

# Me - Notifications

11-Meldingen	Functional Description	Technical Description
	<p>This screen shows all notifications between the user and the friends and from the backend to the user.</p> <p>All notifications should appear in the operating system Notification Center. Please be aware that the server could send a notification to the App based on an ID that cannot be related to a user. Google Cloud Messaging offers this functionality.</p> <p>The screen will load 20 notifications at the time. Scrolling further down will load the next 20 notifications</p> <p>The app supports the following notification types (with statuses)</p> <ol style="list-style-type: none"><li>1. Friend Requests<ol style="list-style-type: none"><li>1. unprocessed</li><li>2. accepted</li><li>3. declined</li></ol></li><li>2. Friend Response</li><li>3. Friend Disconnect</li><li>4. No-Go Alerts<ol style="list-style-type: none"><li>1. announced</li><li>2. requested</li><li>3. accepted</li><li>4. rejected</li></ol></li><li>5. Disclosure request<ol style="list-style-type: none"><li>1. Accepted</li><li>2. Rejected</li></ol></li><li>6. Disclosure response<ol style="list-style-type: none"><li>1. Accepted</li><li>2. Rejected</li></ol></li><li>7. Challenge Changed</li><li>8. Idle Alert</li><li>9. Friend Message</li><li>10. VPN status change</li><li>11. Admin message</li></ol>	<p>The notifications can be retrieved through a <code>GET</code> on the messages URL that is inside the User object. That URL is parameterized and supports pagination.</p> <p>Important: If a message contains a <code>yona:process</code> link, the app must <code>POST</code> an empty <code>Properties</code> object. This closes the chain of encrypted information exchange between the buddies.</p>



## MELDINGEN

VANDAAG



### Bericht

Willempie



### Vriendenverzoek

Dirk Jan van Ommeren



### Vriendenverzoek geaccepteerd

Gerben van den Hudding



### Review resultaat

Lange Gerrit



### Verzoek om review

Lange Gerrit



### NoGo alert

Mamaria

GISTEREN



### Vriendenverzoek

Willempie



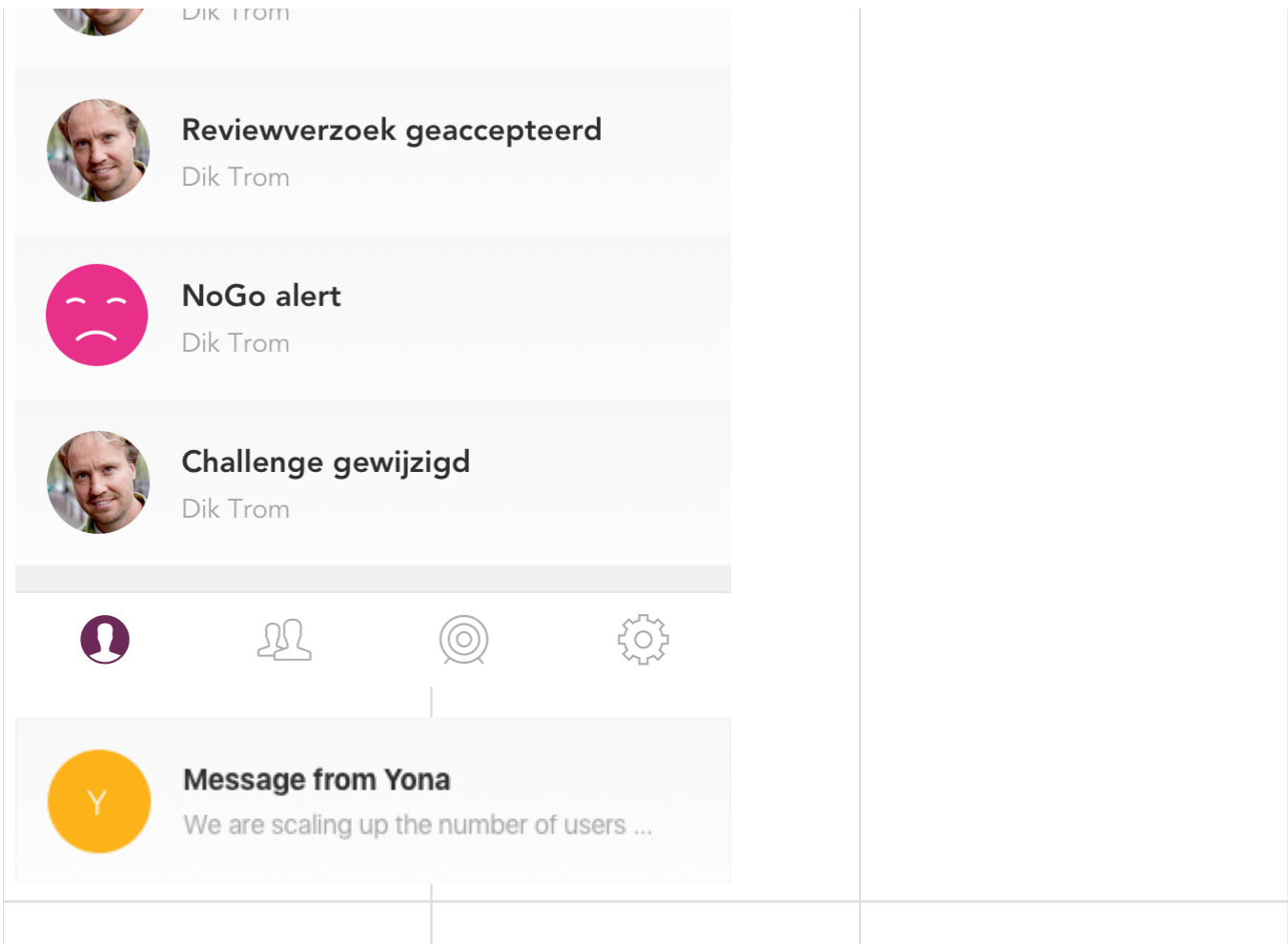
### Je bent verwijderd als vriend

Gooffy Surf






### Langer dan 48 uur offline

Dirk Jan van Ommeren






















Notification Type	Description	Actions	Visible in row
Friend (Buddy) Request  <b>Technical:</b> @type: BuddyConnectRequestMessage	This notification will be visible when a friend asks you to connect.  Message: "Vriendenverzoek" Friend-Name	<b>Status Unprocessed:</b> Tap --> go to <a href="#">Friend Accept   Decline</a> screen  <b>Technical:</b> POST the appropriate message to the <code>yona:accept</code> or <code>yona:reject</code> link in the message.  <b>Status Accepted   Declined:</b> Show Accepted or Declined icon  Swipe: Delete notification  <b>Technical:</b> DELETE the object through the <code>edit</code> link inside it. Note that delete is not allowed until the request is accepted or rejected.	2 (unprocessed)  7 (accepted)
Friend (Buddy) Response  <b>Technical:</b> @type: BuddyConnectResponseMessage	This notification will appear when your Friend accepts or declines your Friend Request  <ul style="list-style-type: none"> <li>Geweigerd               <ul style="list-style-type: none"> <li>Friend declined your invitation.</li> <li>Message: "Vriendenverzoek afgewezen" - <a href="#">Friend-Name</a></li> </ul> </li> <li>Geaccepteerd               <ul style="list-style-type: none"> <li>Friend accepted your invitation</li> </ul> </li> </ul> Message: "Vriendenverzoek geaccepteerd" - <a href="#">Friend-Name</a>	Tap --> go to <a href="#">Friend - Profile</a>  Swipe: Delete notification  <b>Technical:</b> DELETE the object through the <code>edit</code> link inside it. Note that delete is not allowed until the request is processed.	3 (Accepted)

<p>Friend (Buddy) Disconnect</p> <p><b>Technical:</b> @type: BuddyDisconnectMessage</p>	<p>This notification will appear when a Friend deletes (disconnect) you as a Friend</p> <p>Message: "Je bent verwijderd als vriend" - <u>Friend-Nickname</u></p>	<p>Swipe: Delete notification</p> <p><b>Technical :</b> DELETE the object through the <code>edit</code> link inside it. Note that delete is not allowed until the request is processed.</p>	8
<p>No-Go Alert User</p> <p><b>Technical:</b> @type: GoalConflictMessage</p>	<p>Alert in the event the user violates with a No-Go Challenge.</p> <p>Message: "NoGo Alert" - <u>User-Nickname</u></p>	<p>Tap --&gt; go to <a href="#">Activity View</a> (type 1 view) with the No-Go review (pass on the context url)</p> <p>NoGo Alert Status is Announced</p> <p>Swipe: Delete notification</p> <p><b>Technical :</b> DELETE the object through the <code>edit</code> link inside it.</p>	6
<p>No-Go Alert Friend</p> <p><b>Technical:</b> @type: GoalConflictMessage</p>	<p>Alert in the event the a friend violates with a No-Go Challenge.</p> <p>Message: "NoGo Alert" - <u>Friend-Nickname</u></p> <p>The user can</p>	<p>Tap --&gt; go to <a href="#">NoGo Activity View</a> (type 1 view) with the No-Go review (pass on the context url)</p> <p>NoGo Alert Status is Announced but the user can ask for a URL Review (Status will go to Requested)</p> <p>Swipe: Delete notification</p> <p><b>Technical :</b> DELETE the object through the <code>edit</code> link inside it.</p>	11
<p>No-Go URL review (Disclosure request)</p> <p><b>Technical:</b> @type: DisclosureRequestMessage</p>	<p>This notification will appear when a friend asks for a URL review (disclosure request)</p> <p>On NoGo Alert Status Requested: show message "Verzoek om review"</p> <p>On NoGo Alert Status Accepted or Rejected: show message "Verzoek om review" including icon for Accepted (Green) or Rejected (Red)</p>	<p><u>NoGo Alert Status is Requested</u></p> <p>Tap --&gt; go to <a href="#">Activity View</a> (type 2 view) with the No-Go review (pass on the context url) and there the user can Accept or Reject the review request.</p> <p><b>Technical :</b> POST the appropriate message to the <code>yona:accept</code> or <code>yona:reject</code> link in the message.</p> <p><u>NoGo Alert Status is Accepted or Rejected</u></p> <p>Tap --&gt; go to <a href="#">Activity View</a> (type 1 view) with the No-Go review (pass on the context url)</p> <p>Swipe: Delete notification</p> <p><b>Technical :</b> DELETE the object through the <code>edit</code> link inside it. Note that delete is not allowed until the request is accepted or rejected.</p>	5
<p>No-Go URL Review response (Disclosure response)</p> <p><b>Technical:</b> @type: DisclosureResponseMessage</p>	<p>This notification will appear when a friend accepted or rejected your URL review request (disclosure request)</p> <p><u>On NoGo Alert Status Accepted:</u></p> <p>Message "Reviewverzoek geaccepteerd"</p> <p><u>On NoGo Status Rejected</u></p> <p>Message "Reviewverzoek geweigerd"</p>	<p><u>On NoGo Alert Status Accepted only:</u></p> <p>Tap --&gt; go to <a href="#">NoGo Activity View</a> with the No-Go review (pass on the context url) where User (in role of Friend) can review (type 2 view).</p> <p>Swipe: Delete notification</p> <p><b>Technical :</b> DELETE the object through the <code>edit</code> link inside it.</p>	10
<p>ReviewOutcome</p> <p><b>Technical:</b> Currently not implemented</p>	<p>This notification will appear when your friend reviewed the URL Review (disclosure request) that has been accepted by you.</p> <p>Message: "Review resultaat"</p> <p>Friend-Nick-Name</p>	<p>Show review result by Icon (red /green)</p> <p>Tap --&gt; go to <a href="#">Activity View</a> (type 3 view) with the No-Go review (pass on the context url)</p> <p><b>Technical:</b> This is currently not implemented on the server. It is unclear whether/how this would differ from a regular buddy message.</p>	4

<p>Idle Alert</p> <p><b>Technical:</b> Currently not implemented</p>	<p>Alert in the event a friend has been idle for 48 hours.  Message: "Al 48 uur offline..." - <a href="#">Friend-Alias</a></p>	<p>Tap: go to <a href="#">Friend - Profile</a> screen</p> <p>Swipe: Delete notification</p> <p><b>Technical:</b> This is currently not implemented on the server.</p>	<p>9</p>
<p>Friend Message</p> <p><b>Technical:</b> @type: ActivityCommentMessage</p>	<p>This notification will be visible when a friend posts a comment on an event in the app related to the user</p>	<p>Tap --&gt; go to <a href="#">Activity View</a> with message from friend based on Context URL</p> <p>Swipe: Delete notification</p> <p><b>Technical :</b> DELETE the object through the <code>edit</code> link inside it.</p>	<p>1</p>
<p>Challenge Changed</p> <p><b>Technical:</b> @type: GoalChangeMessage</p>	<p>This notification will be visible when a friend modified his challenges</p>	<p>Tap --&gt; go to <a href="#">Friend Day View (todo)</a></p> <p>Swipe: Delete notification</p> <p><b>Technical:</b> DELETE the object through the <code>edit</code> link inside it.</p>	<p>12</p>
<p>Friend personal data change</p> <p><b>Technical:</b> @type: BuddyInfoChangeMessage</p>	<p>This notification will appear when a Friend changes the nickname or other personal information (e.g. first name).</p>	<p>Tap: go to <a href="#">Friend - Profile</a> screen</p> <p>Swipe: Delete notification</p>	<p> TBD</p>
<p>VPN status change</p> <p><b>Technical:</b> @type: VpnStatusChangeMessage</p>	<p>This notification comes when a friend switches their VPN on or off or when they uninstall or install the VPN profile</p>	<p> TBD</p> <p><b>Technical:</b> DELETE the object through the <code>edit</code> link inside it.</p>	<p> TBD</p>
<p>System message</p> <p><b>Technical:</b> @type: SystemMessage</p>	<p>This notification is sent by the administrators of the Yona server, either to a subset of the users or to all of them.</p>	<p>Tap --&gt; Show message text:</p> <div data-bbox="808 940 1248 1734" data-label="Image"> </div> <p>Swipe: Delete notification</p> <p><b>Technical :</b> DELETE the object through the <code>edit</code> link inside it.</p>	<p>13</p>

## Mapping of messages and statuses

Message type	"Status" field	Status	UI title	visualization
ActivityCommentMessage	n/a	n/a	Bericht	 <b>Bericht</b> Willempie
BuddyConnectRequestMessage	status	REQUESTED	Vriendenverzoek	
		ACCEPTED	Vriendenverzoek	
		REJECTED	Vriendenverzoek	
BuddyConnectResponseMessage	status	ACCEPTED	Vriendenverzoek geaccepteerd	
		REJECTED	Vriendenverzoek geweigerd	
BuddyDisconnectMessage	reason	USER_ACCOUNT_DELETED		
		USER_REMOVED_BUDDY	Je bent verwijderd als vriend	 <b>Je bent verwijderd als vriend</b> Gooffy Surf
BuddyInfoChangeMessage	n/a	n/a	 TBD	 TBD
DisclosureRequestMessage	status	DISCLOSURE_REQUESTED		 <b>Verzoek om review</b> Lange Gerrit 
		DISCLOSURE_ACCEPTED		
		DISCLOSURE_REJECTED		
DisclosureResponseMessage	status	DISCLOSURE_ACCEPTED	Reviewverzoek geaccepteerd	 <b>Reviewverzoek geaccepteerd</b> Dik Trom
		DISCLOSURE_REJECTED		
GoalChangeMessage	change	GOAL_ADDED		

		GOAL_CHANGED		 <b>Challenge gewijzigd</b> Dik Trom
		GOAL_DELETED		
GoalConflictMessage	status	DISCLOSURE_REQUESTED		
		DISCLOSURE_NOT_REQUESTED	NoGo alert	 <b>NoGo alert</b> Dik Trom
		DISCLOSURE_ACCEPTED		
		DISCLOSURE_REJECTED		 <b>Review resultaat</b> Lange Gerrit 
 Not implemented on server			Review resultaat	 <b>Review resultaat</b> Lange Gerrit 
 Not implemented on server			Langer dan {0} uur offline	 <b>Langer dan 48 uur offline</b> Dik Trom
VpnStatusChangeMessage	status	DISCONNECTED	VPN tijdelijk uitgezet	 TBD
		CONNECTED	VPN weer aangezet	 TBD
		REMOVED	VPN verwijderd	 TBD
		INSTALLED	VPN weer geïnstalleerd	 TBD
SystemMessage	n/a	n/a	Bericht van Yona	 <b>Message from Yona</b> We are scaling up the number of users ...