




Logs



 Messages

2

 Call logs

 Appointments

 Latest leads

 Notifications

312

Settings

 Push settings

 Paul Lehal

 Info

 Help

 Logout



Logs



Me

Mark all as read



Ca

Hide notifications



Appointments



Latest leads



Notifications

12

Settings



Push settings



Paul Lehal



Info



Help



Logout



Logs



Me

All read



Ca

Notifications hidden



Appointments



Latest leads



Notifications

12

Settings



Push settings



Paul Lehal



Info



Help



Logout




Logs



 Messages

2

 Call logs


 Appointments





Marked all as read


12


Settings

 Push settings

 Paul Lehal

 Info

 Help

 Logout

Welcome, Paul

Messages

Calls

Appointments

This Week  
October 1-8, 2023

Sales assisted by ICOM  
18,955 +12.0%

Leads  
18,955 +12.0%

Responses  
13,511 N/A%

All messages

Last 7 days Jul 4-11, 2023 Total count: 20

Apr 12, 2023 9:02 AM  
Lincoln Weatherington  
Capital one digital retail

2018 Honda Odyssey  
Theodore Washington  
AutoTrader.com

Apr 12, 2023 9:02 AM  
Grayson Nathaniel  
Capital one digital retail

2022 Toyota RAV4  
Rutherford Wellington  
AutoTrader.com

No data available  
Benjamin Weatherington  
No data available

2022 Toyota RAV4  
Henderson Montgomery  
AutoTrader.com

Dodge Charger  
Charles Washington

All clients

Last 7 days Jul 4-11, 2023 Total count: 20

Apr 12, 2023 9:02 AM  
Bartholamew Weatherington  
Jake Sweeney Auto Body Shop

Apr 12, 2023 9:02 AM  
Theodore Washington  
AutoTrader.com

No data available  
Grayson Nathaniel  
No data available

Apr 12, 2023 9:02 AM  
Rutherford Wellington  
Cars.com

No data available  
Bartholamew Weatherington  
No data available

Apr 12, 2023 9:02 AM  
Henderson Montgomery  
Jake Sweeney Auto Body Shop

Apr 12, 2023 9:02 AM  
Bartholamew Weatherington  
Jake Sweeney Auto Body Shop

# Typography

To present information with clarity and structure.

If you find a use case for ones that have not been set yet, please update the description of the component and this educational guide.

Using a major third type scale (1.2) at 16px base.

Designers: justification for typography sizing does not need to adhere to the same scale as spacing.

Font family	rem	px	Description
Manrope	3.000	48	HEADER ONE. No use case yet.
Manrope	2.125	34	LARGE TITLE. No use for this one yet.
Manrope	2.125	28	BASE TITLE. No use for this one.
Manrope	1.5	24	TITLE (H1). Top navigation titles and dashboard.
Lexend deca	1.375	22	TITLE TWO (H2). Dashboard blue buttons.
Lexend deca	1.063	17	HEADLINE (H3). Data info, modals, alerts.
Lexend deca	1.000	16	BODY DEFAULT.
Lexend deca	0.938	15	SUBHEAD.
Lexend deca	0.875	14	SECONDARY BODY.
Lexend deca	0.813	13	FOOTNOTE.
Lexend deca	0.75	12	CAPTION 1
Lexend deca	0.75	11	CAPTION 2
Lexend Deca	0.625	10	LABEL. Bottom navigation
Quicksand	1.5	24	Regular. Numbers and stats only on dashboard.
Quicksand	N/A	N/A	<b>Medium. Numbers and stats.</b>
Quicksand	N/A	N/A	<b>Semibold. Numbers and stats.</b>
IBM Plex Mono	1.000	16	Only for design system documentation where code can be linked to a variable.

# Icons

Visual symbols used to represent ideas, objects, ore actions. They communicate message at a glance, afford interactivity, and draw attention to important information. The default icon size (based on material UI) is 24px

Make sure there is surrounding context to accommodate the icon, as they could mean anything. Do not use icons arbitrarily; they should be used to communicate functional purposes only.

There is a basic icon kit from Gabriella (not house-made), but we will have to make our own as our icons get more specific. Reviewing the best sizing of icon size for mobile UI is that for productive use in product, app icons work best in four sizes: 20px, 24px, 32px and for expressive use, 48px and above may be used. Use icons at their original sizes or scale at accepted increments. (Resource - https://www.ibm.com/design/language/iconography/app-icons/usage/#:-:text=icons%20in%20action-,Sizing,or%20scale%20at%20accepted%20increments.) **NO NEED TO CREATE SIZE 16px icon sizes in the APP**

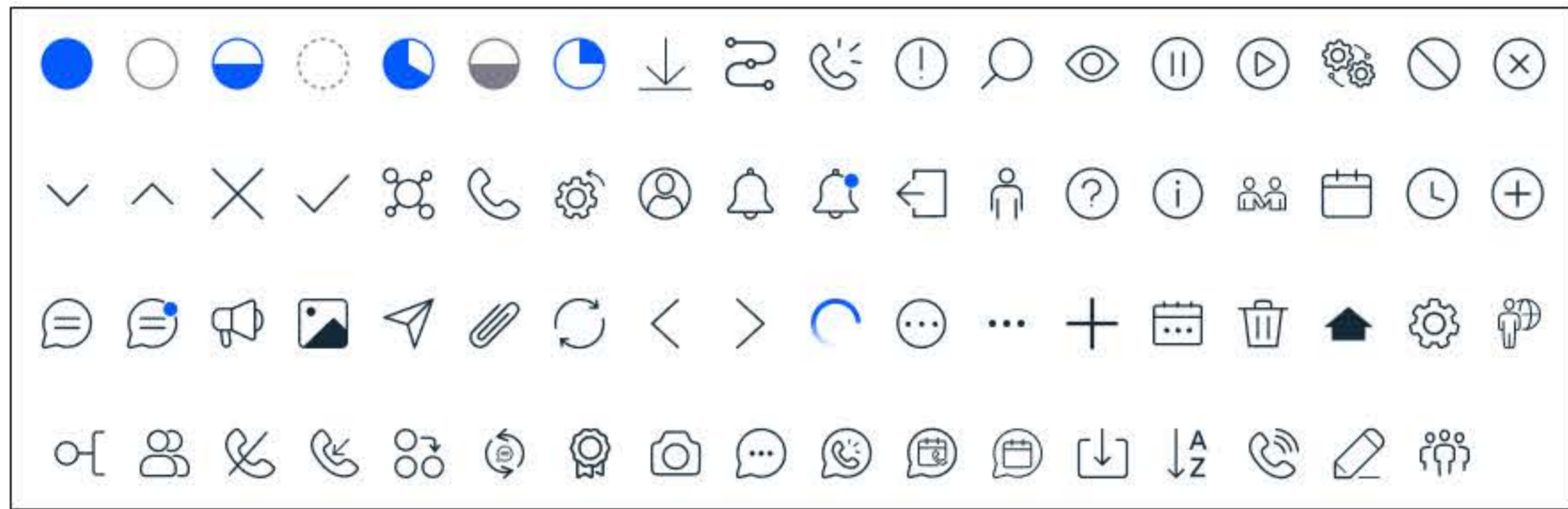
Please note that these icons are optimized, but are not pixel-perfect. This will need to be revisited in the future, in which the US team will provide.

Creating new icons: [icon/size \(#\)/name-of-icon](#)

## 24px (1.5rem) Default size.



## 32px (2rem)



## 48px (2rem)

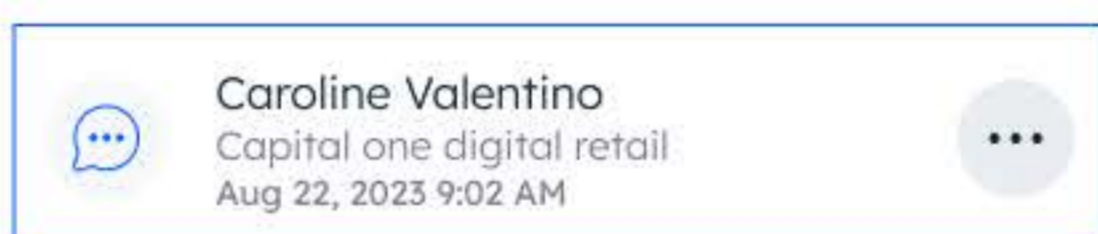
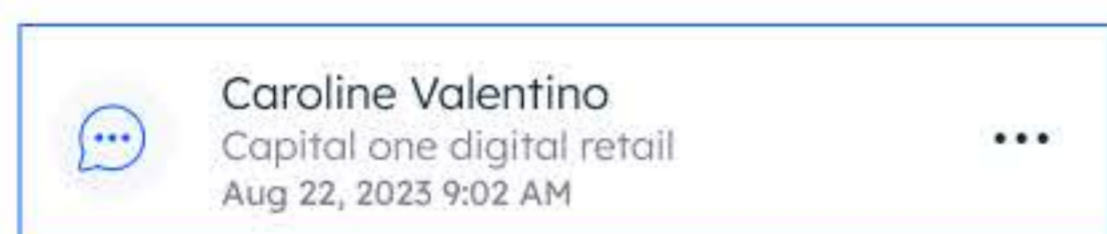
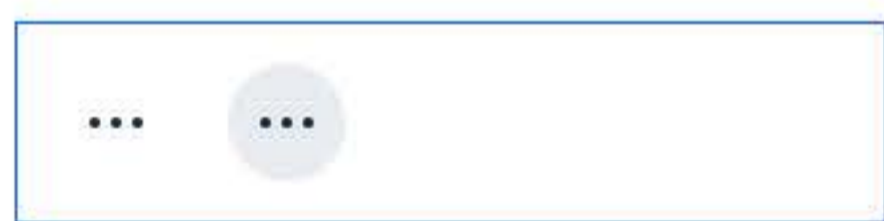


## Icons for interactivity

Sometimes we need icons in our input fields, search bars, drop down menus, or other areas that require an interactive icon. These indicate the minimum hit-box size, and its parent container will have a larger hit-box.

Designers: To change the icon, select the entire component and switch it via the `icon-type` variable. You can edit the size of the icons in this component. Any edits to the icons themselves should be done above. The frame size for each hit box will be 48px, and the icon inside uses the 24 collection. Check the layers and frame properties for clarity.

Icons with 44 frame & 32 icon, when pressed, circle will appear underneath of a colour of #EAEDF1



## Space

Adequate space should surround system icons to allow legibility and touch. Icons of 24dp can use a touch target of 48dp. There needs to be a clearance area along with the placement of these UI icons.

Icon content should remain inside of the live area, which is the region of an image that is unlikely to be hidden from view (such as when sidebars appear upon scrolling). If additional visual weight is needed, content may extend into the padding between the live area and the trim area (the complete size of a graphic). No parts of the icon should extend outside of the trim area.

## Sizing

Reviewing the best sizing of icon size for mobile UI is that for productive use in product, app icons work best in four sizes: 16px, 20px, 24px, 32px and for expressive use, 48px and above may be used. Use icons at their original sizes or scale at accepted increments. (This doesn't have to be followed necessarily but this is a good base to follow)

## Badge notification

There will be a badge notification within the mobile menu, will there be a notification within the bottom navigation as well?

- When there are multiple notifications within the notification badge, such as 500, the red badge will expand it's width (example will be the notification badge from Apple)

Do not create size 16px



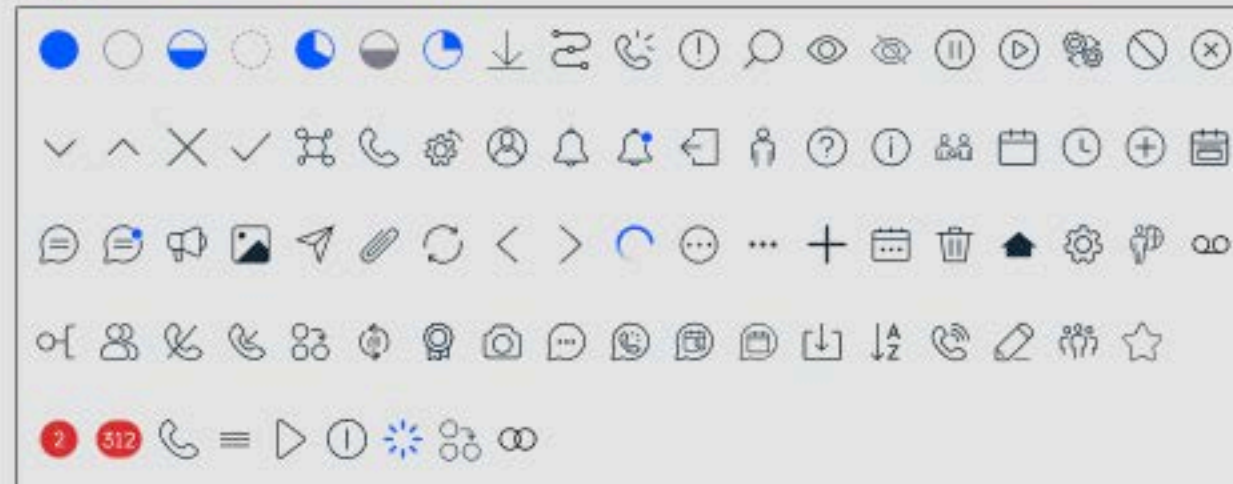
16x16



24x24



32x32



48x48

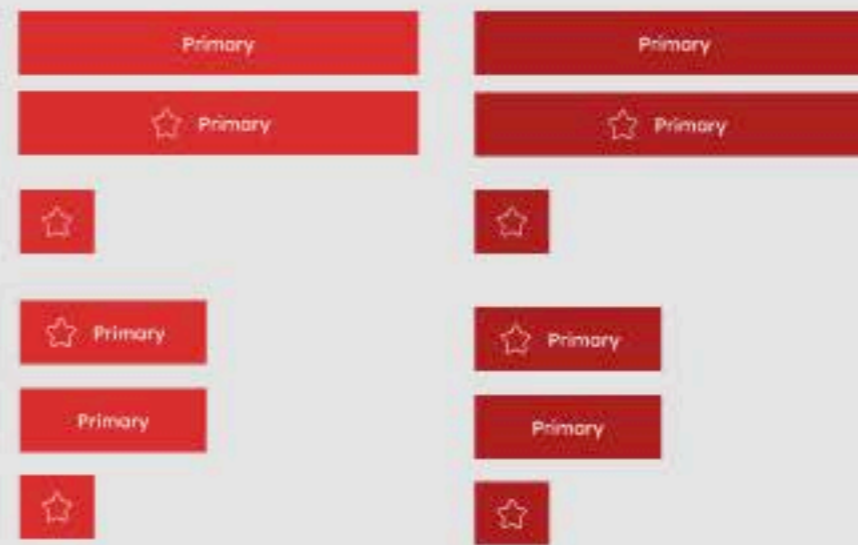


Button

Primary/  
filled



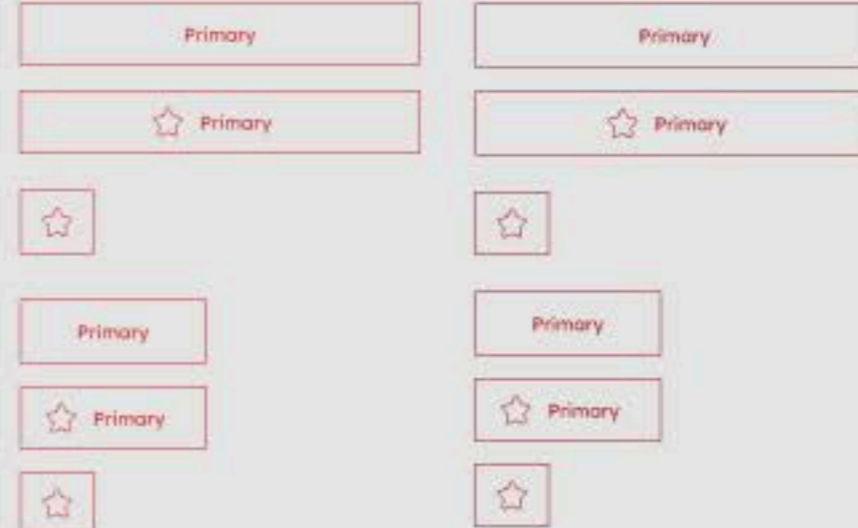
Error-filled



Outlined/large/  
small



Error-filled  
/outlined



Text-buttons



Error-filled  
/text buttons



# Menu

## Menu

### Why use a menu?

Mobile navigation must be discoverable, accessible, and take little screen space. Exposing the navigation and hiding it in a hamburger both have pros and cons, and different types of sites have different preferred solutions to the mobile-navigation quandary

App menu contains the following menu items listed in the following order.

- About your AppName
- Settings
- Quit your AppName

### Best practices

The main advantage of the navigation menu is that it can contain a fairly large number of navigation options in a tiny space and can also easily support submenus, if needed; the disadvantage is that it is less discoverable, since, as the old adage says, "out of sight is out of mind."

## Header & menu items



Default hamburger menu



Pressed hamburger menu

Interaction of the hamburger menu, a circle filled with #EAEDF1 underneath the hamburger icon (size 24x24px)



Header within the main menu, this includes the "tagline" ICOM logo. Removal of the "X" (close icon) to create a cleaner layout and since the mobile menu doesn't expand the entire width, the user doesn't need to "exit" the menu, they can touch on the side to leave.



Default menu item, consists of icon and title thats listed.



Pressed menu item, consists of icon and title thats listed.



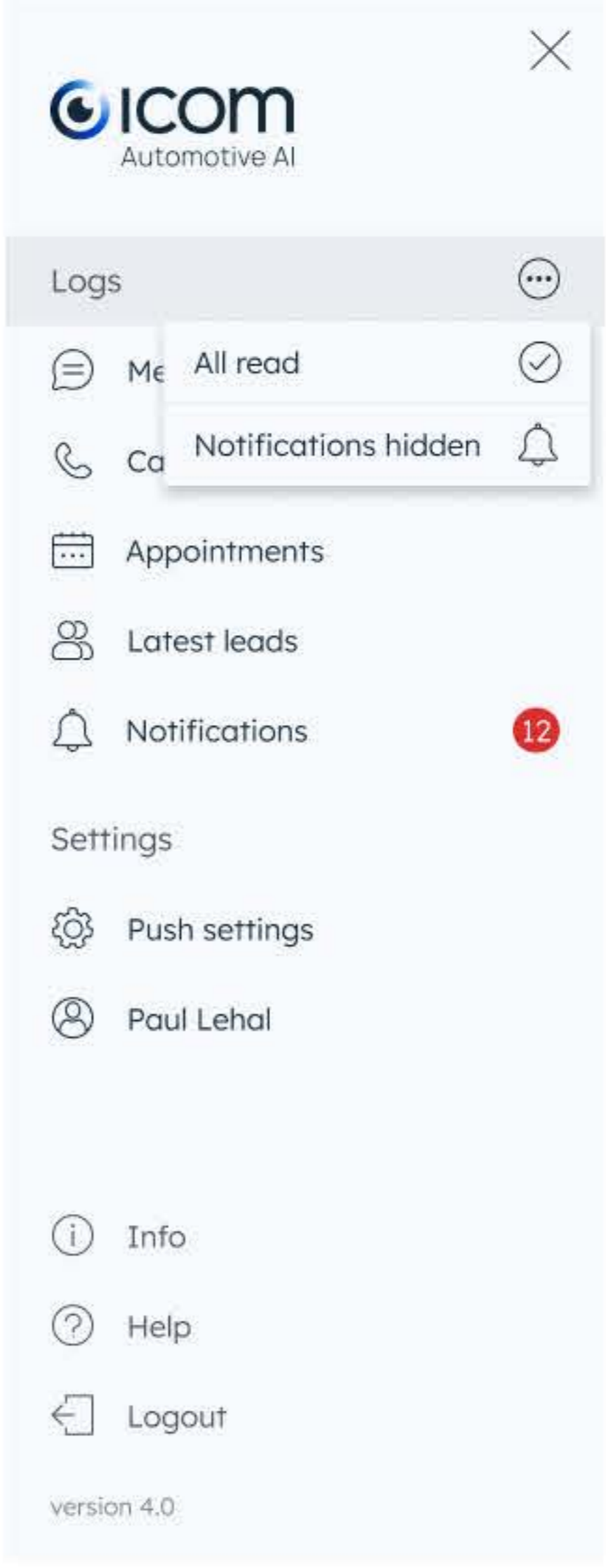
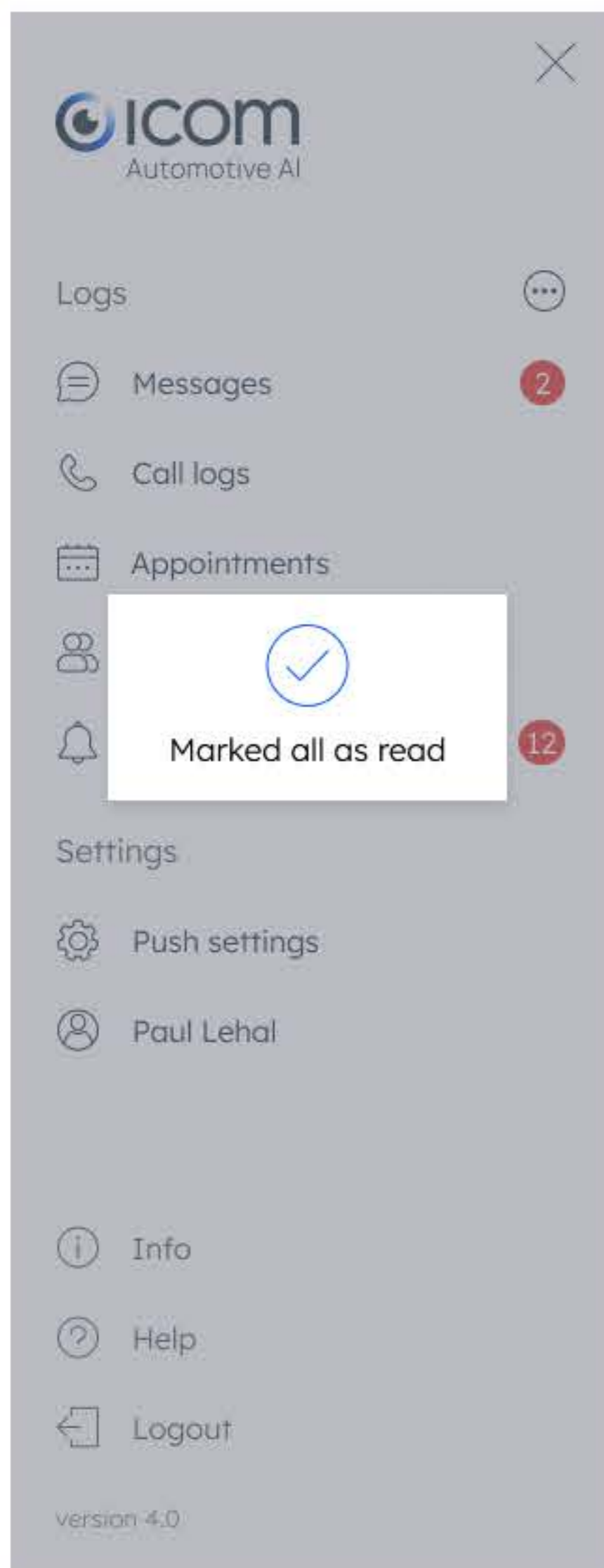
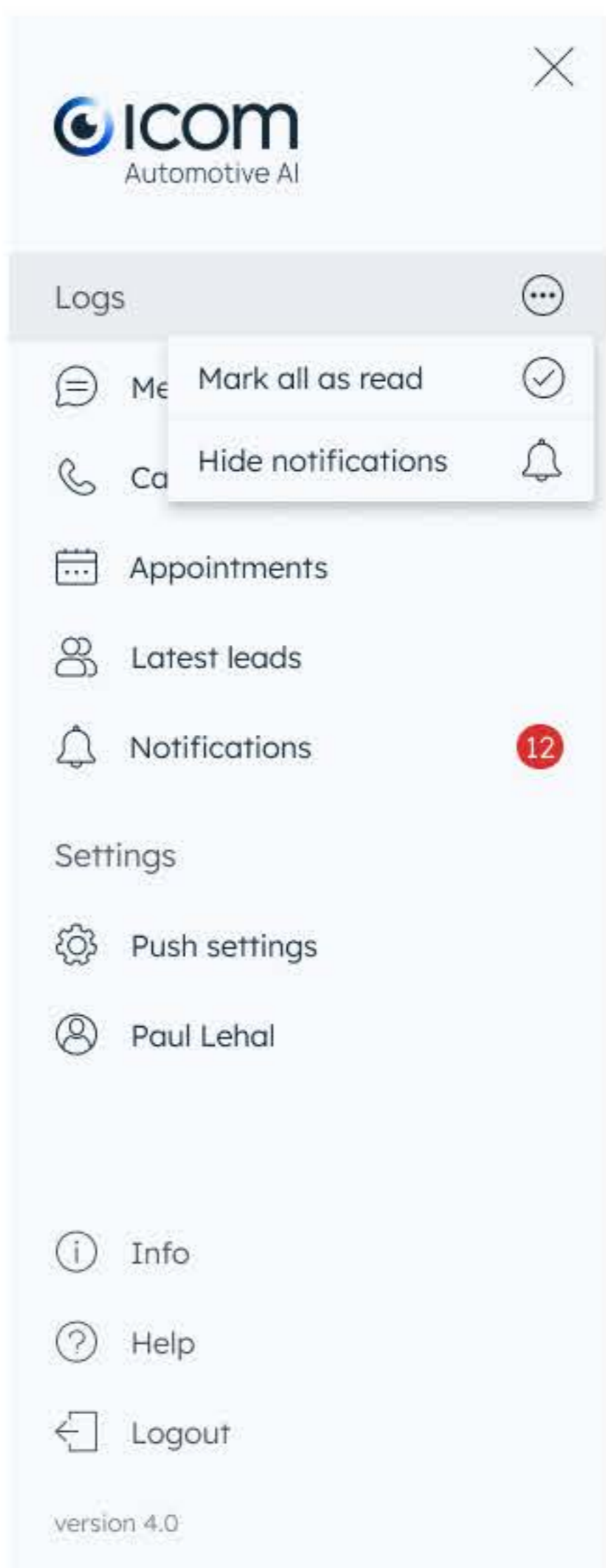
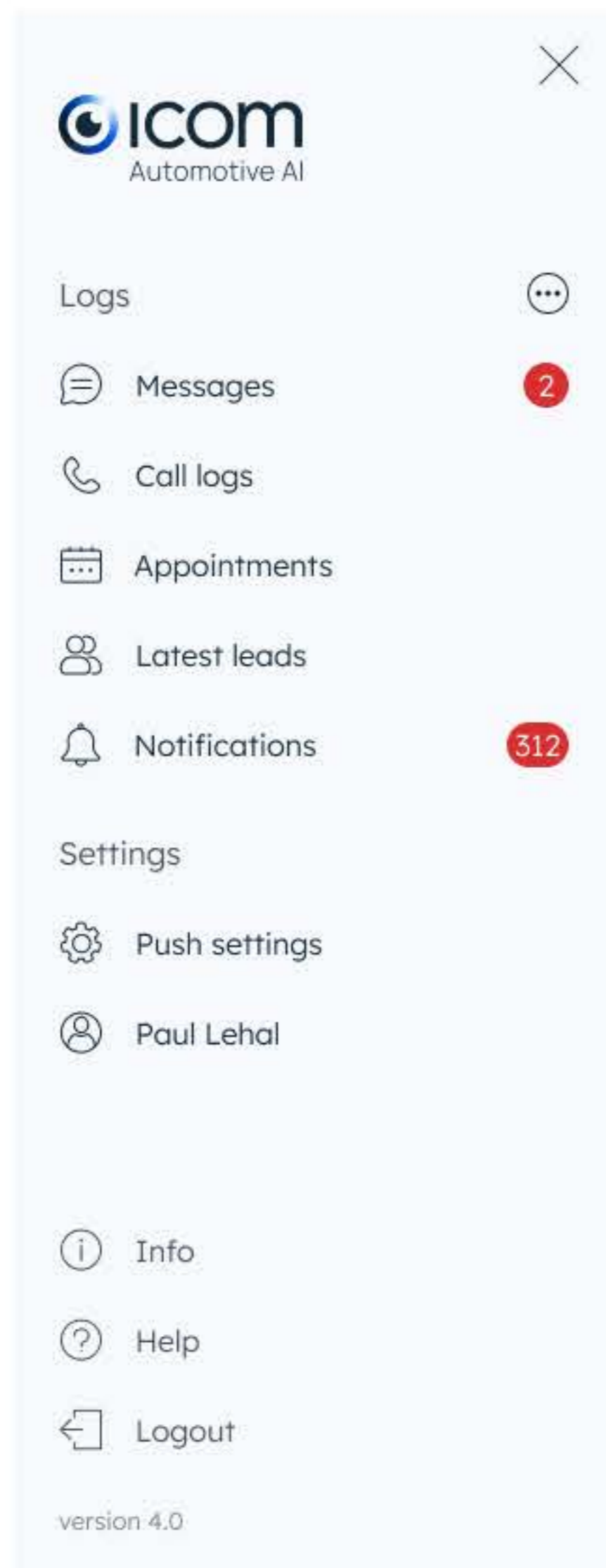
Menu item that displays notification badge.



Menu item that displays notification badge with more numbers.



\*\*\*Do we need a collapsible dropdown? Maybe for the future this might be a good thing to have if there are additional features to add.



# Tab bar

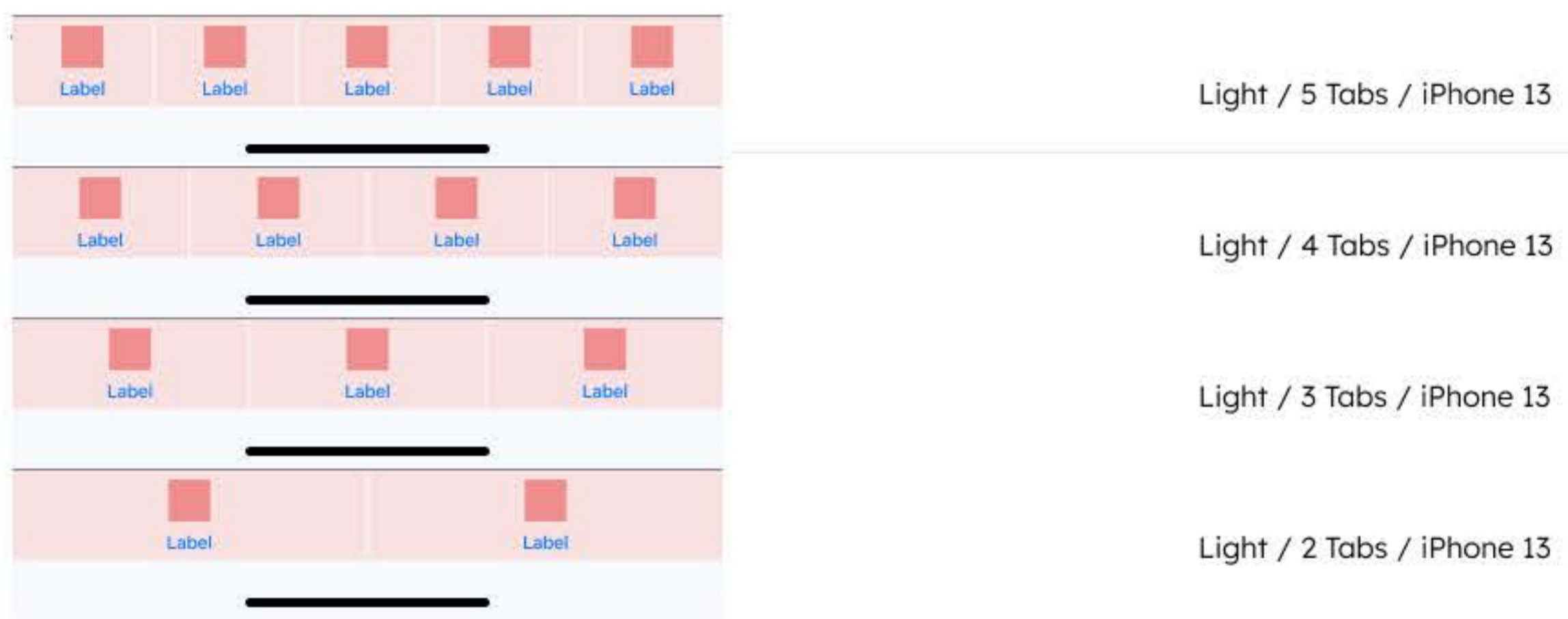
## Tab Bar

### Why use a tab bar?

Tab bars help people understand the different types of information or functionality that a view provides. They also let people quickly switch between sections of the view while preserving the current navigation state within each section.

### Best practices

Use a tab bar to support navigation, not to provide actions. Use a tab bar to support navigation, not to provide actions. Keep tabs visible even when their content is unavailable. Use a succinct term for each tab title, consider avoiding a generic term like Home, which lacks specificity and can mean different things in different apps.

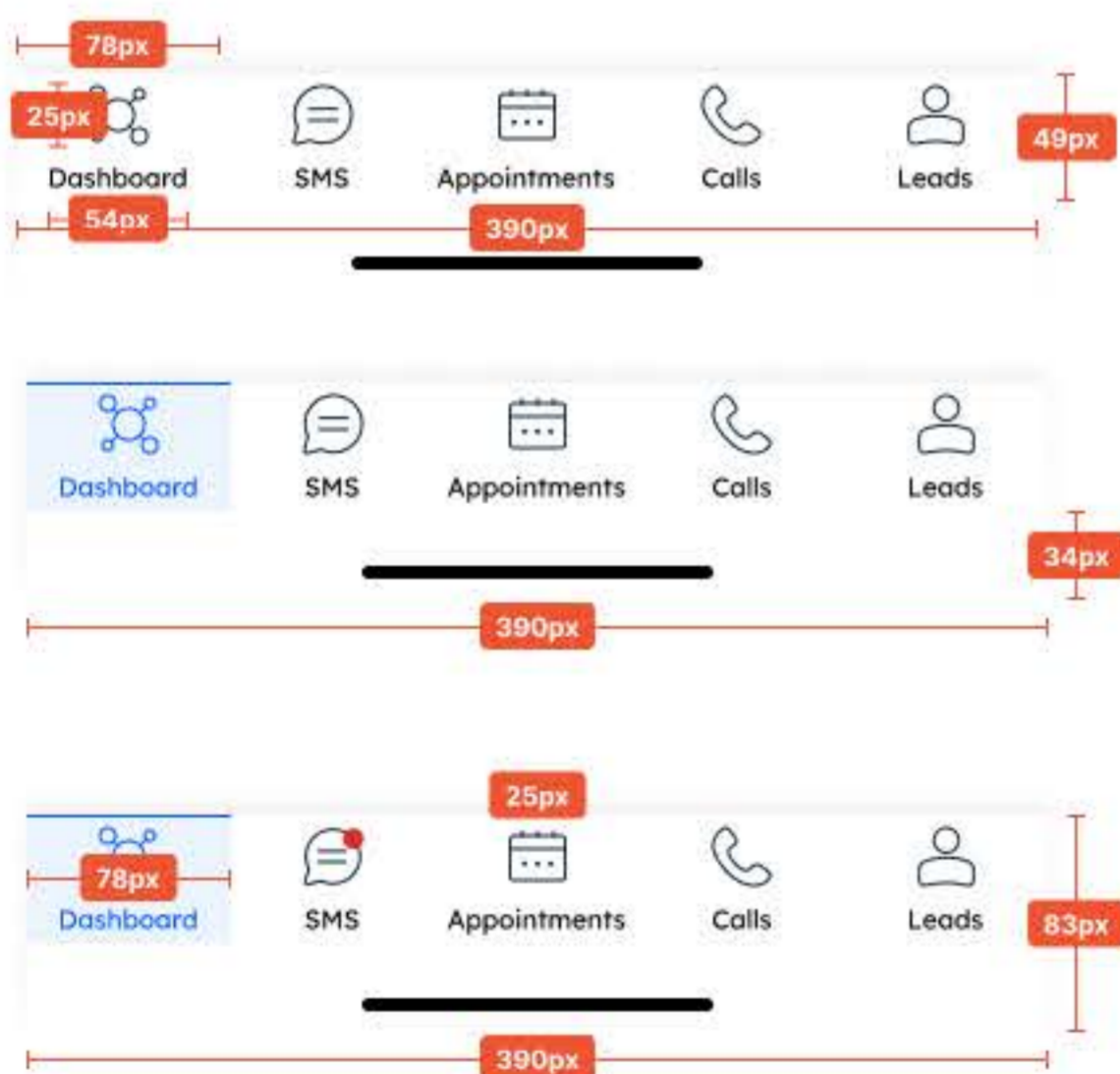


## Anatomy + Specs

Regular tab bar size is 25x25 pt (compact 18x18pt), depends on whether the icons are square or round. With square the size is 23x23pt (compact 17x17pt). This navigation bar is not compact, so we'll go with the larger size as this will be suitable for the types of users (30-60years old).

Active navigation bar includes:

- When individual icon is pressed, light blue fill appears with a 1px line above
- Icon turns blue
- Rest of the icons remain grey along with the text
- Frame is 25x25 but the icon itself is 22px x 22px



### Default bottom navigation

- This bottom navigation doesn't have the bottom home-indicator.

### Active bottom navigation

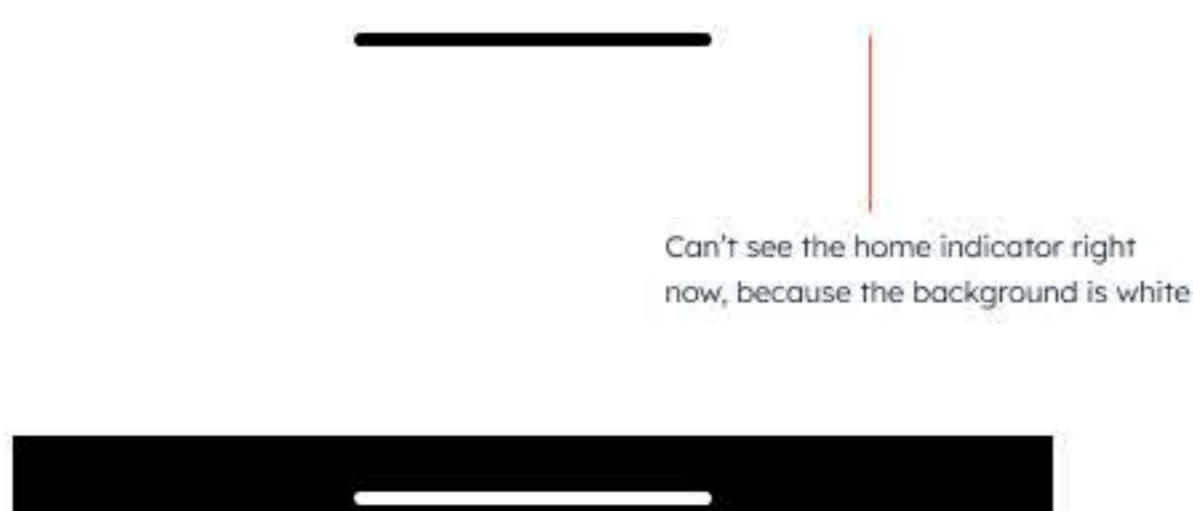
- This bottom navigation has an active tab.
- Includes the Home Indicator
- Thinking that this bottom navigation should be white to keep it clean.

### Active bottom navigation and Notification

- This bottom navigation has an active tab.
- Includes the Home Indicator
- Individual notification badge will just be a red dot - only displaying this way to create a cleaner experience.
- User will be able to see the notification numbers within the mobile menu.

## Home indicator

Keep in mind the home indicator as part of the bottom navigation. As the bottom navigation doesn't extend to the bottom area of the phone.



### Home indicator

- The home indicator includes a white indicator and a black indicator.
- Height of 34px, currently the width is 390px.
- Right now we're sticking with the white home indicator bar.

# Context menu

## Context menu

### Why context menu?

A context menu provides access to functionality that's directly related to an item, without cluttering the interface.

### Best practices

To reveal a context menu, people generally choose a view or select some content and then perform an action, using the input modes their current configuration supports. Aim for a small number of menu items, a context menu that's too long can be difficult to scan and scroll. Support context menus consistently throughout your app. If you need to use submenus to manage a menu's complexity, keep them to one level. A submenu is a menu item that reveals a secondary menu of logically related commands. Although submenus can shorten a context menu and clarify its commands, more than **one level of submenu complicates the experience** and can be difficult for people to navigate.

## Contextual Menu

Contextual menu consists of a font size of 17 px and size of icon is 18x18pt. There is a 1px line at the bottom of each menu item.



Light / 4 menu items with drop shadow

## Anatomy + Specs

Contextual menu consists of a font size of 17 px and size of icon is 24px. There is a 1px line of colour of #eaedf1, at the bottom of each menu item.



### Default context-menu-item

- Default context menu has a width of 228px and height of 44px, font size is 17px, icon size is 24px. (Following human interface guidelines)

### Pressed context-menu-item

- This is a pressed menu-item
- For when a user is interacting, such as "marking all notifications as read" the icon will remain the same but the font will change and an alert will appear as feedback for user when task is complete.

## Instances where the context menu will appear.

The contextual menu, will appear for when a user selects the time period.



### Context menu - Default



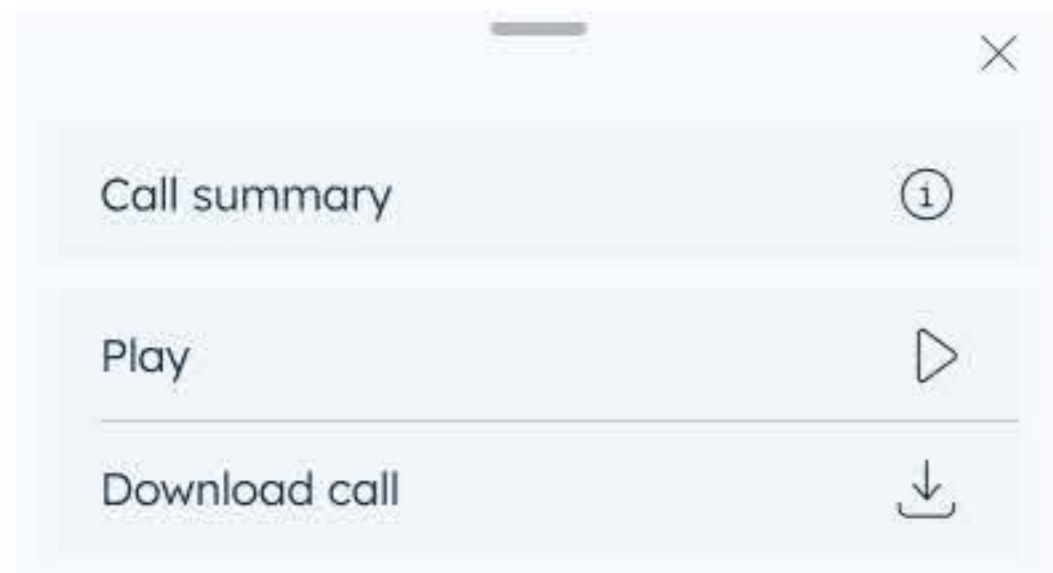
### Pressed context-menu-item with Icon

- This is a pressed menu-item
- This context-menu will appear when user selects the time frame of specific type of data within the mobile app.

# Versions of modal sheets

## Versions for the ICOM app

This is based on the amount of information that is part of each page within the APP.



### Version 1

What happens when user downloads? > same as what we have now.

User can play and pause within this modal.

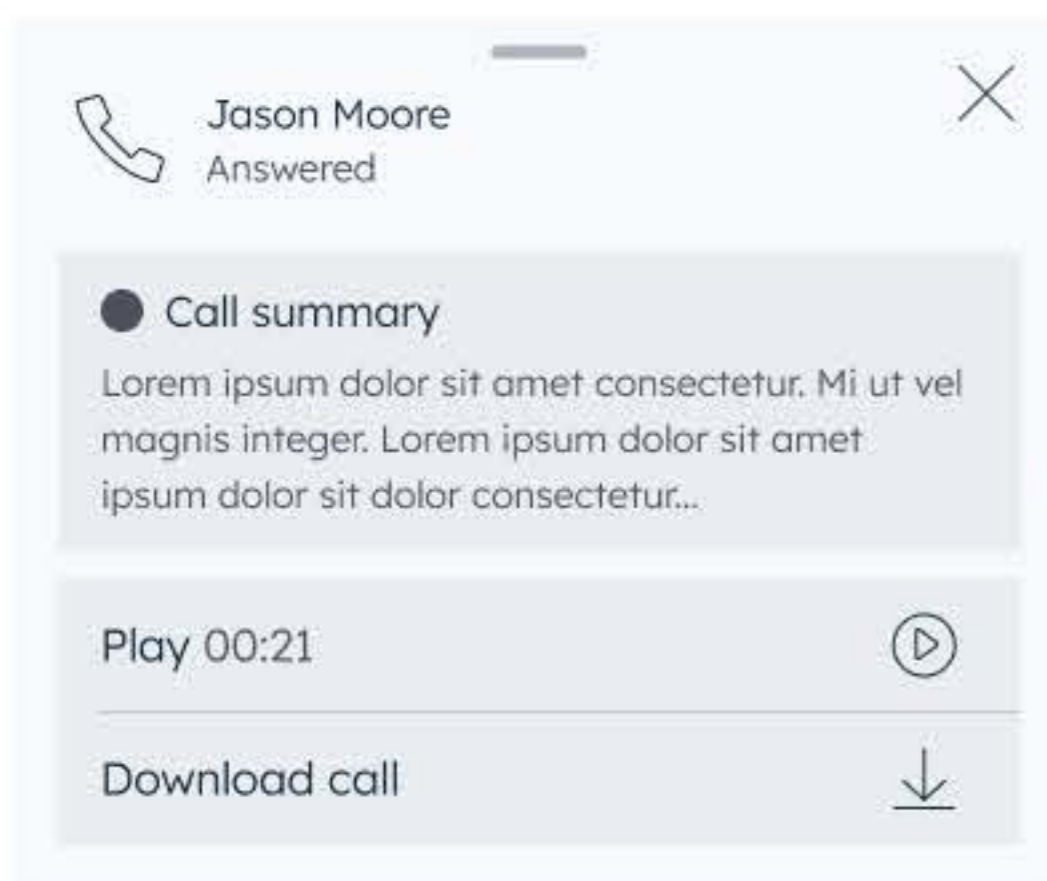
What happens when user selects the Call Summary? we would need to have the call summary "preview" appear within this. (to reduce the amount of steps)



### Version 2

Include title of individual who has called, status of the call summary.

User can interact with "play" and "download"

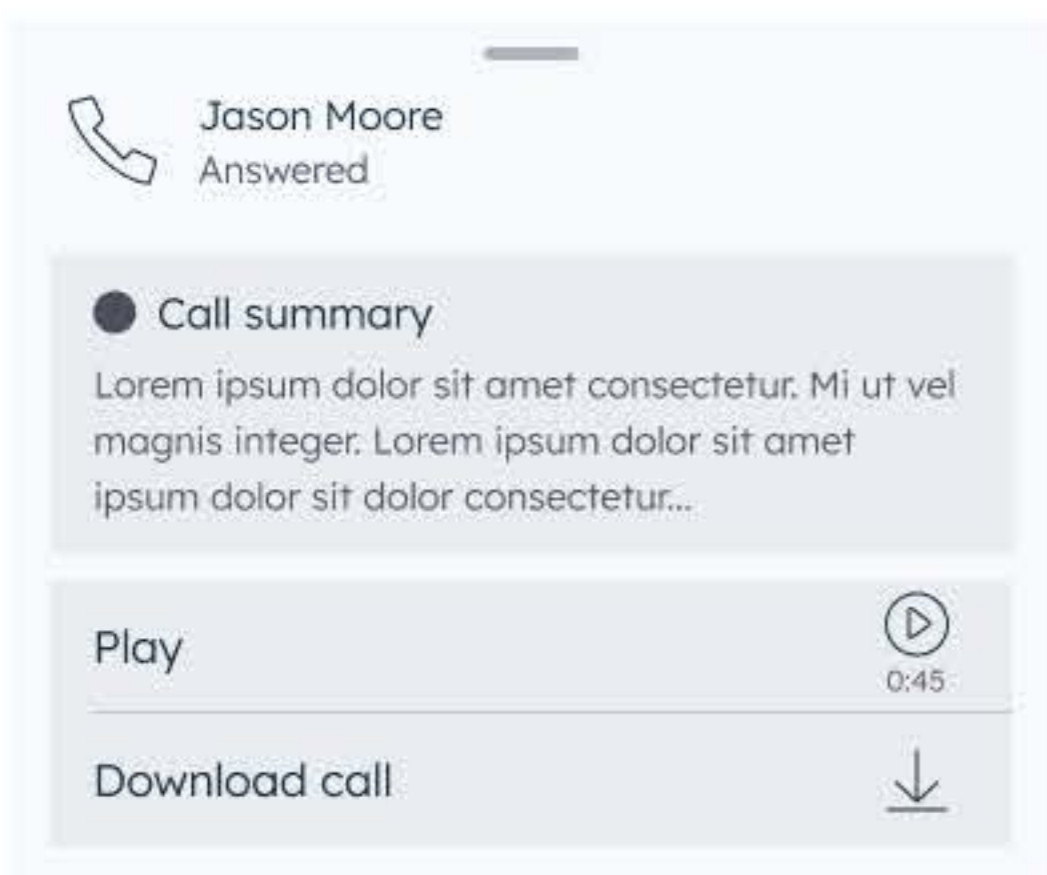


### Version 3

Include title of individual who has called, show that it has been answered. Have a blue dot beside the call summary to display - whether it's positive, negative, or null.

User can interact with "play" and "download"

Where can we include the amount of time for the voicecall.



# IOS Alerts/Modals

Used for re-affirming the completion of a task or updating content. It helps focus on the current task by providing relevant properties.

## IOS Alerts

These appear in the centre of the screen with a semi-transparent overlay underneath. An alert gives people critical information they need right away.

Only 1 standard confirmation overlay may be at use at a time.

**Designers:** use the card component and prototype it to appear as an overlay with background.

## Best practices

**Use alerts sparingly.** Alerts give people important information, but they interrupt the current task to do so. Encourage people to pay attention to your alerts by making certain that each one offers only essential information and useful actions.

**Avoid using an alert merely to provide information.** People don't appreciate an interruption from an alert that's informative, but not actionable. If you need to provide only information, prefer finding an alternative way to communicate it within the relevant context. For example, when a server connection is unavailable, Mail displays an indicator that people can choose to learn more.

**Avoid displaying alerts for common, undoable actions, even when they're destructive.** For example, you don't need to alert people about data loss every time they delete an email or file because they do so with the intention of discarding data, and they can undo the action. In comparison, when people take an uncommon destructive action that they can't undo, it's important to display an alert in case they initiated the action accidentally.

**Avoid showing an alert when your app starts.** If you need to inform people about new or important information the moment they open your app, design a way to make the information easily discoverable. If your app detects a problem at startup, like no network connection, consider alternative ways to let people know. For example, you could show cached or placeholder data and a nonintrusive label that describes the problem.

## IOS Anatomy of Alert

For example, an alert can tell people about a problem, warn them when their action might destroy data, and given them an opportunity to confirm a purchase or another important action they initiated. **\*\*Need to review this with Brent of when these IOS alerts will be used..**

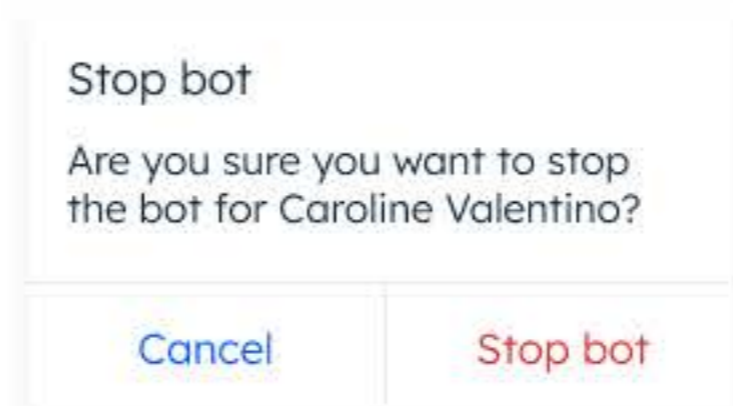
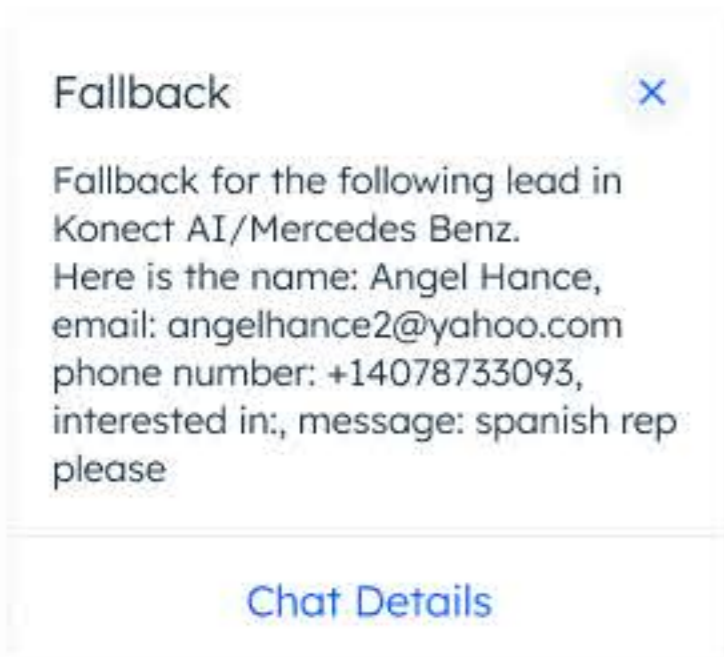
Follow this link for more information on the various layouts of the IOS alerts- <https://developer.apple.com/design/human-interface-guidelines/alerts>



## Current Modals (if modal sheets can't be incorporated)

The current modals appear to display specific information:

1. Notes
2. Fallback information
3. Call Summary **\*\*will be added in the future**



## Current Modals (if modal sheets can't be incorporated)

The current modals appear to display specific information:

1. Notes
2. Fallback information
3. Call Summary **\*\*will be added in the future**





Welcome, Paul



Messages



Calls



Appointments

This Week

October 1-8, 2023



Sales assisted by ICOM

18,955

+12.0%



Leads

18,955

+12.0%



Responses

13,511

N/A%



Dashboard



SMS



Appointments



Calls



Leads



## Messages



All messages



Last 7 days Apr 7-14, 2023

Total count (20)

Apr 12, 2023 9:02 AM



● Lincoln Weatherington

Capital one digital retail



2018 Honda Odyssey



Theodore Washington

AutoTrader.com



Apr 12, 2023 9:02 AM



● Grayson Nathaniel

Capital one digital retail



2022 Toyota RAV4



Rutherford Wellington

AutoTrader.com



No data available



Benjamin Weatherington

No data available



2022 Toyota RAV4



Henderson Montgomery

AutoTrader.com



Dodge Charger



Charles Washington



Dashboard



SMS



Appointments



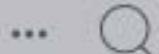
Calls



Leads



# Messages



All messages



Last 7 days Jul 4-11, 2023

Total count: 20

Apr 12, 2023 9:02 AM



Lincoln Weatherington

Capital one digital retail



2018 Honda Odyssey



Theodore Washington

AutoTrader.com



Apr 12, 2023 9:02 AM



Grayson Nathaniel

Capital one digital retail



2022 Toyota RAV4



Rutherford Wellington



## Lincoln Weatherington

Positive Apr 12, 2023 9:02 AM

+176041234567 • lincoln\_w@email.com

Allocated to Heather Lozano



Timeline



Stop bot



Report



◆ Data-sections

Positive reply

Default - Message Read

No data available

Frame 8754

Type of car

2018 Honda Odyssey  
 Bartholamew Weatherington  
 Capital one digital retail

2018 Honda Odyssey  
 Bartholamew Weatherington  
 Capital one digital retail

No data available  
 Bartholamew Weatherington  
 No data available

With Stroke

Apr 12, 2023 9:02 AM  
 Bartholamew Weatherington  
 Capital one digital retail

2018 Honda Odyssey  
 Bartholamew Weatherington  
 Capital one digital retail

No data available  
 Bartholamew Weatherington  
 No data available

with appointment

Apr 12, 2023 9:02 AM  
 Bartholamew Weatherington  
 Capital one digital retail

Frame 8755

Answered/Voice recording/  
stroke

Apr 12, 2023 9:02 AM  
 Bartholamew Weatherington  
 New voicemail

Apr 12, 2023 9:02 AM  
 Bartholamew Weatherington  
 Answered

No data available  
 Bartholamew Weatherington  
 No data available

Voicemail has been listened to

Apr 12, 2023 9:02 AM  
 Bartholamew Weatherington  
 Answered

Outgoing

Apr 12, 2023 9:02 AM  
 Bartholamew Weatherington  
 Outgoing

Apr 12, 2023 9:02 AM  
 Bartholamew Weatherington  
 Outgoing

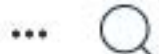
Leads

Apr 12, 2023 9:02 AM  
 Bartholamew Weatherington  
 Jake Sweeney Auto Body Shop

Apr 12, 2023 9:02 AM  
 Bartholamew Weatherington  
 Jake Sweeney Auto Body Shop



# Call Logs



All calls



Last 7 days Jul 4-11, 2023

Total count: 20



Apr 12, 2023 9:02 AM

Lincoln Weatherington

Missed



Apr 12, 2023 9:02 AM

Bartholamew Weatherington

New voicemail



No data available

Grayson Nathaniel

No data available



Apr 12, 2023 9:02 AM

Bartholamew Weatherington

Answered



Apr 12, 2023 9:02 AM

Rutherford Wellington

Outgoing



Apr 12, 2023 9:02 AM

Lincoln Weatherington

Missed



No data available

Benjamin Weatherington





# Call Logs



All calls



Last 7 days Jul 4-11, 2023

Total count: 20

Apr 12, 2024 9:02 AM



Lincoln Weatherington

Missed



Apr 12, 2024 9:02 AM



Bartholamew Weatherington

New voicemail



No data available



Grayson Nathaniel

No data available



## Bartholomew Weatherington

• Answered Apr 12, 2024 9:02 am

+176041234567 • bartholomew\_w@email.com

Allocated to [Heather Lozano](#)



• New voicemail 00:21



Download call



Stop bot



Report





# Call Logs



All calls



Last 7 days Jul 4-11, 2023

Total count: 20



Apr 12, 2023 9:02 AM

Lincoln Weatherington

Missed



## Bartholomew Weatherington

• Answered Apr 12, 2024 9:02 am

+176041234567 • bartholomew\_w@email.com

Allocated to [Heather Lozano](#)



[Heather Lozano](#)

Helen Herrera

Lukas Adams

Vanessa Huber

Amna Everett

• New voicemail 00:21



Download call



Stop bot



Report





## Leads



All clients

Last 7 days  Jul 4-11, 2023

Total count: 20



Apr 12, 2023 9:02 AM

● Bartholamew Weatherington

Jake Sweeney Auto Body Shop



Apr 12, 2023 9:02 AM

Theodore Washington

AutoTrader.com



No data available

Grayson Nathaniel

No data available



Apr 12, 2023 9:02 AM

● Rutherford Wellington

Cars.com



No data available

Bartholamew Weatherington

No data available



Apr 12, 2023 9:02 AM

● Henderson Montgomery

Jake Sweeney Auto Body Shop



Apr 12, 2023 9:02 AM

Bartholamew Weatherington

Jake Sweeney Auto Body Shop



Dashboard



SMS



Appointments



Calls



Leads



## January



S	M	T	W	T	F	S
31	Jan 1 Gener...	2 Gener...	3 Gener...	4 Gener...	5 Gener...	6
31	1 Gener...	2 Gener...	3 Gener...	4 Gener...	5 Gener...	6
7	8 Gener...	9 Gener...	10 Gener...	11 Gener...	12 Gener...	13
14	15 Gener...	16 Gener...	17 Gener...	18 Gener...	19 Gener...	20
21	22 Gener...	23 Gener...	24 Gener...	25 Gener...	26 Gener...	27
28	29 Gener...	30 Gener...	31 Gener...	Feb 1 Gener...	2 Gener...	3
4	5	6	7	8	9	10



Dashboard



SMS



Calls



Appointments



Leads



## January



Thu

22

General meeting  
3:00 pm - 4:00 pm

Fri

23

Leadership  
3:00 pm - 4:00 pm

Meetup with co-workers  
5:00 pm - 9:00 pm

Sat

24

Meditation  
8:00 am - 9:00 am

Focus time  
9:00 am - 5:00 pm

Jan 25-31

Sun

25

Massage appointment  
11:00 am - 12:00 pm

Acupuncture appointment  
12:00 pm - 1:00 pm

Movie night  
5:00pm - 9:00 pm

Mon

26

Motivational speaker  
9:00 am - 11:00 am

General meeting  
3:00 pm - 4:00 pm

Tues

27

Scrum  
3:00 pm - 4:00 pm



Dashboard



SMS



Calls



Appointments



Leads



# January



Thu

22

General me  
3:00 pm - 4:00 pm

Month



Fri

23

Leadership  
3:00 pm - 4:00 pm

Agenda



Meetup with co-workers  
5:00 pm - 9:00 pm

Sat

24

Meditation  
8:00 am - 9:00 am

Focus time  
9:00 am - 5:00 pm

Jan 25-31

Sun

25

Massage appointment  
11:00 am - 12:00 pm

Acupuncture appointment  
12:00 pm - 1:00 pm

Movie night  
5:00pm - 9:00 pm

Mon

26

Motivational speaker  
9:00 am - 11:00 am

General meeting  
3:00 pm - 4:00 pm

Tues

27

Scrum  
3:00 pm - 4:00 pm

