# LockedIn
Initial Functional Prototype

404 MARSJ NOT FOUND

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
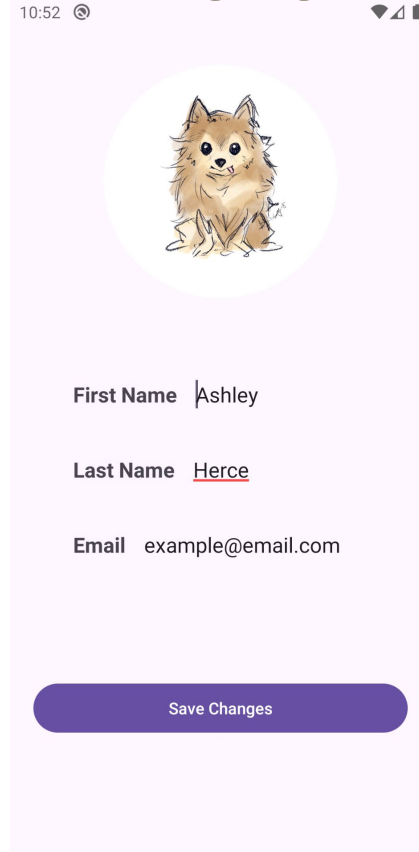
Modify User Profile Details - Layout

Navigating to Page
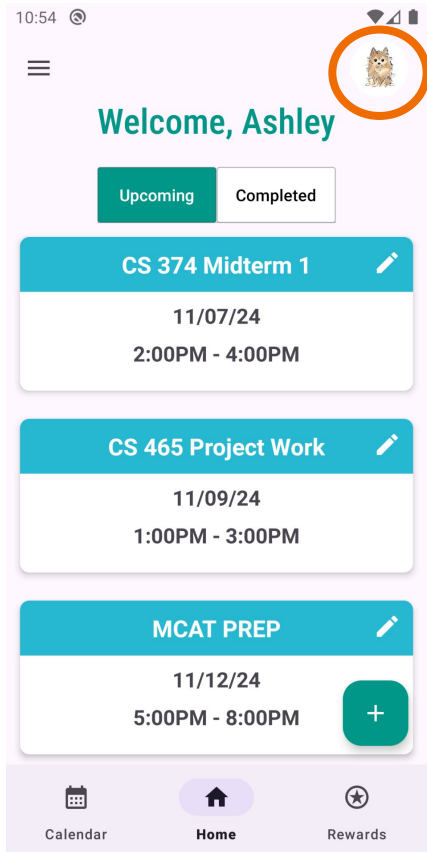

Viewing Page
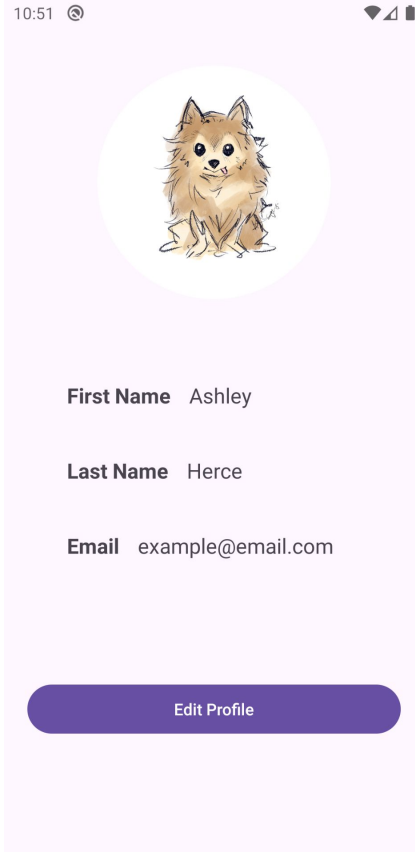
Editing Page

App Navigation

- **Bottom navigation bar** allows you to between Home, Calendar and Rewards
  - Calendar view yet to be implemented
- **Burger Icon** opens the **navigation drawer** that allows you to change preferences/settings
- You can switch between **upcoming and completed tabs**
- **'Add' icon** on the bottom right allows you to add a session
- **Profile icon** on top left for editing and saving personal information.
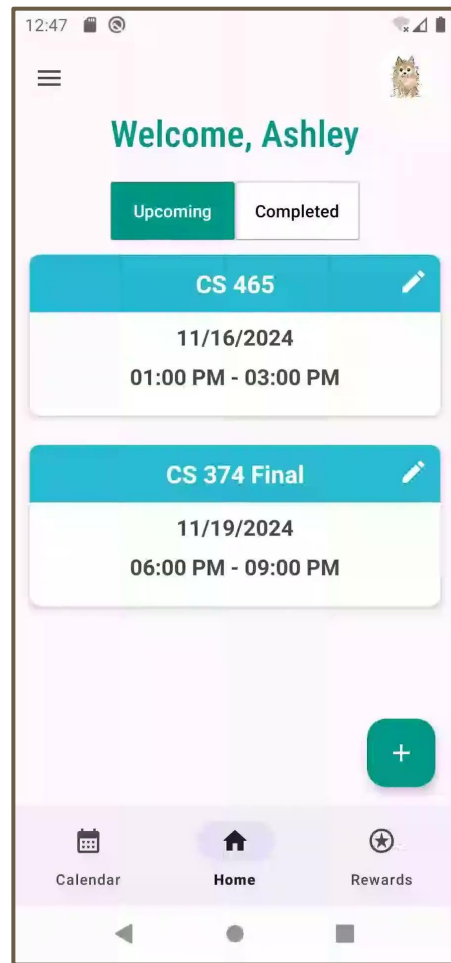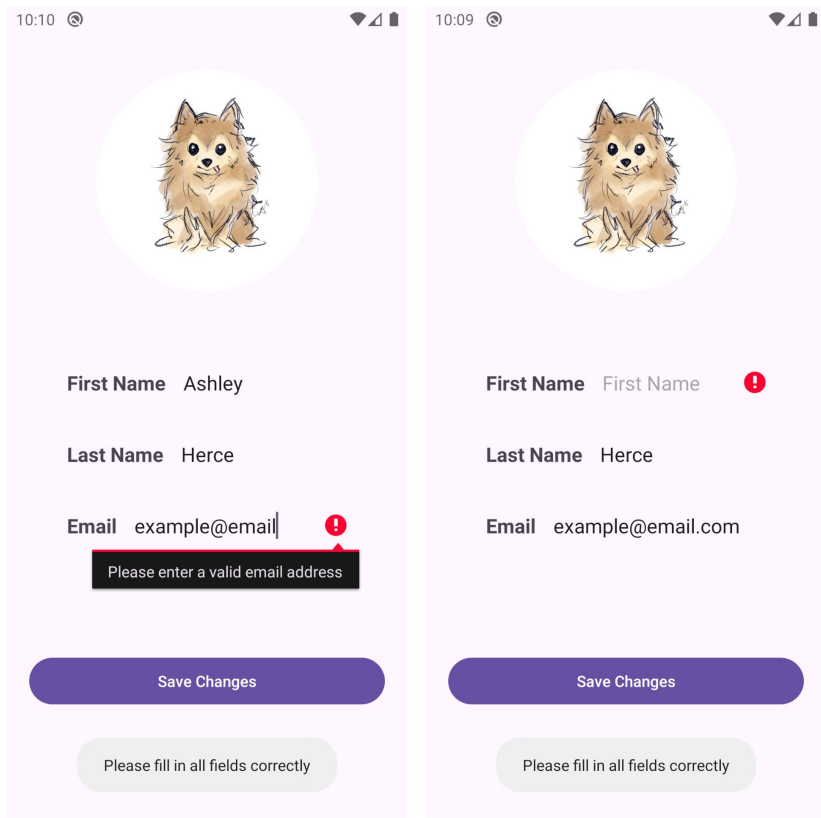
Modify User Profile Details

App is curated for single user →

Already Logged in as single user

- Assess Profile Page from Home, Calendar, and Rewards fragments
- User can modify First & Last Name, Email
- Toggle between 'Save Changes' & 'Edit Profile' page
- Data Validation for elements
  - Feedback dialog
  - Error message for problematic element
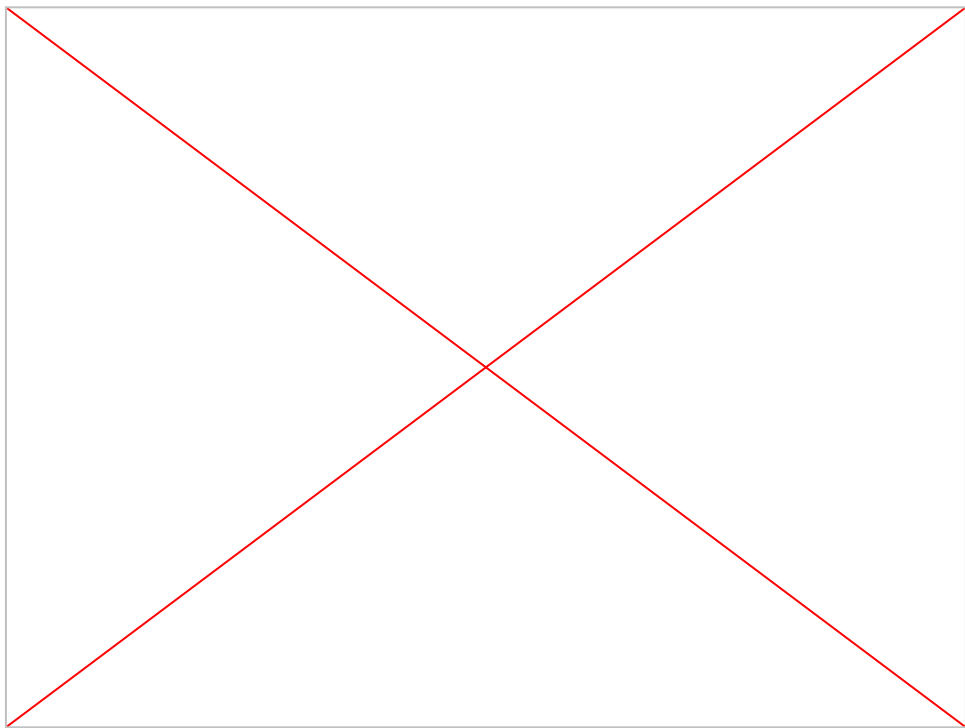
Data Validation & Error Handling

OnClick of 'Save Changes' Button with invalid data

- Highlight Error and display Feedback message
- Prevent user from accidentally deleting data

Data Validation & Error Handling
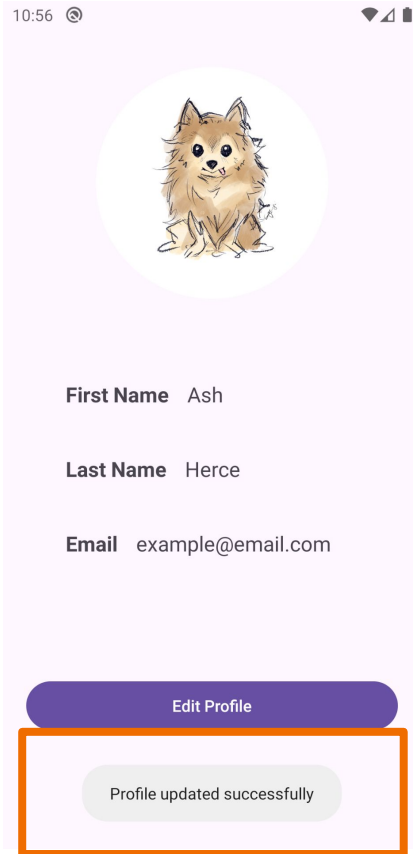
OnClick of 'Save Changes' Button

- Feedback Message showing changes were saved

- Changes updated to page

- Successfully navigated to From Edit → View Page

Task 1: 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.

In the future, we will implement sorting for the upcoming sessions, so that the nearest session appears first.

Task 2: Start a Study Session

1. **Accessing Sessions**:
    Simply click on any session to open its corresponding session card. By default, the session time and progress bar will be set to 0.
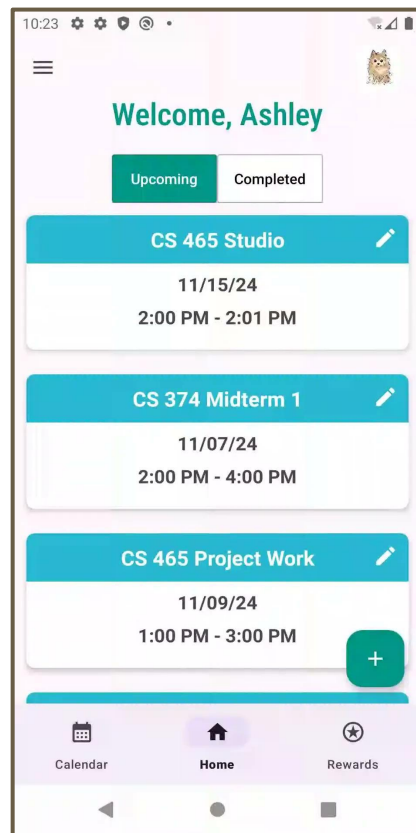2. **Starting a Study Session**:
    When you're ready to begin studying, click the **Start** button on the session card. This will allow you to track your study time.
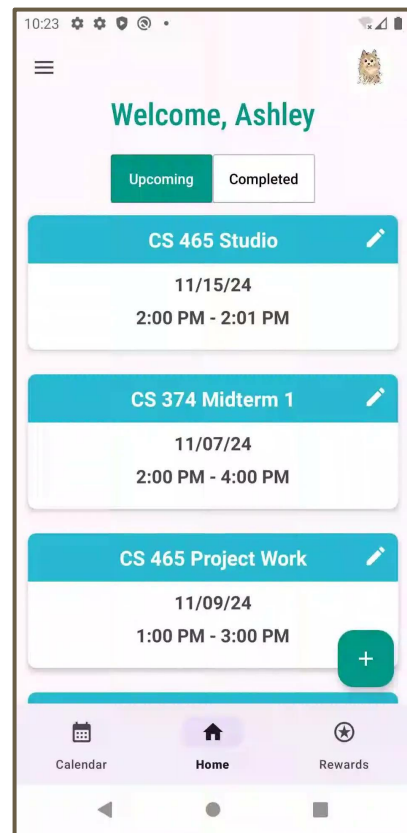3. **Completing the Session**:
    Once your study session ends, the reward for completing the session will appear. You can then choose to either **use** the reward immediately or **save** it for later.
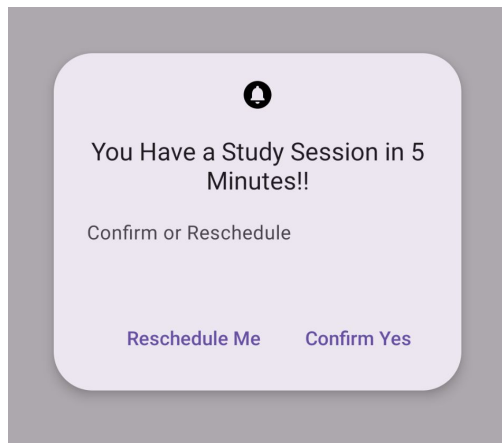
Start the session

Finish the session

Interaction(s) with Notifications - Dialog Layout

Dialog Pop Up

🔔

You Have a Study Session in 5 Minutes!!

Confirm or Reschedule

Reschedule Me   **Confirm Yes**

On 'Confirm Yes'

Aw Sorry to Hear

Modify session in the app

Cancel   **Open App**

On 'Reschedule Me'

Glad you're still joining!

Head to the app when you're ready :)

OK
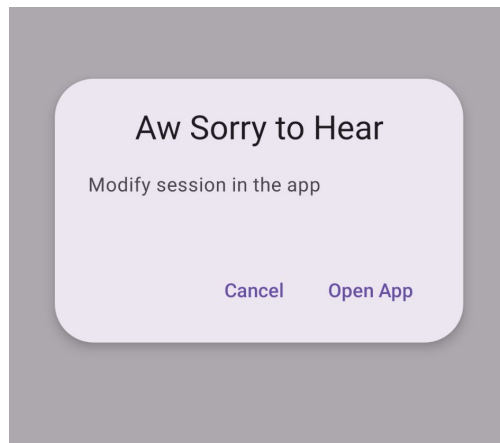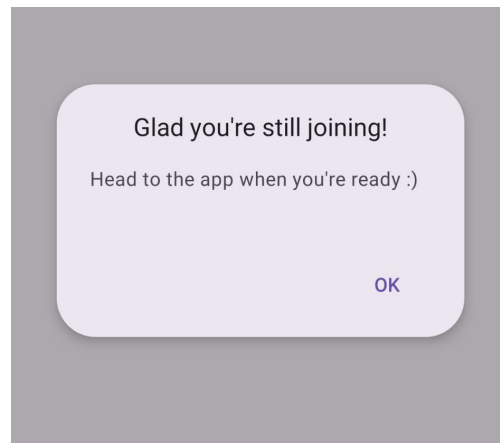
Interaction(s) with Notifications

Example of Notification

Dialog PopUp & Interactions
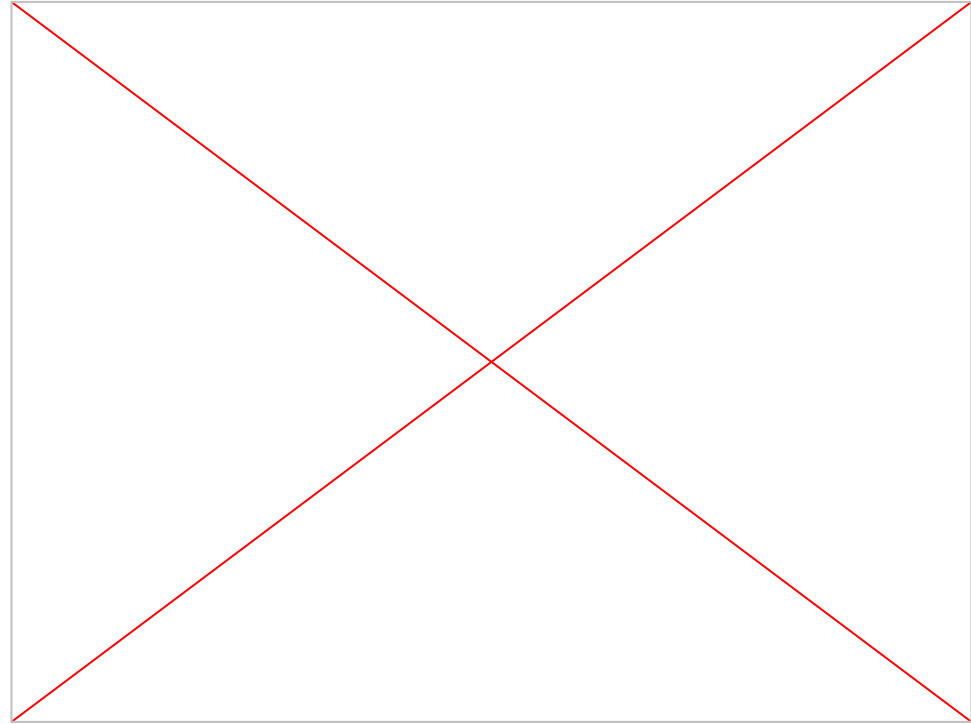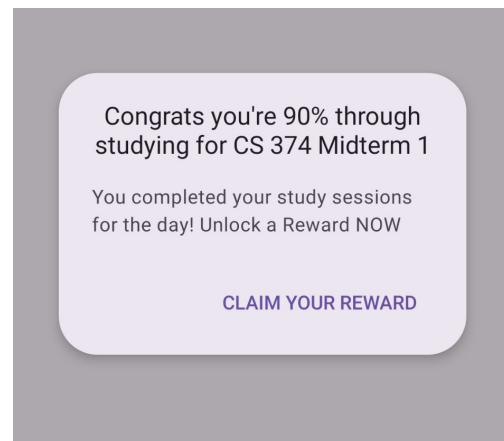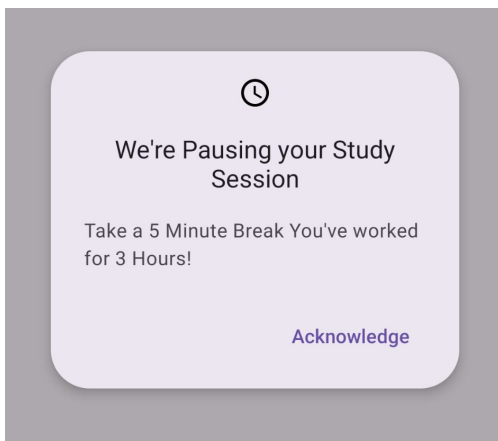
- Dialog reminder pop up on screen
  - Confirm & Reschedule acknowledgements
- On Confirm: Additional Dialog + Acknowledge Button
- On Reschedule: Dialog to reschedule and hyperlink to LockedIn to modify session

Interaction(s) with Notifications

- Currently working on integrating the notifications with the application
  - Requires storing and tracking information from session cards
- Working on implementing additional Dialog Notifications outlined in low-fidelity prototype

UI Design For Additional Notifications

🕐

We're Pausing your Study Session

Take a 5 Minute Break You've worked for 3 Hours!

Acknowledge

Congrats you're 90% through studying for CS 374 Midterm 1
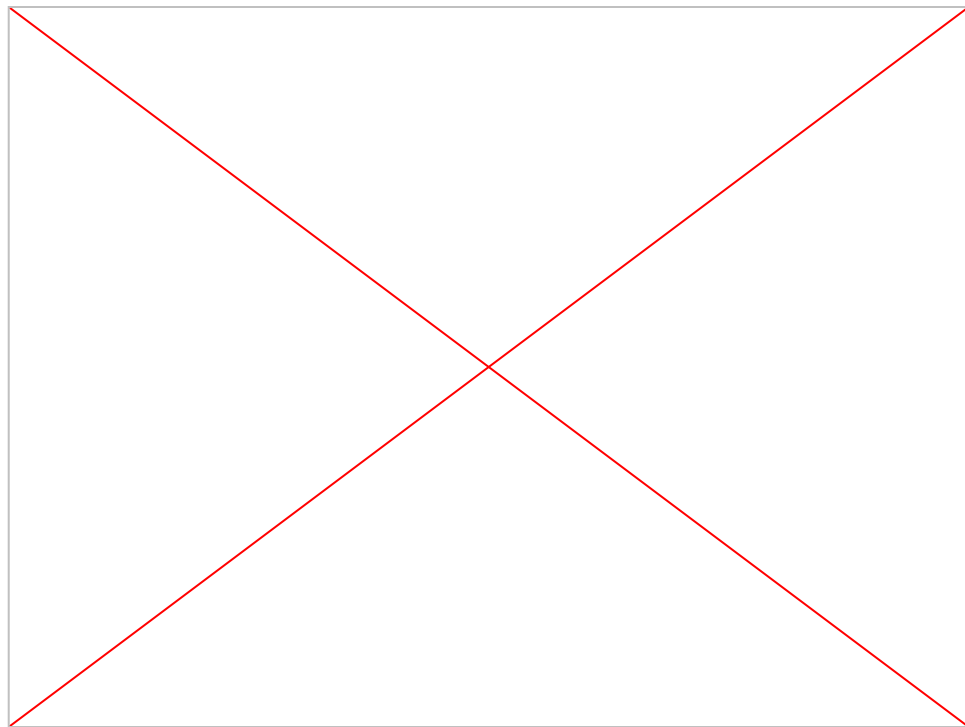
You completed your study sessions for the day! Unlock a Reward NOW
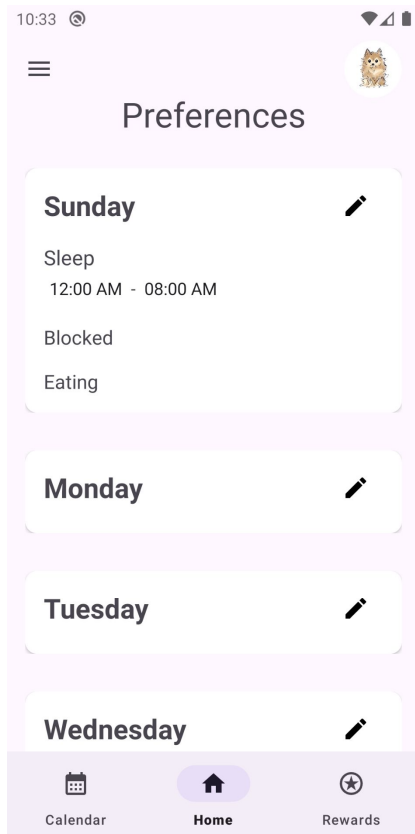
CLAIM YOUR REWARD

Edit a Reward

- The user can customize their locked rewards 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.

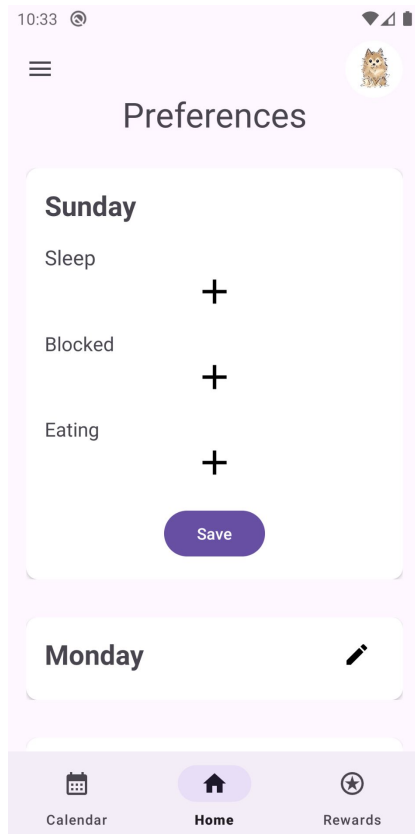Note: Space bar on laptop was not working when typing

View and Modify Preferences - Page Layout

Viewing Card

Editing Card

On Save
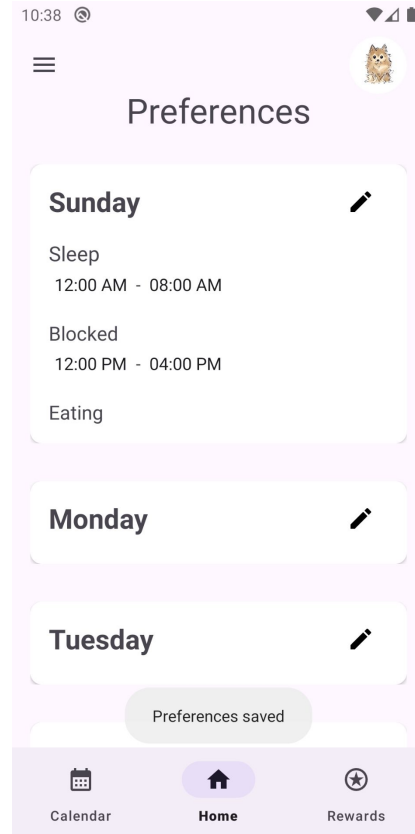
Task 3: View and Modify Preferences
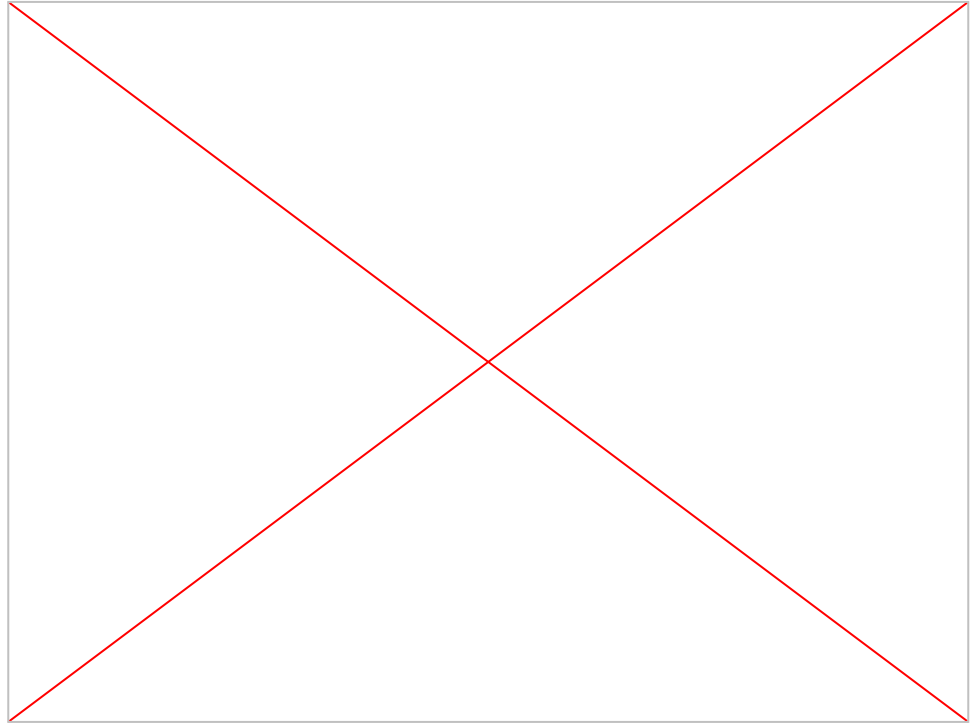
- User can input times for 3 main sections: Eating, sleeping, blocked
- Toggle between viewing & editing Day card with edit & save buttons
- Delete button to remove single entry
- Add button to add time to specific section
- Error Recovery
  - User can only add 1 block at a time in a given section
  - User cannot collapse card in edit mode
  - User cannot save unless all entries are filled

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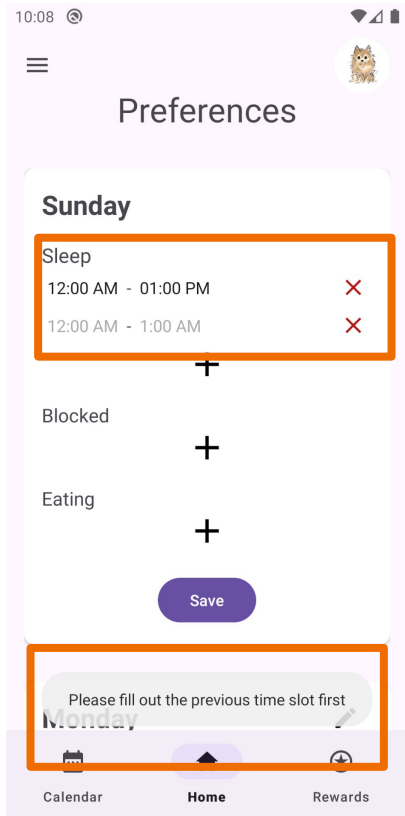
User Presses '+' Button a second time → Feedback Message at the bottom & new element does not show

- Improve user focus and workflow by limiting to one addition at a time per section
- Systematic progression & time validation
  - Enabled for further error handling with conflict scheduling between overlapping times (Currently in progress)
  - Captures entered time systematically → plan to check current scheduled times and if input conflicts with other fragments

Data Validation & Error Handling
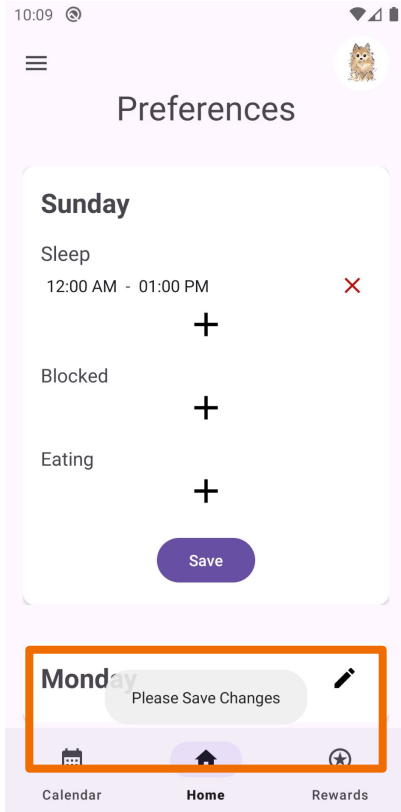
User Attempts to close card window in edit mode → Feedback message & onClick Event doesn't occur

- Prevent user from losing their data while actively changing it
- Prevents user from completing other activities with incomplete & unfinalized data
- Card drop down only enabled during viewing mode
- Guides user to complete task and improve user's focus on the current task
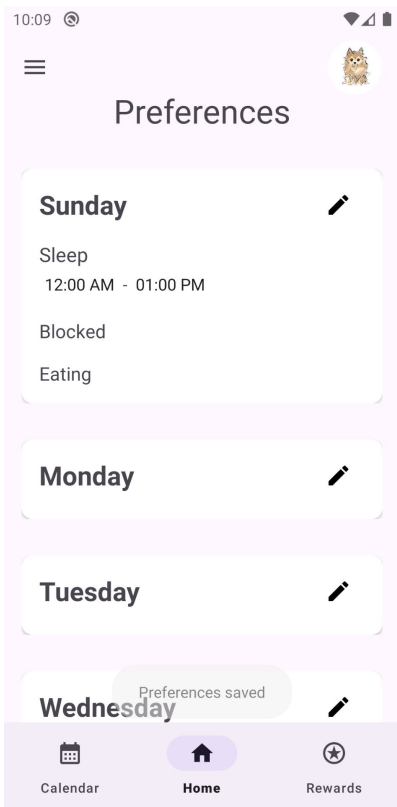- Ensures user saves or deletes intentional changes

Data Validation & Error Handling

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

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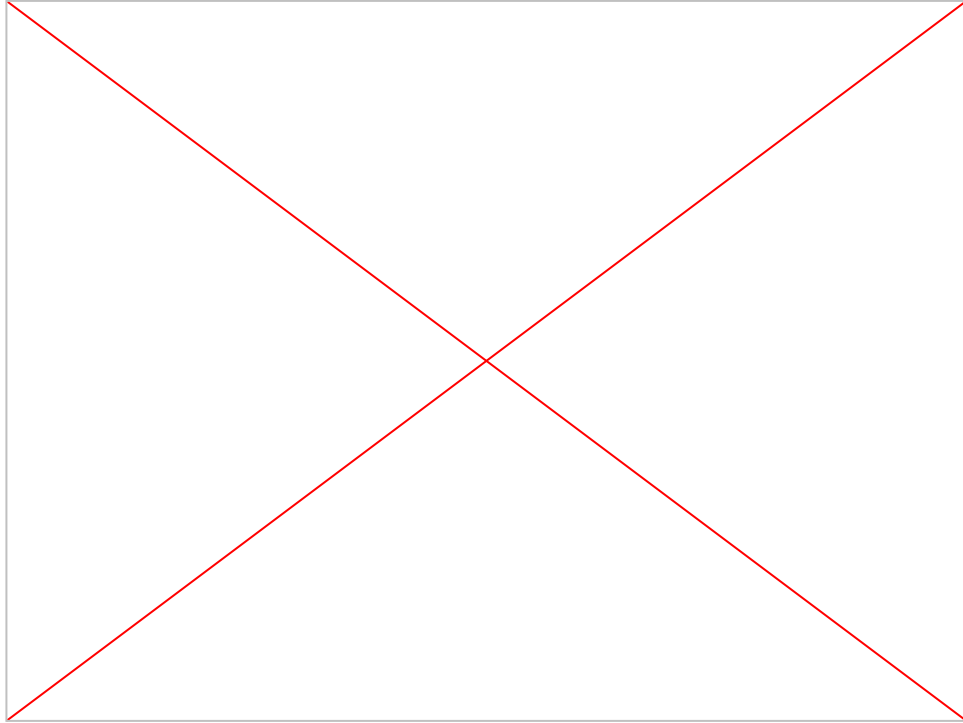- Ensures user saves or deletes intentional changes

Improvements - Custom User Rewards & Suggested

- Currently a rough implementation design of proposed modifications to rewards
- User can choose between entering their own rewards or selecting one from the suggested drop down
- Plan to implement the modified dialog with the final prototype

Improvements - Custom User Rewards & Suggested

Note: Current modifications to the dialog implemented on older design of rewards page for Unlocked/Locked Rewards

- Suggestion box prompts user with ideas for rewards
  - In case user is confused about what to title rewards or does not know what they want as a reward
- Allows flexibility for user to create their own custom Name as well

Future Plans

- Dialog will have the options for user to add descriptions to their rewards
  - Allow user to go straight to their rewards (eg. buy something online, watch netflix)
  - Integrating hyperlink to outside applications based on suggested rewards
    - Eg. Watch ___ on Netflix (directs user to netflix application on their phone)

Additional Improvements

- Add more robust error handling (Required more backend setup of database)
  - Invalidate user input for conflicting time blocks in Preferences & Study sessions
  - Allow user to undo their actions with snackbar instead of feedback
  - Allow users to cancel their modifications to Preferences
- Notifications integrated with Application & Study session information
- Notifications for break reminders integrated with additional apps
  - 'Watch TikTok for 15 Minutes' will send the user to TikTok application onClick

Additional Improvements

- More variation of notification options for breaks
- Add Settings to application
  - Dark/Light Mode
  - Notifications Preferences - User can modify when to receive their notifications before sessions
- Adding more functionality for completed sessions and unlocked rewards
  - Once the user completes the session, the session should move to the completed session tab
  - If they choose to save their reward for later, reward will appear in unlocked rewards section
  - If they use the reward it should disappear from the rewards stack.