

# Brian Leip - Portfolio Project - React Native

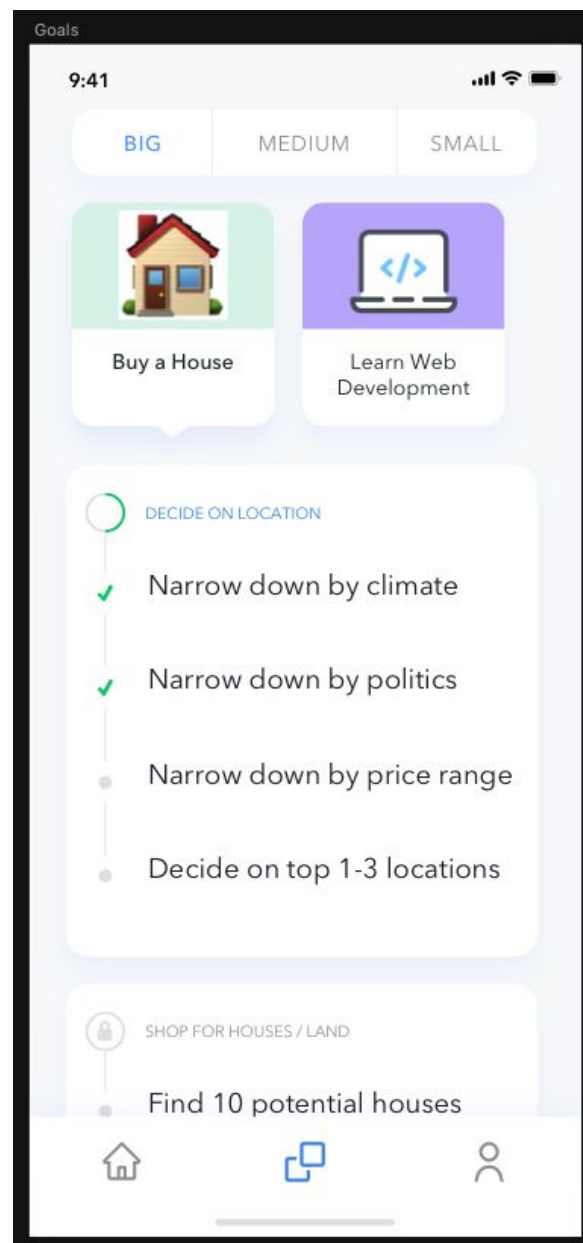
## Goals Tracker - UX

### 1. Intro

- For this project, I'll be creating a goal tracking mobile app with React Native.
- The UX design will be created in Sketch

### 2. User Interface Design and Prototype

- UX design for the primary Goals page is below



### 3. Navigation Structure

- Starts up to either the Login/Register screen (first time) or the Goals home page
- Login → Register → Goals
- Goals
  - 3 Tabs of goal types:
    - Big
    - Medium
    - Small
  - Can add and remove goals
- Add goal
  - Title
  - Icon/image
  - Brief description
  - Impact (big, medium, small)
  - Category (General, Music, Education, etc)
  - Target date
- Check off completed goals / subgoals
- Delete goals / subgoals
  - Popup alert to make sure this was intended

### 4. References

- Sketch design - <https://www.sketch.com/>
- React Native - <https://reactnative.dev/docs/getting-started>
- React Native Elements - <https://reactnativeelements.com/docs>
- SMART Goals (sample info page) - <https://www.mindtools.com/pages/article/smart-goals.htm>
- Similar or related apps:
  - Goal Wizard - <https://goalswizard.com/>
  - Goals on track - <https://www.goalsontrack.com/>
  - Life Tick - <https://lifetick.com/>