

# Workshop 1

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## Documentation: Habit Tracker

### Requirements:

- Functional requirements
  - 1) Habit Tracking: The main purpose of the application is to offer the user an easy way to keep tabs on all their habits, both good and bad. This is done by displaying those habits on the main screen, and checking them in case of being completed.
  - 2) Habit Add in: To display habits, the user must first add them via a special menu, in which they can give a name to the habit, and decide wherever the habit will be done daily, weekly or monthly. It also allows the user to set a difficulty to the habit; this is tied to the fact that it will be displayed as a video game.
  - 3) User Profile: To register how many habits and tasks a user has, as well as their level and current streak, the user has access to a profile which displays all this information along with their name and a profile picture.
  - 4) Log in: Due to the existence of the profile, users must log in to the application.
  - 5) Task Tracking: Similar to habit tracking, the user can check their to do's and see if they've been already completed or not.
  - 6) Task Add in: Just as habits add in, the user can use a menu to add a task they wish to complete. It's quite similar, but instead of periodical repetition, the user sets a deadline for the task to be completed.
  - 7) Incentives: In order to incentivize completing habits and tasks, while keeping bad habits away, the user will be awarded "experience" and will be able to "level up" based on how many experience points they have garnered, similar to how many videogames work, it will also grant in game items and cosmetics.

- 8) Defaulting: In order to get the user used to how the app works, a list of habits will be created by default, these will be: “Drinking water. Cleaning. Study. Do homework”. The user can modify or delete this habits to account for their own necessities.
- Non-functional requirements:
    - 1) User capacity: The app is expected to be used by a great number of users simultaneously, so accounting for at least a thousand people is required.
    - 2) Security considerations: All of the data provided by the user will be kept private, as the names of habits and tasks may contain personal information that must not be made public.

### User Histories:

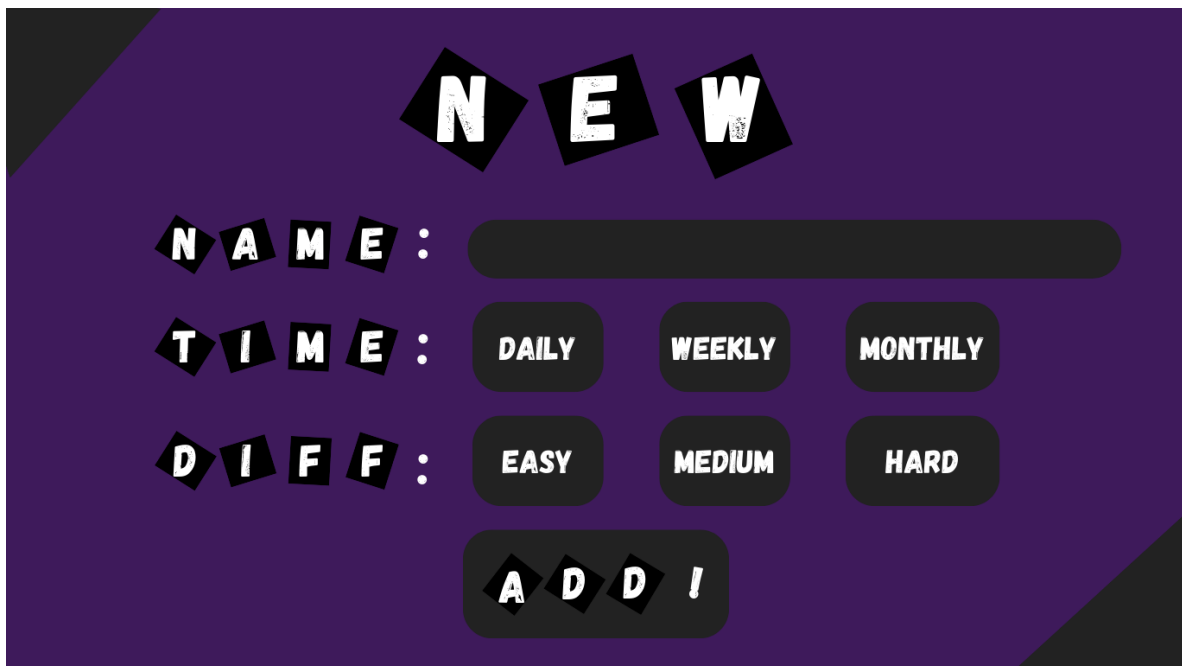
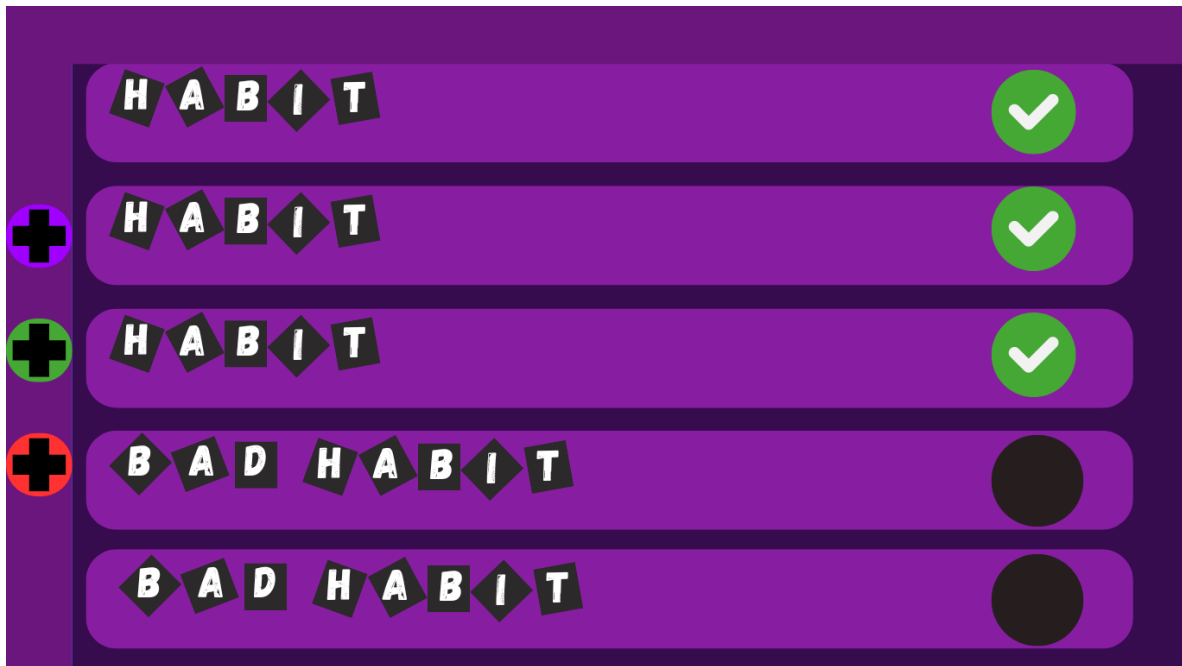
I, as a user, want an application that works like a video game, designed to monitor my habits in a fun and interactive way, rewarding me with points or in-game items when I achieve a goal set by myself or by the application.

I want to be able to set my own habits and some goals, and the progress tracking should work with daily and weekly objectives, requiring me to perform or practice an activity for a pre-established number of hours.

The application would make it easier to develop and maintain habits since it is presented as a video game. These habits could benefit my life and health, such as drinking more water.

I want the application to have a main screen displaying the habit and the number of days I have been maintaining it, another module to add habits and set goals, a section for daily and weekly goals along with the total points accumulated, a shop where I can redeem points for rewards, a settings section for account customization, and a profile section.

Mockups:



# TASK

NAME :

D.LINE :

DD/MM/YYYY

DIFF :

EASY

MEDIUM

HARD

ADD!

# CHANGE

NAME :

HABIT NAME\*

TIME :

DAILY

WEEKLY

MONTHLY

DIFF :

EASY

MEDIUM

HARD

ADD!

# CHANGE

NAME :

TASK NAME\*

D.LINE :

DD/MM/YYYY

DIFF :

EASY

MEDIUM

HARD

MOD!

# PROFILE



NAME

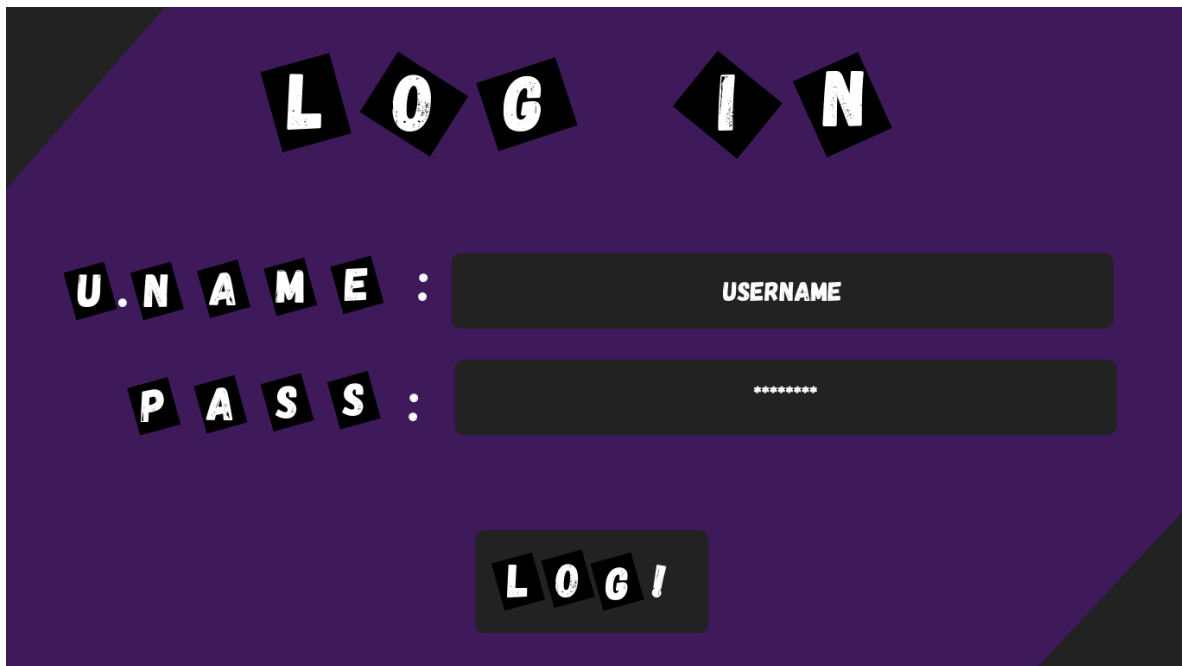
LEVEL : 00

N° HABITS : 00

N° BAD HABITS : 00

N° TASKS : 00

STREAK : 000



First, we have the main menu, where the user can see their habits and check them, the buttons on the left add: a new good habit, a new task and a new habit, respectively.

The second and third one display the menu for adding a new habit and a new task, respectively.

The fourth and fifth one allows the modification of a given habit or task, respectively.

The sixth one shows the user profile.

The seventh and last one shows the log in screen, that allows the user to use the app.

## CRC Cards

1)

Purple plus “+”
Responsibilities: <ul style="list-style-type: none"><li>• This button send you to another module in wich you can add a new habit.</li></ul>
Collaborators: <ul style="list-style-type: none"><li>• Screen of good habits</li><li>• Main screen</li><li>• User</li></ul>

2)

Green plus “+”
Responsibilities: <ul style="list-style-type: none"><li>• This button send you to another module in which you can add a new habit.</li></ul>
Collaborators: <ul style="list-style-type: none"><li>• Screen of bad habits</li><li>• Main screen</li><li>• User</li></ul>

3)

Red plus “+”
Responsibilities: <ul style="list-style-type: none"><li>• This button send you to another module in which you can add a task .</li></ul>

Collaborators:

- Screen of tasks.
- Main screen
- User

4)

## New habit screen

Responsibilities:

- On this screen you can add the name of the habit.
- On this screen you can choose the time of the habit (daily , weekly or monthly).
- On this screen you can choose the time of the habit (easy , medium or hard).
- On this screen you can add the habit whit the preferences.

Collaborators:

- Main screen.
- User .
- Difficulty buttons.
- Time buttons.
- Name space.
- Add button

5)

## New task screen

Responsibilities:

- On this screen you can add the name of the task.
- On this screen you can choose the date of the deadline.



- On this screen you can choose the time of the habit (easy , medium or hard).
- On this screen you can add the habit whit the preferences.

Collaborators:

- Main screen.
- User .
- Difficulty buttons.
- Time space.
- Name space.
- Add button.

6)

## Change habit screen

Responsibilities:

- On this screen you can change the name of the habit.
- On this screen you can change the time of the habit (daily , weekly or monthly).
- On this screen you can change the time of the habit (easy , medium or hard).
- On this screen you can add the habit already changed whit the preferences.

Collaborators:

- Main screen.
- User .
- Difficulty buttons.
- Time buttons.
- Name space.
- Mod button

7)

Change task screen
<p>Responsibilities:</p> <ul style="list-style-type: none"><li>• On this screen you can change the name of the task.</li><li>• On this screen you can change the date of the deadline.</li><li>• On this screen you can change the time of the habit (easy , medium or hard).</li><li>• On this screen you can add the habit already changed whit the preferences.</li></ul>
<p>Collaborators:</p> <ul style="list-style-type: none"><li>• Main screen.</li><li>• User .</li><li>• Difficulty buttons.</li><li>• Time buttons.</li><li>• Name space.</li><li>• Mod button</li></ul>

8)

Profile screen
<p>Responsibilities:</p> <ul style="list-style-type: none"><li>• On this screen you can see your name</li><li>• On this screen you can see your number of good habits</li><li>• On this screen you can see your number of bad habits</li><li>• On this screen you can see your number of tasks</li><li>• On this screen you can see your level</li></ul>

<ul style="list-style-type: none"> <li>• On this screen you can see your streak.</li> </ul>
Collaborators: <ul style="list-style-type: none"> <li>• Main screen.</li> <li>• User .</li> <li>• New task screen</li> <li>• New habit screen</li> <li>• Change habit screen</li> <li>• Change task screen</li> <li>• Log in screen</li> </ul>

9)

Name Button
Responsibilities: <ul style="list-style-type: none"> <li>• Receive the name given to habit or task</li> </ul>
Collaborators: <ul style="list-style-type: none"> <li>• New habit screen</li> <li>• New task screen</li> <li>• Change habit screen</li> <li>• Change task screen</li> <li>• User</li> <li>• Main screen</li> </ul>

10)

Time Buttons
Responsibilities: <ul style="list-style-type: none"> <li>• Receive the period of time in which the habit will be repeated</li> </ul>
Collaborators: <ul style="list-style-type: none"> <li>• New habit screen</li> <li>• New task screen</li> <li>• Change habit screen</li> </ul>

- Change task screen
- User
- Main screen

11)

Deadline Button
Responsibilities: <ul style="list-style-type: none"> <li>• Receive a date that indicates a deadline for a task</li> </ul>
Collaborators: <ul style="list-style-type: none"> <li>• New habit screen</li> <li>• New task screen</li> <li>• Change habit screen</li> <li>• Change task screen</li> <li>• User</li> <li>• Main screen</li> </ul>

12)

Difficulty buttons
Responsibilities: <ul style="list-style-type: none"> <li>• Receive the difficulty for a given habit or task</li> <li>• Decide how much experience will be granted to the player upon completing that habit or task</li> </ul>
Collaborators: <ul style="list-style-type: none"> <li>• New habit screen</li> <li>• New task screen</li> <li>• Change habit screen</li> <li>• Change task screen</li> <li>• User</li> <li>• Main screen</li> </ul>

13)

Add button
Responsibilities: <ul style="list-style-type: none"><li>• Save the information previously gathered by the other buttons</li><li>• Sen that information to the main screen</li></ul>
Collaborators: <ul style="list-style-type: none"><li>• New habit screen</li><li>• New task screen</li><li>• Name Button</li><li>• Time Buttons*</li><li>• Difficulty Buttons</li><li>• Deadline Button*</li><li>• User</li><li>• Main screen</li></ul>

14)

Mod Buttons
Responsibilities: <ul style="list-style-type: none"><li>• Modify previously existing information based on what the other buttons gathered</li><li>• Send the new information to the main screen</li></ul>
Collaborators: <ul style="list-style-type: none"><li>• Change habit screen</li><li>• Change task screen</li><li>• Name Button</li><li>• Time Buttons*</li><li>• Difficulty Buttons</li><li>• Deadline Button*</li><li>• User</li></ul>

- Main screen

16)

Main Screen
Responsibilities: <ul style="list-style-type: none"><li>• Display all the habits and tasks added by the user</li><li>• Direct to the other screens</li></ul>
Collaborators: <ul style="list-style-type: none"><li>• New habit screen</li><li>• New task screen</li><li>• Change habit screen</li><li>• Change task screen</li><li>• Profile Screen</li><li>• User</li></ul>

17)

Log In screen
Responsibilities: <ul style="list-style-type: none"><li>• Receive a username and a password</li><li>• Verify if both are correct</li><li>• If so, allow the user to enter</li><li>• Otherwise, show an error message</li></ul>
Collaborators: <ul style="list-style-type: none"><li>• User</li><li>• Main Screen</li><li>• Name Button</li><li>• Profile screen</li></ul>

18)

User
<p>Responsibilities:</p> <ul style="list-style-type: none"><li>• Add new habits and tasks</li><li>• Modify them when needed</li><li>• Log in</li><li>• Create and keep a profile</li><li>• Complete their habits and tasks</li></ul>
<p>Collaborators:</p> <ul style="list-style-type: none"><li>• New habit screen</li><li>• New task screen</li><li>• Change habit screen</li><li>• Change task screen</li><li>• Profile screen</li><li>• Main screen</li><li>• Log in screen</li></ul>