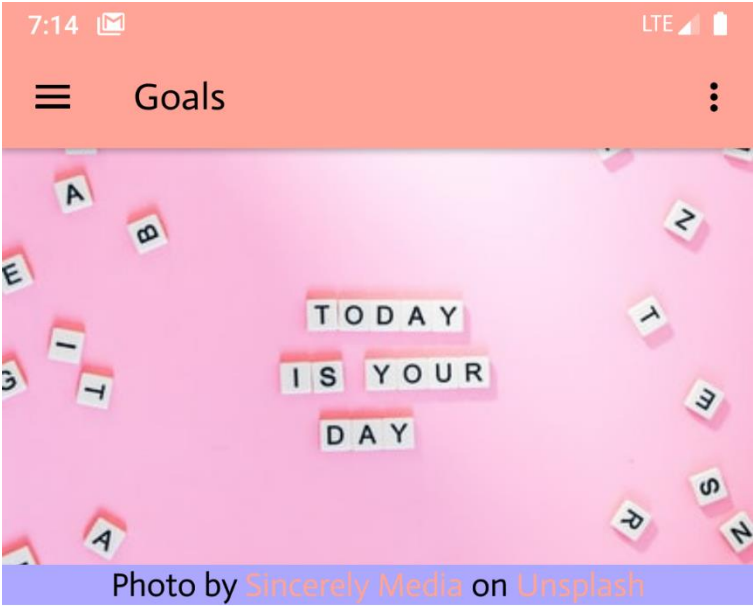# Goal chaser UI/UX document

Goal Chaser is a long-term goal-tracking app.Means,it is not timer nor calendar but is like an enhanced agenda,which is meant to motivate you thoughout the road to achieving a goal.
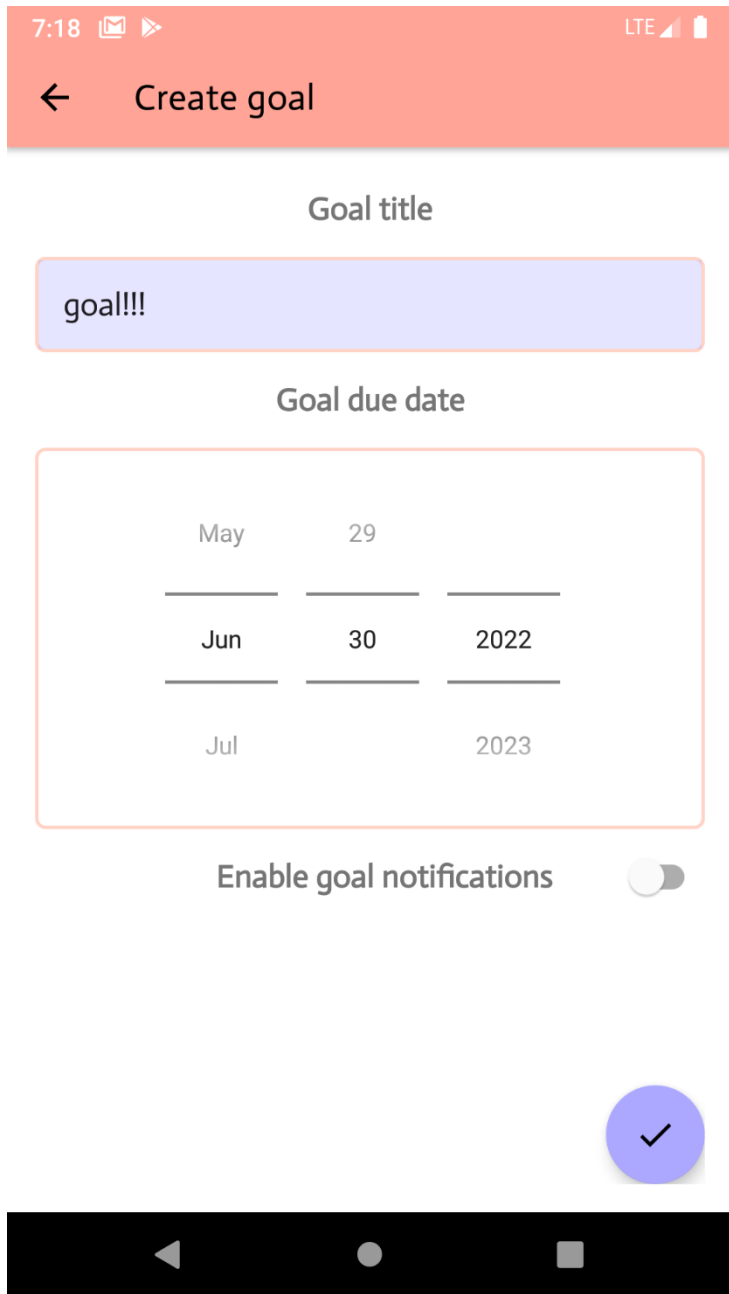

The active goals screen appears first. In internet is available-a motivating image is displayed to encourage to keep going!

Since we have not added goals yet there's an education image to how to create your first goal.
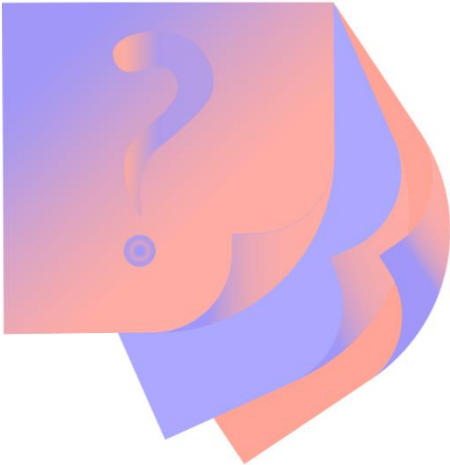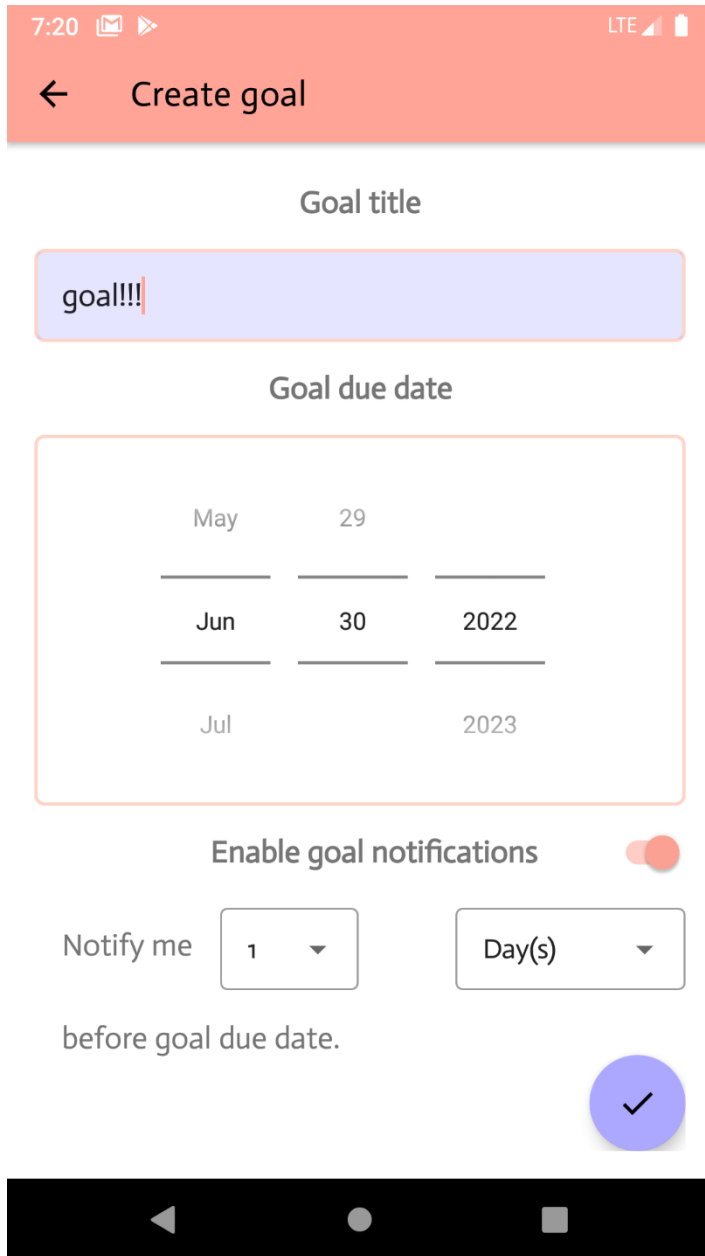
Once you click on the plus button you get to the screen, where you can set a title/up to 3 lines long/.

Have in mind that you can't save goal without a title.

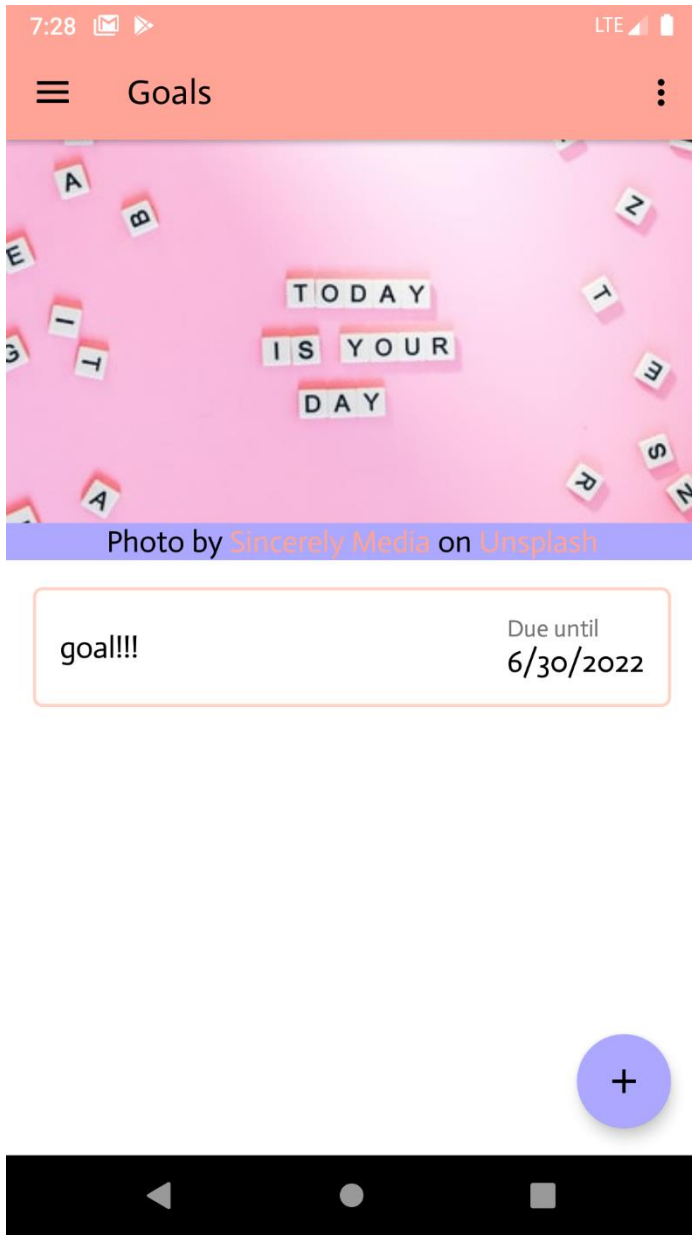Goal due – date and if you wish – reminders.

The goal due date is always set as a minimum to the next day as it would make no sense to have it set for today.
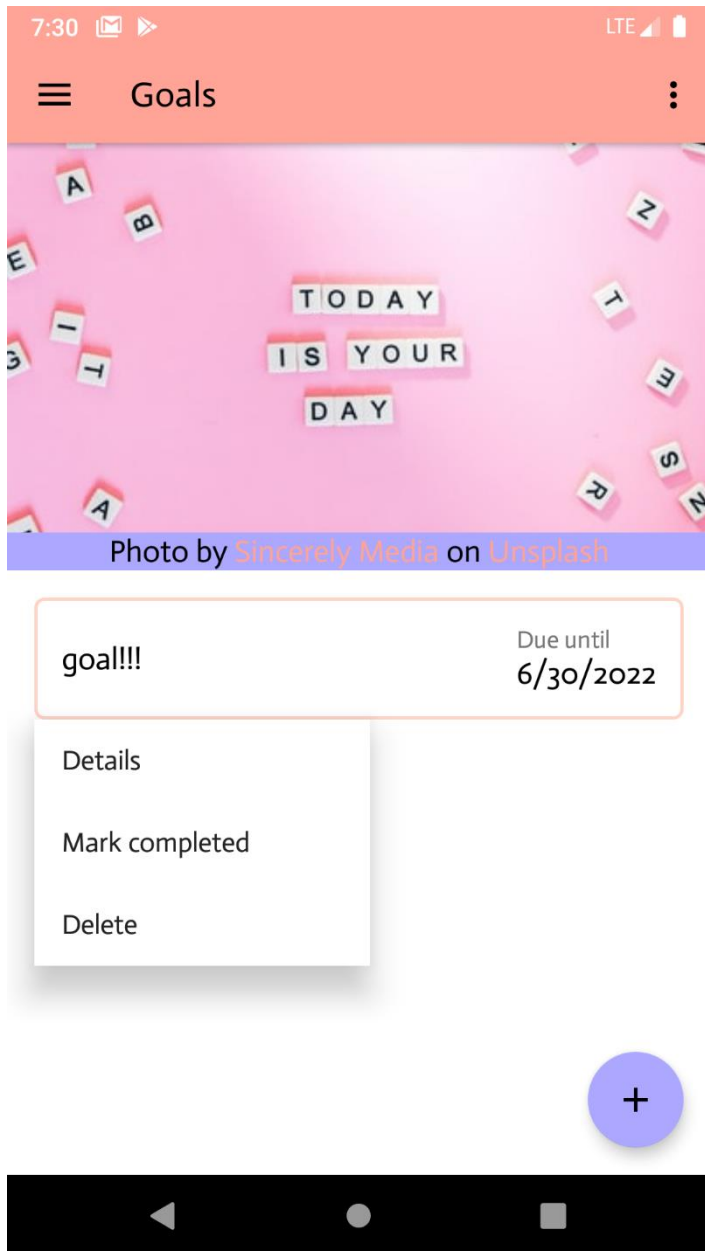
When the button below the due date picker is flipped additional controls come up by the help of MotionLayout.

You can choose from amount of days or months, depending on when do you want to be reminded that you have a goal going on. Easiest way to test notification feature is to leave the due date and notification controls to default. Once you press the save button notification will popup as 1 day before tomorrow is today 😊
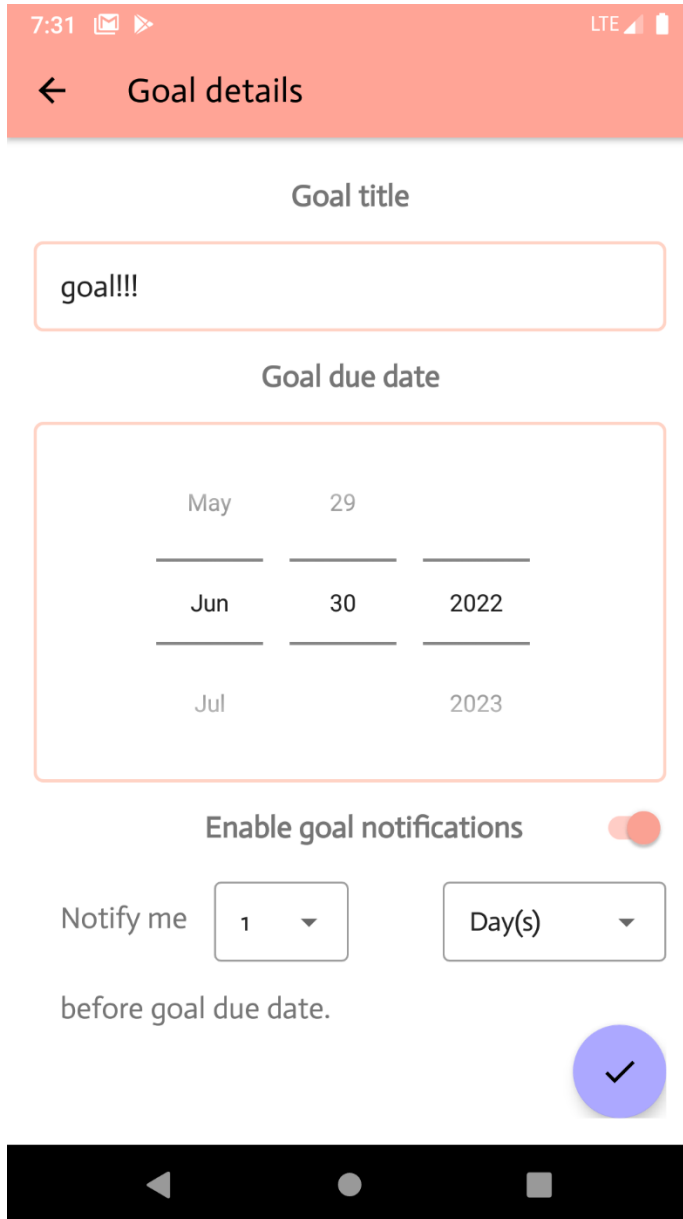
The app won't allow you to set notifications if you enter settings, which breach beyond the goal due date.

Once the goal has been saved,

You're returned to the active goals' list.

7:28

Goals

TODAY

IS YOUR

DAY

Photo by Sincerely Media on Unsplash

goal!!!	Due until 6/30/2022

+

If you tap on the goal, a menu will pop up ,introducing additional features.

Details is the option, which lets you change anything for an existing app or just review the details and notification settings.
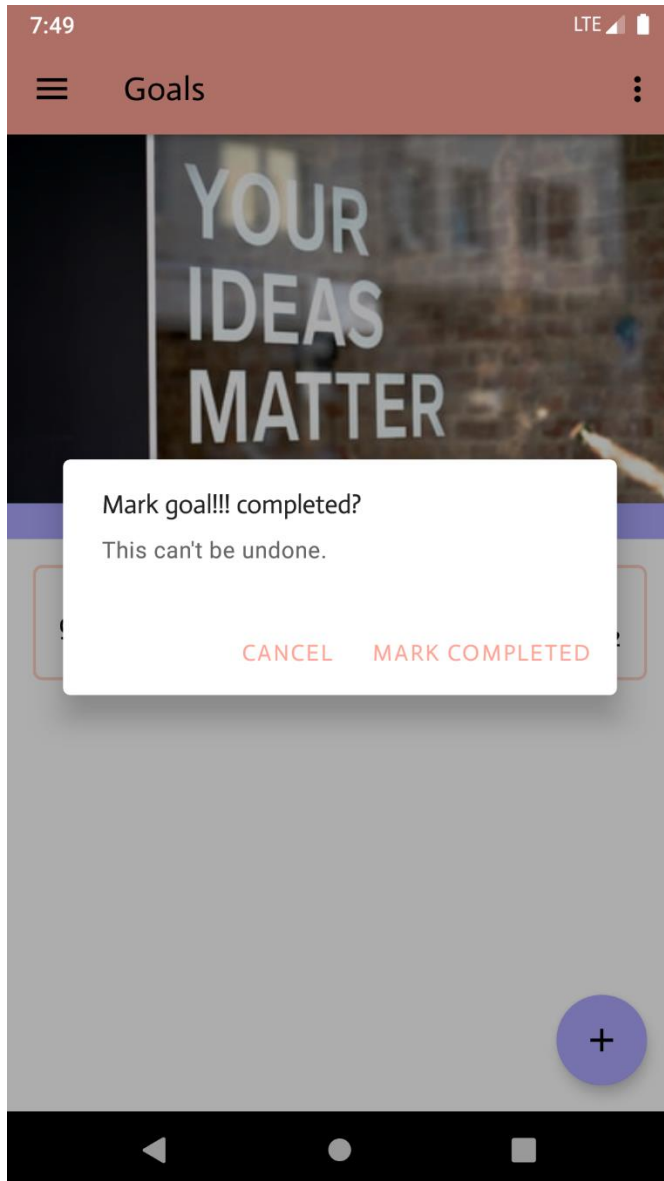
Mark completed is the only way to let the app know that you are done with a goal.

A goal will not be unlisted by itself even if the due date expires.

Once you mark the goal completed you receive congratulations for the good work 😊

Once you mark the goal completed you will be returned to previous screen where your goal won't be visible anymore.

The last option is **Delete**, which indeed does that – it shows a warning and deletes the goal entirely.

Here's a good moment to mention that deleted and marked completed goals do not trigger notifications, even if any were set.
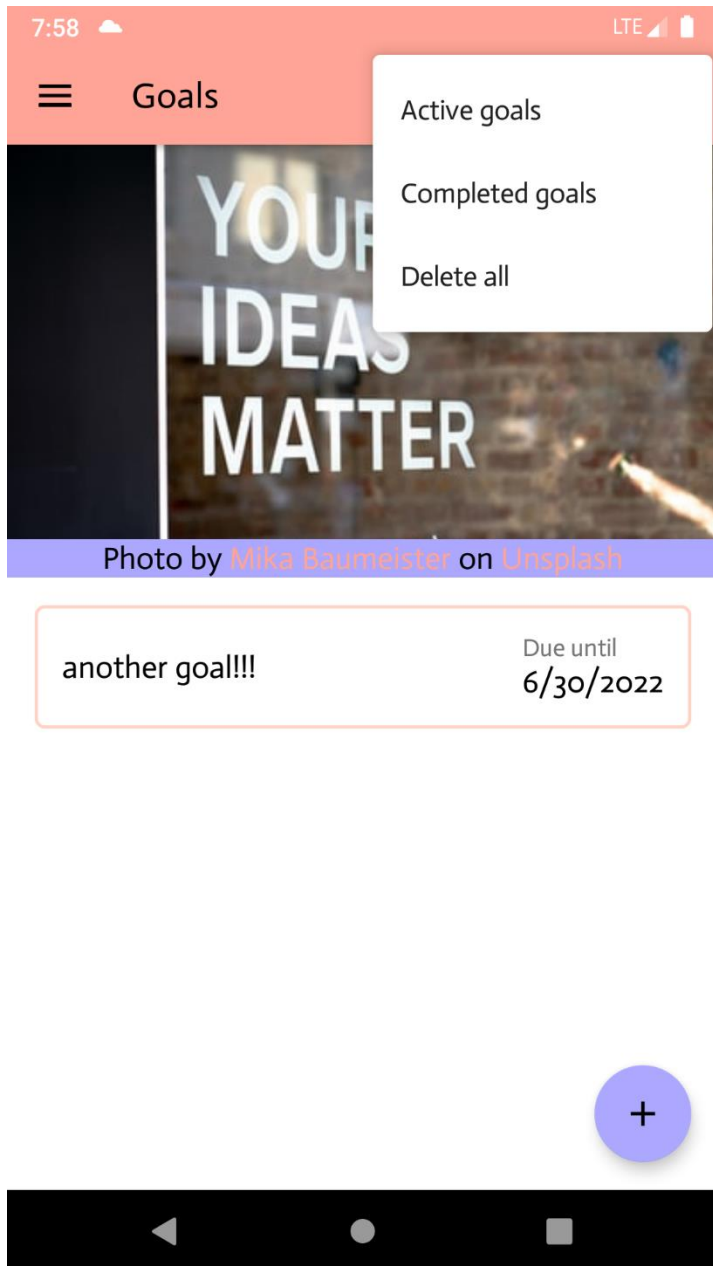
To the right of the screen, a menu resides, which presents several options.

Delete all wipes all goals be it completed or active – be careful with it.

Active goals shows the default startup screen with currently incomplete goals.

Completed goals, however, will alter a bit the way the screen looks like. The goal addition button will be gone as it makes no sense to add a new completed goal.

The popup menu is also reduced to 2 options:
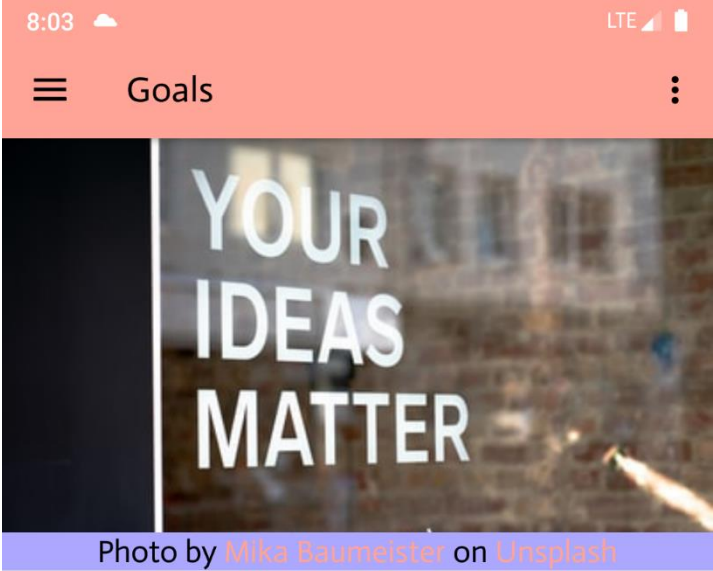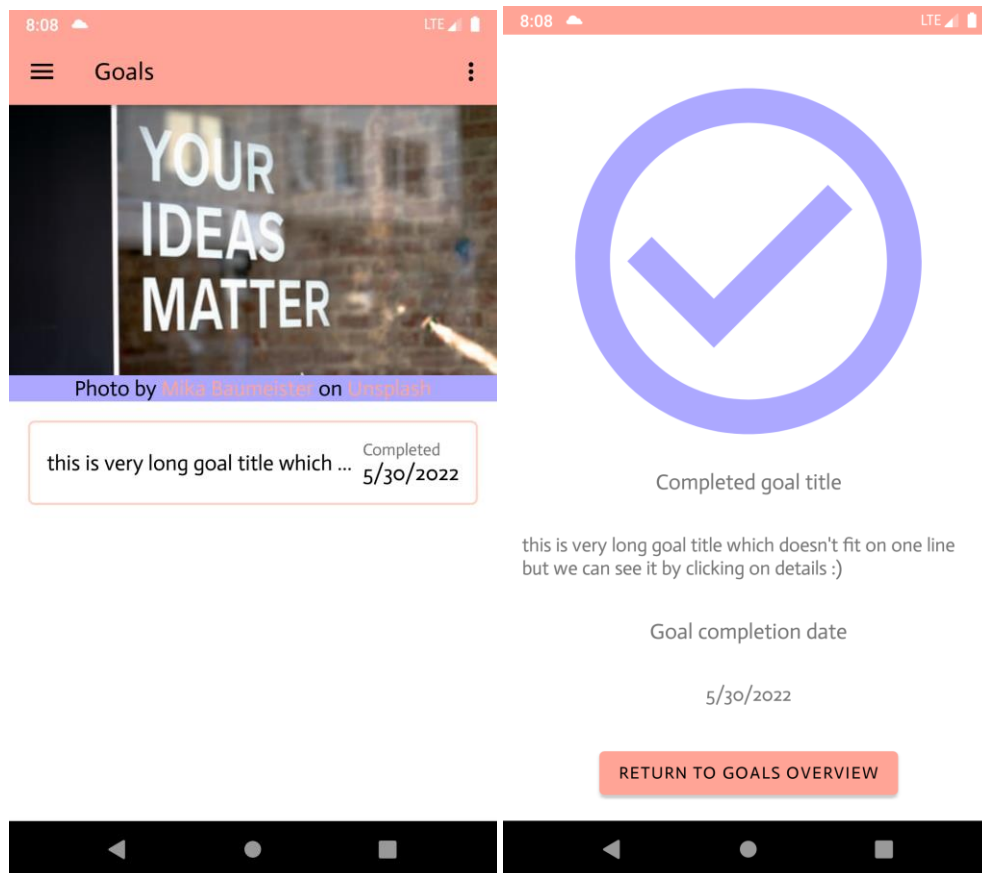

Delete is as for active goals- removes the goal entirely

from the app.

The **Details** option will show a brief overview of the completed goal details. This is useful in situations where the goal title is longer than 1 line and it will be truncated so the list view can maintain proper dimensions. View of the completed goal details screen:


Once we review the completed goal details, we return to the completed goals view.

No matter whether you're viewing active or completed goals, If you have an internet connection or you had it at least once while using the app it is possible to view motivational image. Each time the app is restarted it shows some image together with the name of the author and a link to the site it came from.

This data is stored locally so like I've said even if there's no internet, if you ever downloaded a picture it will show up in offline mode too 😊

If you decide to view the profile page or the site from where the image was downloaded ,simply click on the highlighted text underneath it.
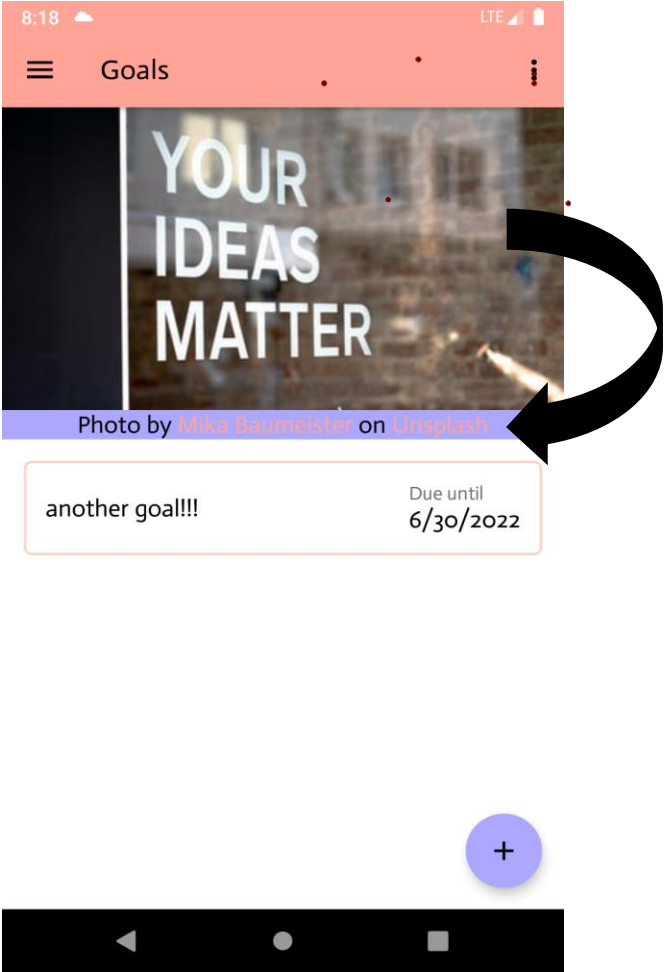
If it happens that the image cannot be downloaded an alternative image together with a refresh button will pop up:
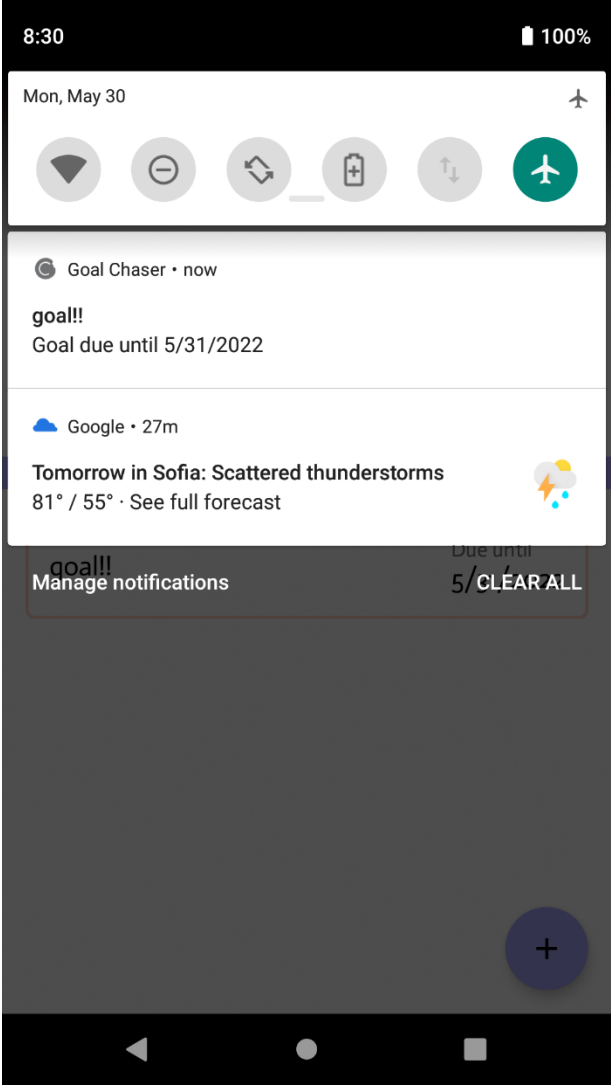
Another added feature worth mentioning is the notification goal overview. Once a notification pops up, clicking it opens up a screen with short goal details overview as well as the possibility to open the app even if it was not running before that.
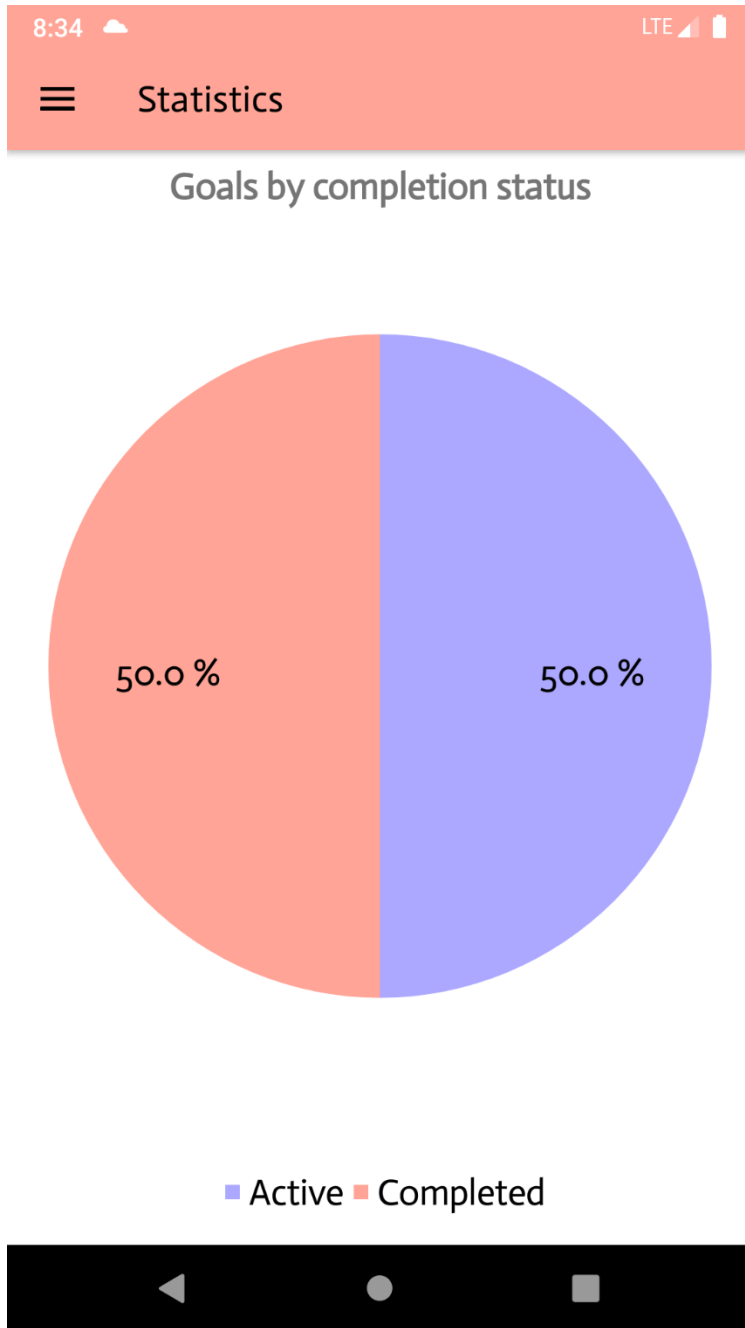
Next on I will talk about the rest of the screens:

To visit them, simply press the hamburger icon to the upper left corner of the main screen.
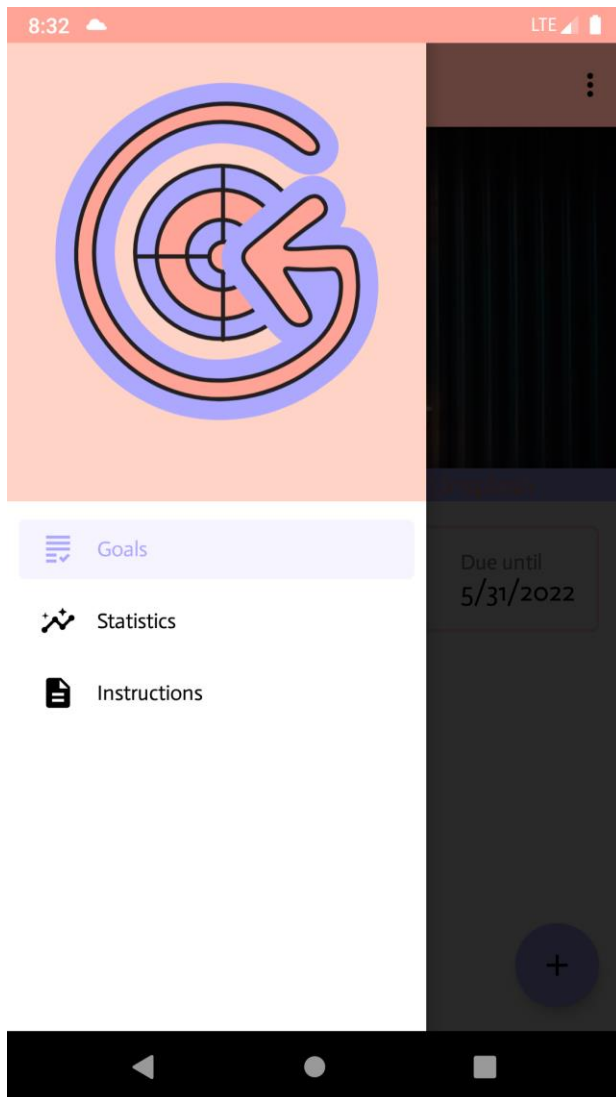
The **Statistics** screen shows an animated pie-chart, which represents the percentage of currently saved active and completed goals:


Please bear in mind that if you delete the entire database this will not show any data and only warning that "no chart data is available".

Also, the chart is dynamic and each change as deleting single active or completed goal or marking an active goal completed, will shift the percentages.

Last but at not least, is the **Instructions** screen.

This is a simple screen, which serves as a guide to the user:
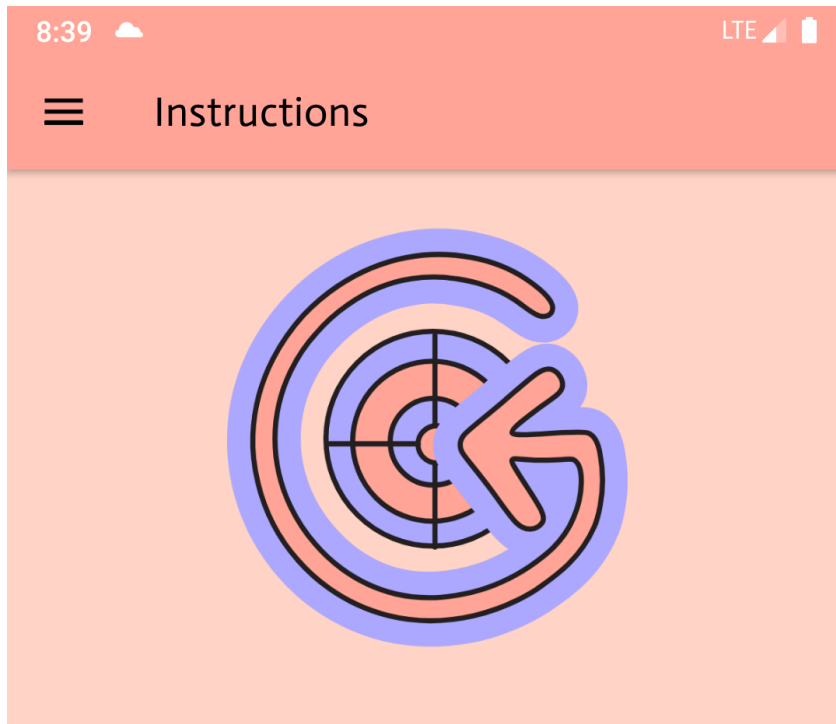
This is how it can be used: Once the app starts, a screen with space for image and goals' list will show up. If there's internet you can view a beautiful motivational image. Once saved the image is available in offline mode too. Once a new goal is created via the + button,you can tap on it and open additional features. On the main screen to the right,there's a menu,which can show you either active or completed goals list for your reference. When viewing completed goals,tap on a goal for additional features. You will also notice that once you have marked a goal completed,the date shows Completed. This is completion goal date so not the goal due date. The notifications feature is also there - once scheduled,the notification will be sent out on the proper date regardless of whether the app is running.Once the notification pops up,tap it to view additional goal details and open the app if desired. Thank you for choosing my app and enjoy:)
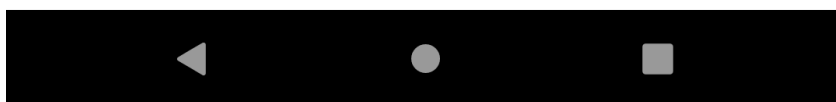
With that the UI/UX tour has ended and I will mention some of the app's more technical specs:

- Data from the Web fetched and stored locally.
- Images fetched and stored with **Picasso**
- Photographer's name and link to profile fetched with **Retrofit** + **Moshi**
- Photographer's credentials and notification data stored with **Room**
- Orientation state preserved with either **Bundle mechanism** or **LiveData**
- Data updates in real time happen via **LiveData**
- Notification controls are displayed on screen via **MotionLayout** scenes.

The End ^_^