

Hero Habits AI – Design Specifications (English-only)

1. Family Gamification

Screen 1: Daily Challenge

- Challenge title (e.g., “Drink 5 cups of water today”)
- Progress tracker (e.g., 2/5 cups completed)
- Start / Mark Complete button
- Reward preview badge (Water Hero Badge)

Description: A daily challenge card with task, progress, and a motivational reward preview.

Screen 2: Weekly Challenge Leaderboard

- Family member avatars with points (Ahmed – 20, Maryam – 15, Fatima – 12)
- Streak counters (days/weeks completed)
- Cheer button (send encouragement)

Description: Leaderboard showing competition and motivation through ranking.

Screen 3: Rewards & Badges

- Badge gallery (locked/unlocked states)
- Badge names (Water Hero, Activity Champion, Healthy Sleep)
- Badge description (short motivational text)

Description: Showcase of rewards to encourage continuous habit building.

Screen 4: Family Progress Dashboard

- Weekly overview (e.g., 7/10 challenges completed)
- Family streak indicator (e.g., “3 weeks in a row”)
- Celebration animations (stars/confetti)

Description: Visual summary of family performance and collective progress.

Pop-ups & Alerts

- Challenge completion popup: “Well done! You finished today’s challenge ■”
- New badge popup: “Congratulations! You earned a new badge ■”
- Reminder popup: “Don’t forget to finish your daily challenge ■”