~ HabiNet ~ Social Media for Productivity

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1. Introduction

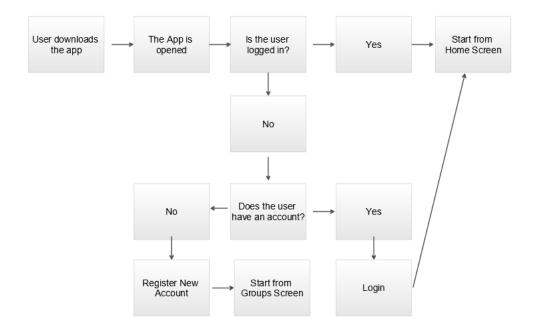
As the idea of this app is to minimize time wastage and promote correct time utilization, so the app design is proposed in a way that is simple and easy to get for someone who is not familiar with the idea already.

A few trends that were followed throughout the design include the implementation of 'Back' buttons which aid the user in circulating through the app with ease and the existence of 'Screen Titles' on every screen the user is on also provides the user the proper feedback about where the user is the at the moment. Another trend that was taken into consideration is the utilization of 'Green Colored' buttons for actions that would promote positive actions (such as addition of members or adding tasks) while on the other hand, 'Red Colored' buttons were used at places where a negative action was to be made (such as removing a member from a group or leaving a group).

A note to be made about this report is that the description of the screens is followed by an image of the screen itself providing a visual concept of what is being discussed. The main headings correspond to the menu options that are available in the app and are ordered the same way with the detailed explanation of all the sub-items. The app design was created using a design app called "Just in mind" (idealized from [4]).

2. New User

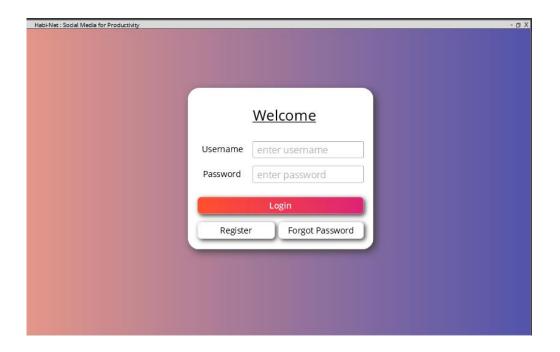
2.1 Site Map



2.2 Login

When the app is first downloaded, the user will be prompted to enter his/her details to login the app. If the user does not have an account, then he may choose to register one.

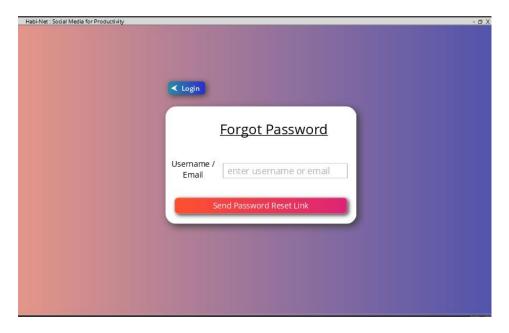
• The user also has the option to change his password if forgotten by pressing the buttons as shown.



2.3 Forgot Password

This screen will be shown if the user clicks 'Forgot Password' in the Login Screen. The function of this screen is as the name states, used to reset a forgotten password.

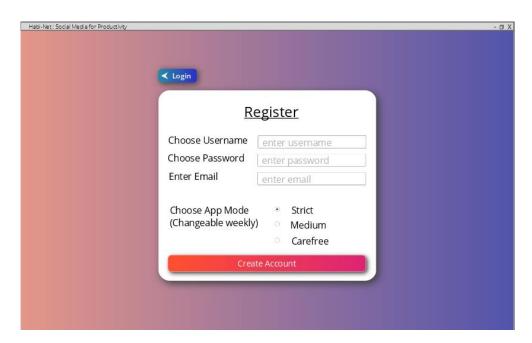
- The user enters his email or username to identify him and presses the 'Send Link' button, which sends an email with the password reset link to the entered email given that this email exists.
- The back arrow will take the user back to the Login screen.



2.4 Register

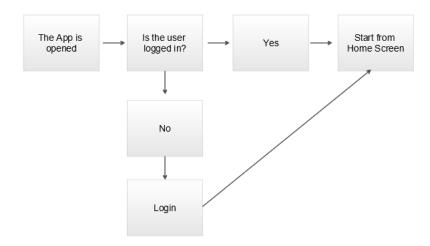
This screen provides the user the ability to register a new account. The user enters his credentials and chooses a mode for the app to start with which is changeable weekly, after which he is taken to the 'Groups Screen' where further actions are carried out.

• The back arrow will take the user back to the Login screen.



3. Returning User

3.1 Site Map



The login and the forgotten password procedure would be the same as discussed in **Section 2.2** & **2.3** respectively.

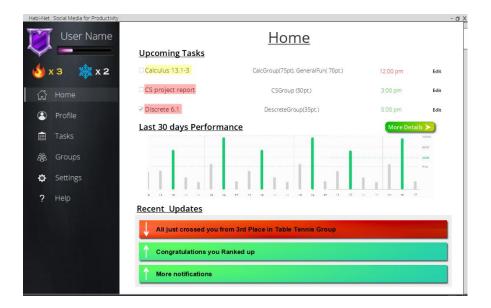
4. Home

The home screen will display the upcoming tasks, the user's last 30 days trend(idealized from [5][6]), and recent updates list.

- Upcoming Tasks:
 - Lists the upcoming tasks for today in a checklist format. The user can see each task's title, related groups for each task, and the planned starting time for each task.
 - The user is given an edit button for each task if the user is not in strict mode. User can click on the button to change the task's start time or title.
 - User can click on the checkbox next to each task if the user has completed that task. Once the user checks a task it is marked as completed (idealized from [5]). If the checked task belongs to a group where the user is the top scorer, then user is prompted to upload an image as proof. User can either agree to upload the image or skip and upload a description instead. If user agrees he is taken to Upload Image Screen (Section 4.1).
- Last 30 days Performance:
 - User is shown a bar graph with the XP earned on the y-axis and the dates on the x-axis (idealized from [2]).
 - User can click on the "More Details" button to go to tasks overview page (Section 4.2).

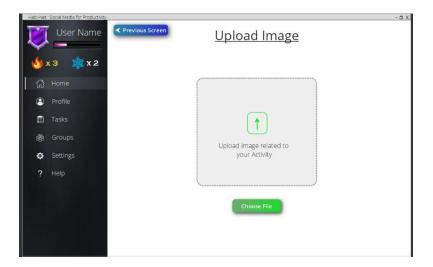
• Recent Updates:

• All notifications related to level-ups, leaderboard rankings, the achievement unlocks, and motivational quotes will be displayed here.



4.1 Upload Image

This option will be shown at task completion if the task being completed is in a category where the user is a top-scorer in a group from that category. Users can click on the choose file button to navigate the file directory and upload any .jpeg or .png file. This image will be uploaded to the group page with the option to be upvoted or downvoted by the group members.



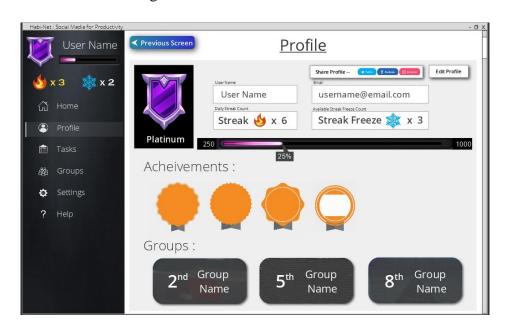
4.2 Task's Overview

This page allows user to see their past habits and activity trends graphically. The user has to select the type of activities, time range, and graph type to see the graphical trends. Users can select one, multiple, or all activities from the activity's menu and either score or time-wise graphical display from the graph type menu. All these selections are made using drop down menus to remove any waste of user's time while typing.



5. Profile

- Displays user's name, email, current level, XP bar, achievements, streak freeze count (idealized from [1]), current streak and joined groups list.
 - The XP bar shows user's current XP, the XP required to level up and percentage of XP covered so far.
 - User's achievements are displayed as badges under the "Achievement" heading (idealized from [2]).
 - User's groups name and user's ranking in each group is listed under the "Groups" heading (idealized from [2]).
- Share Profile button can be clicked by the user to share an attractive profile post from any of user's social media platform. Once user clicks the social media button, he will be taken to the respective social media website.
- Edit Profile button will be clicked when the user wants to edit his/her username or email. Once the button is clicked the displayed username and email will converted to editable text fields and user can make changes and save them.



6. Tasks

Contains the screens that provide the view of upcoming tasks, completed tasks, etc. The option to add tasks is implemented here. User can find information about the group points and experience points that he will gain by completing the upcoming tasks.

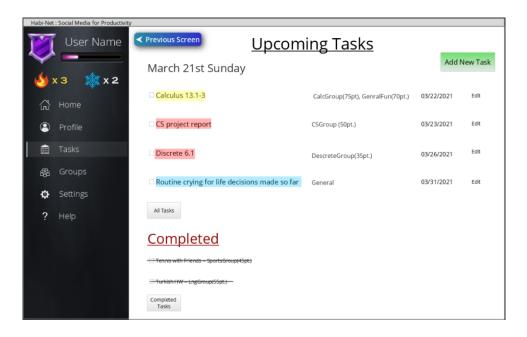
• Add task button is available on the top right of the screen which will take the user to the add task screen, where the user will be able to create and add a task to the to-do list.

Upcoming Tasks

- Containing the next upcoming 4-5 tasks highlighted based on their priority (idealized from [6]), that is the colour red for high priority, yellow for regular, and blue for low priority. A button is implemented to show all the upcoming tasks of the user. In the front of the upcoming tasks the groups that accept that category of the task is shown and the point the user will gain on each of these groups if they finish this task, and the experience point user will gain by finishing that task. The due date of the task also has been implemented; with the help of the "Today's Date" view on the top left of the screen, users can compute the remaining days till the due dates of their task. An edit button has been implemented to change the title, due date, or category of the task.
- Today's date is implemented on the top left of the screen.
- A show all tasks button has been implemented to show the list of all upcoming tasks of the user.
- All upcoming tasks have an edit button implemented, so the user can change the tasks' title, due date, priority, and etc.

Completed Tasks

- Contains last 2-3 finished tasks with a crossed line on the tasks and a button to show all the complete tasks of the user, the point user earned of that task on different groups, and the experience point the user earned from finishing that task.
- A show all tasks has been implemented to show the list of all completed tasks of the user.



6.1 Calendar for choosing the date

First screen that will show up for the user after user clicks on the add task button and will allow the user to choose a start date and due date for the task they want to add.

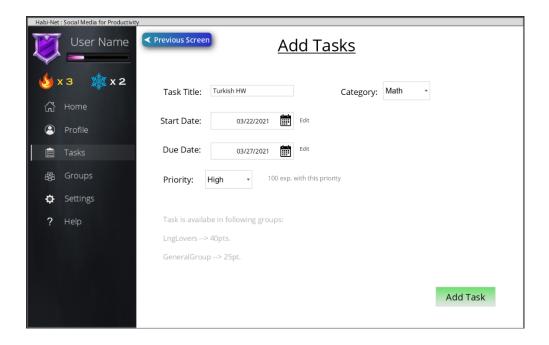
- Information provided in the calendar
 - There is information in the calendar that will help the user to choose a suitable date for the task. The first information is the holidays and important days on the calendar such as Daylight-saving day, St. Patrick Day, etc. Another feature is a summary of some of the tasks in the upcoming days. As the boxes of each day are limited in size, the number of the tasks that have a due date on a specific day is shown on the top right of that day's box.
- Navigation arrows has been implemented for changing the month that is showing on the screen. The fact that the user is not going to add a task for the next year is the reason only a quick month changing option was implemented.

Habi-Net∶Social Med ≺ Tasks	a for Productivity Choose a date for the specified task:							
	MARCH 2021							
	SUN	MON	TUE	WED	THU	FRI	SAT	
		1	2	3	4	5	6	
	7	8	9	10	11	12	13	
	14 Daylight Savings	15	16	17 St. Patrick's Day	18	19	20 Spring Begins	
	21	22 1 Calculus 13.1-3	23 1 CS Project Report	24	25	26 1 Descrete 6.1	27	
	28	29	30	31 1 Routine Crying for life decisions made so far				
		1	February		April	1		

6.2 Add Task

The screen which will follow after the calendar page and will consist of a form for user to fill and add the task.

- Task title will be the title that user gives to the upcoming task.
- Category of the task which user chooses will determine the groups the user can gain points from by completing this task.
 - The list of the groups that support the specified category will appear at the bottom of the screen, informing the user about the points they would get if they complete the task.
- The start date and due date are shown based on the user's choice on the calendar screen
 - An edit button has been implemented which gives the ability for user to modify the dates
- One of the information that is shown to the user is the amount of experience point they will gain based on the priority they choose, higher the priority, higher the experience point.
- Add task button has been implemented on the bottom right of the screen which would add the task to the list and take the user back to the task screen.



7. Groups

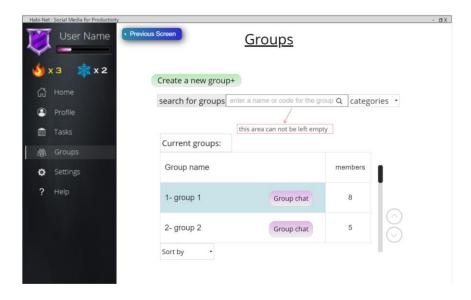
This section of the application will manage most of the user's group related activities and allows them to interact with the components of each group.

after clicking on the groups text in the left-hand side menu, the user will be taken to the groups screen and the "Groups" item on the side menu will be highlighted indicating that the user is currently browsing through this section of the app.

- The Create a new group button will open the create a new group screen
- Group search:
 - In the search bar, any keyword or group code can be written and then be searched by entering the enter key which opens up the group search screen (idealized from [2]).
 - The results can be narrowed down by choosing a category. Only the categories that the user have had activities in will be displayed for selection in the dropdown menu.
 - If no category and no text is entered for searching, an error massage will pop up and no search will be attempted.

• Group list:

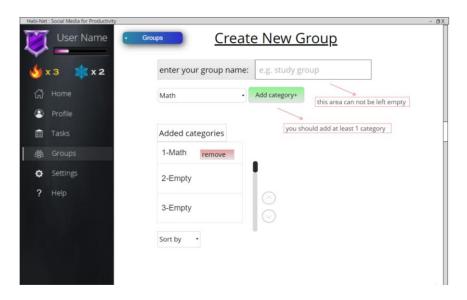
- The groups that the user is a member in are listed
- The list can be scrolled through with either the buttons next to it or the mouse itself.
- The groups are sorted by member count by default but this can be changed by the 'sort by' dropdown menu in the bottom of the list box.
- Double clicking on the group name will take the user to the group's profile screen.
- A button to directly access each group's chat is displayed next to the name of the group.



7.1 Create a new group

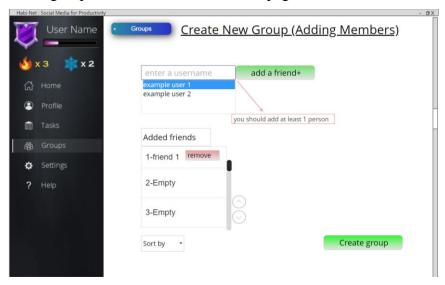
The main function of this page is to initialize a group and its' certain starting components such as starting members and its' categories.

- The group name can be entered in a text field
- Adding a category:
 - The categories that the user have previously partaken in will be listed and after choosing, they can be added to the category list of the group with the add category button.
 - The added categories can be removed from the list and can be scrolled through.



- Adding a member:
 - To reach this section the user must scroll down from the first section of making a new group.
 - To initilize a group there should at least be one other member and if there's not an error massage will be shown.

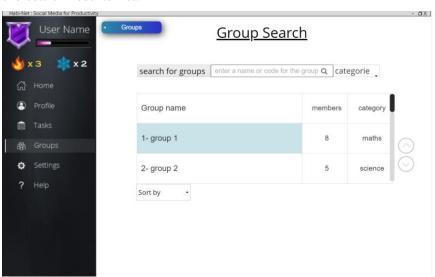
- Any user of the app can be searched by their unique username and after entering a few letters, the corresponding users will be listed and can be chosen from.
- The found members can be added to or removed from the members list.
- After fullfilling the basic requirements of the group, the group can be intialized by the create group button in the bottom of the page.



7.2 Group Search

The user will be brought to this screen if he wills to search for a new group. This is the result of typing the group name in the 'Groups General Screen' from which the user will be taken to the search screen after he presses enter or the 'search button'.

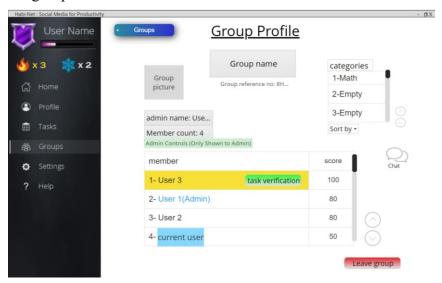
- The user has the ability to search for groups with a specific category by clicking on the drop-down menu right next to the search bar, and then clicking again the option he desires for the search category.
- A list will be displayed with relevant results after the user has pressed enter specifying the group name, member count and the group category.
- The user also has the option to sort the results in ascending, descending or in alphabetical order if he desires to do so by clicking on the 'Sort By' button at the bottom left of the search results list.



7.3 Group profile

The group profile can be accessed by either a non-member browsing through the available groups or by a current member in their groups screen. This profile displays the main characteristics of the group.

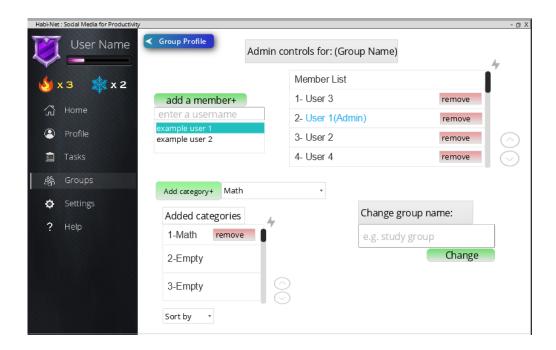
- The group name, group picture, group code, group categories and the admin's name are displayed on the top of the screen.
- An admin exclusive button is shown to the admin which leads them to the Group admin page.
- The chat icon on the right directs the user to the group's chatroom.
- Leaderboard:
 - The members of the group are sorted by their scores.
 - The top scorer of the week is highlighted with a golden color as an incentive.
 - A button for task verification is shown next the top scorer that can be used by other members to access the task verification page.
 - The admin's name has a different color in the list so that they are always visible in the list.
 - The current user's name that is browsing through the list is highlighted to indicate their position in the leaderboard.
 - The list can be scrolled through similar to the other scrollable components in the application.
 - The chat icon, the task verification button and the leave group button are not displayed for outsiders, who may be on that page to explore.
- Leave group button will terminate the user from the group after making sure that leaving the group is the user's intention.



7.4 Admin Controls

This screen provides the user who is the admin of a group or the founder, to have a certain number of responsibilities regarding the group he/she has made.

- The screen has a heading at the top which tells the user the information about which group these controls are for, where this screen is accessible from the Group Profile Screen.
- The admin has the option to add new members (idealized from [2]) by searching their username after typing and pressing the button above, which will sort out the list of users with the relevant username under the text box in a small area ordered in terms of relevance. The admin can then click on the user and he/she will be sent an invite.
- The admin also has the option to moderate misbehaving members by removing them from the group if desired (idealized from [2]) by scrolling to their name in the members list and pressing the remove button next to their names.
- Another option the admin has is the ability to change the group Category, where he can
 achieve this by searching for the category from a given list of categories and pressing
 on one of them to add, or the admin can also remove a category by scrolling to the
 category that the admin wishes to be removed or sorting them from the given quantifiers
 in the 'Added Categories List' and pressing remove next to the category name.

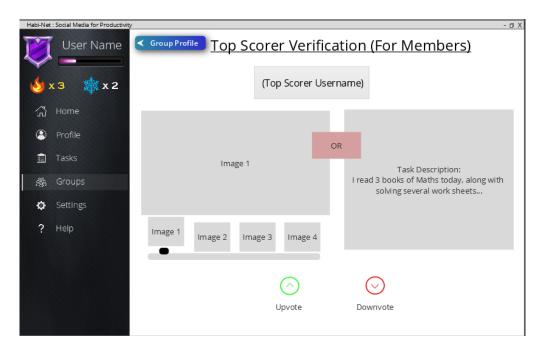


7.5 Top Scorer Task Verification

This screen is for the members of a group to moderate the top scoring member. It is accessible from the Group Profile Screen, where a button will be shown beside the top-scorers username in the leaderboards whenever he completes a task and the score for the task will not be given until at least ³/₄ of the members have voted for the task.

• In this screen, depending on which verification criteria the top-scorer has chosen when completing the task in his screen, the members will see images of the task uploaded by the top-scorer OR a description of the task if the top-scorer was not able to upload the images (idealized from [2]).

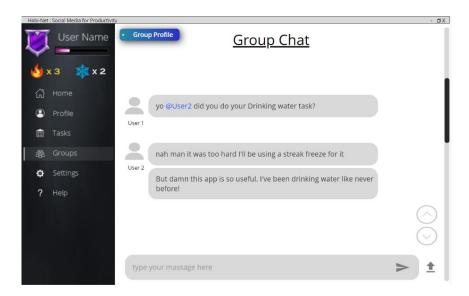
- The members can then up vote or down vote (idealized from [3]) the task by pressing either of the buttons at the end of the screen, after clicking which they will be taken back to the group profile screen
- The 'Task verification' button near the top-scorer will grey out for the users who have voted showing that they have no verifications pending regarding the top scorer.



7.6 Group chat

The members of the group can interact with each other in the chatroom. The usage of this page can vary from simple motivational conversions to verifying the eligibility of the top scorer's task. The members of the group can also help each other remember quotas and tasks as this page has the ability to send personalized notifications.

- Sending massages:
 - The current user can type their massages in the text field in the bottom of the page and hit enter or the send icon to send their massage.
 - Their massage will be displayed next to their picture and name.
 - The picture and name will not be displayed in each consecutive massage.
 - If a user attempts to send multiple consecutive massages that exceed 4 lines, their picture and name will appear again next to their last massage in order to prevent confusion.
- They can also upload pictures with the upload icon that will open a FileOpen dialogue.
- Tagging other members:
 - A member can tag another member by adding "@" behind their name.
 - This will directly send a notification containing a message to the tagged user.
 - If a user is tagged more than 2 times during an hour, the notifications will not be sent in order to prevent distraction.
 - The tagged user will be taken to the message that they have been tagged in after opening the chat if no notification has been sent for them.

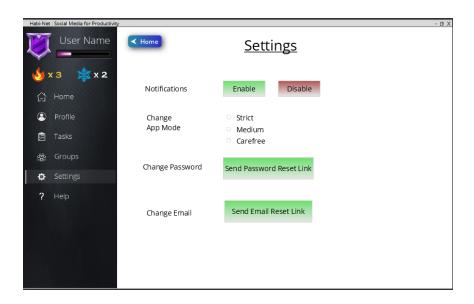


8. Settings

This screen will provide the user the ability to change options that directly affect him and hence he has the choice to modify them.

Such options include notifications, changing of modes (weekly), changing the password and changing the email.

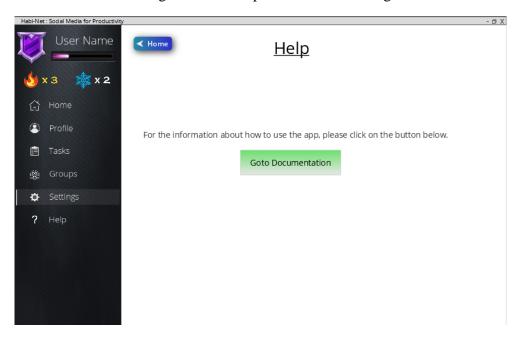
- The user can click on either of the disable or enable notifications button and depending on the status of notifications, either of the button will go grey giving user feedback about what he has pressed.
- Similarly, the app modes are click able using the given radio buttons which can be changed after a week of last changing them.
- The password can be changed too whenever the user wishes by pressing the button next to it, which sends an email with the password reset link.
- The email change button does the same job as after pressing the button next to it, an
 email with the email reset link is sent to the registered email address which changes the
 registered email address.
- The user is also given the option to move to the previous screen by pressing the 'Back' arrow.



9. Help

This screen provides the user with a app documentation link which will be accessible through the web.

- The user can click on this button to access the link which will be opened in a browser. A menu highlight on the left will also aid the user in telling him where he is.
- The user can also go back to the previous screen using the back arrow.



10. Conclusion

We hope that this UI report explains each part of our design in detail as there are to be some lacking in a few parts due to the fact that the idea of the app is more user-dependent. Which means that the user's decisions drive the app and unfortunately not all of the user's decisions can be taken into consideration as the human mind is a complex object to understand.

Nevertheless, the app has been designed to be as streamlined as possible covering almost all of the logical perspectives related to user behaviour and feedback.

11. References

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