

Delivery 9

USIful Group

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Readme

The digital prototype has five screens among which the user can navigate using the up button (the left pointing arrow icon on the upper left corner of the app bar):

1. A welcome screen (see fig. 1). It is the main activity displaying the logo app and two clickable images that send you to the priority list formation screen (see point 2) and to the time tracking screen menu (see point 3)
2. Priority list screen (see fig. 2). It displays a set of activities represented by icons that should be dragged on a sequence of numbered boxes to set the user priorities. Notice that if one pretend to drop an icon into a box that does not respect the sequence nothing happens. To give an example if you have selected the first two activities and want to select the fourth one you cannot because you are forced to select the third one first. It is a priority list! The button does nothing
3. Time tracking menu screen (see fig. 3). This activity simply has two buttons:
 - **APP USAGE.** To select the activity that display the time consumed using devices app (see point 4)
 - **ACTIVITY RESUME.** To select the screen displaying the activity completion according to the schedule provided by the app 5
4. An app time tracking screen (see fig. 4). This activity shows information only, in particular about the time spent (both in absolute value and fractional representation) using other apps

5. An activity completion screen (see fig. 5). This screen shows a list of activities represented as icons with a circular progress bar around the icon that visually display how much time of the total scheduled one was dedicated to that activity. Clicking on an icon a message tip is displayed to the right of each icon (one for each activity). The idea is that a logic should be able to generate tailor made tips

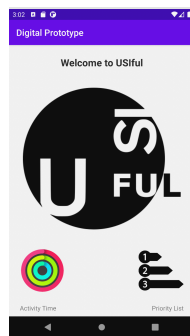


Figure 1: Welcome screen.

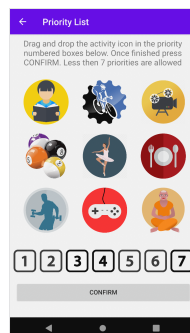


Figure 2: Activity to form the user priority list.

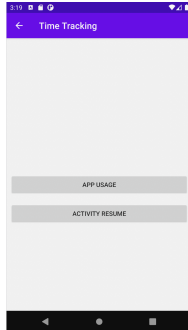


Figure 3: A screen to select which time tracking to select.

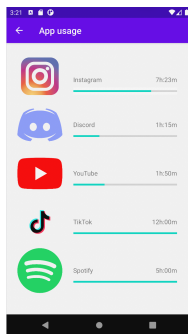


Figure 4: A screen to see the time spent using apps.

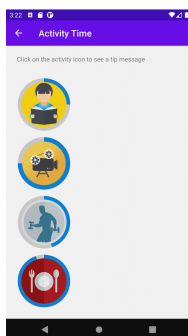


Figure 5: A screen to monitor the activity schedule completion.