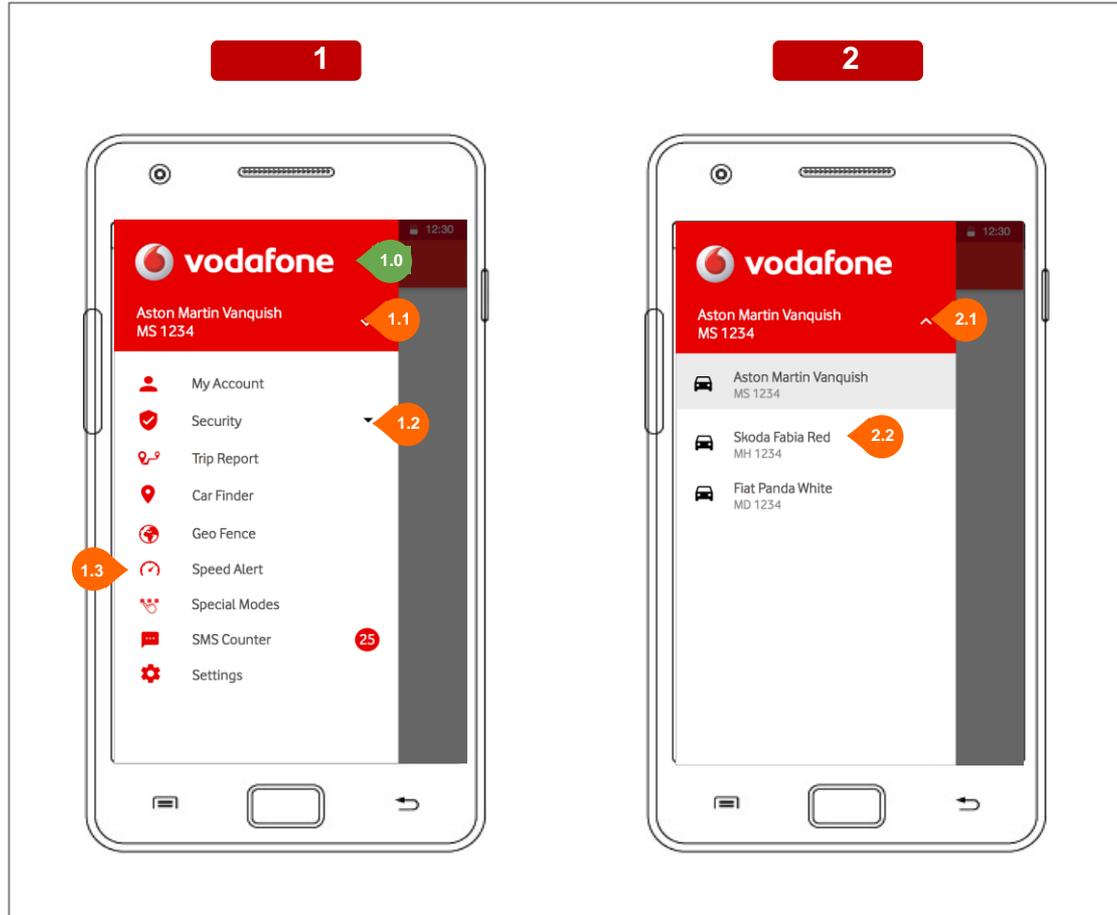
The user can see the map and zoom it in/out





# Navigation Module Android and iOS Wireframes

## 02 Navigation - Menu



### 1. Menu

In this section the user can see all his profile options inside a list menu, from where he can access those options, or change his current car.

#### 1.0 Logo image customizable

1.1 By Tapping on the "open" item, the user will close the list of features and open list of available vehicles.

1.2 If an element of the list has more options, by tapping on the "open" item next to the name of element, the options will be listed below with an accordion component.

1.3 By Tapping on the element, the user will access to the corresponding module.

### 2. List of vehicles

In this section the user can see all the available vehicles and change the active one, by selecting a new one.

2.1 By Tapping on the "close" item, the user will close the list of available vehicles and open the list of features.

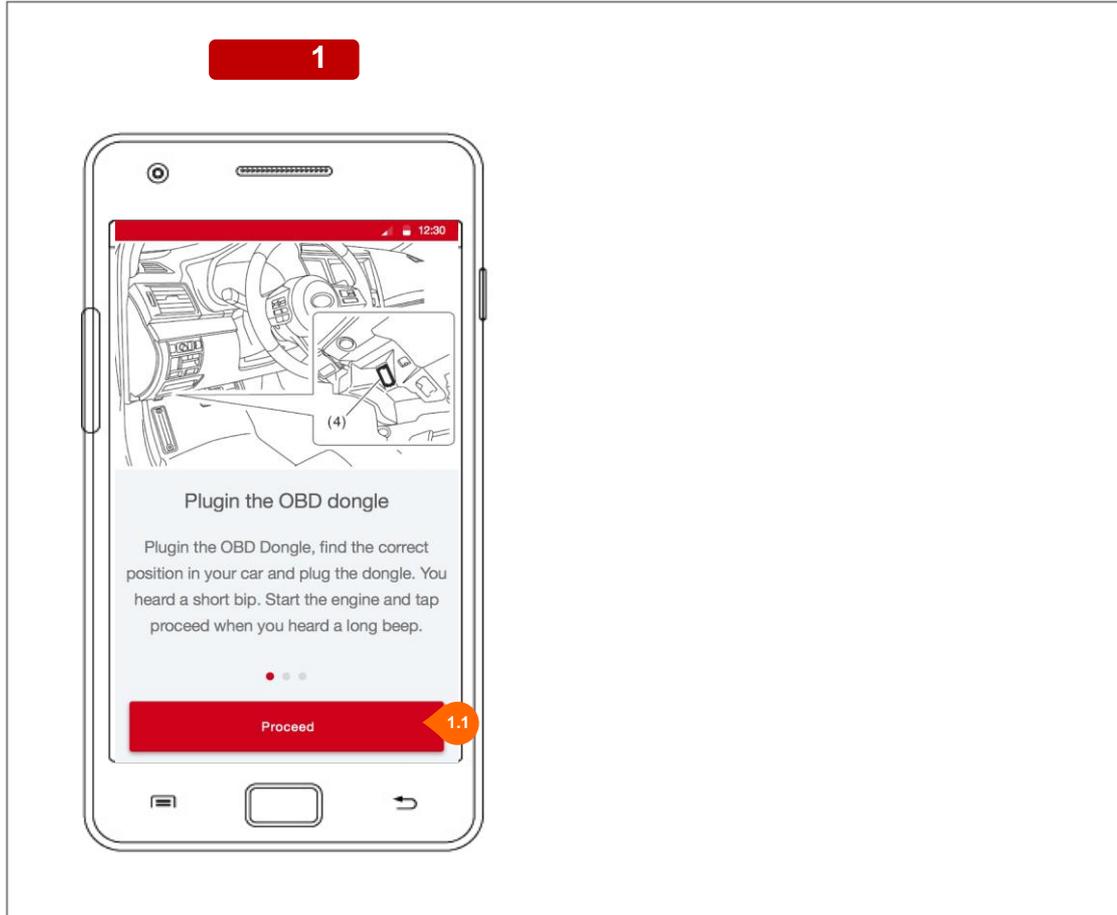
2.2 By Tapping on one vehicle, the user will change the his current vehicle to the selected one.





# **OBDWizard Module Android and iOS Wireframes**

## 02 OBDWizard - Plugin



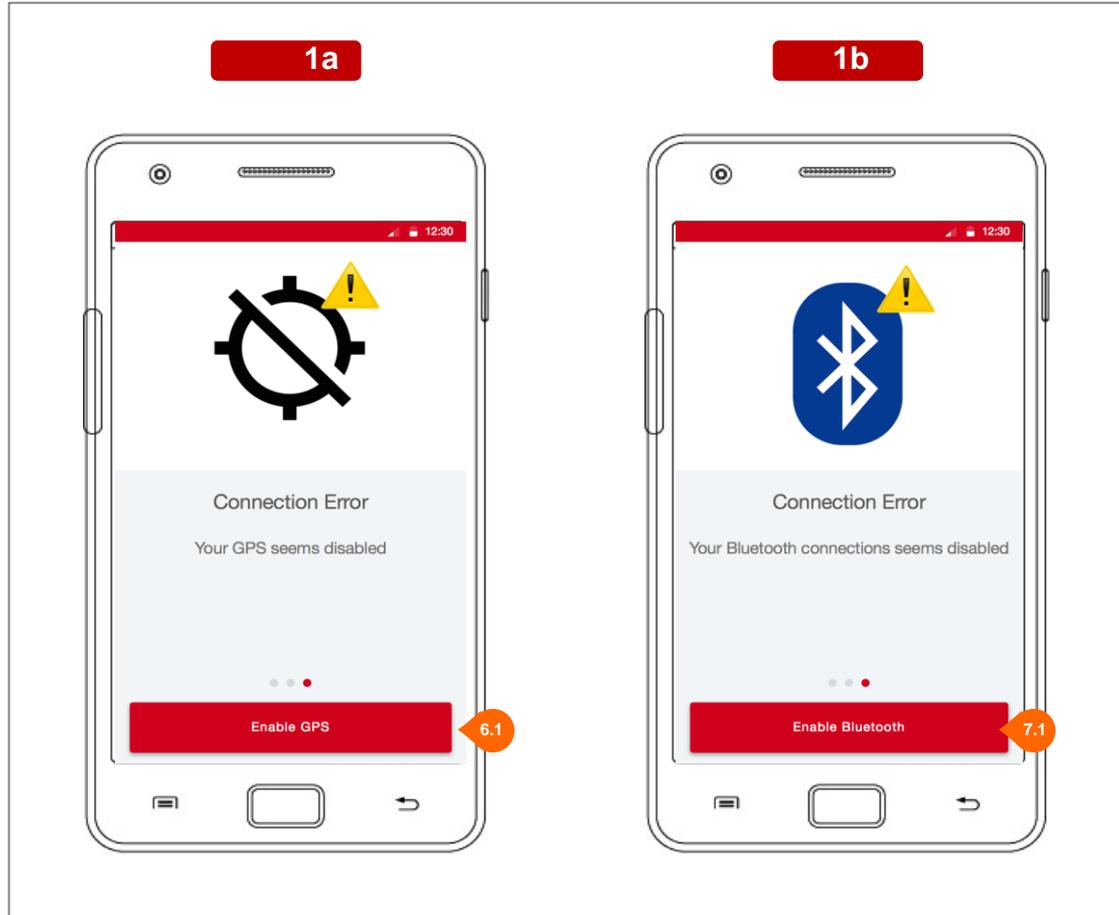
### 1. Plugin

This wizard is a slider which helps the user during installation of OBD dongle device. In this section it's displayed how to plug the hardware device in your car.

1.1 By Tapping on the Proceed button, the user will, if the GPS and the Bluetooth connection are enabled, access to next step (section 03), otherwise the screen 1a and/or 1b will be shown.



## 03 OBDWizard - Begin check



**First off all (before starting the pairing operations) the application will check the availability of the GPS and the Bluetooth**

### 6. Check Wrong GPS (Android ONLY)

In this section the use can see the results of the previous checking. This screen shows the case something went wrong in the GPS connection checking.

6.1 By pressing this button, the user will be sent to the OS setting page to enable the GPS

**For iOS:** an alert popup will be shown, prompting the user to enable the GPS

### 7. Check Wrong Bluetooth (Android ONLY)

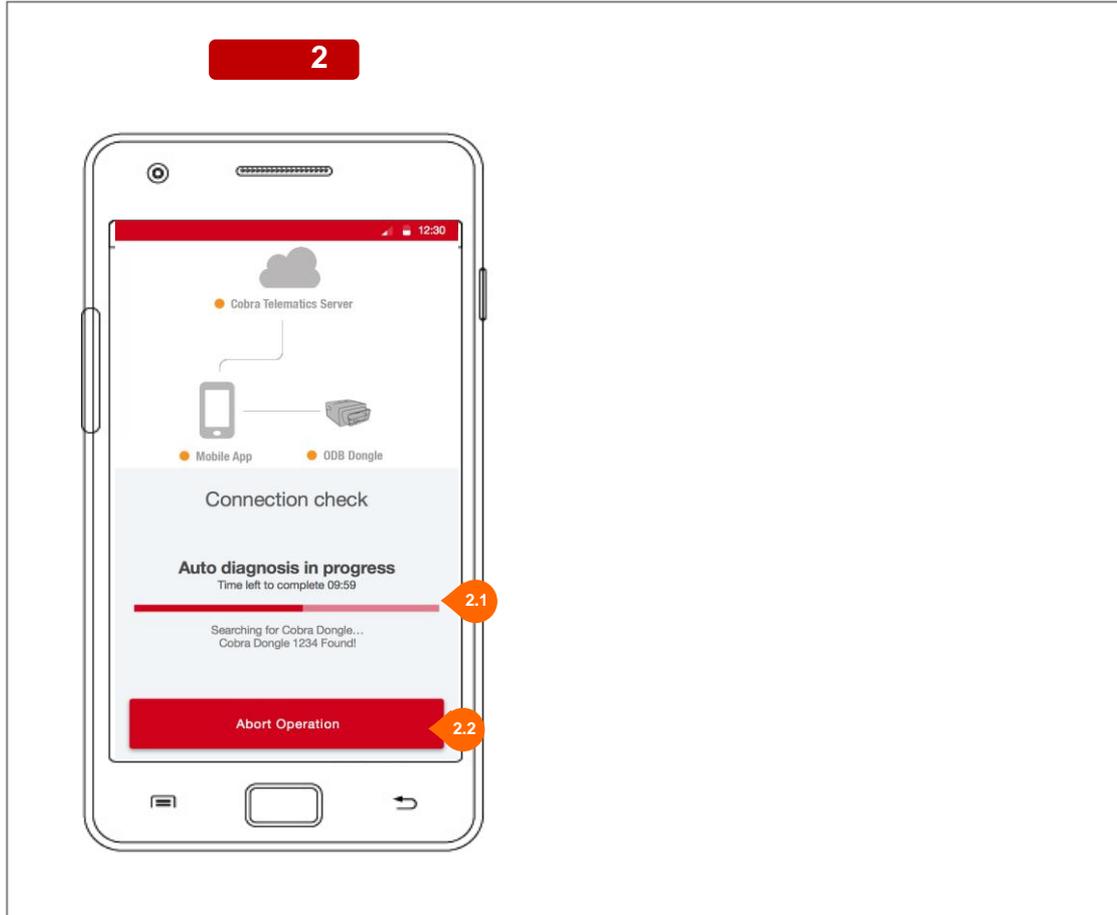
In this section the use can see the results of the previous checking. This screen shows the case something went wrong in the BT connection checking.

7.1 By pressing this button, the user will be sent to the OS setting page to enable the BT

**For iOS:** an alert popup will be shown, prompting the user to enable the BT



## 03 OBDWizard - Connection Check



### 2. Check Step 1

In this section the user can see the connection check progress. First it will be checked the connection between OBD Dongle and mobile app.

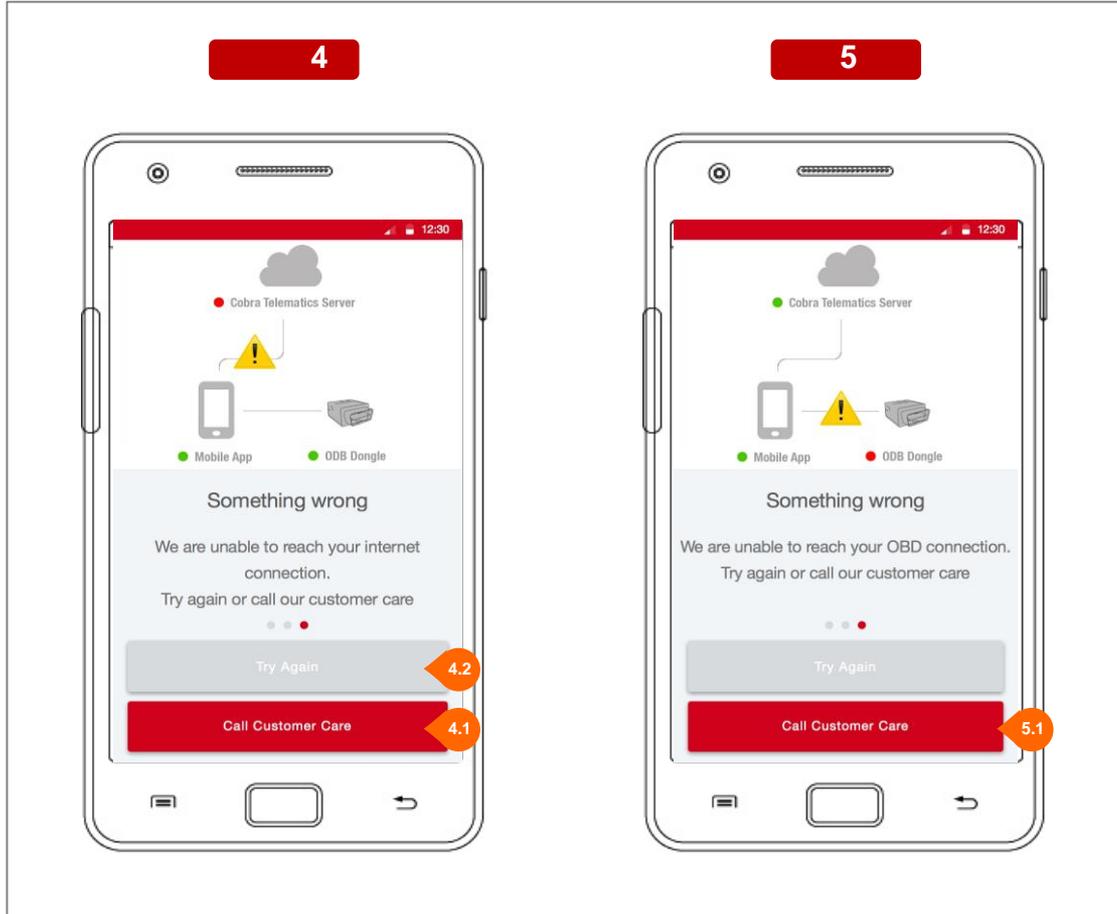
**2.1** In this section the user will see the live updates of checking process. The text below the bar is dynamic and will describe every step done during the operation.

**2.2** At the tap the button will abort the pairing procedure.

When this procedure will finish, the app will pass to section 04.



## 03 OBDWizard - Check Wrong 1



### 4. Check Wrong Server

In this section the user can see the results of the previous checking.

This image shows the case something went wrong in the connection checking with the Server.

4.1 By pressing this button, the user will call customer care for help.

4.2 By pressing this button, the user will do again a checking for connection (section 03)

### 5. Check Wrong OBD Dongle

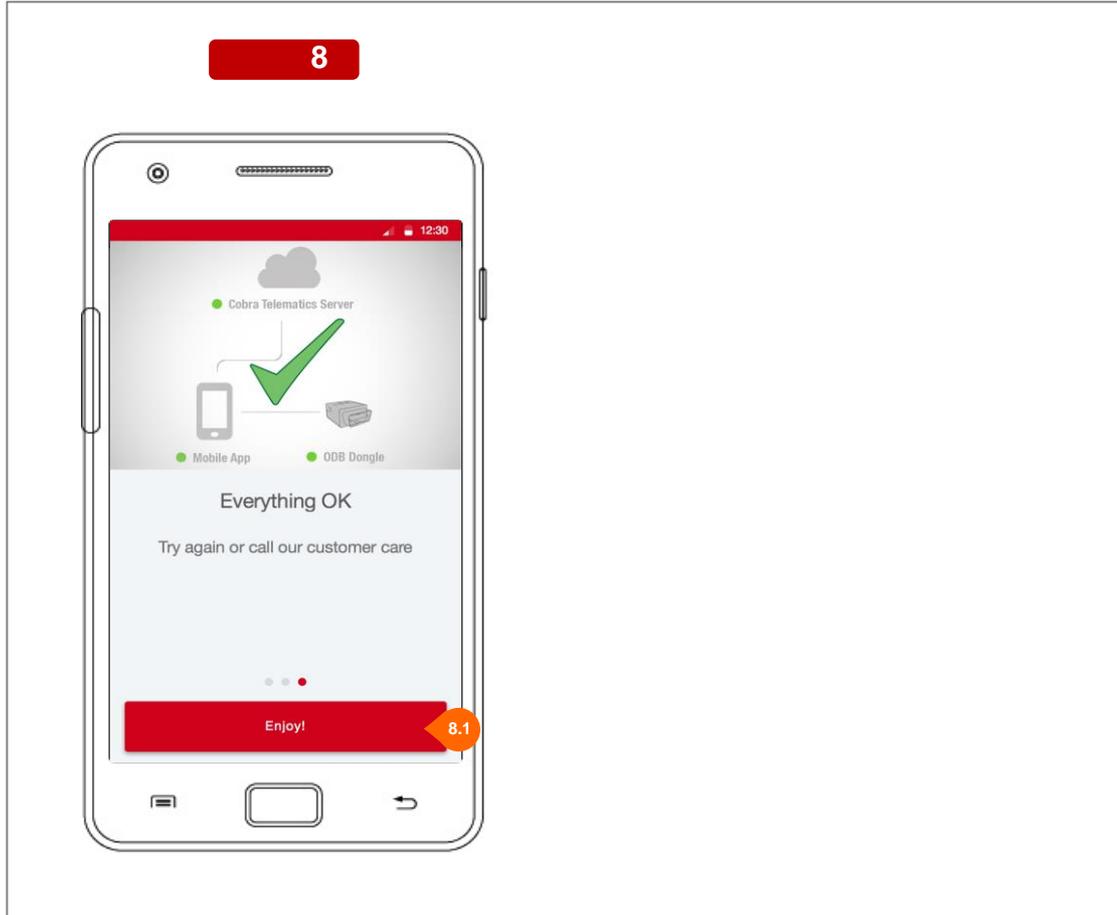
In this section the user can see the results of the previous checking.

This image shows the case something went wrong in the connection checking with the Dongle.

5.1 By pressing this button, the user will call customer care for help.



## 03 OBDWizard - Check OK



### 8. Check OK

If the checking process get positive results, the user will be notified and will be able to close the wizard and go back to application.

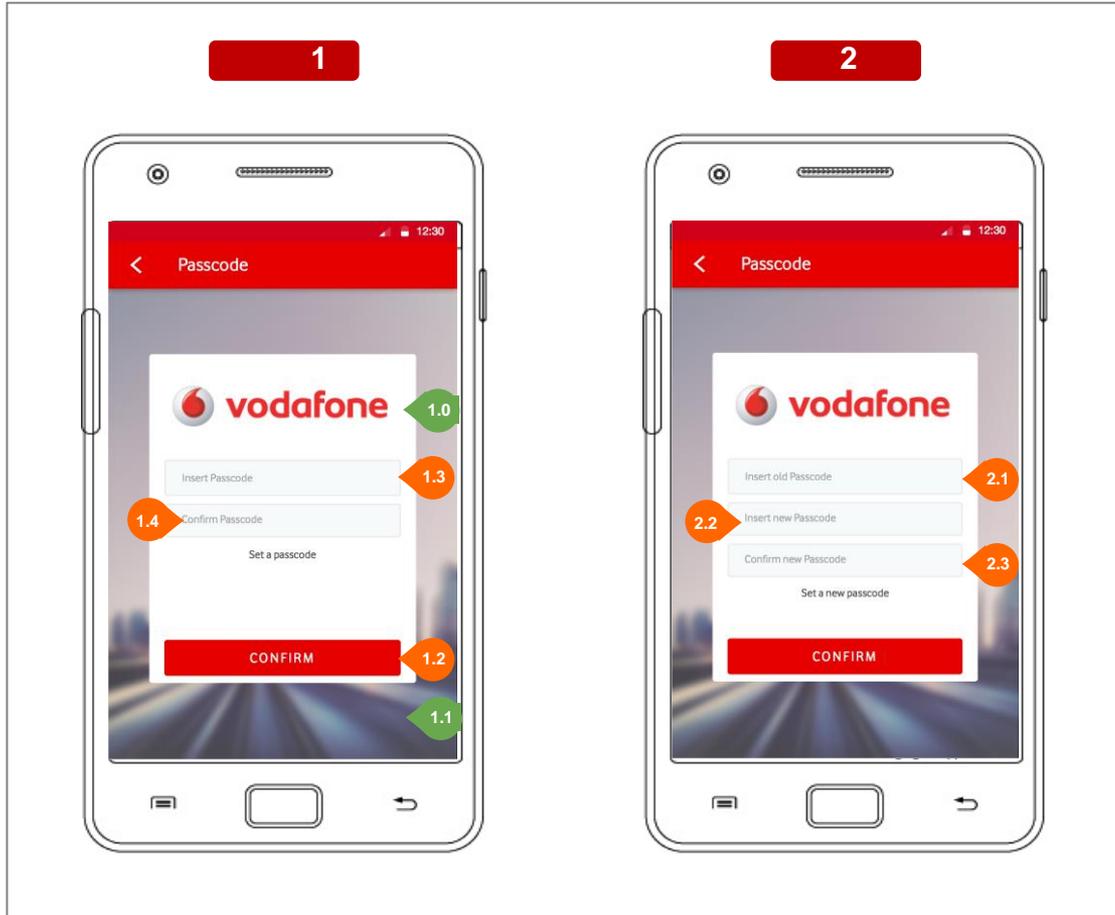
8.1 By pressing this button, the user will close the wizard slider and will go back to application.





# **Passcode Module Android and iOS Wireframes**

## 02 Passcode Setting



### 1. New Passcode

In this section the user can set a passcode in case he has never set it before.

1.0 Logo image customizable

1.1 Background image customizable

1.2 By Tapping on the CONFIRM button, the user will access, if the passcode is correct, to the application.

1.3 The user has to fill this field with his passcode.

1.4 The user has to fill this field again with his passcode in order to check if it was correct.

### 2. Change Passcode

In this section the user can set a new passcode if he had a previous one.

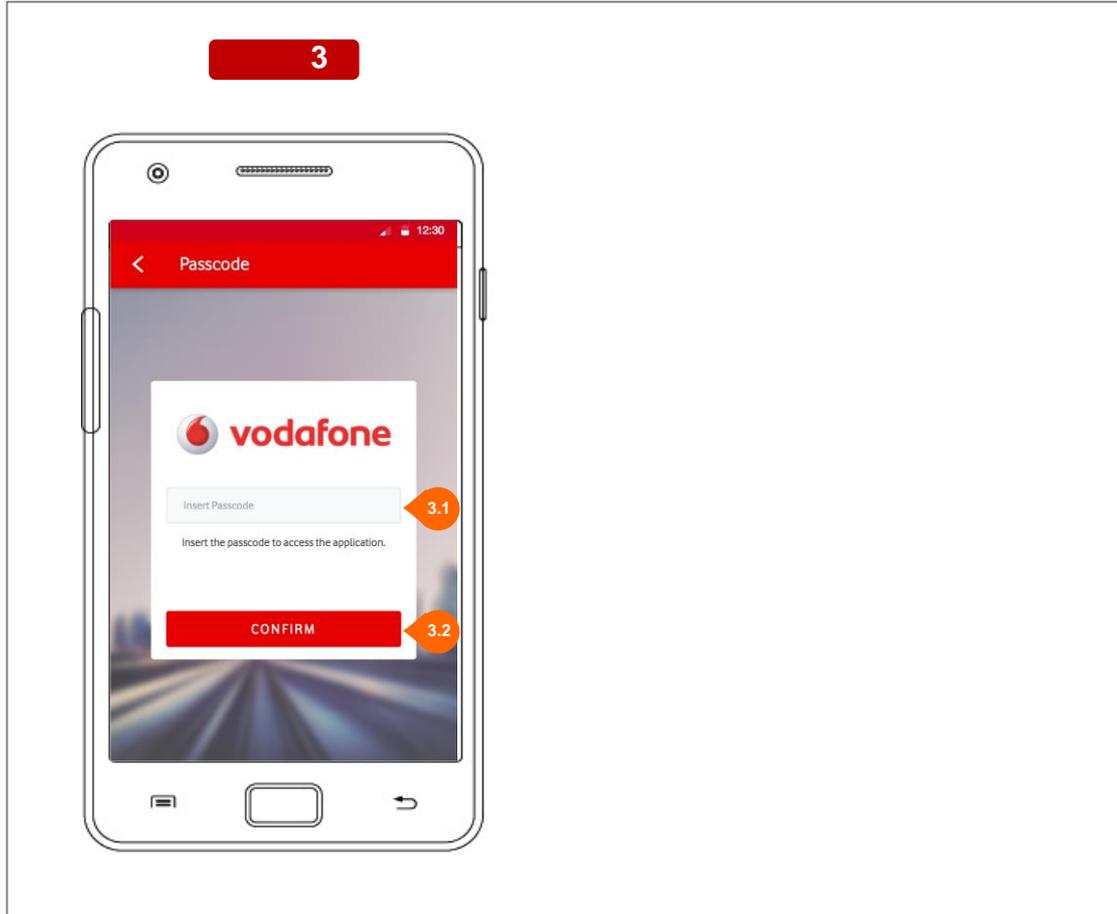
2.1 The user has to fill this field with his old passcode.

2.2 The user has to fill this field with his new passcode.

2.3 The user has to fill this field again with his new passcode in order to check if it was correct.



## 03 Passcode Login



### 3. Login

In this section the user has to insert his previously set passcode in order to access to the application.

**3.1** The user has to fill this field with his passcode.

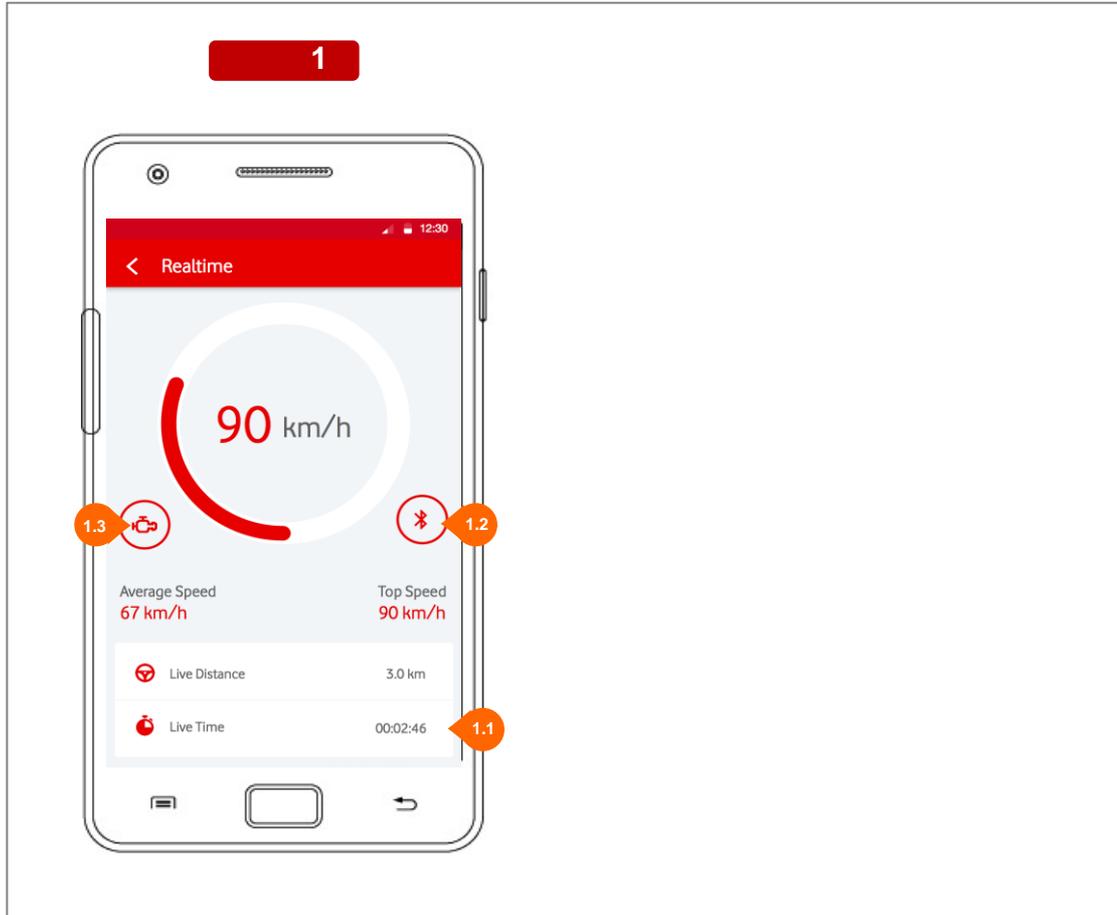
**3.2** By Tapping on the CONFIRM button, the user will access, if the passcode is correct, to the application.





# **Realtime Module Android and iOS Wireframes**

## 02 Realtime



### 1. Stats View

In this section the user can see the real time statistics of his current trip as:

- live speed
- total milage distance
- average current trip speed
- top current trip speed
- live driven distance
- live current trip time

1.2 The "Bluetooth" indicator will blink if the OBD device is not connected and will be still if it's connected.

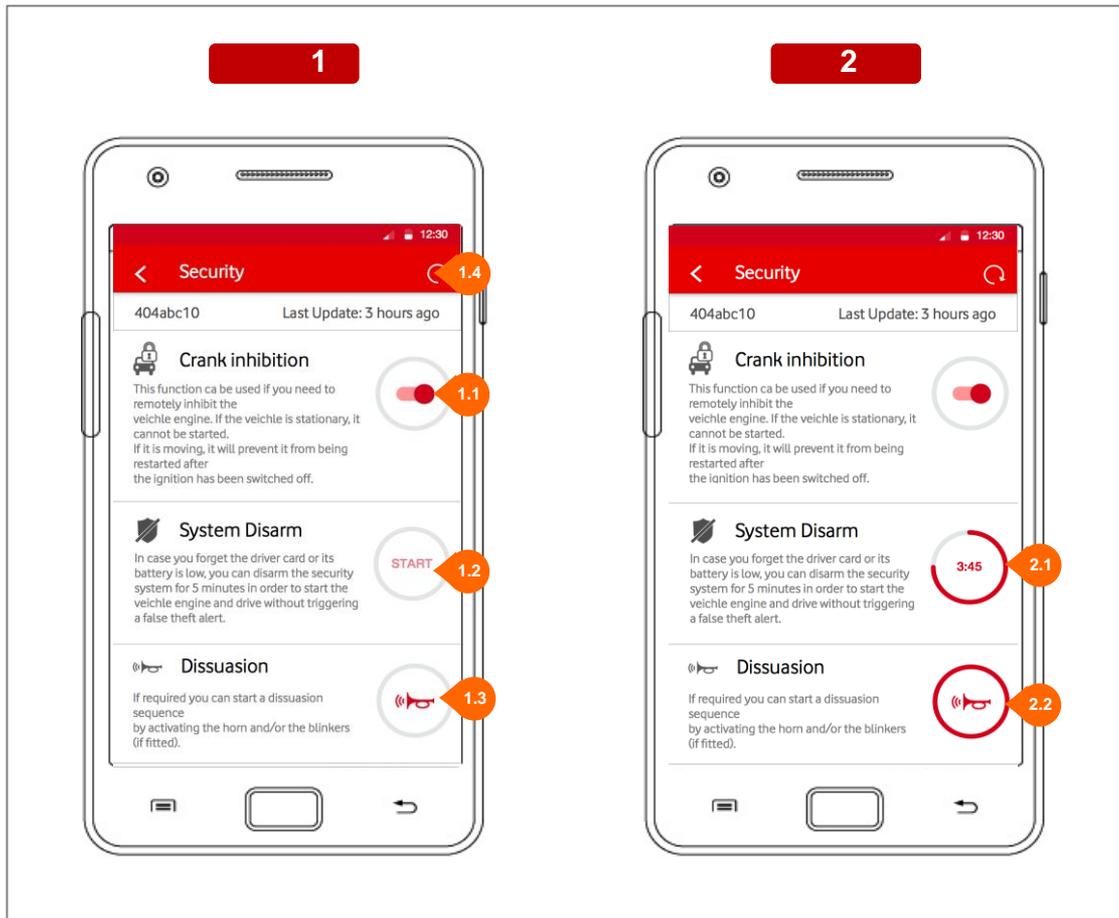
1.3 The "Engine" indicator will be blink if the ENGINE is not started and will be still if it's started.





# **Security Module Android and iOS Wireframes**

## 02 Security



### 1. Security List

In this section the user can set the security system which includes:

- Engine Lock
- System Disarm
- Dissuasion

presented with title, description and action button.

**1.1** By Tapping on the switch button, the user can activate the Engine lock and disabling the car ignition.

**1.2** By Tapping on the "System disarm action button", the user activates the countdown of 5 minutes while the whole system won't be active.

**1.3** By Tapping on the "Dissuasion action button", the user activates the horn and, if set, the blinkers.

**1.4** By Tapping on the "refresh" button, the user will be able to update the settings of security section.

### 2. Security - System Disarm countdown

In this section the user can control the countdown for the system disarm, when active.

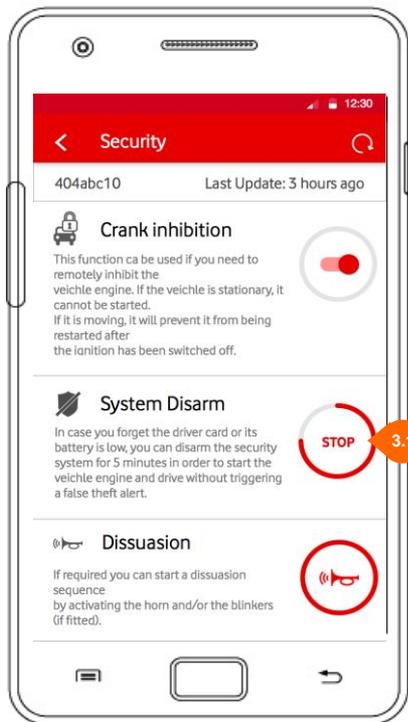
**2.1** When activated, the System Disarm button will show the countdown time.

**2.2** When activated, the dissuasion button will blink for 5 seconds to show it's working.



## 02 Security - System Disarm STOP

3



### 3. Security - System Disarm STOP

The "RUNNING" button (2.1) text will switch between the countdown (2.1) and the word "STOP"(3.1).

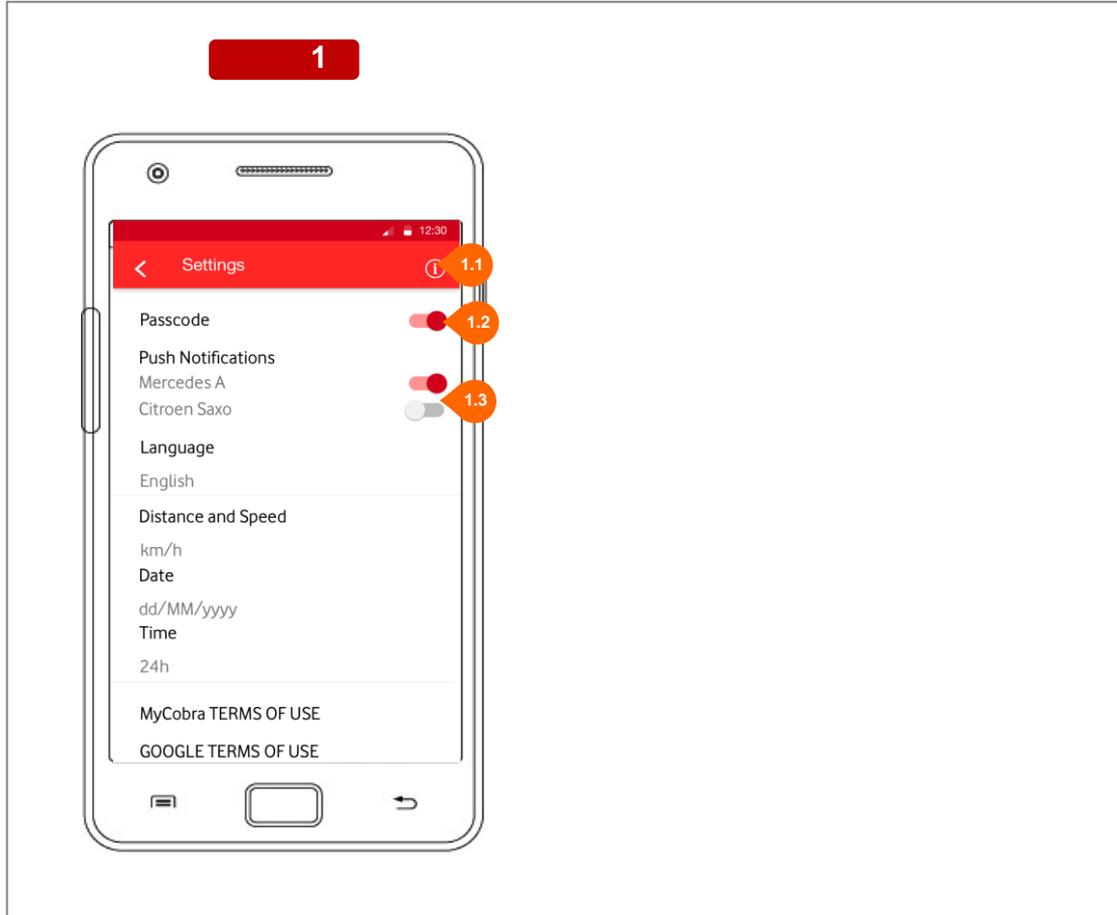
The user can abort the Special Modes enabled by tapping the RUNNING button at any time.





# Settings Module Android and iOS Wireframes

## 02 Settings - List



### 1. List

In this section the user can see his profile options.

Every options listed are referred to the current viewed profile/vehicle/device.

**1.1** By Tapping on the “about” item, the user will open an info dialog inside the view (section 03).

**1.2** By sliding the “switcher” the user will set or deselect the option of using a passcode to access the application.

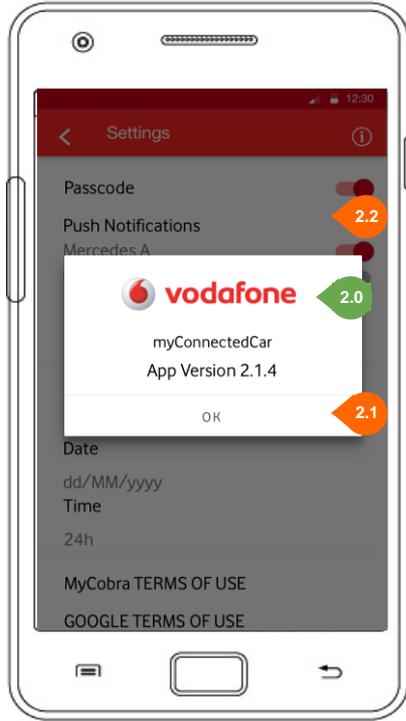
By long pressing over the Passcode line, the user will access to Passcode Module in order to modify the passcode.

**1.3** By sliding the “switcher” on the list item, the user can enable/disable the push notification by car



## 03 Settings - About

2



### 2. About

The information about the app version will be displayed inside a dialog

#### 2.0 Logo image customizable

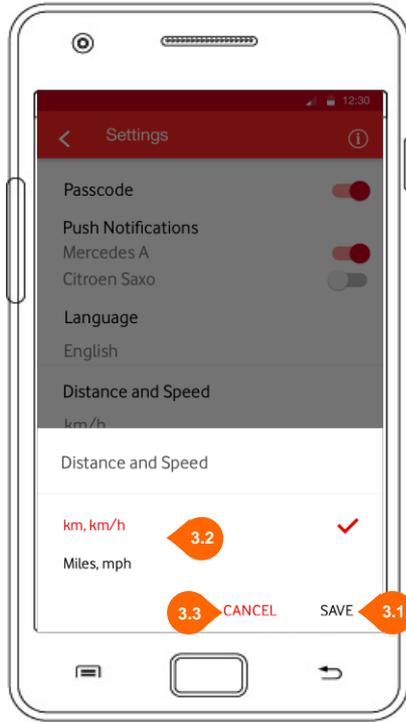
2.1 By Tapping on the ok button, the user will close the dialog and will return to the list of settings (section 02).

2.2 By Tapping all over the screen, the user will close the dialog and will return to the list of settings (section 02).



## 03 Settings - Set Options

3



### 3. Set Options

In this section the user can set a different option for the selected Setting field

**3.1** By Tapping on the SAVE button, the user will save the options for the selected setting field.

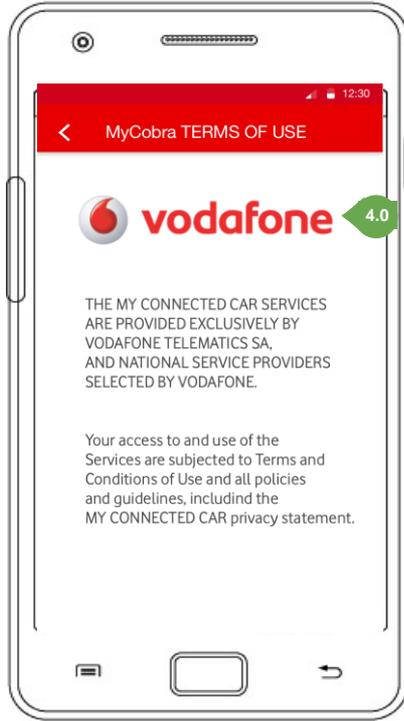
**3.2** By Tapping on the CANCEL button, the user will dismiss the option box returning to the Settings list without saving.

**3.3** By Tapping on the option, the user will set this option for the selected Setting field.

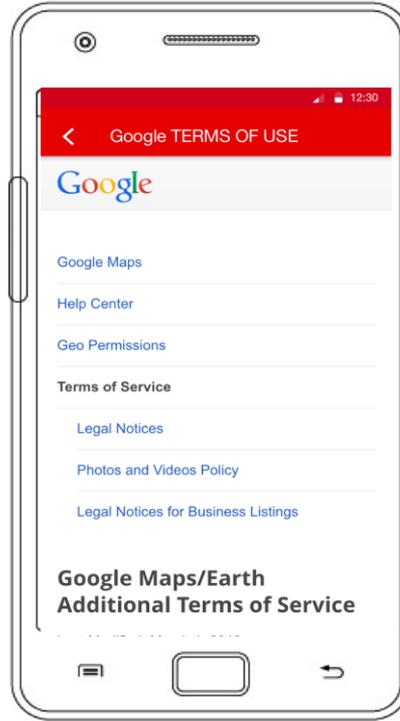


## 02 Settings - Terms and Conditions

4



5



### 4. Terms and conditions Application

In this section the user can see terms and conditions of the application.

4.0 Logo image customizable

### 5. Terms and conditions Google

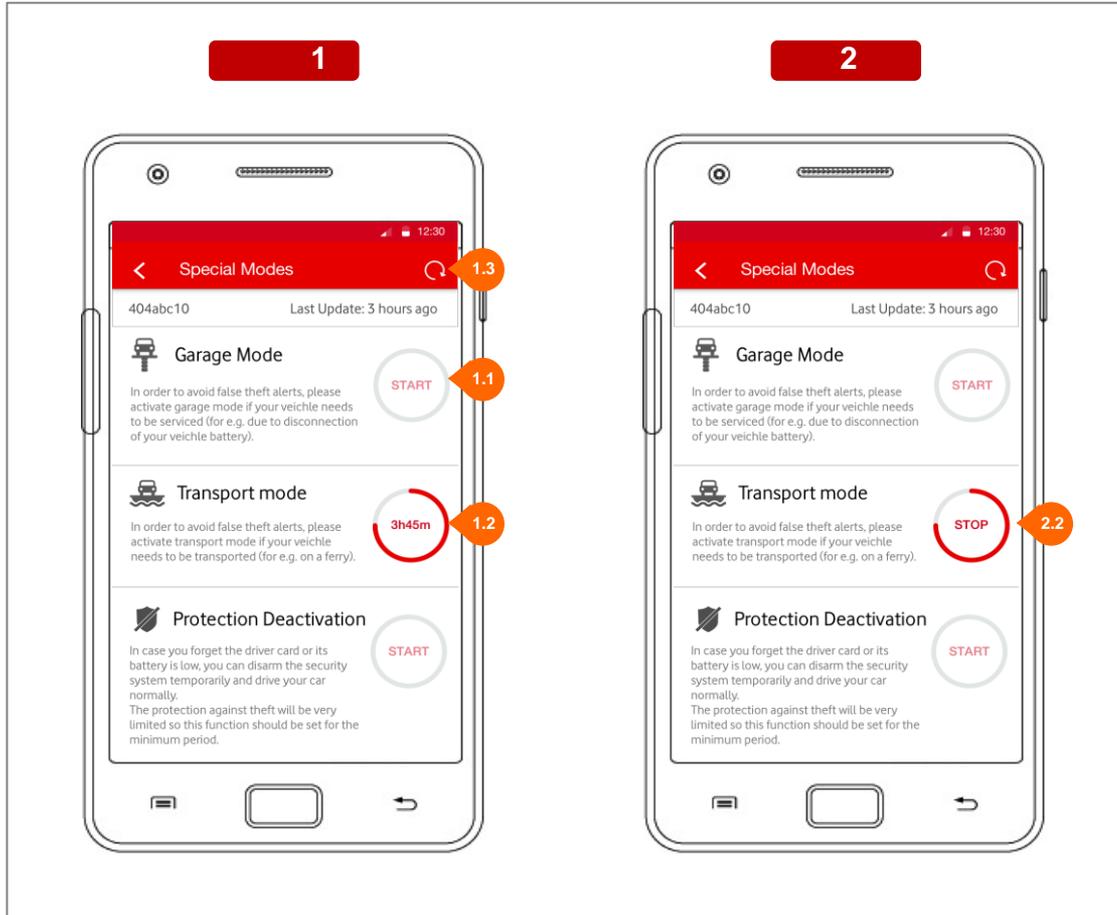
In this section the user can see terms and conditions of the application.





# **SpecialModes Module Android and iOS Wireframes**

## 02 Special Modes - List



### 1. List

In this section the user can see the list of available Special Modes, and will be able to enable or modify the options of each of them.

**1.1** By Tapping on the START button, the user will open the date picker in order to set the timer (section 03). At the end of the configuration, the countdown timer will start.

**1.2** By Tapping on the "RUNNING" button, the user will stop the selected Special Mode and reset the timer.

**1.3** By Tapping on the "refresh" button, the user will be able to update the settings of security section. The reload is also available with scrolling the page, a common method in mobile interfaces.

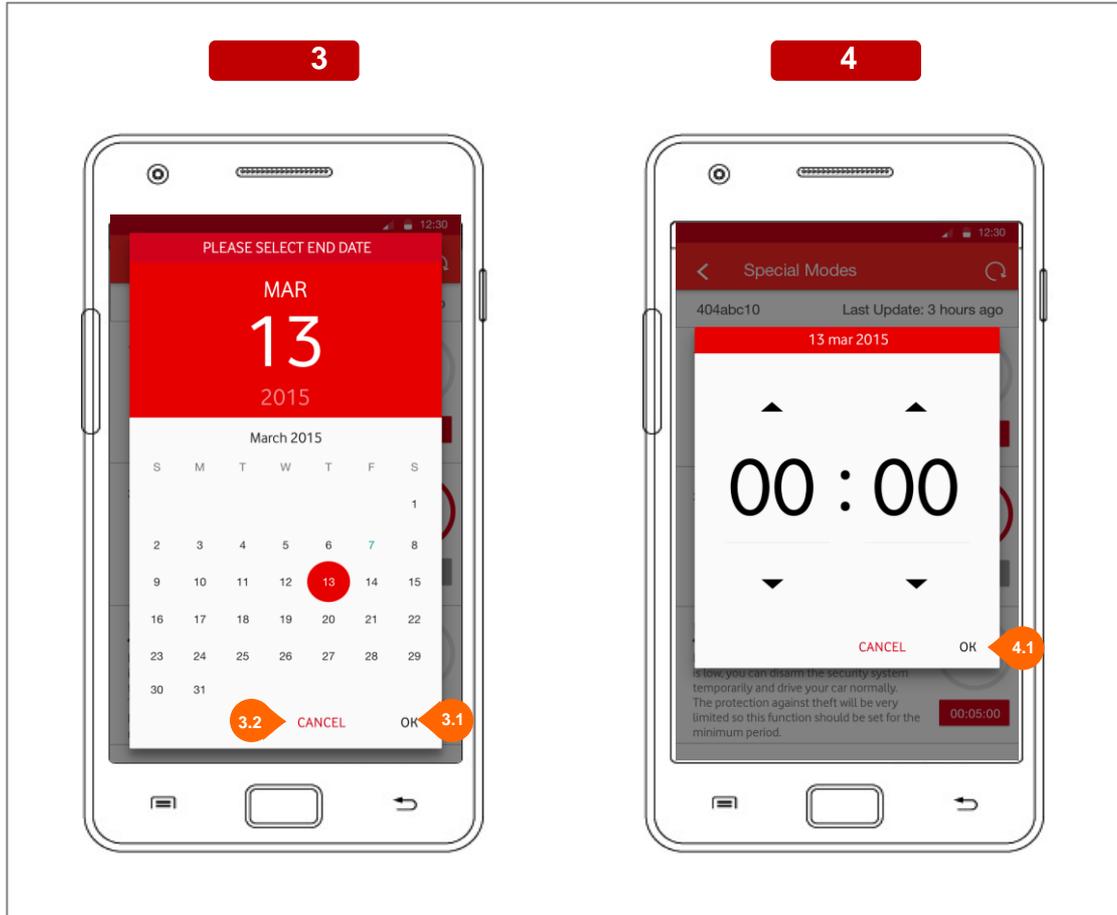
### 2. Special Mode STOP

The "RUNNING" button (1.2) text will switch between the countdown (1.2) and the word "STOP"(2.2).

The user can abort the Special Modes enabled by tapping the RUNNING button at any time.



## 03 Special Modes - Picker



### 3. Picker Date.

3.1 By Tapping on the OK button, the user save the day date and go on to next step selecting the hour.

3.2 By Tapping on the Cancel button, the user will close the picker without saving.

### 4. Picker Time

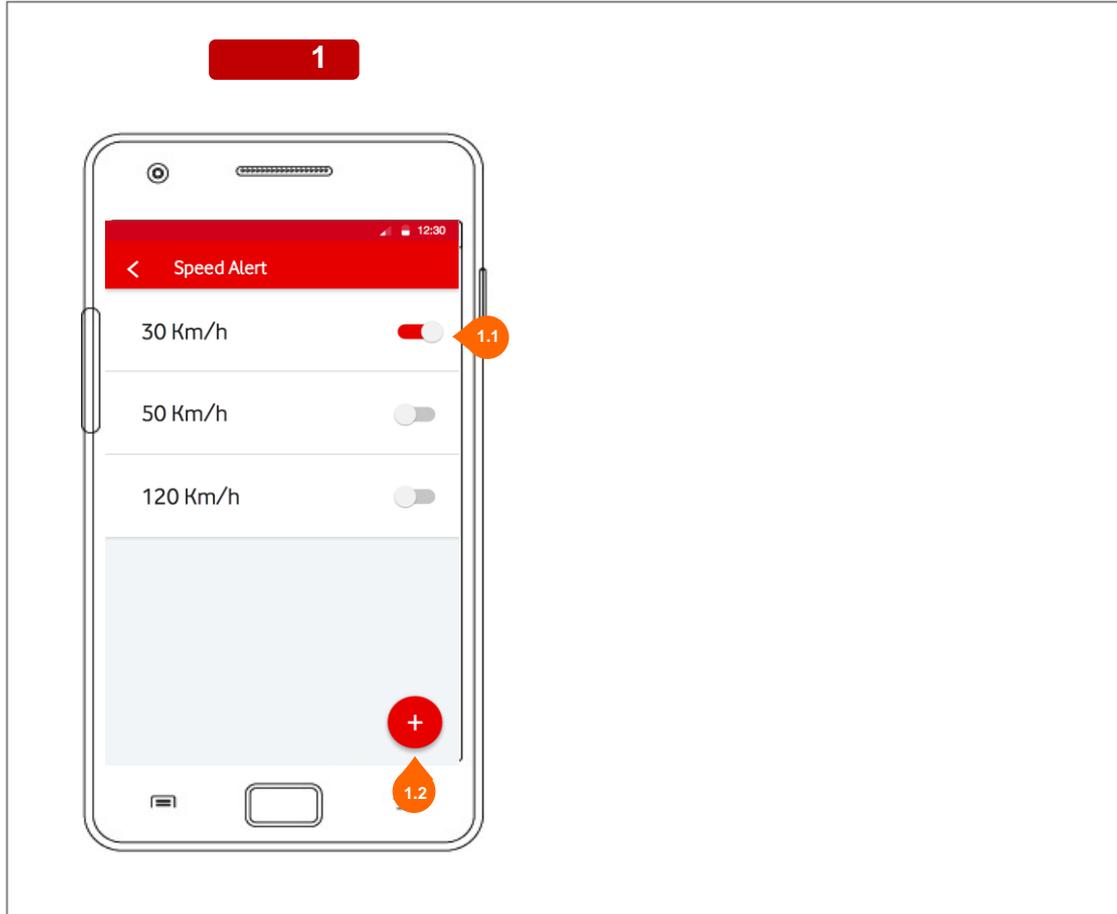
4.1 By Tapping on the OK button, the user will save the hour and close the picker saving the new countdown timer (section 01). Once back in section 01 the timer will automatically star.





# **Speed Alert Module Android and iOS Wireframes**

## 02 Speed Alert - List



In this module the user can set a speed alert.

### 1. List

This is the case the speed alert is enabled.  
A message will be sent to the device every time the car will pass over the selected speed.

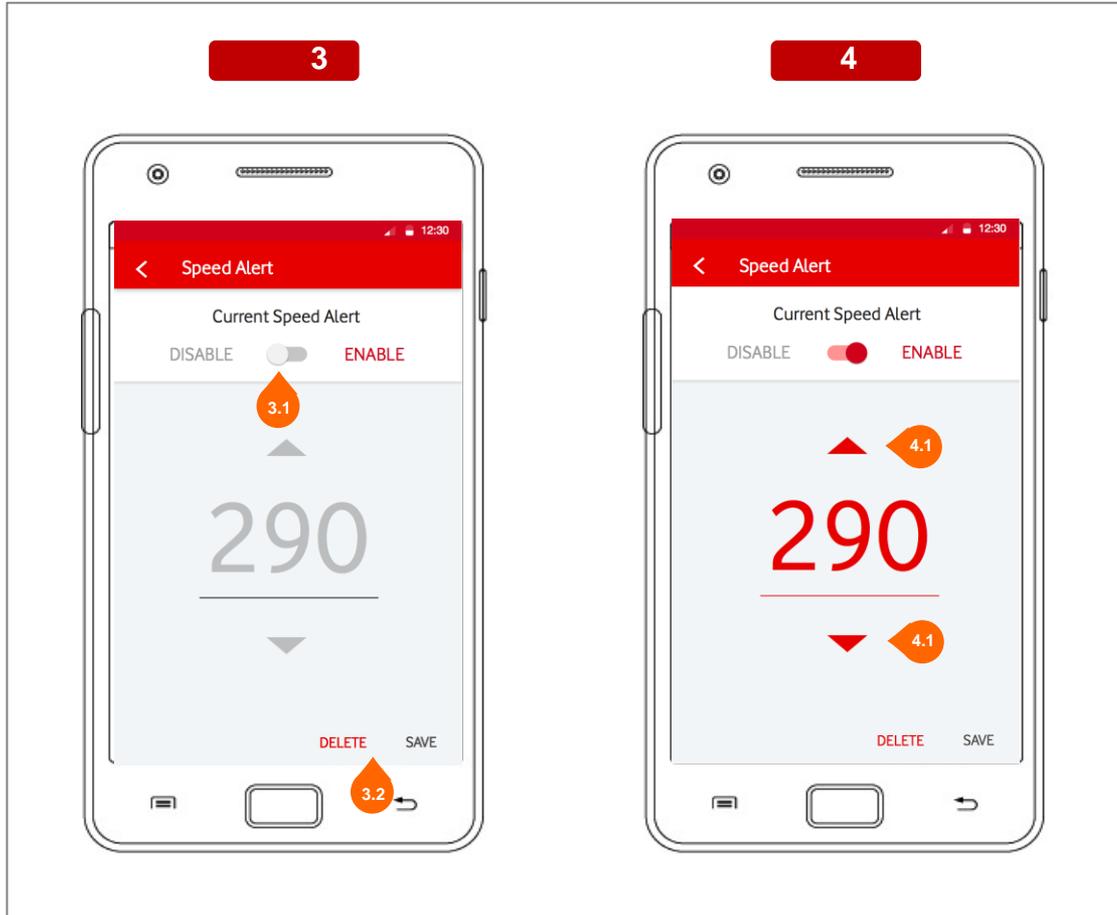
**1.1** By switching on/off the switcher, the speed alert will be enabled/disabled. By tapping on the speed alert the user can enter in section 3 to modify (SAVE) or DELETE the speed alert .

**1.2** By tapping on the \* button, te user can create a new speed alert (section 3).

NOTE: only one speedlimit at the time can be enabled due to a server/cobra-device limit



## 03 Speed Alert - Detail



### 3. Disabled

This is the case the speed alert is disabled.  
The value represented is the last speed alert set (now disabled)  
In case of no speed alert set since the begin of the contract, the default value will be 50.

3.1 By switching on/off the switcher, the speed alert will be enabled/disabled.

3.2 By tapping on DELETE or SAVE, the user can delete or modify the speed alert

### 4. Enabled

This is the case the speed alert is enabled.

4.1 By tapping on the red arrows, the user can chose the preferred speed alert to set.

A message will be sent to the device every time the car will pass over the selected speed.

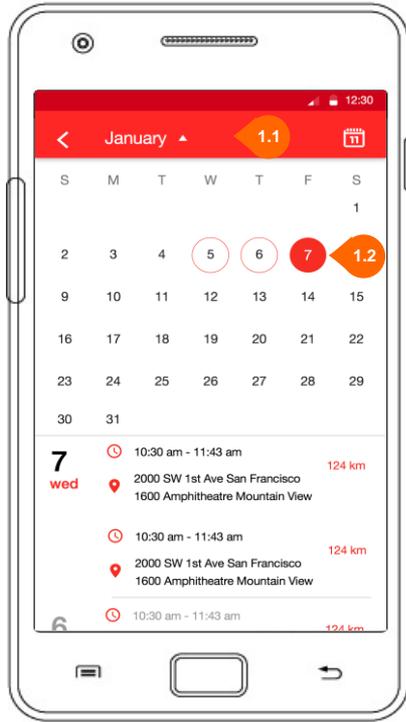




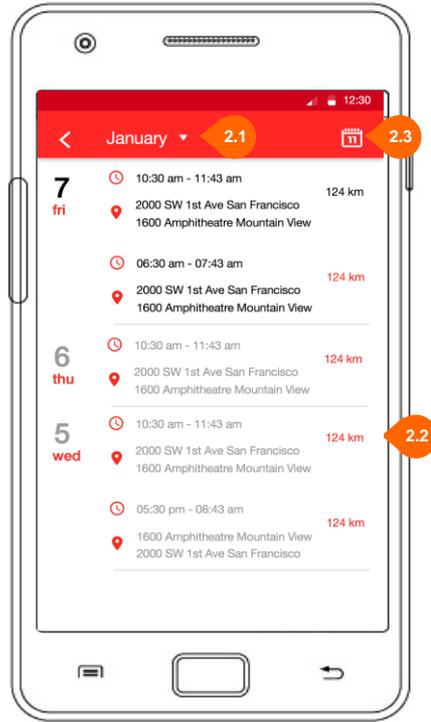
# **Trip Report Module Android and iOS Wireframes**

## 02 Trip Report - List

1



2



### 1. Calendar

The calendar allows the user to select a specific day of the list. If a day presents any trips, there will be a red circle around it, otherwise it will be white.

The circle corresponding to the selected day, red colored.

**1.1** By Tapping on the current month, the calendar will be closed and the list expanded.

**1.2** By Tapping on a day in the calendar, the list will expand pointing directly to the selected date.

### 2. List

In this section the user can see the list of all the trips done ordered by descending date.

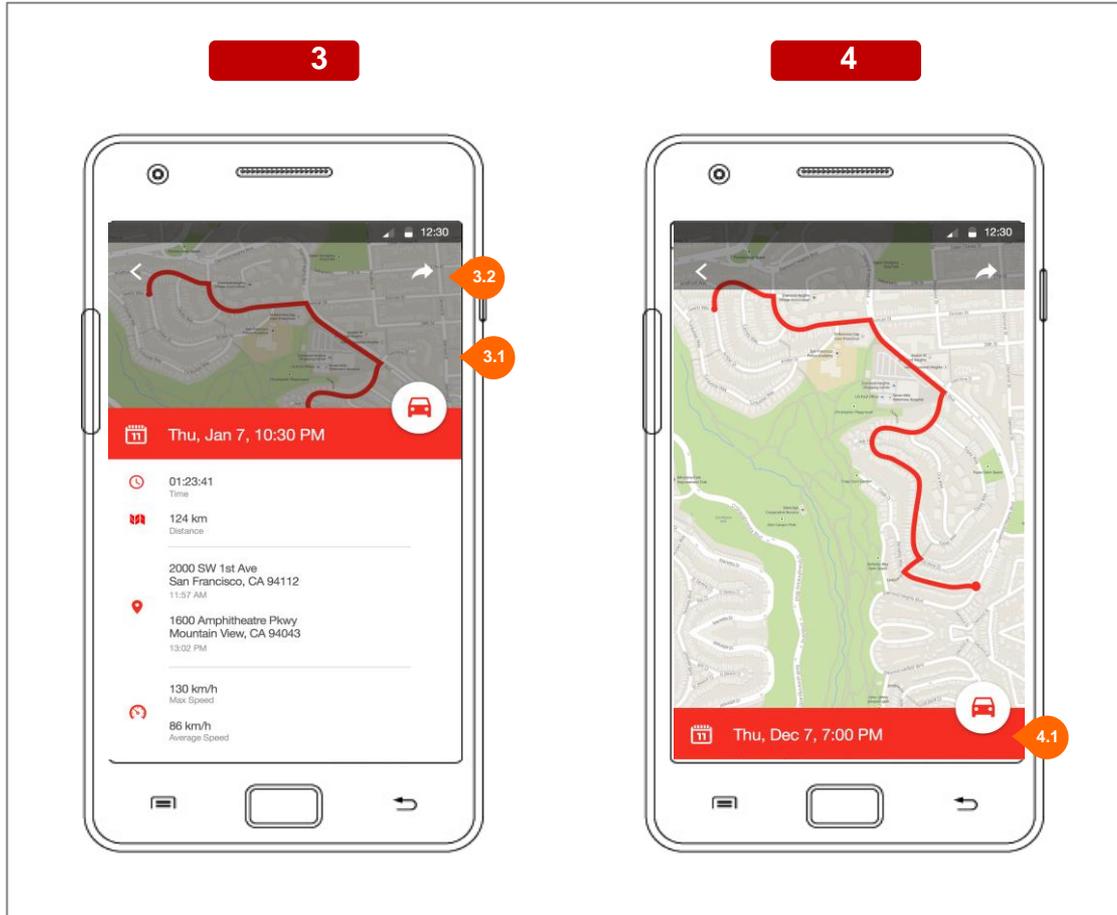
**2.1** By Tapping on the current month, the user will open the calendar in order to select directly a specific day.

**2.2** By Tapping on a single trip in the list, the user will access to the selected trip details (section 03).

**2.3** By Tapping on the calendar icon, the list will dispose over the current day.



## 03 Trip Report - Details



### 3. Detail List

The user can access to details of the selected trip.

3.1 By Tapping on the map overlay, or over the red panel, the user will expand the map with the trip's route.

3.2 By Tapping on the "share" button, the user will be able to share his trip's details by email, message, or social network.

### 4. Detail Map

The user can see the map with trip's route and zoom it in/out

4.1 By Tapping on the bottom panel, the user will expand the list of details and reduce the map

