

Touch Focus

Stay on Target

You live in the age of distraction. You don't have time to waste time.

You need a don't-do list, not a to-do list.

Forget the milk and focus on your most important, immediate goal.

I will...

Enter my goal here

START NOW

1. Enter a goal in the text box.

On desktops, the page loads with cursor focus already in the text box. The user can just start typing.

On mobile touch devices, focusing on the text box triggers the touch keyboard, so load the page without focus in the text box.

2. Tap/click the start now button to load the timer state and begin working on a goal.

--Nice to have: Autocomplete feature on goal entry. The autocomplete should guide the users to start goals with a small selection of strong action verbs. In a future iteration, with saved profiles and goal-tracking, the autocomplete could also sample the user's previous goals, making it easier to focus on similar goals.

1

Enter Goal

Press Start

2



Create wireframes
for an app that...

Counts down
to 0:00 min.

25:00



I'M DONE

3. Work on the goal while the timer starts counting down from 25 minutes to zero.

The goal sentence should only display up to two lines (Character count TBD). The user just needs enough information to remember the goal.

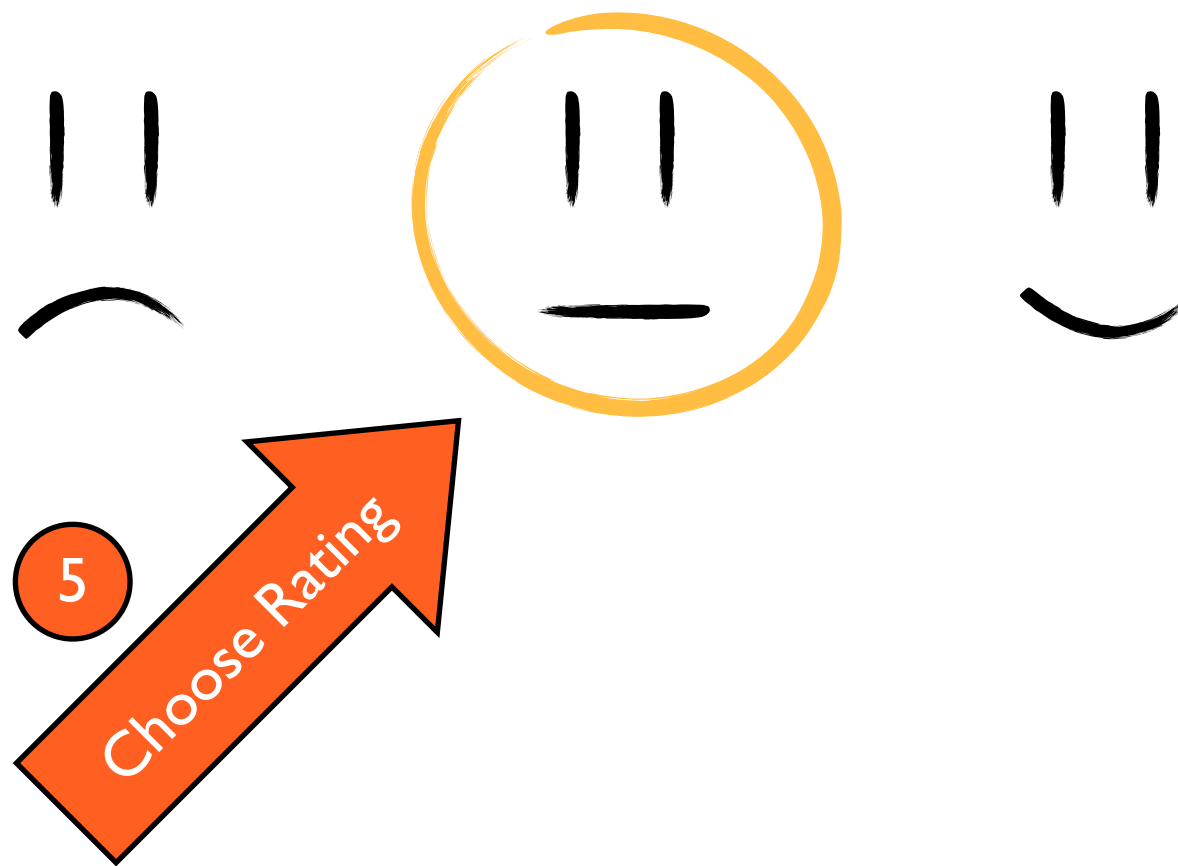
This restriction reinforces the value of setting clear, concise goals by limiting the space. However, revealing the full goal through tapping or clicking is an option that users may prefer.

When the goal is too long, the text should break on a full word and add an ellipsis to that word.

4. Tap/click the I'm Done button when finished.

If the timer hits zero, the button label changes to Continue. I'm Done targets users who complete their goal before the timer reaches zero. Continue targets users who aren't finished with their goal yet, but still works for users who have completed their goal.

Rate your performance:



5. Tap/click a smiley face to rate the performance as Bad, OK, or Good.

An outline appears to indicate the choice. (Here, the rating is OK.) After choosing a rating, users return to the goal entry state.

--A future iteration will save the rating to the user's profile. (Make this a feature for a paid version?)

--Users may want to be able to confirm their rating to avoid a mistake. However, doing so could add an extra step for a rarely needed feature. One possible solution is to allow users to edit ratings after the fact in their profile. Monitor user feedback to see if this becomes a concern.

--On touch devices, test circling the choice instead of tapping. May prevent accidental taps but also may make selecting a rating more difficult. May not translate well across devices.

<http://www.url.com>

Search

“That’s all for now, folks!”

These wireframes are for the first prototype.

Tracking goals over time is the top priority
for the next iteration.

