

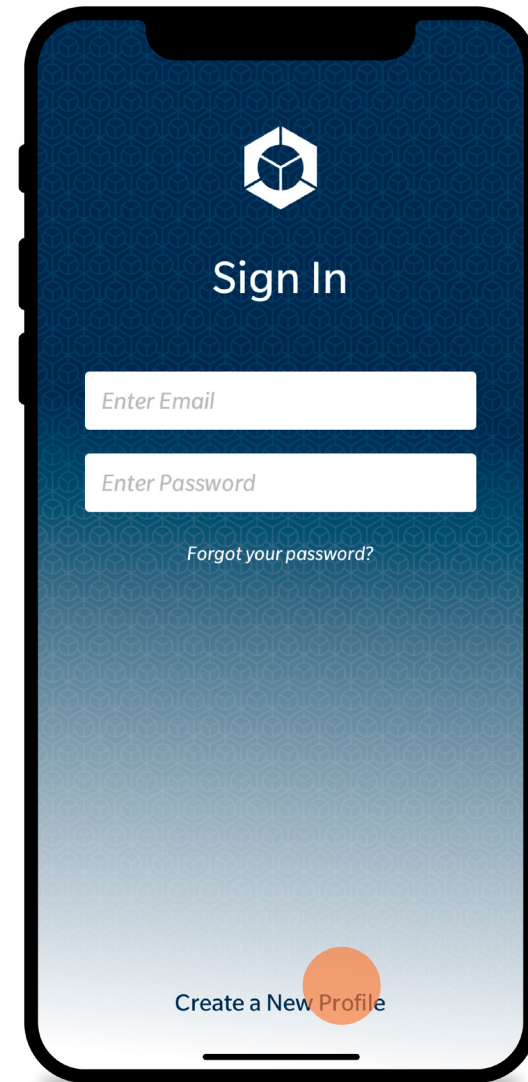
ReloScan User Flow Diagram

Make a Profile



Splash

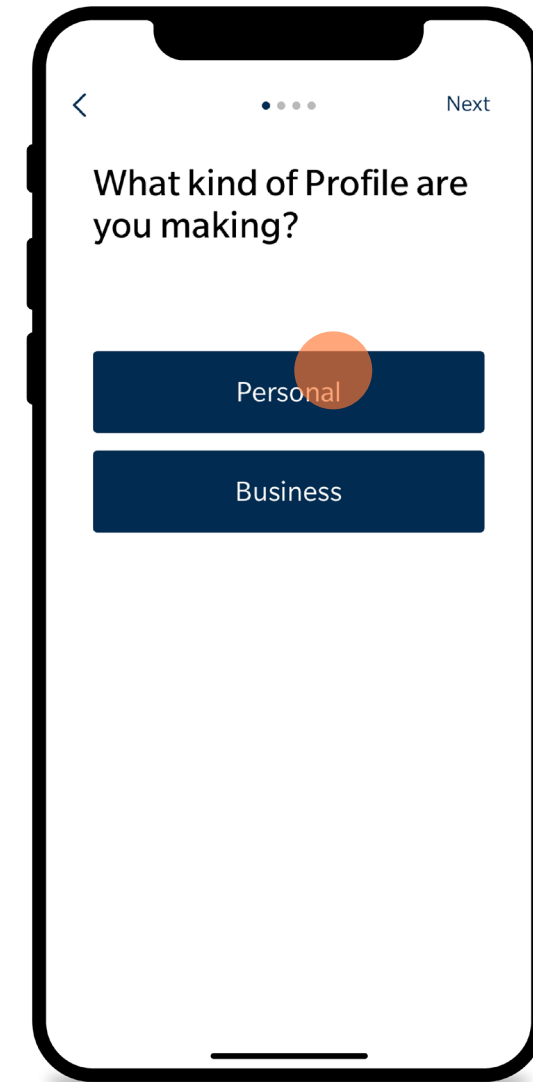
When the app is opened this screen will act as a loading screen. Additionally it provides feedback to the user, letting them know which application has been selected.



Sign In

The user will select "Create a New Profile".

If the user already has an account they will remain signed in after their first use and will not be prompted with this screen.



Profile Type

The user will select a profile type.

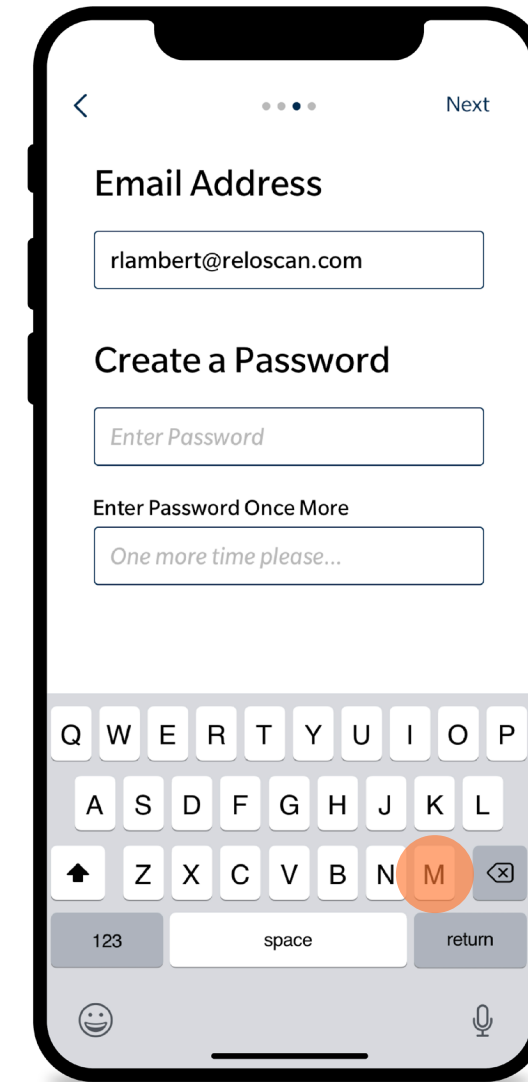
A "Personal" account has been selected in this user flow.



User Name

The user will enter their name.

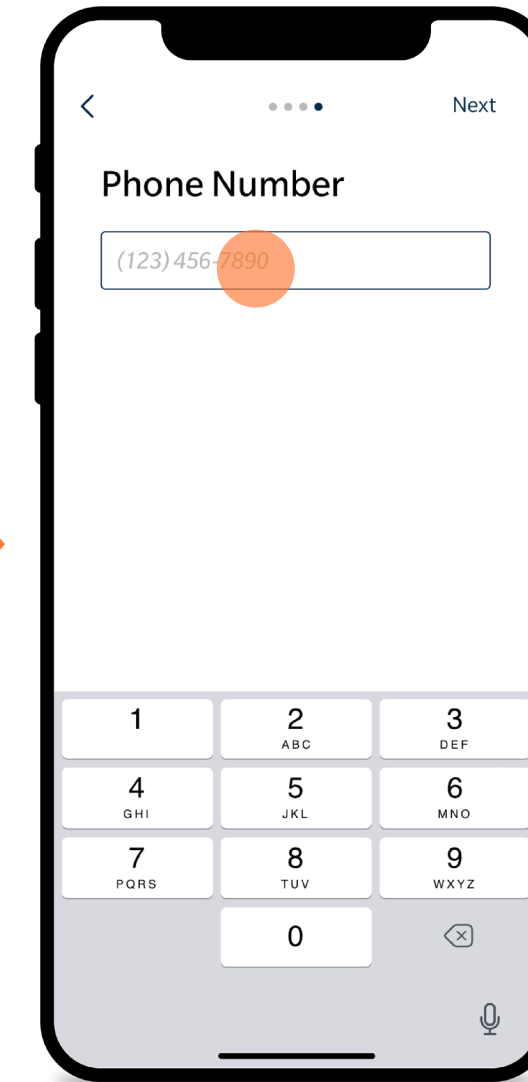
This will be the name that becomes embedded into the users profile and will appear wherever the user's name is needed.



Email & Password

The user will enter an email address to be associated with the profile.

This will be the address where confirmation emails are sent, as well as any other application related emails.



Phone Number

The user will input their phone number.

The phone number will be used as contact information for drivers and dispatch.



Sign In Feedback Prompt

The user is prompted that their profile creation has been successful.

The user can tap anywhere to continue.



Home

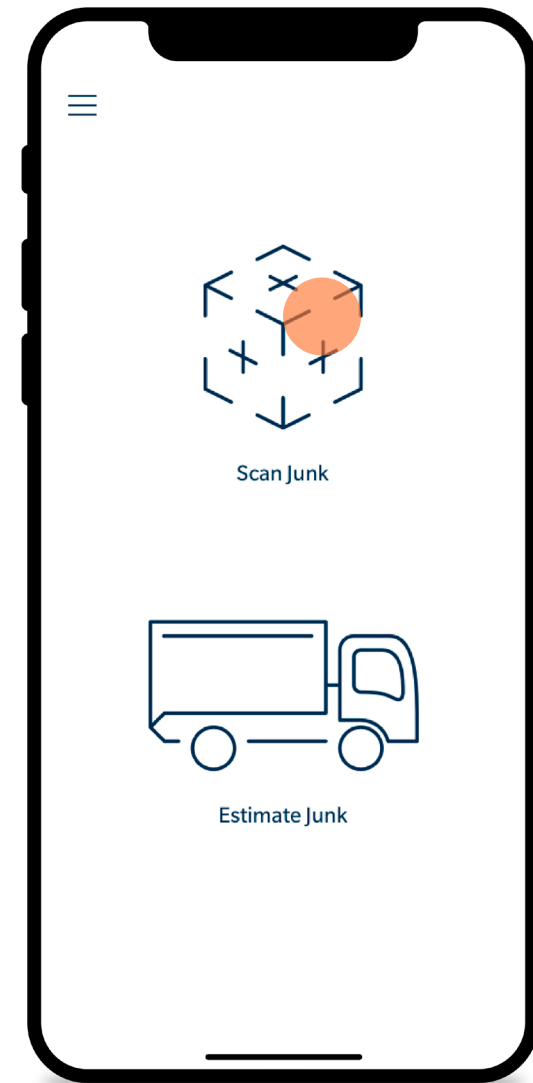
This is the screen where a user may select a path for junk removal.

This is the first screen seen following the splash screen if the user already has a profile and is logged in.

Future diagrams will begin at this screen.

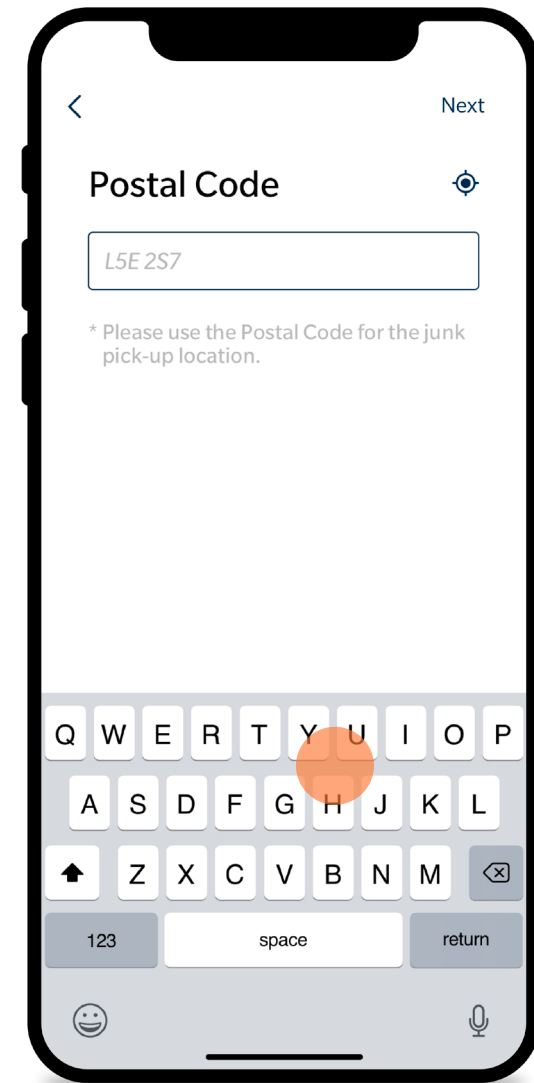
ReloScan User Flow Diagram

Scan an Item



Home

The user opens the app and lands on this screen, selecting "Scan Junk" as their junk removal method.



Postal Code

The user will input their postal code to ensure that their area is serviceable.



Scanning

The user will be brought to a live view of their rear facing camera.

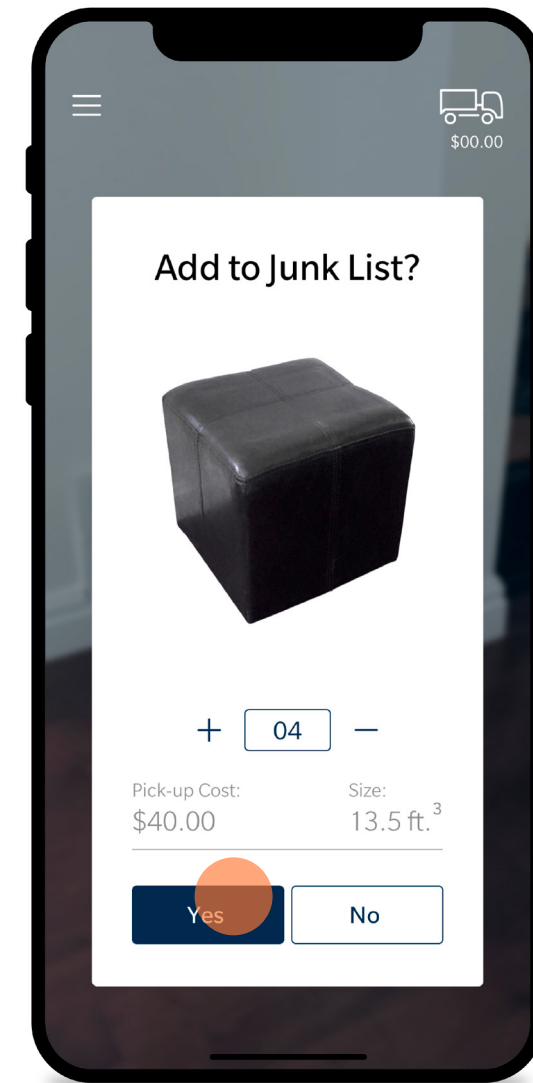
The user will point the camera towards an object they'd like to scan and touch the centre of the object. The app will find the edges of the object based off of contrast and fill in the volume information as it goes.



Scanning (Nodes Applied)

The app will place nodes where needed to calculate the object's volume.

After the app places the nodes the user can then move them if needed to better capture the shape of the object. After the user is happy with the node placement they will press the scan button at the bottom and be moved forward to the object details.



Scanned Object Prompt

The user is prompted with the object selection, pick-up cost, volume represented in cubic feet, and the ability to alter the quantity of identical items they have for removal.

The user will then confirm their selection.

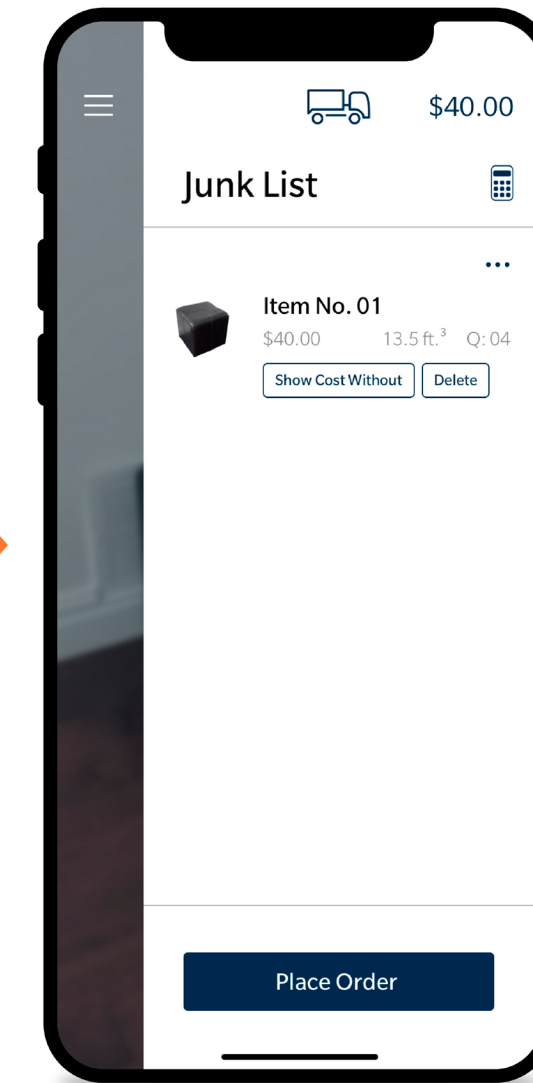


Scanning

After confirming the object's details, the user will be brought back to the scanning screen.

They can continue to scan as many objects as they like.

When all objects have been scanned the user will tap the top right truck icon to deploy the Junk List.



Scan Junk List (1 Item)

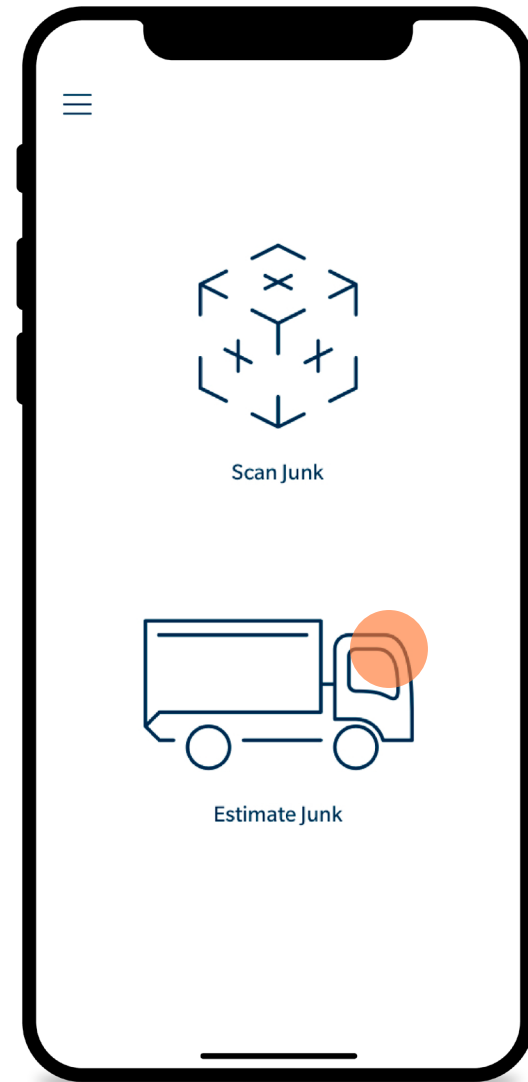
The user will be able to see all objects scanned in the Junk List.

The list will overflow vertically, adding items in order of submission.

From here the user will select "Place Order" to move onto completing their order.

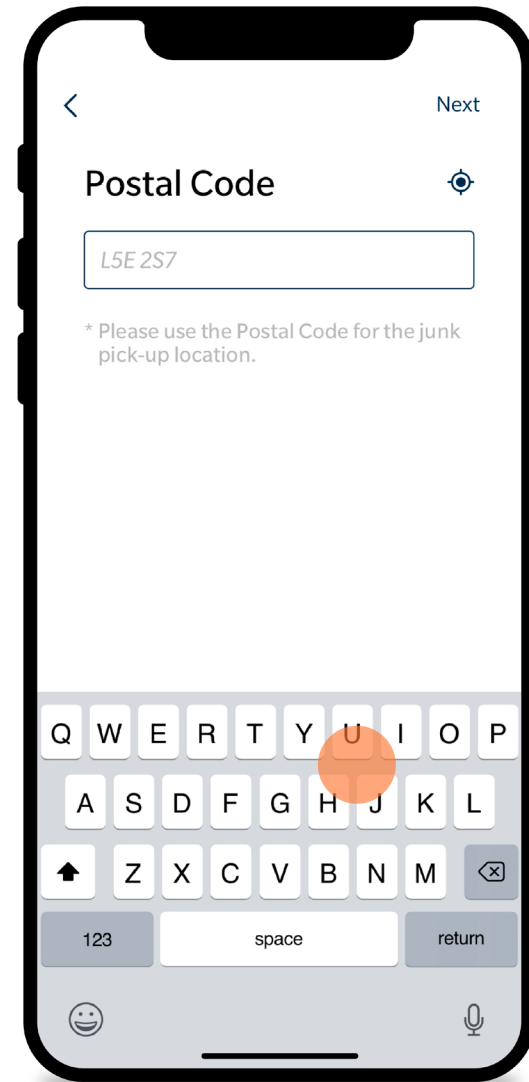
ReloScan User Flow Diagram

Estimate an Item



Home

The user opens the app and lands on this screen, selecting "Estimate Junk" as their junk removal method.



Enter Postal Code

The user will input their postal code to ensure that their area is serviceable.

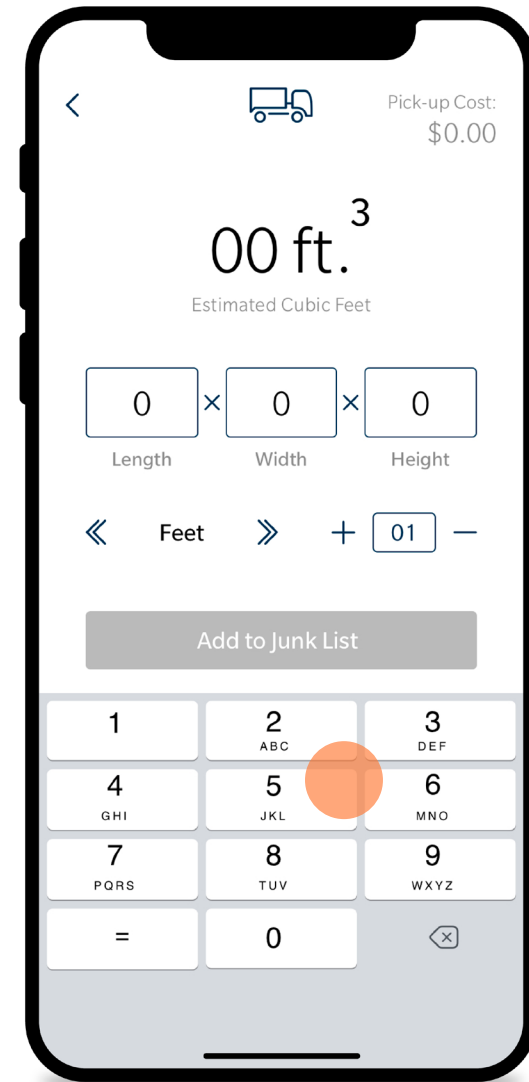


Estimate Junk List (Empty State)

The user will be brought to an empty Junk List.

The user will tap the "Add Item" link.

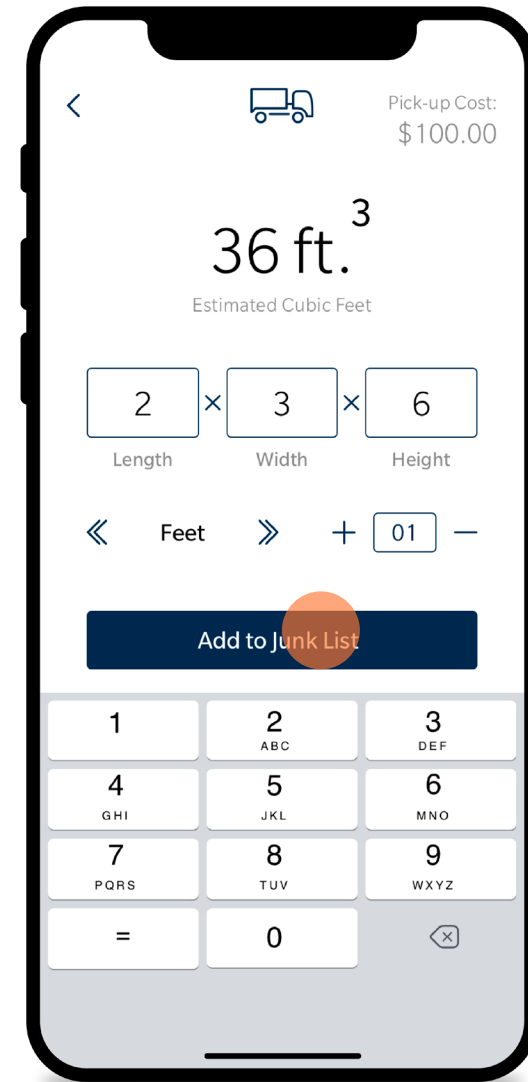
Tapping anywhere on the blue section will initiate adding an item.



Volume Calculator

The user will be brought to a volume calculator.

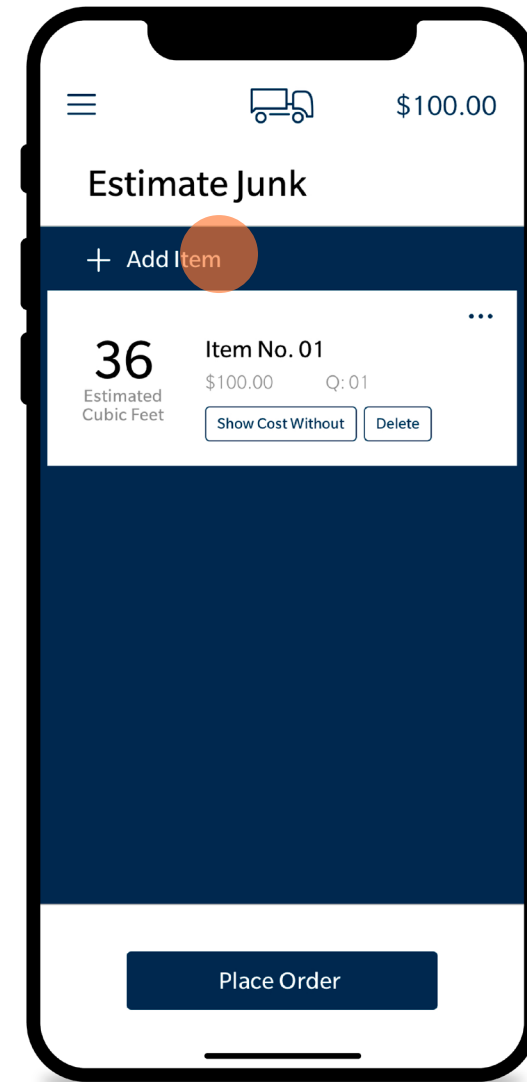
The user will input the length, width, and height of their junk.



Volume Calculator (In Use)

The user will select "Add to Junk List" after the numerical details have been collected.

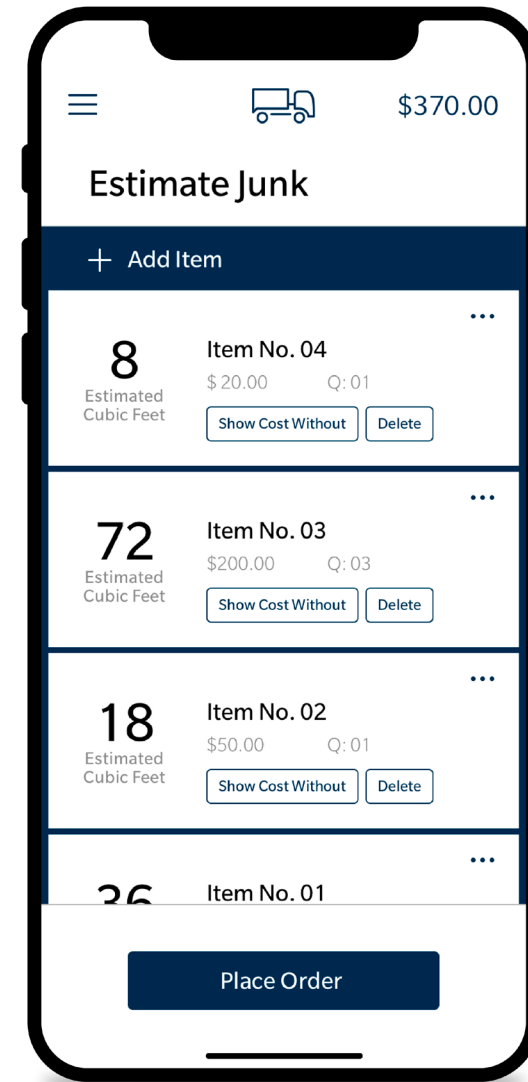
The user will be able to see the pickup cost of their object in the top right corner as well as have the ability to adjust the quantity of their calculated object.



Est. Junk List (1 Item)

After the user adds the item to the junk list they will be brought back to their list screen with the item added.

The user can continue to add as many items as they like.



Est. Junk List (Multiple Items)

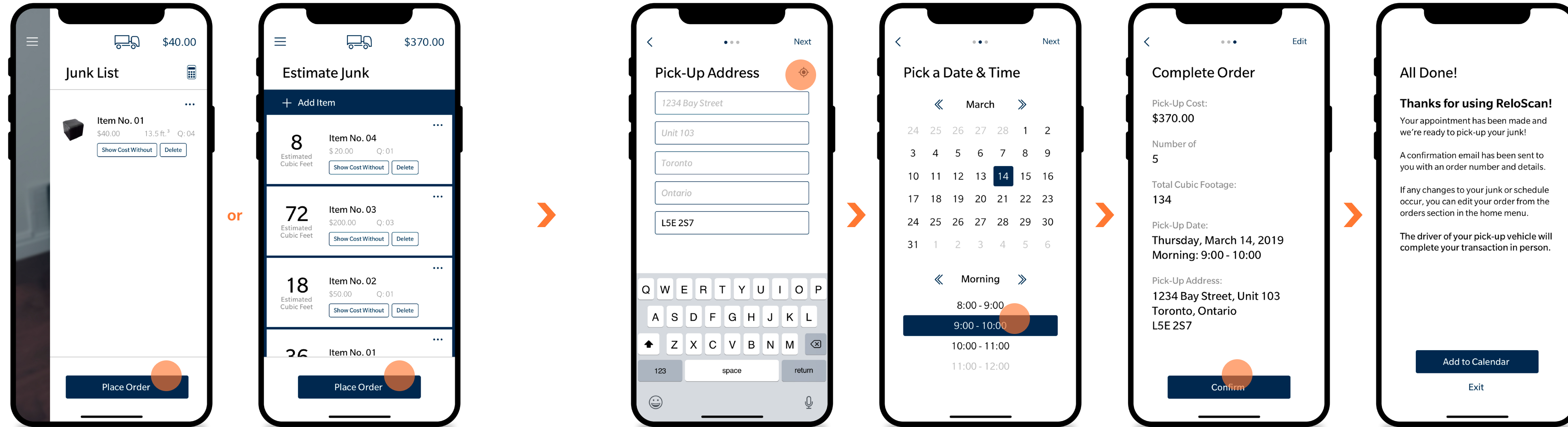
Here is shown a junk list with multiple items.

The list will overflow vertically, adding items in order of submission.

From here the user will select "Place Order" to move onto completing their order.

ReloScan User Flow Diagram

Complete Order



Scan Junk List (1 Item)

After the user has completed scanning their junk they can decide to place their order.

Est. Junk List (Multiple Items)

After the user has completed calculating their junk they can decide to place their order.

The path chosen (Scan or Estimate) at the beginning of the user process will lead them to either of the above two Junk List screens. When the "Place Order" button is tapped they will complete their order using the same flow (presented in this diagram).

Pick-Up Address

The user will input the address of the junk.

Selecting the geolocate button in the top right corner will auto-fill the information. This relies on the mobile device being in the same vicinity of the junk.

The postal code will always auto-fill based off of previous data entry.

Date & Time Selection

The user will select a date and time for their junk to be removed.

Time windows are predetermined.

If a time slot is unavailable it will be greyed out and not selectable.

Order Review & Completion

The user will review all of their details and confirm that the information is all accurate.

Order Completion Feedback

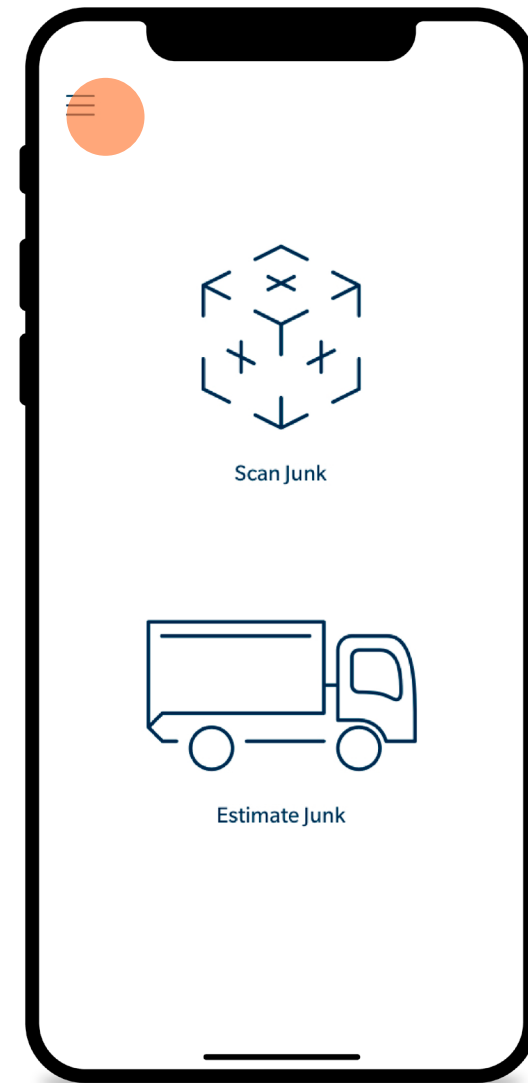
The user will be prompted with feedback that their order has been placed.

The user will have the option to include their junk removal date in the calendar on their mobile device.

If "Add to Calendar" is selected the app will redirect to the users mobile calendar.

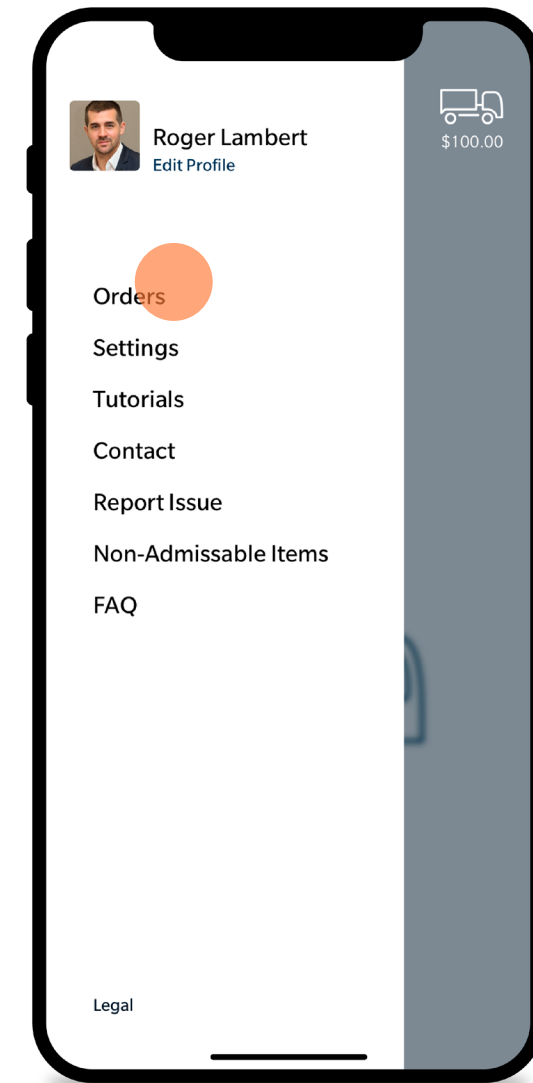
ReloScan User Flow Diagram

Delete an Order



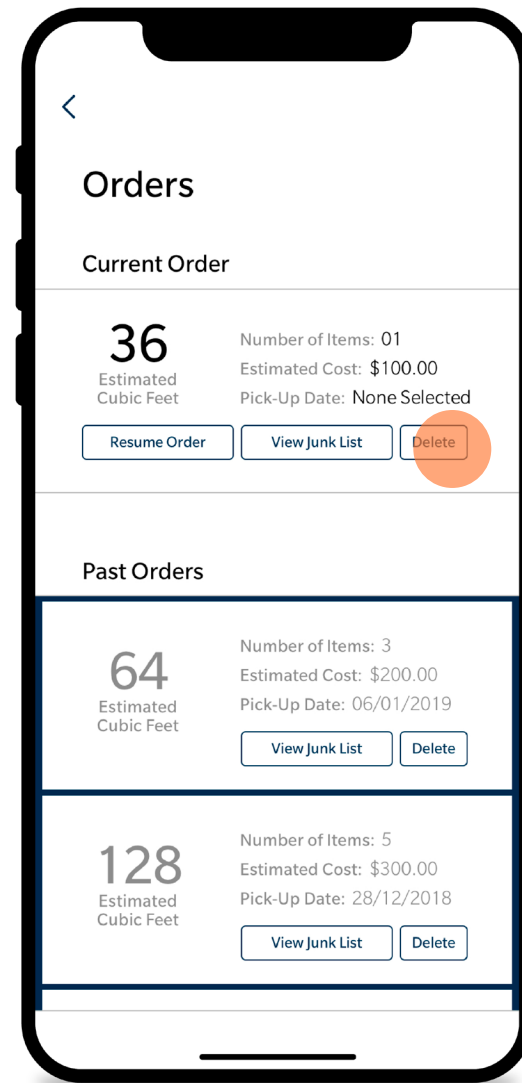
Home

The user opens the app and lands on this screen, selecting the menu in the top left.



Menu Deployed

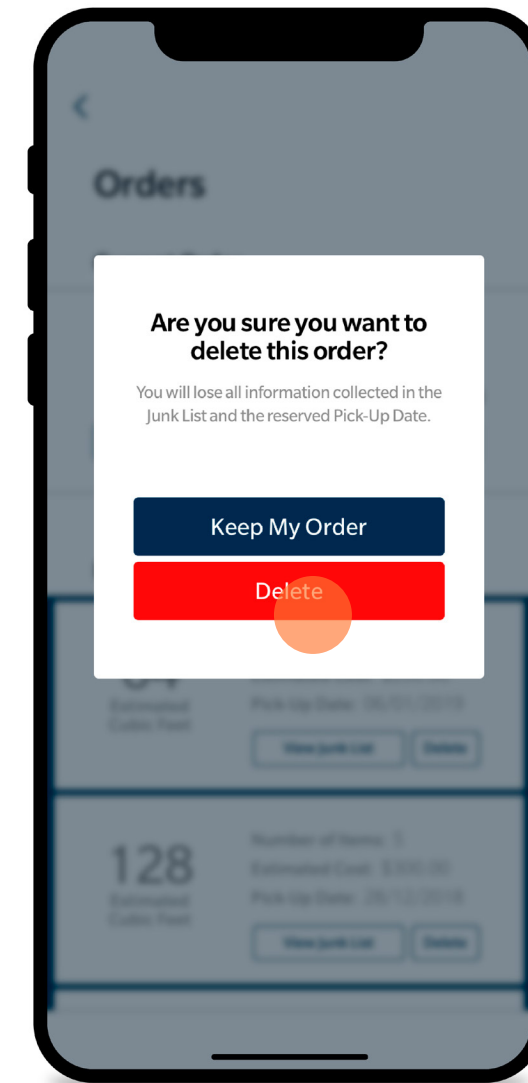
The menu deploys and the user will select the "Orders" option.



Orders

The user is brought to a screen showing a current order in progress and a list of past orders that have been completed.

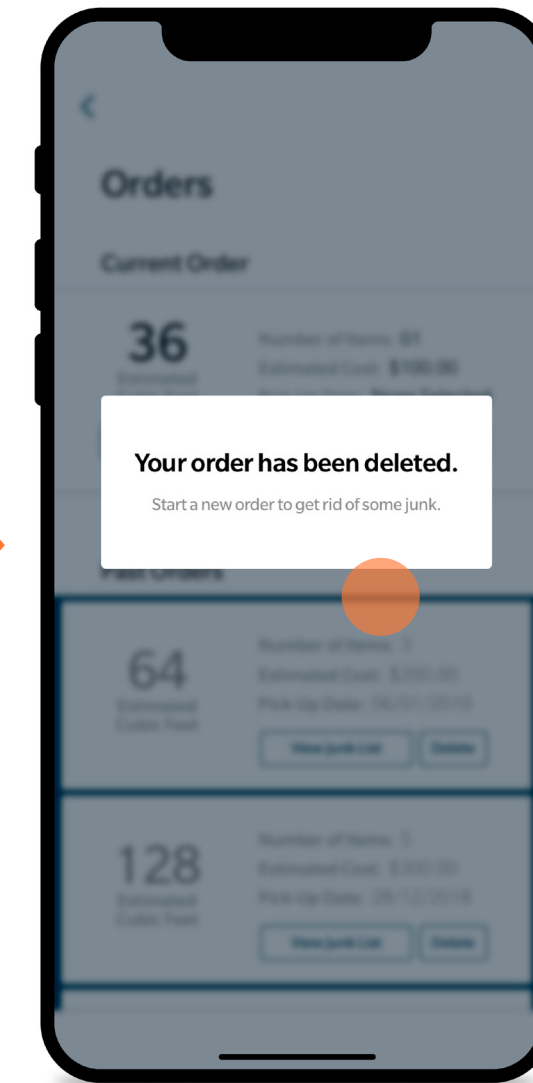
The user will tap the delete button to abandon the order currently in progress.



Delete Prompt

The user will be prompted with a pop-up asking to confirm their decision to delete the order in progress.

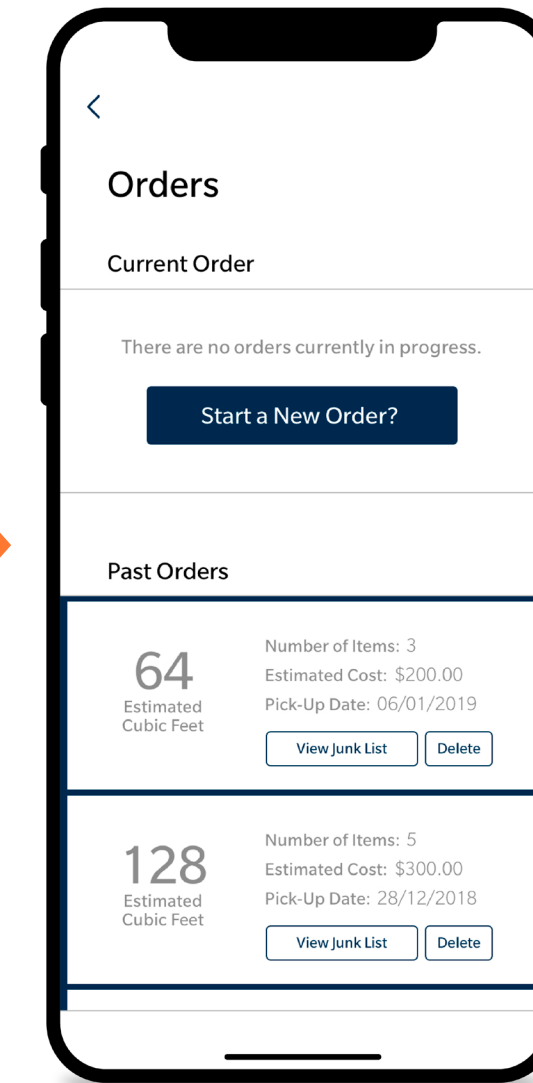
The user confirms the decision and deletes the order.



Delete Confirmation Feedback

The user will receive a prompt letting them know that their order has been deleted.

The user can tap anywhere to exit the prompt.



Orders

The user will now see that their order in progress has been removed and they have the option to begin a new order.