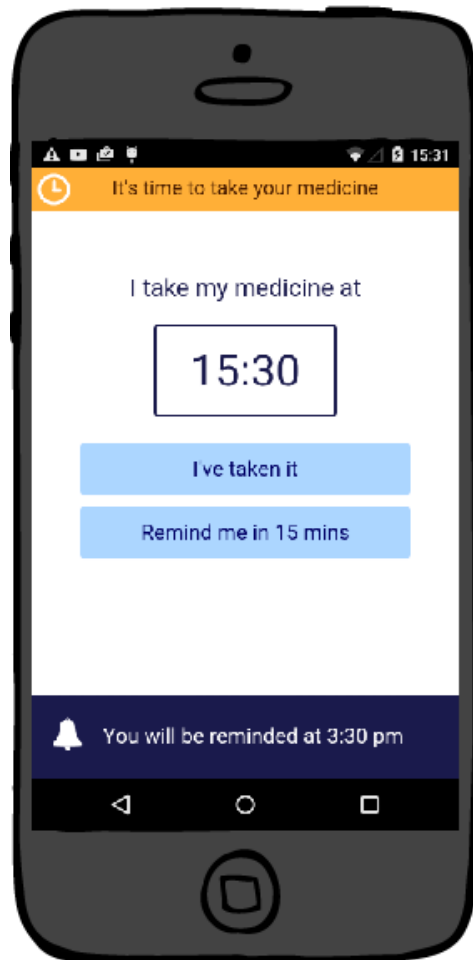


# Take Your Medicine

A mobile app that helps somebody to take a daily medication.



## How does Take Your Medicine work?

It's very simple to set up Take Your Medicine. All you need to do is:

- set the time at which you take your medicine
- turn **Reminders** on.

When it's time to take your medicine, a system notification will appear on your phone to remind you. In the app, you can then press a button to say that you've taken your medicine so if you are not sure, you can check later.

You can also request another reminder in 15 minutes, if you're in the middle of something and it's not convenient to take your medicine just now.

## Who is Take Your Medicine for?

The app is aimed at people who take a single daily medication and who are comfortable with mobile phones but may have memory issues, or just want an easy life.

To make the app visually accessible, we've used large, high contrast text and have avoided using black on white, which many people find hard to read.

## Why not use a generic reminder app?

There are lots of reminder apps available, but they can be quite complicated to use, with lots of configuration options that can easily be got wrong.

Take Your Medicine is optimised for this one task, making it super simple and clear.

# App Overview

The Home View is the main view of the app

Reminder off



Reminder on



Reminder is set to **off** by default so that no Reminder will be sent until the user has interacted with the app.

Note that the app must be open in order to set up system notifications, but once set up they will appear even if the app is not running.

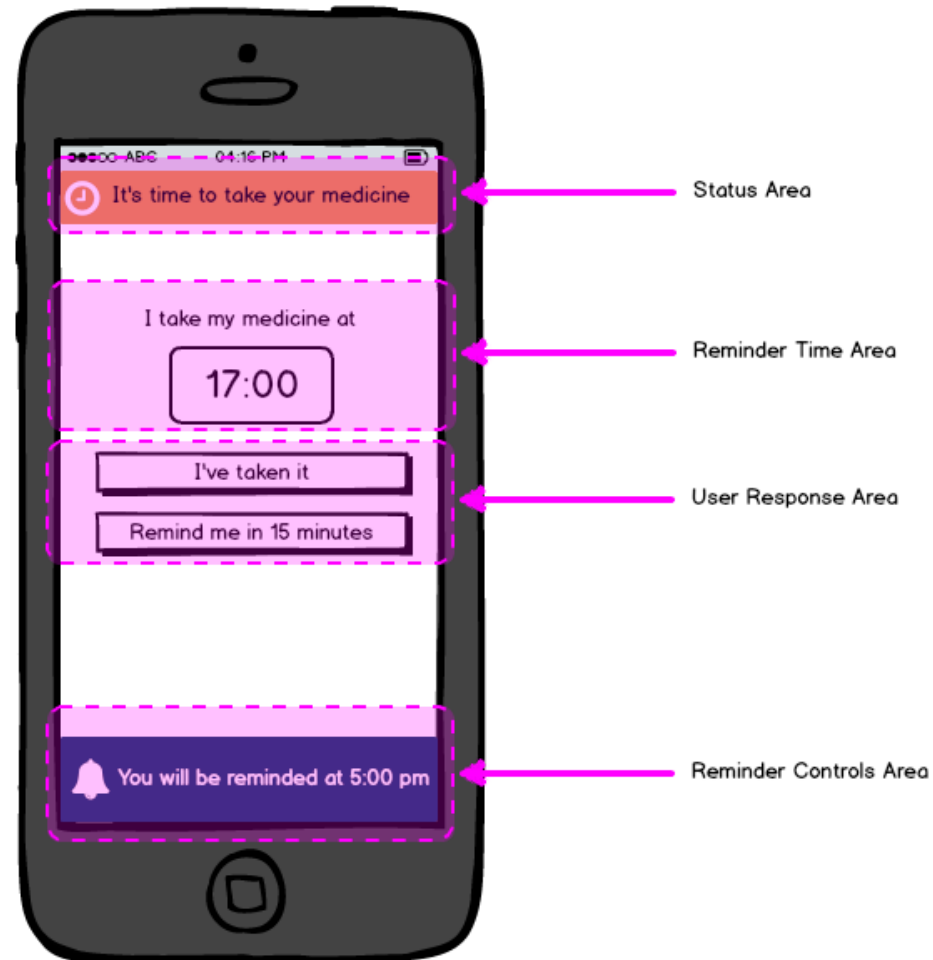
Example Home View when Reminder is on.

Tap to toggle  
Reminder



# The Home View

The Home View is the default view when the app is launched.



# Home View - Status Area

Tell the user whether they need to take their medicine now



## Reminder off

No reminder is set

Default state

## Reminder on

It's not yet time to take your medicine

Current time is before the **Reminder Time**.

It's time to take your medicine

Current time is after the **Reminder Time**., and the user **has not** tapped "I've taken it" today.

✓ You've taken your medicine today

Current time is after the **Reminder Time**., and the user **has** tapped "I've taken it" today.

# Home View - Reminder Time Area

Show and set the time at which the user should take their medicine



Tapping the Reminder Time shall switch to the Set Reminder Time View.

The default Reminder Time is 17:00.

Reminder Time is shown using 24-hour a clock for simplicity and clarity when setting Reminder Time.

# Home View - User Response Area

Allow the user to indicate that they have taken their medicine, or request a later reminder



I've taken it

The "I've taken it" button is visible if:

- **Reminder is on**, and
- **Current Time** is after the **Reminder Time**, and
- The user **has not** tapped "I've taken it" today.

If the user taps "I've taken it",

- Both buttons shall be hidden, and
- Any pending **Reminder** for today shall be cancelled, and
- the **Status Area** shall be updated to show that the user has taken their medicine today.

Remind me in 15 minutes

the "Remind me in 15 minutes" button is visible if:

- **Reminder is on**, and
- **Current Time** is after the **Reminder Time**, and
- The user **has not** tapped "I've taken it" today, and
- The user **has not** tapped this button already.

If the user taps "Remind me in 15 minutes",

- The "Remind me in 15 minutes" button shall be hidden, and
- A **Reminder** shall be set up to remind the user in 15 minutes.

# Home View - Reminder Controls Area

Enable / disable a system notification **Reminder** to take your medicine.



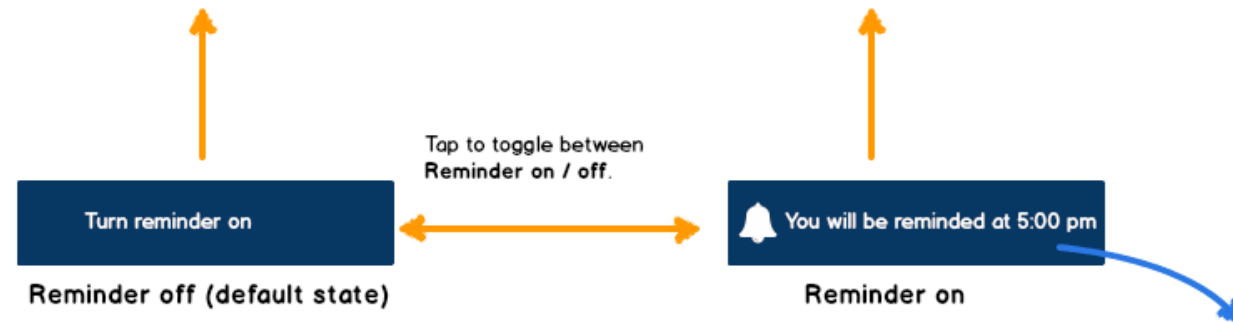
The **Status Area** shall be updated when **Reminder** is turned **on** or **off**.

Tapping the **Reminder Controls Area** when **Reminder** is **off** shall:

- set up a **Reminder** in the form of a system notification. This shall be sent daily at the **Reminder Time**.

Tapping the **Reminder Controls Area** when **Reminder** is **on** shall:

- Cancel any pending **Reminder** system notifications, and
- Delete any record of whether the user has taken their medicine today, and
- Delete any record of whether the user has requested a later **Reminder**.



**Reminder Time** is shown using a 12-hour clock to avoid ambiguity.

# Set Reminder Time View

Modify the time at which the user takes their medicine

Both spinners wrap:

- If the spinner is incremented when it is at maximum value, it shall go to 0.
- If the spinner is decremented when it is at 0, it shall go to the maximum value.

Changes to **Reminder Time** are saved immediately, so that if the user quits the app while on this screen, the new values will be applied.

Changing the **Reminder Time** shall:

- Delete any record of whether the user has taken their medicine today, and
- Delete any record of whether the user has requested a later **Reminder**.

**Hours**

Interval: 1

Maximum value: 23

Tap arrow to increment  
**Hours**

Tap arrow to decrement  
**Hours**

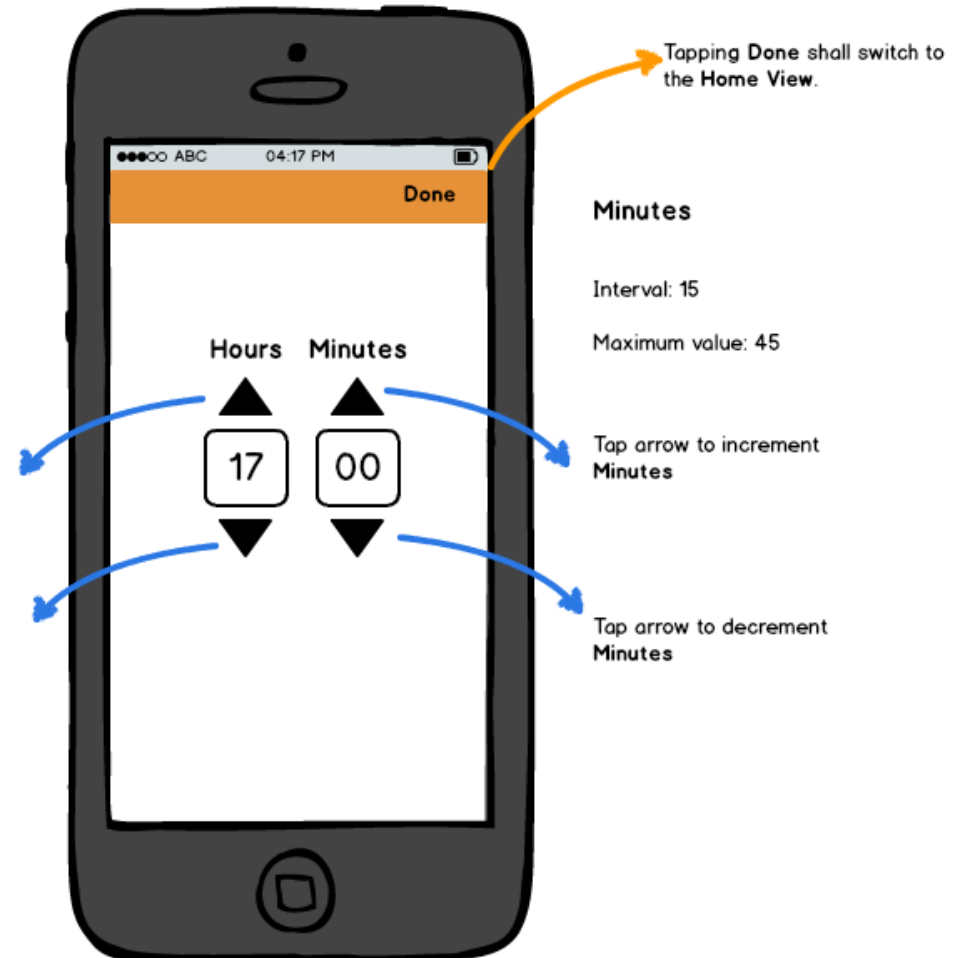
**Minutes**

Interval: 15

Maximum value: 45

Tap arrow to increment  
**Minutes**

Tap arrow to decrement  
**Minutes**





# Feedback View

Ask the user to write a review on the App Store or send feedback via email



Tapping **Done** shall switch to the **Home View**.

Tapping **"I love it"** shall change the text and buttons to request a review

What do you think about  
Take Your Medicine?

I love it!

Could be better

Great! Could you leave  
us a nice review? It  
really helps.

Leave a review

No thanks

Tapping **"Leave a review"** shall:

- Launch the **Take Your Medicine** page of the App Store, where the user can leave a review, and
- switch the app to the **Home View**.

Tapping **"No thanks"** shall switch to the **Home View**.

The **Feedback View** shall be displayed when the user taps **"I've taken it"** for the third time on different days.

It is not triggered by multiple taps on the same day, which can happen if the user turns **Reminder** off and on again or changes the **Reminder Time**.

Once it has been displayed, it will not be triggered again.

Tapping **"Could be better"** shall change the text and buttons to request a feedback email

Could you tell us how we  
can improve?

Send feedback

No thanks

Tapping **"Send feedback"** shall:

- Launch the email client, and
- switch the app to the **Home View**.

The email client shall show a draft email with:

- To: [feedback@gts-ltd.co.uk](mailto:feedback@gts-ltd.co.uk)
- Subject: **Take Your Medicine - feedback**

Tapping **"No thanks"** shall switch to the **Home View**.

# Future Directions

Possible enhancements, which could be offered in a future paid version of the app



## Confirmation email

When the user takes their medicine, send an email to a designated person to confirm that they have taken it. This person may be a health professional or caregiver.

Technical issues:

- The app must be connected to a server to send email.
- Access to a mail server. Mailgun has a free account but that only allows 300 emails per day. To use the user's own email account, their username and password would need to be entered and then saved locally.
- Otherwise a system email server must be provided.



## Confirmation photo

Prompt the user to take a photo which will be attached to the confirmation email. This would ensure they had not simply clicked the "I've taken it" button to make the app leave them alone.



## Custom reminder text

Allow the user to customise the reminder text, for example to say what medicine to take.



## Multiple reminders

Set up more than one daily reminder, for example for two different medicines at different times.