**Fit Together Flow Document**

**BASICS FOR EVERY PAGE:**   
-Should include Status bar at top  
-If text is made bigger, and no longer fits on screen, it should automatically wrap  
-If keyboard comes up and covers text fields, the page should become scrollable so user can input text into all fields  
-All buttons and text fields should have rounded corners  
-If someone closes the app, but does not log out they will return to the same screen they were at before they closed it

-Sizes are given in **width by height** format  
-The size of all alert boxes are dynamic to fit text, and text with in the alert should be centered.

The navigation bar should be **320** points by **54** points and R:17 G:143 B:193

-Use **Helvetica** for all fonts

-**HEADLINE FONT: 17 points**

**-BODY FONT: 15 points**

**- FOOTNOTE FONT: 13 points**

**-Button Font: 17**

**Every Screen:**

5/5s/5c screen is **320** points by **568** points

The status bar should be in the default color and be **320** points by **20** points.

The status bar should stretch across the entire width of the screen always.

The back arrow will always be **15** pointsby **26** points. And **3** points below the status bar

Page control **10** points by **10** points. Anchor at bottom of the screen align center. Default color setting

**Dashboard: (This is the most complicated screen, so probably best to refer to image provided)**This is the default screen. When a user first opens the app it will take them here.

This screen will have a navigation bar with “Dashboard” centered in **headline** text. On the far right will be a settings button **1** point below status bar and **3** points from the right edge of the screen. The settings button will be **23** points by **23** points.

Below the navigation bar “My team” (the user’s team) will be listed in **headline** font, with the number of days won below. This should align left **7** points from the edge of the screen. Next to it, but aligned right 7 points from the edge of the screen should be “Opponent” with the number of days won by the other team below. (refer to mock up). The font should be **Headline** for “My team” and “opponent” and the score’s should be **26** points aligned underneath “my team” and opponent”

Below that in **Bod**y font should be “Start Date: ##/##/####” with a bar that shows ##/## days complete below. This should be centered on screen

Below that is a circle that fills in with gold (**f4bd25)** how much of your daily goal you have walked. It the middle of the circle it lists the number of steps walked that day in black **headline** text. Below that in **body font** it lists the daily goal in the same blue color as other buttons. This is a button, and when the user selects it a picker will emerge from the bottom of the screen that allows them to adjust their daily goal. Options on picker should go from 1,000-20,000 in increments on 1,000. This circle image should be centered and (**320** X **236** points)

Picker size **320** points by **215. USE PREDESIGNED APPLE PICKER** Once the user picks a new goal, the chosen amount will appear in the daily goal field.

Below that is each teams average # of steps per person for the day. “My Team’s Steps” should be aligned left **2** points from the edge of the screen, and “Other Team’s Steps” should align right **2** points from the edge of the screen. The size of “My teams steps” and “other teams steps” should be **body** font. The actual number of steps should be **2** points from the tab bar and **body font.**

At the bottom of the screen is a tool bar that allows the user to select between 3 screen options- Dashboard, Team, and Profile. The tool bar should stretch across the entire screen (**50** points high) the icons within the toolbar should be evenly spaced with far left icon being **4** points from left edge, far right icon **4** points form right edge, and middle icon centered on screen. Each Icon is **42** X **38­­** points.

**Team:**This screen will have a navigation bar with “Team” centered in **headline** text. On the far right will be a settings button **1** point below status bar and **4** points from the right edge of the screen. The settings button will be **23** points by **23** points.

\*\*\*If the person has not joined a team yet, below the Navigation bar will be a text view that says “Hey! You’re not on a team.” **Headline text**. Below that will be a button (**241** X **56** points) with centered text “Join Team”. **3** points below that will be another button (**241** X **56** points) with centered text “Create Team”. Include tool bar at bottom of screen. “Join team” and “Create team” should be in **button** font.

ALSO, if person is not on team, the team Icon on the tool bar will show up red to indicate action needs to be taken.

\*\*\* If the user is on a team… **2** points below the navigation bar should be the teams name in in **24** point font a segmented control **3** points below team name (**242** X **24** points) with 3 options: “A to Z”, “Most Steps”, and “Least Steps”. The 3 segments should be divided equally, and this should be centered on screen. When user selects each option, the list will sort accordingly. Apple has a standard segmented control

Below the segmented control sort function is a table view. Each cell is **7** points vertically, and stretches across the whole screen horizontally.

To fill each cell of the table, list each team member’s name, aligned left **2** points from the edge of the screen. For each team member, show their daily steps aligned right **2** points from the edge of the screen. This list should be scrollable if all names do not fit on screen. The font should be **body font**

At the bottom of the screen is a tool bar that allows the user to select between 3 screen options- Dashboard, Team, and Profile. The tool bar should stretch across the entire screen (**50** points high) the icons within the toolbar should be evenly spaced with far left icon being **4** points from left edge, far right icon **4** points form right edge, and middle icon centered on screen. Each Icon is **42** X **38­­** points.

*\*\*\*IF WE HAVE ENOUGH TIME… make each cell a button, so when user clicks on someone’s name it takes them to that person’s profile.*

*Also, IF WE HAVE TIME… we would like the admin of each team to be able to delete team members (up to the start date of competition) by swiping left on team member name and having a red delete button appear on the left side of that cell.*

**Profile:**

**Apply these same settings to the teammates profile page but disable the editing capabilities.**This screen will have a navigation bar with “Profile” centered in **headline** text. On the far right will be a settings button **2** point below status bar and **4** points from the right edge of the screen. The settings button will be **23** points by **23** points

**5** points below the navigation bar the person’s name (that they entered on the “Create Account” page) will appear centered in **headline text**

**3** points below that will be a field where they can upload a profile picture (**142** X **153** points). When they touch this field it should an action sheet should come up from the bottom of the screen with 3 options: “Choose from Library”, “Take Photo”, or “Cancel”. If they choose from library, the app will need to access their pictures. If they choose take photo, it will access camera. If they chose cancel, the activity sheet will slide back down and disappear.

**3** points below the picture/graphic field the users team name will appear in body text, centered on the screen. (If they are not on a team yet, this appears blank.) Font size **body font**

**3** points below “Team Name” will be “Total Steps” in body text. This will keep track of the total number of steps the person has walked since downloading the app by importing health kit data. **Headline font**

**3** points below “Total Steps” will be “Badges”. **Body font** Whenever a person earns a badge, the icon will appear below this text view in rows of \_\_\_\_. **Center the rows with leaving \_\_\_ points on either side of screen.(GEORGE IS STILL WORKING ON THIS, HE WILL GET MORE INFO TO YOU LATER)**

At the bottom of the screen is a tool bar that allows the user to select between 3 screen options- Dashboard, Team, and Profile. The tool bar should stretch across the entire screen (**50** points high) the icons within the toolbar should be evenly spaced with far left icon being **4** points from left edge, far right icon **4** points form right edge, and middle icon centered on screen. Each Icon is **42** X **38­­** points.

**Settings:**As mentioned before, in the right corner (on the navigation bar) on the “Profile”, “Dashboard”, and “Team” pages is a settings button. When user selects it, it will bring in a “Settings” page that slides in from the right side of the screen.

This screen will have a navigation bar with “Settings” centered in **headline** text. On the far left will be a back button **3** points from the left edge of the screen. Should be **15pts by 26 pts** If the back button is selected, it will take them to the previous page.

To create this, try to find code for a basic Apple Settings Page. Each option needs to be a button that takes the user to a new page (specified below), except notifications. For the notifications, only the switches need to be buttons. It should be a table view, and the list should go in this order with each line of text aligned to the left:

-Create Team  
-Join Team  
-Leave Team  
*Notifications (sub head… see picture for example)*-Daily Goal (with switch aligned right)  
-Daily Team Update (with switch aligned right)  
-New Badge (with switch aligned right)  
-Competition Start/End (with switch aligned right)  
*Admin Settings (sub head, this will only show up on admin’s page)*-Team Information and Code  
-Challenge Team  
-Pending Challenges

If user selects “Leave Team” an alert will appear **240** X **111** points in middle of screen (**We think there is an Apple standard alert size, if not use this sizing)**. The alert text will read “Are you sure you want to leave team?” below that are two button options: “Leave Team” or “Cancel”. If they select leave team, it takes away team info & the join team/create team option replaces home page. If the press cancel, alert disappears.

**Create Team:**  
If the person selects “Create Team” on the settings page they will be taken here.

This screen will have a navigation bar with “Create Team” centered in **headline** text. On the far left will be a back button **3** points from the left edge of the screen. If the back button is selected, it will take them to the settings page.

**28­** points below the Navigation Bar will be two text fields aligned centered on the screen with : “Team Name” and “Description”. If the user selects either field a keyboard will slide up from the bottom, and the page will become scrollable if the keyboard covers up any text fields. These fields should be **8** X**252** points, with **body text**

The Keyboard will be anchored to the bottom of the screen and should be **320** points by **216** points.

Below the two text fields is a “Create Team Button.” In **button text,** Button is centered on screen with text centered in button **17** points from the bottom of the screen.

If the user presses the “Create Team” button and the team name is already taken, red text will appear **4** points below text fields that says “Team name taken” in **footnote text**  
  
If the person selects the “Create Team” button and there is no problem with the team name it will take them to the “Create Team 2” page.

**Create Team 2:**

If the user selects “Create Team” either on Team page or from settings menu, it will take them here.   
This screen will have a navigation bar with “Create Team” centered in header text. On the far left will be a back button **3** point from the left edge of the screen. If the back button is selected, it will take them to the settings page or team page, depending on where they came from.

**4** points below the navigation bar is a Text view that says “Team Created” in **headline font**

**7** points below that is another text view that says” in **body font**  
“Team Name: Name Here  
  
**4 points below** Description: Team description here **body font**  
  
Team Code: 123456” (in **body font**)

\*\*\*The program will need to be able to generate a random code for each team that can then be used for other people to join the team.

**17** points from the bottom of the page “Share Code” in **button font**

If the user selects “Share Code” an activity view controller will slide up from the bottom of the screen. In the activity view controller should be 3 options with icons aligned from the left with **3** points between each icon(**Apple standard function, use their designated sizing if there isn’t designated sizes use this)**. The three icons are “Message”, “Email”, and “Copy”. We will use the traditional Apple icons for each of these functions. Each of these icons also acts as a button. Across the bottom is also a “cancel” button (see image for better picture of how this will look)

If the user selects “Message” the Message app will open with a pre-made message that says “I have started a team on Fit Together. You can download the app here and join my team using this code: 123456.”

If the user selects “Email” the Email app will open with a pre-made message that says “I have started a team on Fit Together. You can download the app here and join my team using this code: 123456.”

If the user selects “Copy” it will copy only the randomized code, so the user can paste it into any for they wish.

If the user selects “Cancel”, the activity control viewer will disappear.

**\*\*\*Team information and code**

If the user selects the “Team information and code” option on admin settings in the settings menu, it will take them to a page that is almost identical to the “Create Team 2” page, except replace “Create Team” text in Navigation Bar with “Team Information” and replace “Team Created!” in Text view with “Team Information”.

**Join Team**

If the user selects “join Team” on either the team page or the settings menu, it will take them to this page.

This screen will have a navigation bar with “Join Team” centered in **headline** text. On the far left will be a back button **3** point from the left edge of the screen. If the back button is selected, it will take them to the settings page or team page, depending on where they came from.

**4** points below the navigation bar is a text view that says “Enter team code to join:” in **headline** text.

**4** points below that is a text field that says “Team Code” in **body** font. Text field is **241** X **61** points, centered. Text within field is aligned left. When user selects text field, key board slides up from bottom and page becomes scrollable.

The Keyboard will be anchored to the bottom of the screen and should be **320** points by **216** points.

Next to the text field will be a search button that tells the system to search database to match the code to a team.

Once the person searches the team code they will get one of 3 messages below the 1 point below the Team code test field:  
 “Invalid Code” will appear in red, **footnote** text if the code is not found. **4** pt below text field  
 “Please leave you current team before joining will appear in red, **footnote** if they’re already **4** point below text field

on a team.  
 The team name and description will appear in blue, **footnote** text if the code finds a team.

If the team name and description appears, so will a **18** X **20** point button, centered with “Join” in **body text**.

If they select the “Join button, in **button font** it adds them to the team, and then populates their team page with their team info. It also adds the Team name/info to the profile and dashboard pages.

Once they join a team, the app will automatically take them to their team page.

**Challenge Team:**

If the user selects “Challenge Team” in the settings menu, it will take them here.

This screen will have a navigation bar with “Challenge Team” centered in **headline** text. On the far left will be a back button **3** point from the left edge of the screen. If the back button is selected, it will take them to the settings page.

**4** points below the Navigation bar is a text view that says “Who do you want to challenge?” in **headline** text.

**4** points below that is an apple standard search bar. As the user types in the name of the team they want to challenge, it will search the team database with a dynamic search and populate table view below with matching team names. Each cell in the table view will stretch across the entire screen horizontally and be **7** points vertically( **this sizing may already be decided by apple, USE THEIR SIZING if there is standard cell sizes)**. Each cell is also a buton, if selected it will take them to “Challenge Team 2”. Text in cells should be **body text**

When the user selects the search bar, a keyboard will slide up from the bottom of the screen. The Keyboard will be anchored to the bottom of the screen and should be **320** points by **216** points.

**Challenge Team 2**

If the user selects a team from the “Challenge Team” it will take them here.

This screen will have a navigation bar with “Challenge Team” centered in **headline** text. On the far left will be a back button 1 point from the left edge of the screen. If the back button is selected, it will take them to the “Challenge Team” search page.

**4** points below the navigation bar will be the selected teams name, centered in **body** text.

**8** points below the team’s name will be the team’s description in **body** text, aligned left.

**8** points below the team description will be a centered text field **241** X**61** points. Aligned left in the text field in **body** text will be “Start Date”. When user selects this field, a picker will appear from bottom of screen.  
\*\*\*Picker size **320** points by **215. USE PREDESIGNED APPLE PICKER** Once the user picks a date, the chosen date will appear in the field.

Directly below Start Date field will be a centered text field **241** X **61** points. Aligned left in the text field in **body** point text will be “Competition Length”. When user selects this field, a picker will appear from bottom of screen.  
\*\*\*Picker size **320** points by **215. USE PREDESIGNED APPLE PICKER** Once the user picks a #, the chosen # will appear in the field. Ex: “14 Days”

**8** points from the bottom of the screen is a centered button **164** X**39** points with “Challenge” centered within button in **button** text.

If the user selects the Challenge button, and that team is already in another competition, they will see a message appear **4** point below the Competition Length field in red **footnote** text that says:  
“Team is in another competition until {end date}. Please choose later date or challenge another team.”

If the user selects the Challenge button and the other team is available…The Challenge Team button will disappear, and in Blue **body** text, **4** point below the Competition length field will read:  
“Challenge sent! If the other team accepts, the game will begin on \_\_\_ (challenge date).”

**Pending Challenges:**

For admin only, if they have a pending challenge, they will see a Red Icon (still haven’t designed it) On the far left of the Team page Navigation bar. It will be a button **1** point below status bar and **4** points from the left edge of the screen. The pending challenges button will be **23** points by **23** points.

This icon ONLY appears if the admin has a pending challenge.

If the team admin selects this, a pop over will slide down from the button.

In a Text view it will have the following information in **body** text:

“Team Name” has challenged you.

Start Date: ##/##/####

Duration: ## days

In the popover, 2 points below the text view will be a button \_\_X\_\_\_ points with centered text “Accept”

1 point below that button is a button \_\_\_X\_\_\_ points with centered text “Decline”

If the user chooses Accept, the challenge is set and dashboard data fields will begin to populate. Notification is sent to both teams’ members:  
“Fit together Challenge is set. It will begin on ##/##/####.”

If the user chooses decline, it will send a notification to the admin of the challenging team:  
“Your challenge was declined. Please challenge a different team.”