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# LockedIn

## Revised Functional Prototype

404 MARSJ NOT FOUND

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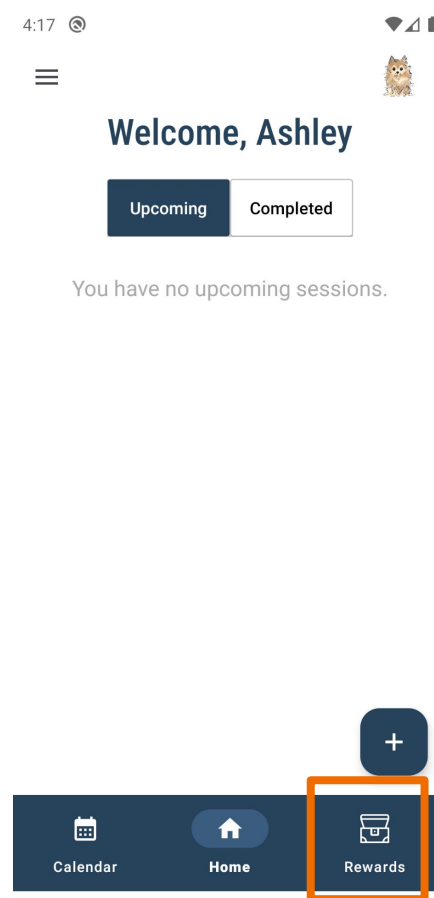
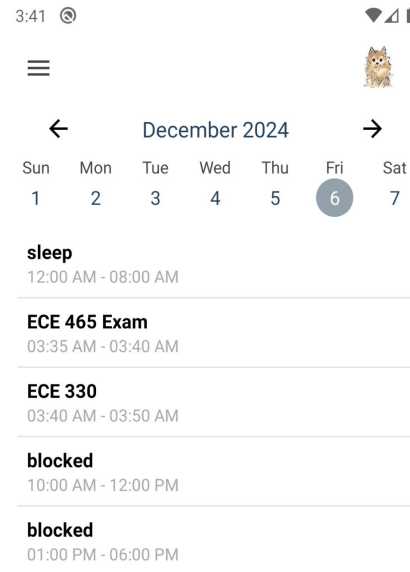
# Overview

- **Tracking Progress:** Dashboard shows upcoming/completed sessions with progress bars.
- **Managing Rewards:** Users unlock rewards based on study achievements.
- **Healthy Habits:** Requires 8 hour sleep blocks to prevent over-scheduling.
- **Flexible Planning:** Weekly view helps users adjust plans as needed.
- **Key Features from the User's Perspective:** Home/Dashboard, Preferences Page, Rewards System, Calendar View

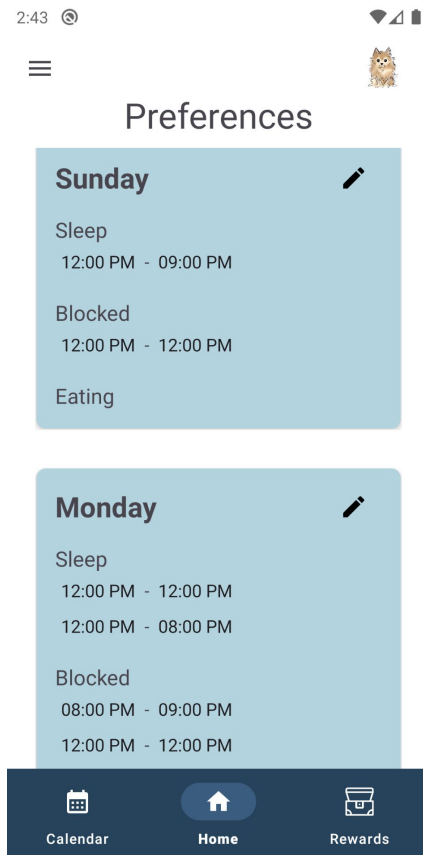
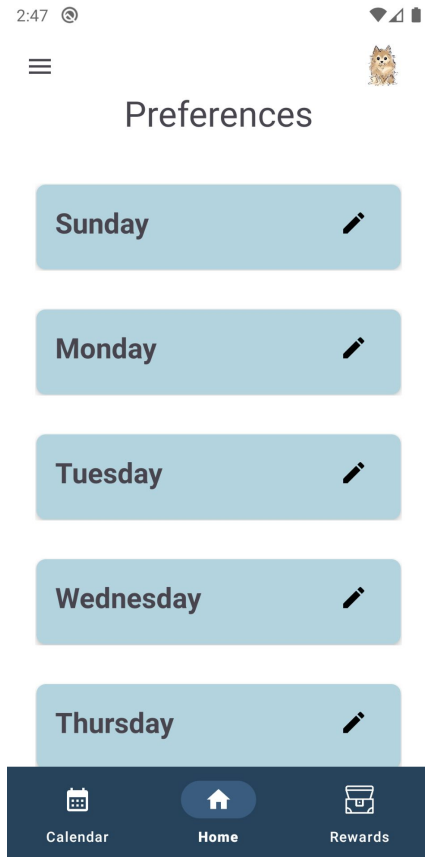
# Improvements from Initial Prototype

## UI Designs

- Modified Rewards Page Icon
- Added consistent Theme & Color scheme to application
- Added Calendar Page
  - Display Blocks & Sessions for selected date
  - Allows user to focus on singular day
  - Weekly schedule viewing difficult to implement



# Modify User Preferences



## UI Improvements

- Implemented edit/view functionality for all days of the week
- Added Color to layout card design

# Modify User Preferences - Error Handling & Feedback

## Previously Implemented Error Handling & Feedback:

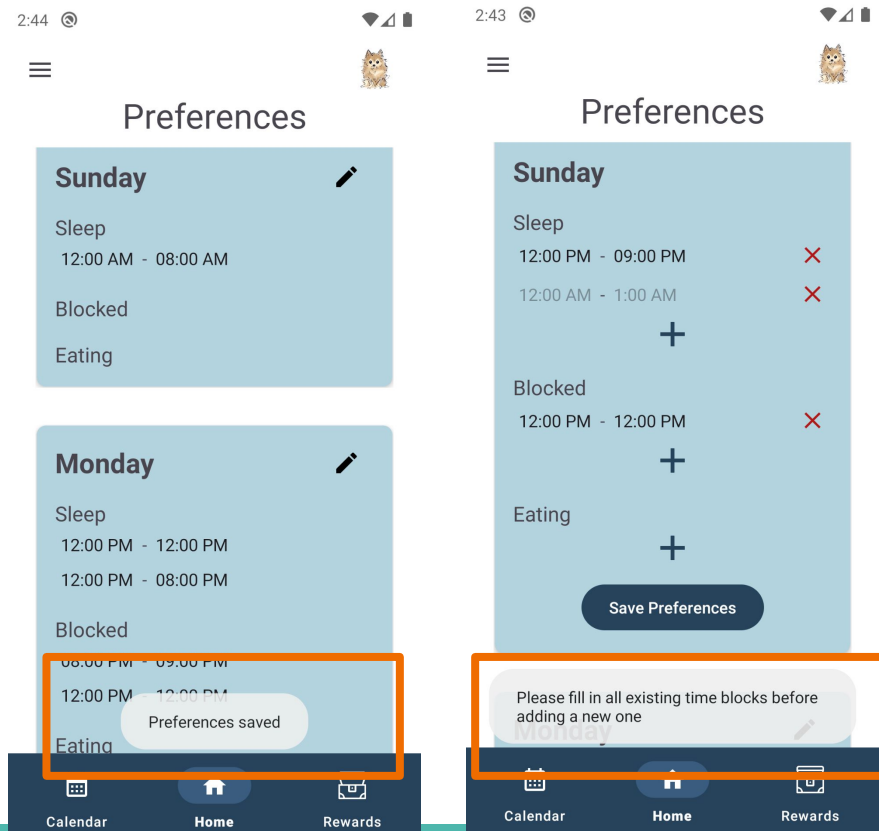
**User Presses '+' Button a second time** → Feedback Message at the bottom & new element does not show

**User Attempts to close card window in edit mode** → Feedback message & onClick Event doesn't occur

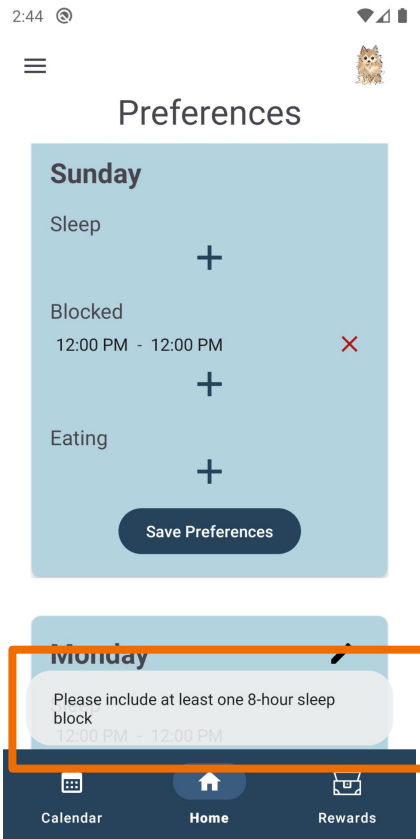
**User Input Valid & saves preferences** → Feedback messages & onClick event occurs

## Newly Implemented:

**User did not add Sleep block & attempts to save** → Feedback message & onClick Event doesn't occur



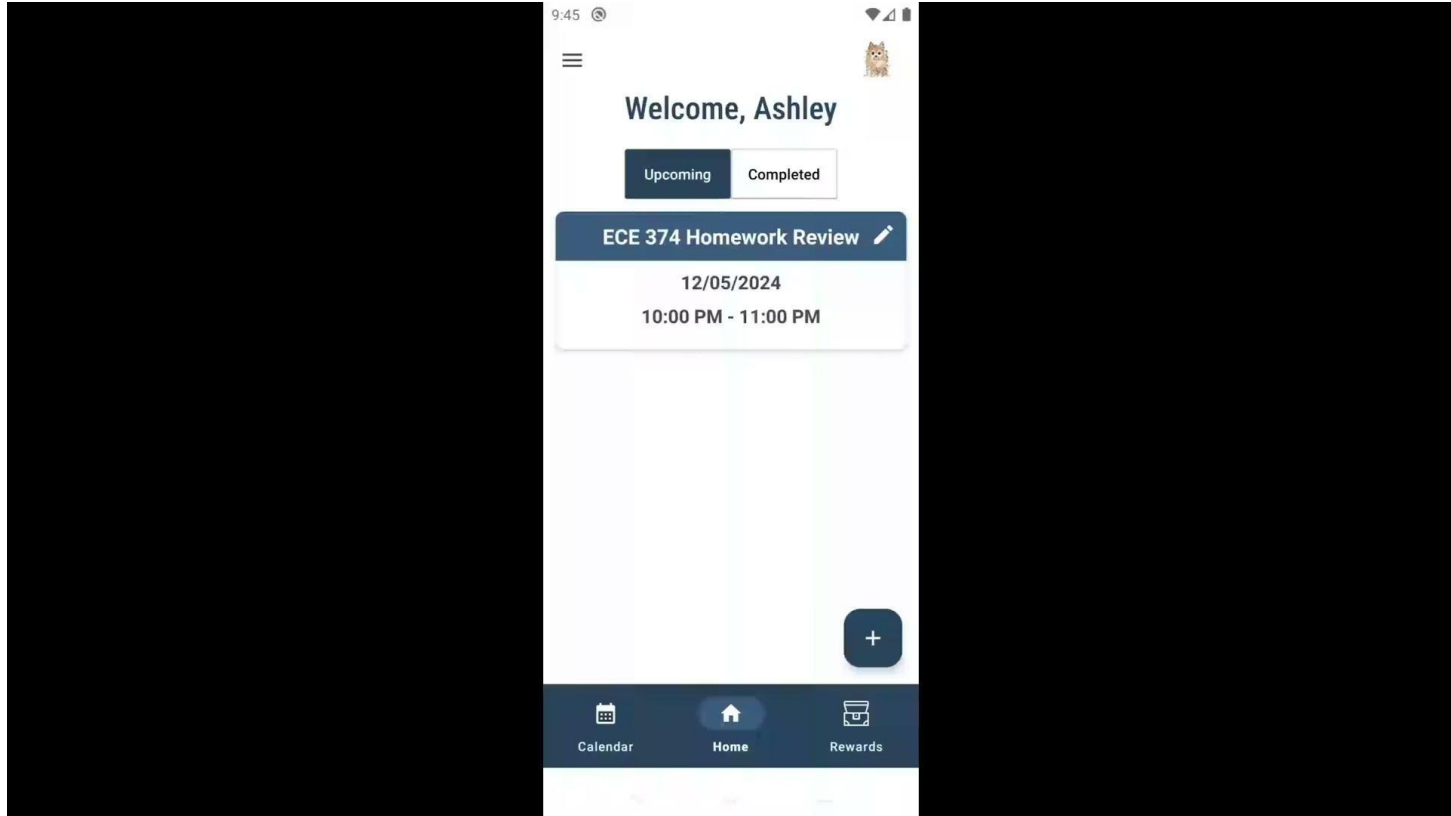
# Modify Preferences - Error Handling & Feedback



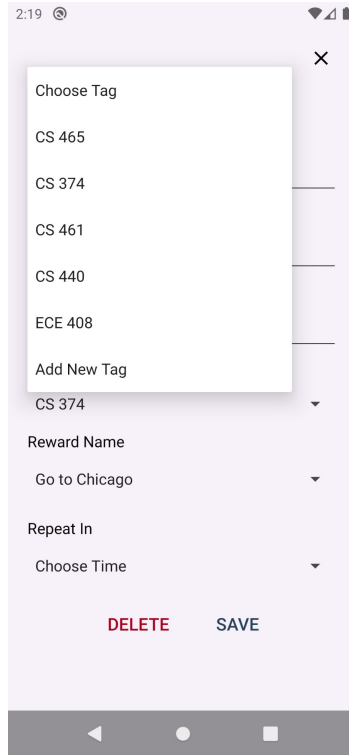
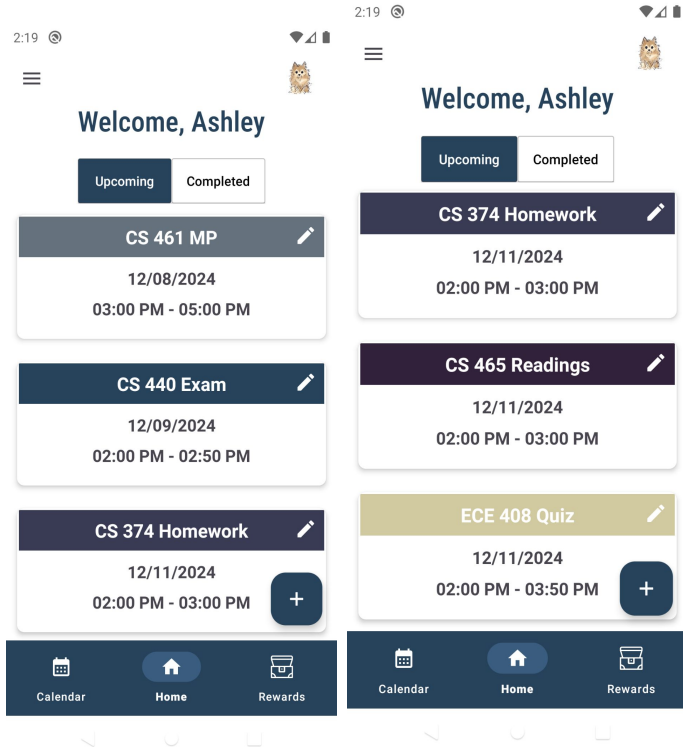
User clicks 'Save Preferences' without Sleep Block → Feedback message & onClick Event doesn't occur

- Enforces physical health habits
  - Prevents scheduling sessions during blocks
  - Prevents user from overscheduling study sessions

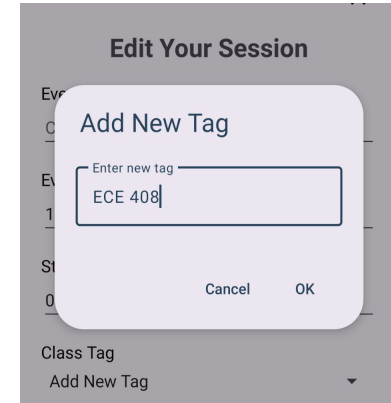
# Task 1: Modify User Preferences



# Task 2: Create Study Session - UI Design (Improvements)



- Unique Card Color for Tags
  - User can create unique Tags
  - Allows better distinction between events





# Task 2: Create a Study Session

12:30

Create a Session

Event Name  
Enter Event Name

Event Date  
Select Date

Start Time  
Select Time

End Time  
Select Time

Class Tag  
Choose Tag

Reward Name  
Choose Reward

Repeat In  
Choose Time

CREATE

7:31

Create a Session

Select date

Dec 6, 2024

December 2024

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

Cancel OK

CREATE

3:10

Let's Create a Session

Event Name  
Enter event name

Select Start Time

03 : 10

Hour Minute

AM PM

Cancel OK

Choose Tag

Reward Name  
Choose Reward

1	2	3	-
4	5	6	⌋
7	8	9	⌫
,	0	.	➡

## UI Improvements:

- Modified Date & time picker to match theme
- Modified dialog to be bottom sheet (slide up)
- Added Theme & Color scheme to pop up
- Disable user from choose past dates

# Create a Study Session - Error Handling & Feedback

3:23

Let's Create a Session

Event Name  
Enter event name

Event Date  
Select date

Start Time  
Select Time

End Time  
Select Time

Class Tag  
Choose Tag

Reward Name  
Choose Reward

Repeat In  
Choose Time

Please fill in all required fields

7:31

Create a Session

Event Name  
Enter Event Name

Event Date  
Select Date

Start Time  
12:00 PM

End Time  
Select Time

Class Tag  
Choose Tag

Reward Name  
Choose Reward

Repeat In  
Choose Time

CREATE

Start time cannot be later than end time

7:31

Create a Session

Event Name  
Enter Event Name

Event Date  
Select Date

Start Time  
12:00 PM

End Time  
Select Time

Class Tag  
Choose Tag

Reward Name  
Choose Reward

Repeat In  
Choose Time

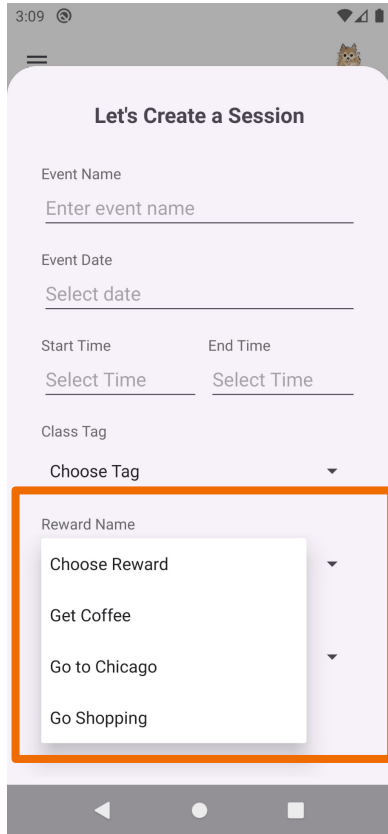
CREATE

Start time cannot be later than end time

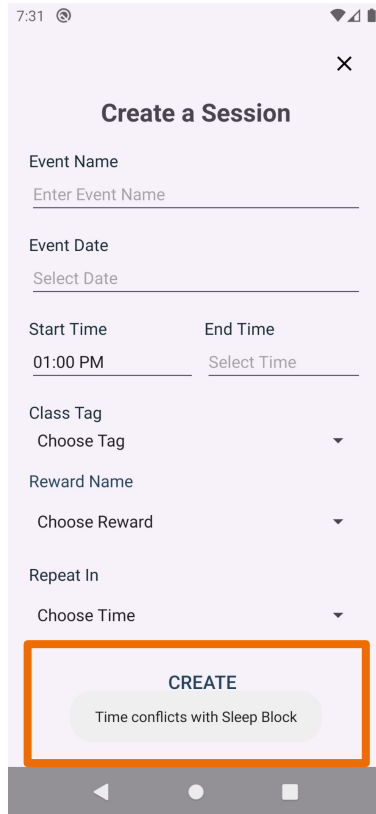
## Previous Error Handling

- User presses 'Create' with no data → Feedback message on Click does not occur
- User end time before start → Feedback message
- User Enters invalid start | end time → Feedback display & time entered not displayed
  - Prevents invalid time scheduling

# Create Study Session - Error Handling & Feedback



This screenshot shows the initial 'Let's Create a Session' form. The fields include Event Name, Event Date, Start Time, End Time, Class Tag, and Reward Name. The 'Reward Name' dropdown menu is open, displaying options: 'Choose Reward', 'Get Coffee', 'Go to Chicago', and 'Go Shopping'. An orange box highlights the entire form area.



This screenshot shows the 'Create a Session' form after the user has filled in the details. The 'Start Time' is set to '01:00 PM' and the 'End Time' is 'Select Time'. The 'Reward Name' is 'Choose Reward'. At the bottom, a 'CREATE' button is highlighted with an orange box, and a message below it states 'Time conflicts with Sleep Block'.

## New Additions

- **User Enters Time Overlap with preferences** → Feedback Display
  - Enforces schedule management & discourages over scheduling
- **User wants to create session** → presses '+' Button → dialog opens from bottom

## Functionality Improvements:

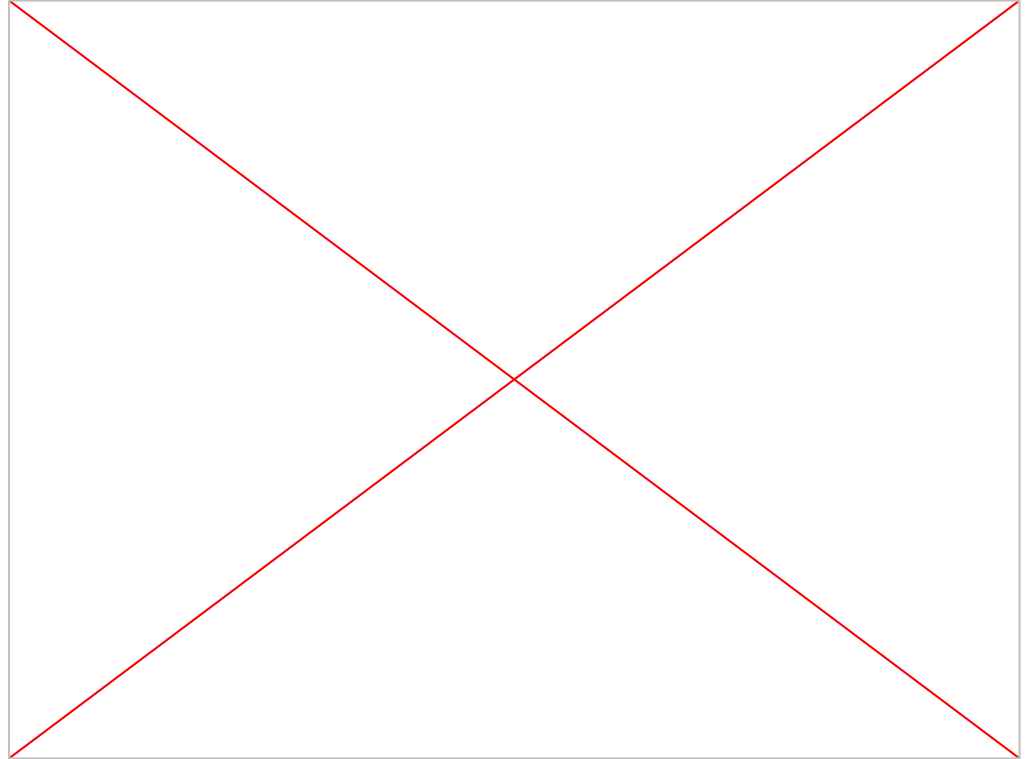
### Reward Name Drop Down with options

- More intuitive than typing reward for user
- Allows user to reuse rewards multiple times

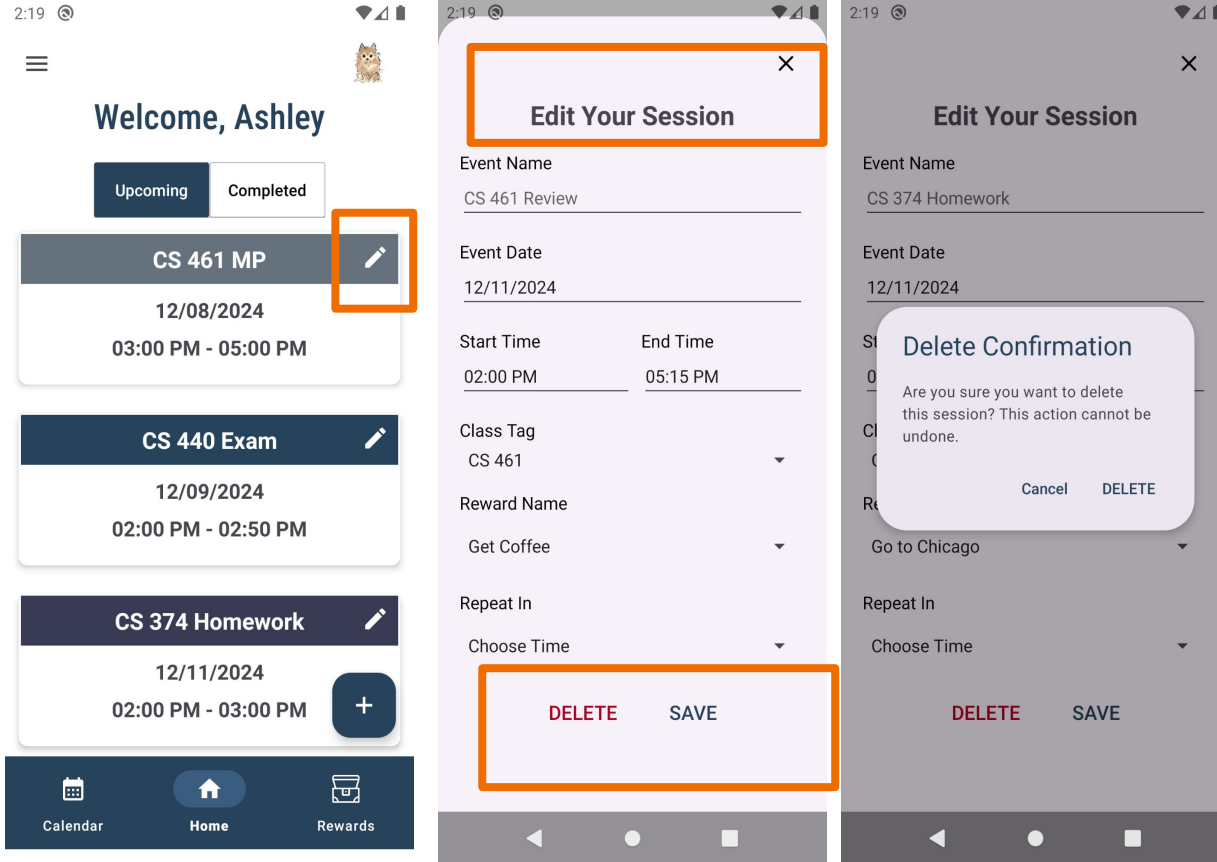
## Task 2: Create a Study Session

Clicking on the add icon, opens up **create session dialog**.

- User will enter all the necessary information regarding their study session
- Session appears on the upcoming session tab.
- The reward for that session appears in the locked rewards section.

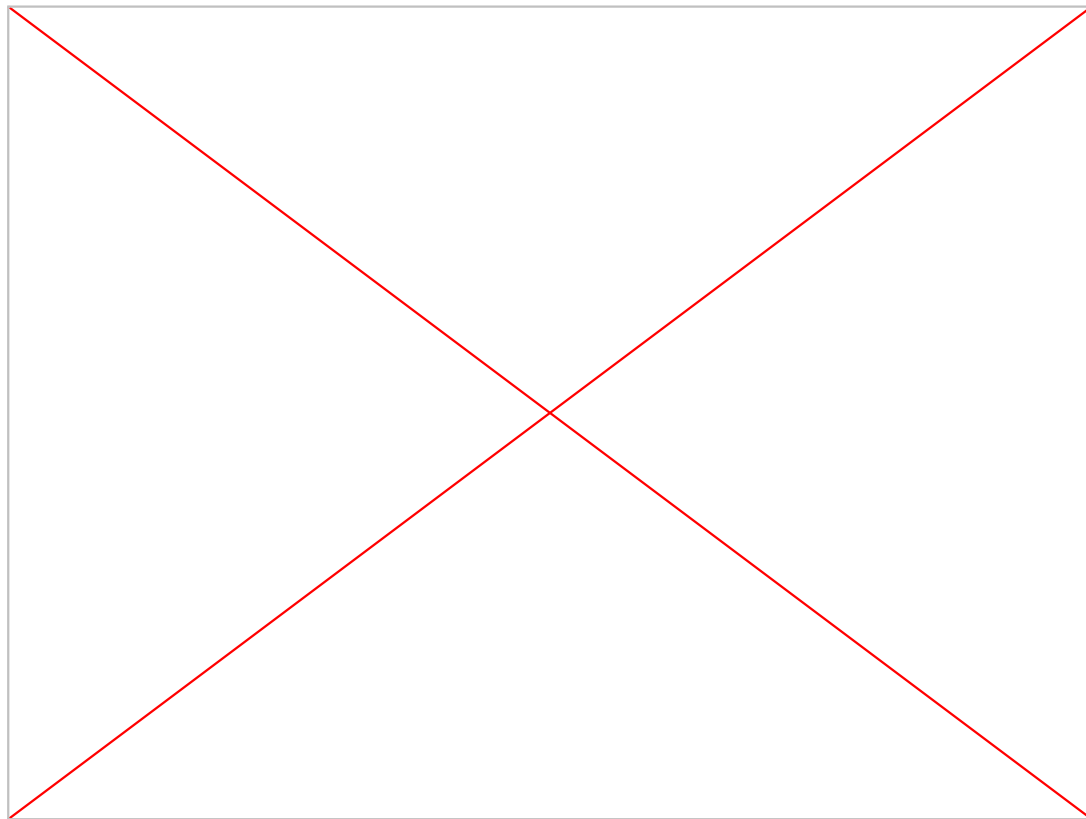


# Task 2 (Continue): Edit a Study Session

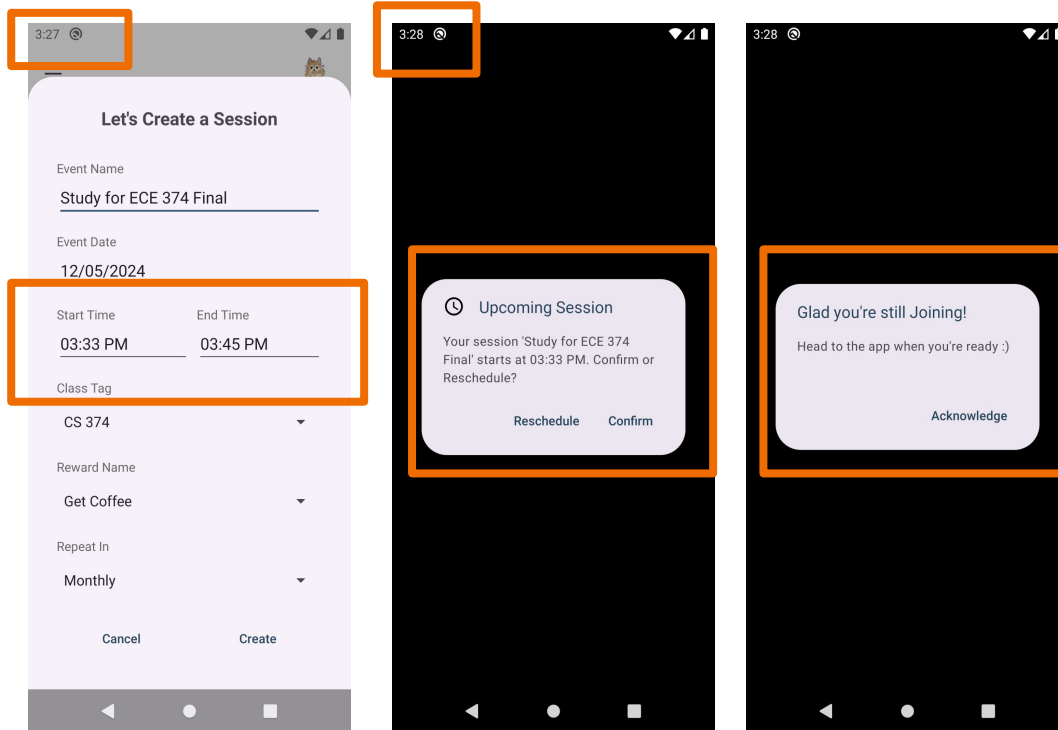


- Same UI Design as Create Session
- Displays session information for specific card
- Delete Button
  - **User presses 'Delete' Button** → onClick Confirmation Dialog
  - Ensures User wants to perform irreversible action
- Save Button
  - Session fields updated

# Edit a Study Session



# User Interactions with Notifications - Confirm Session



**User Has upcoming session** → Reminder Dialog 5 minutes prior to session\*

**User Confirms** → Acknowledge Dialog Pop up

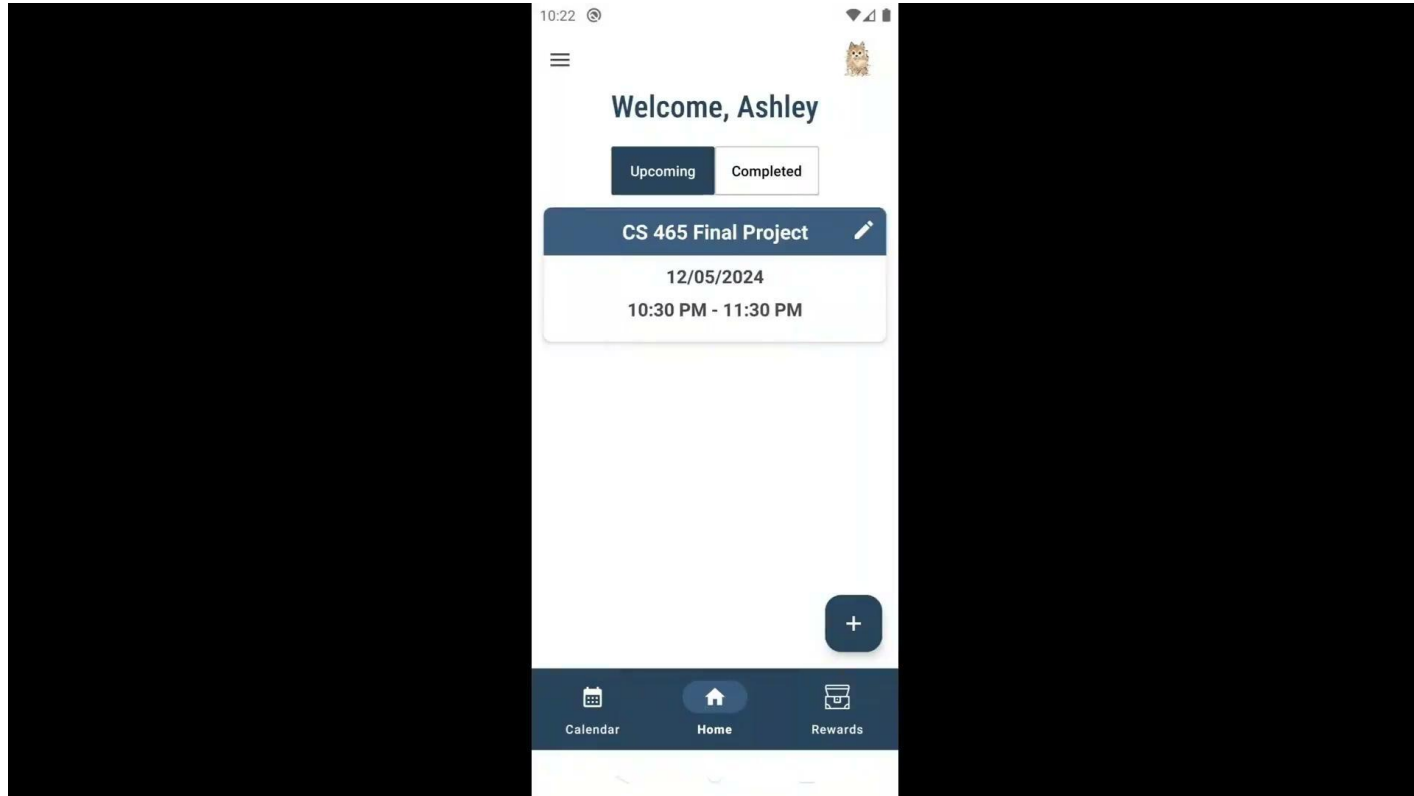
Notification blocks any activity on screen

- Enforces user to make decision & handle promptly
- Proper notifications require system permission

**Note:** Notification system does not work on emulator

\*For Testing purposes Session created 6 minute prior (Notification pops up for any upcoming sessions in database)

# User Interactions with Notifications - Confirm Session

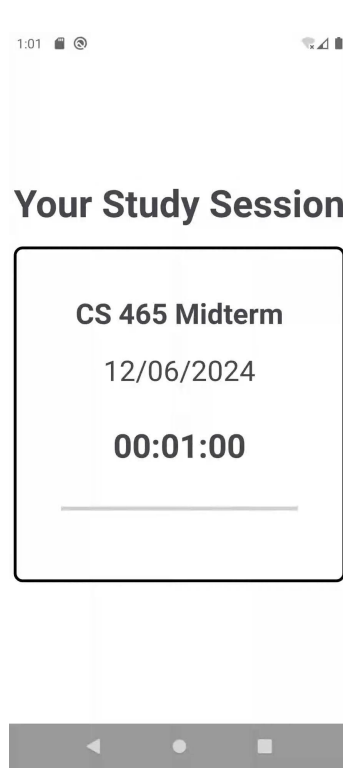




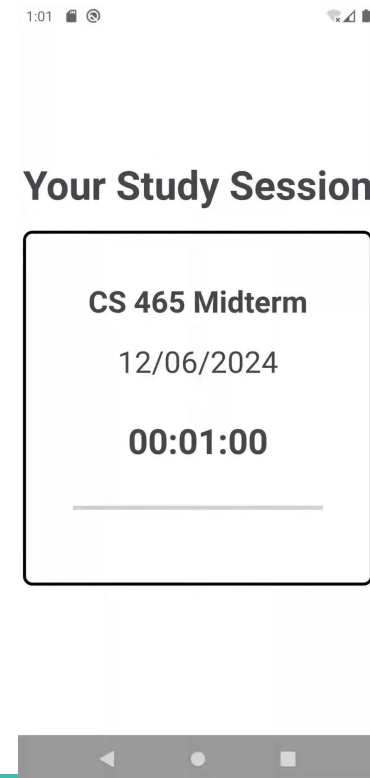
# Task 3: Starting and Completing Study Session

- Click on a study session
- Start button for session only appears once current time matches start time.
- Timer counts down to remaining study time and progress bar tracks session progress
- Completion of study session unlocks reward
- You can then choose to either **use** the reward immediately or **save** it for later.

## Start the session



## Finish the session



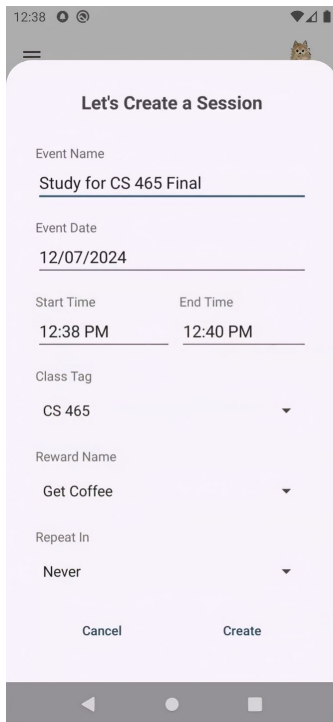
# User Interactions with Notifications - Study Break

Notifications that prompt users to take breaks during study sessions, improving focus and productivity.

Benefits:

- Improved Focus: Encourages breaks to refresh the mind.
- Healthier Habits: Aligns with time management best practices.
- Enhanced User Experience: Keeps users engaged with the app.

# Break Notifications



12:38

Let's Create a Session

Event Name  
Study for CS 465 Final

Event Date  
12/07/2024

Start Time  
12:38 PM

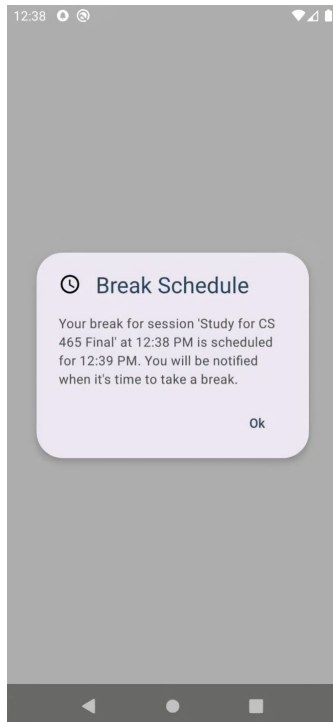
End Time  
12:40 PM

Class Tag  
CS 465

Reward Name  
Get Coffee

Repeat In  
Never

Cancel Create



12:38

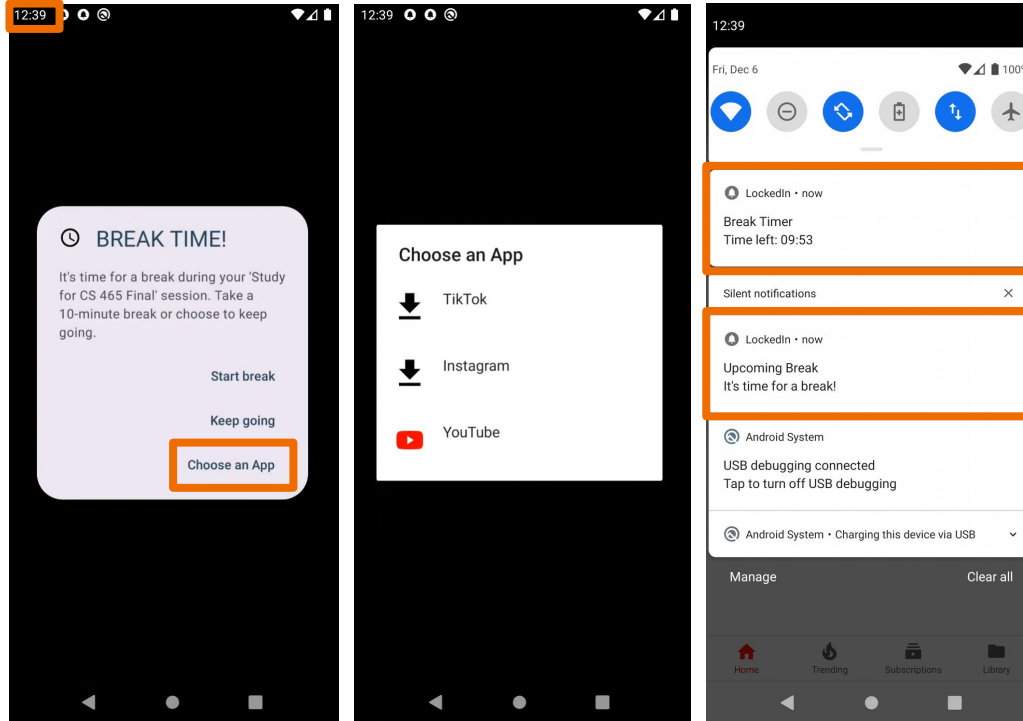
🕒 Break Schedule

Your break for session 'Study for CS 465 Final' at 12:38 PM is scheduled for 12:39 PM. You will be notified when it's time to take a break.

Ok

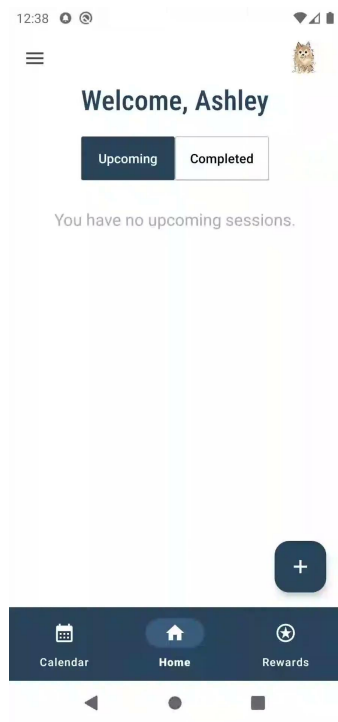
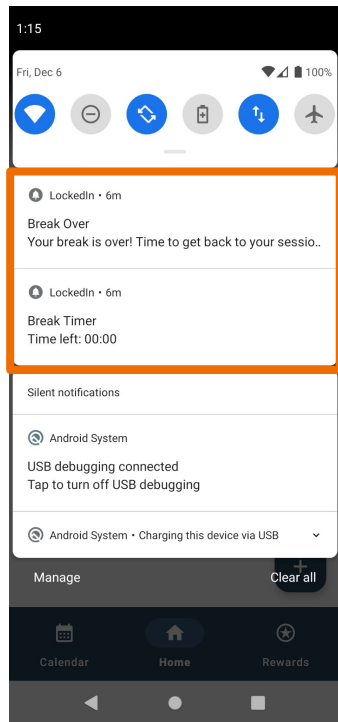
- After session is scheduled
  - User gets notified about the break
  - It appears again when break time actually starts
- How break time is determined
  - Break time is currently offered at the midpoint of each session
    - Promotes user not to make excessively long sessions
  - Takes overnight sessions into consideration

# Break Notifications



- When it's break time
  - User gets notified that it's break time
  - "Start break"
    - User is undisturbed
    - Break Timer starts
  - "Keep going"
    - Break isn't initiated
    - User is undisturbed
  - "Choose an App"
    - Routes to suggested apps
    - Break Timer starts

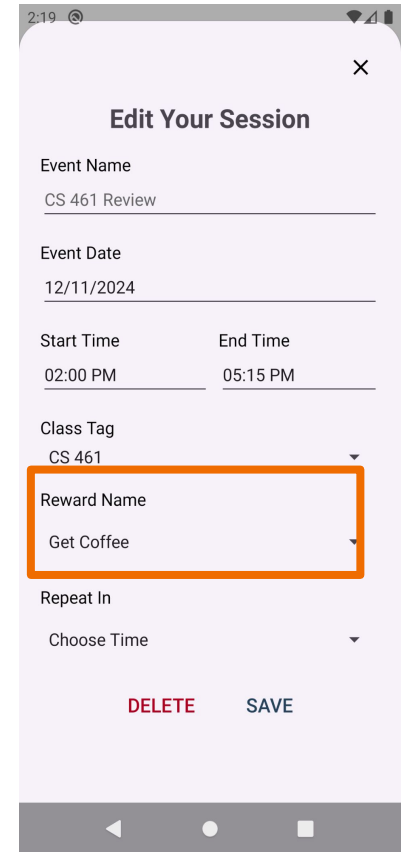
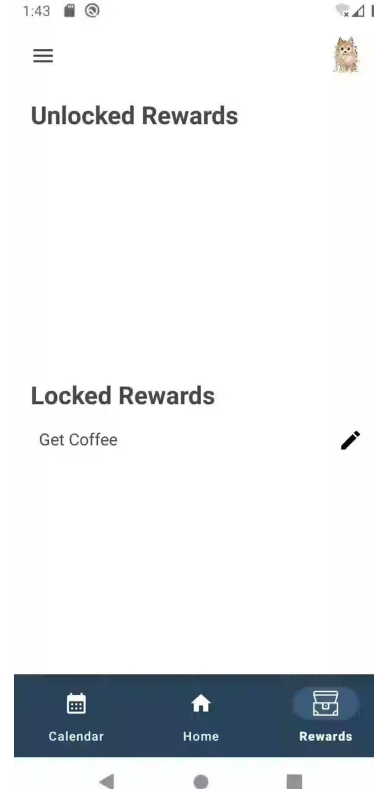
# Break Notifications



- When break time is over
  - After a 10-minute break, the user is notified that it's time to get back into the session

# Task 4: Edit & Claim a Reward

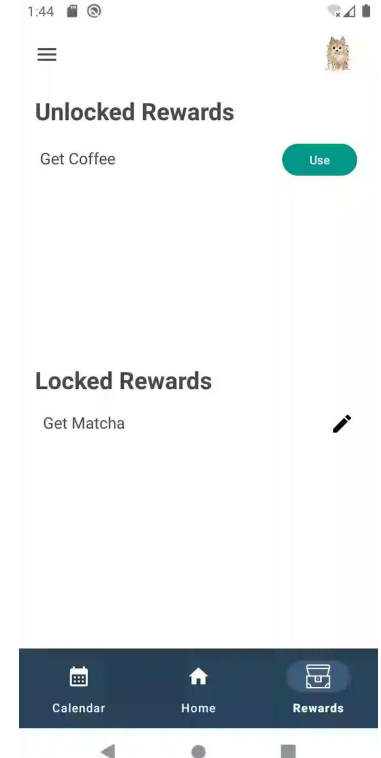
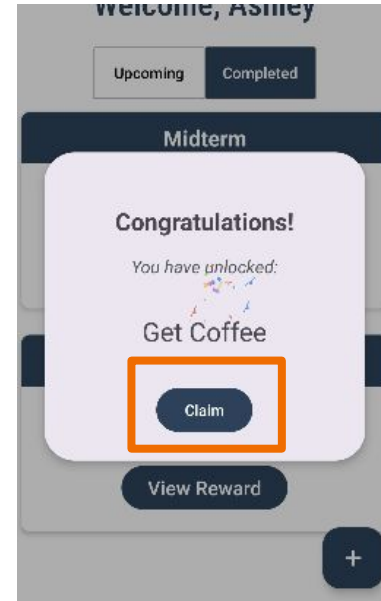
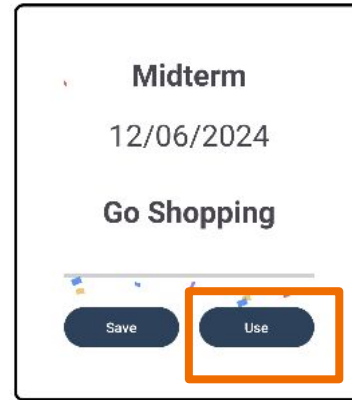
- The user can edit/customize their locked rewards in 2 ways:
  - By navigating to the rewards tab and clicking on the 'edit icon'
  - A dialog asking for text input appears. The user can enter the modified reward and save it.
  - By editing the session itself.
- **Note:** Minor Bug causing a delay in the locked reward moving to unlocked reward. The view is updated when you restart the app.



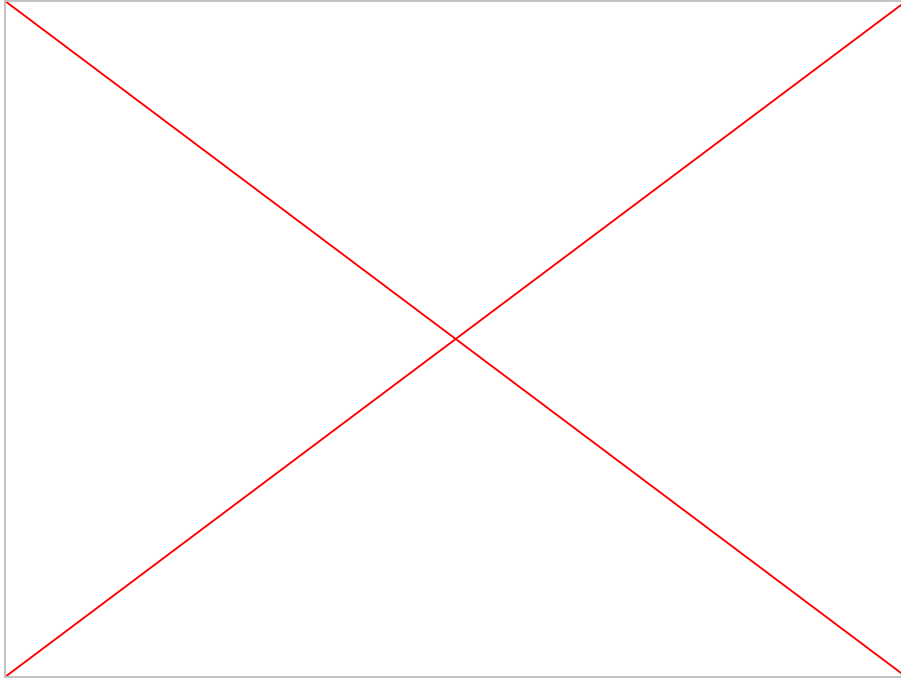
# Task 4: Edit & Claim a Reward

- The user can claim their locked rewards in 3 ways:
  - When they complete a session and click on 'Use'
  - By going to view reward and clicking on 'Claim'
  - By clicking on 'Use' in unlocked rewards.

## Your Study Session



# Additional Features



3:41



3:42



December 2024



Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7

## sleep

12:00 AM - 08:00 AM

## ECE 465 Exam

03:35 AM - 03:40 AM

## ECE 330

03:40 AM - 03:50 AM

## blocked

10:00 AM - 12:00 PM

## blocked

01:00 PM - 06:00 PM



**First Name** Ashley

**Last Name** Herce

**Email** example@email.com

Edit Profile



Calendar



Home



Rewards





# Demo Video

