

Interface Development Tasks for The Creator App

Rooms Interface

A core emotional exploration space. Includes options to write, speak, or breathe. Each room (Calm, Fear, Joy, etc.) is a safe container for the user's emotions.

Logs Interface

An emotional archive. Users can revisit past entries (text, voice, or breath), filter them, and optionally export their emotional journey.

Access Interface

Settings and personalization. Includes language choice, daily reminders, themes, and account export. Clean and structured layout.

Brief Entry Interface

Quick check-in screen for overwhelmed moments. Users select an emotion, type a few words, and choose whether to save or release the entry.

Timer Interface

A calm countdown for breathing or stillness. Includes time selection, ambient sound, and a visual guide (like a breathing ring).

Joy / DriftAway Interface

A playful escape interface. Users can play joyful sounds, receive random joyful cards, or trigger a 1-minute joy ritual.

Angry Interface

An emotional release zone. Users can type, speak, or smash virtual elements to safely express anger. Offers options to keep, delete, or transform.

Welcome Screen Interface

The opening screen of the app. Soft branding animation, tagline ('You are safe here'), and direct links to core sections.