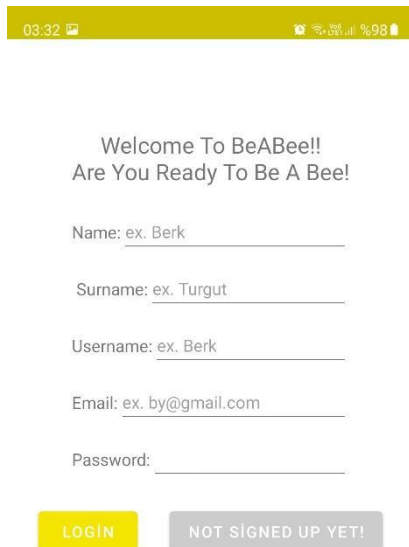


User Manual - Android

1) LOGIN/SIGN UP



When you run the app this is the first page that you see. If you are already signed up to BeABee, you can enter your credentials

and click on the login button **LOGIN** to login.

You don't need to fill every empty field. Only "Username" and "Password" is necessary to login.

If you are not signed up yet, you can click on

NOT SIGNED UP YET!

button to sign up.

When you click on that button you are redirected to signup page.

You need to fill the necessary fields in this page to sign up. If you don't want to give the name and surname, you can leave them empty.

After filling the "username", "email", "password" and "confirm password" fields, you can click

SIGNUP

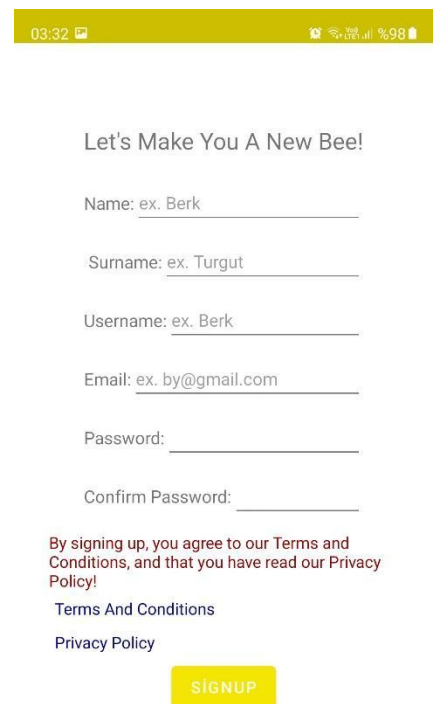
button to sign up.

By pressing this button you agree to our Terms and Conditions and Privacy policy. You can read

[Terms And Conditions](#)

them by clicking on them [Privacy Policy](#).

After clicking on **SIGNUP** button, you are redirected to the login page. You can enter your new account's credentials and login to BeABee



2) Reset Password:

9:03 Welcome To BeABee!! Are You Ready To Be A Bee!
Name: ex. Berk
Surname: ex. Turgut
Username: ex. Berk
Email: ex. by@gmail.com
Password:
LOGIN NOT SIGNED UP YET!
FORGOT YOUR PASSWORD?

3:21 Welcome To BeABee!! Are You Ready To Be A Bee!
Username or email:
ex. by@gmail.com
GO TO HOME PAGE RESET PASSWORD

3:29 Mail sent! Copy the token!
Username: refref
Email: ex. by@gmail.com
New Password:
Token sent:
GO TO HOME PAGE RESET PASSWORD

If user forgets her password, he/she can enter to the “Forgot your password” button. This button will direct the user to a new page which includes a field where user can enter the username or the email. Page also includes 2 buttons “Go to home page” button will direct the user to Login page and “Reset password” button will send an email to the owner of the username or email and user will be directed to a new page which includes username, email, new password and token sent fields.

Sayın refref,
Parolanızı yenilemek için şifreniz: HgMOhAgHEC

Mail received

The mail will include a token to be used in the reset password process in “token sent” field. If the user enters his/her same username or email, enter new password and paste the token sent in the mail to the corresponding fields and then click reset password button the password will be reset and user will be directed to the login page.

3) Goal/Subgoal/Entity System

By clicking the first page from the bottom navigation bar you can go to the ‘My Goals’ page. In this page you can select one of your goals to go to that goals page or you can click the + button top right to create a new goal.

MY GOALS +

Start a Gratitude Journal my version
I will begin each day by writing down 3 to 5 things for which I'm grateful

Knitting a scarf
I will knit a scarf for my bestie


Learn about 5g
I am interested in the technology behind 5g. At the end of this path, I want to have general knowledge about the current status of the technology and what it might become in the future

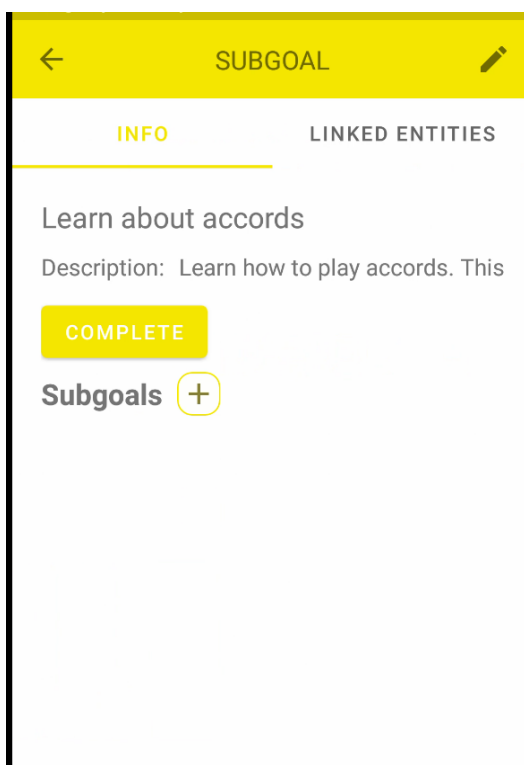
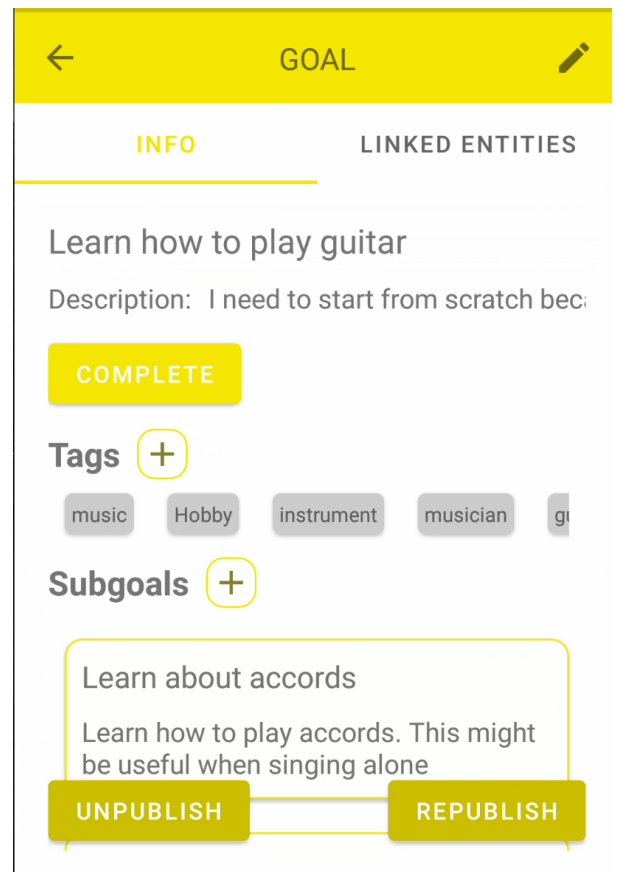
Portrait Drawing (edited)
I will focus on drawing

Learn how to play guitar

Home


Here in the 'Goal' page, user can see the details of their goal. The 'Complete' button and 'Tags' section will be described in the following parts of this manual.


In a Goal users can divide their goal into Subgoals and Subgoals of Subgoals. This behaviour allows users to split the Goal into many hierarchical Subgoals thus providing a flexible platform which can be used for any type of Goal. To do this in the 'Subgoal' section seen on the screenshot at right, you need to click  button to create a new 'Subgoal' and by selecting one of the subgoals listed you can go to that subgoals page. Using 'Unpublish', 'Republish', or 'Publish' buttons at the bottom of the page you can manage the publication status of this goal in the 'Marketplace'.



Here you can see the 'Subgoal' page has a similar structure with the 'Goal' page. Again using the 'Subgoals' section below you can create subgoals under this subgoal or go to already existing subgoals pages.

After the hierarchical structure is built, the user can link many types of entities to any level of the Goal Hierarchy. Meaning to 'Goal', 'Subgoal' or to another 'Entity'.

By swiping right or clicking the  tab on the top, you can go to the 'Linked Entities' section in 'Goal', 'Subgoal' or 'Entity' pages.

In this page, you can see the entities linked to this 'Goal', 'Subgoal' or 'Entity' and add new ones. The link a new entity you can use  buttons next to entity types. Once you do so you will encounter with this popup:

Link Entity

Select Existing Entity

Make research about 5g ▾

NEW ENTITY

DISMISS

SAVE

In this popup you can select an existing entity from this 'Goal Space' or create a new Entity and link it to this page.

The entities consist of Questions, Reflections, Tasks, and Routines. Once an Entity is registered to the system, it exists under the Goal and is accessible anywhere under that Goal. The user can link it to the Goal itself, to any one or more of the Subgoals, or even to another Entity. This flexible and agile structure of the system allows users to create very unique Goal structures.

A Question is something that the user can use to note down their questions for them to find the answer later or to remind themselves about a confusing situation that they should keep in mind. They can assign a reminder to the question or they can link it to the other Entities or the other way around.

INFO

LINKED ENTITIES

Tasks

+

Make research about 5g

Internet can be a useful resource

Routines

+

Questions

+

How is 5g different from 4g

Maybe I first need to understand the difference

Reflections

+

←

REFLECTION

✎

INFO

LINKED ENTITIES

Not Good

←

QUESTION

✎

INFO

LINKED ENTITIES

How is 5g different from 4g

Description: Maybe I first need to understand difference

Current status ☐

A Reflection is basically a note from the user to themselves which can be linked to the other Entities or to any point in the Goal Hierarchy. Because of its dynamic nature, it can serve various purposes thus being the best assist it can for various users with various working methods.

A Task is something that the user should do before a deadline. When creating a task, the user can set a deadline. After the deadline of the Task, the user can extend the deadline. They can give feedback to the Task about how well they were able to manage the task to later see the insights about their development process.

←

TASK

✎

INFO

LINKED ENTITIES

Make research about 5g

Description:Internet can be a useful respurce

Deadline: 2022-01-29T13:52:01.088+00:00

EXTEND DEADLINE

Current status ☒

Rating: 5.0

←

ROUTINE

✎

INFO

LINKED ENTITIES

Read news.

Description:Every morning I need to read new

Deadline: 2022-01-13T15:17:58.744+00:00

EXTEND DEADLINE

Period: 1

Current status ☐



RATE LAST

COMPLETE

A Routine is very similar to a Task except it is not something that should be done once. Using a Routine, a user can track the things they should regularly do. When creating a Routine, you set a deadline and a period in 'days', so every time you click


RATE LAST

 button, you have a chance to rate the last occurance of your routine, and the deadline will change to the next one. Also you have a chance to extend the deadline for occurances.

By clicking the  edit buttons on top you can edit any of the entities, or by clicking the  back button, you can move up on the hierarchy.

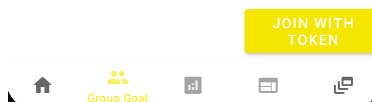
4) GROUP GOAL





If you click on “Group Goal” button , all of your group goals will be listed.

If you don’t have any group goals you will encounter a page without any goals but with a big clickable page.

Click Anywhere To Create A New Group Goal!



If you click anywhere on the white part, it will open a page for you to create group goal where you can add a title and a description for your goal.

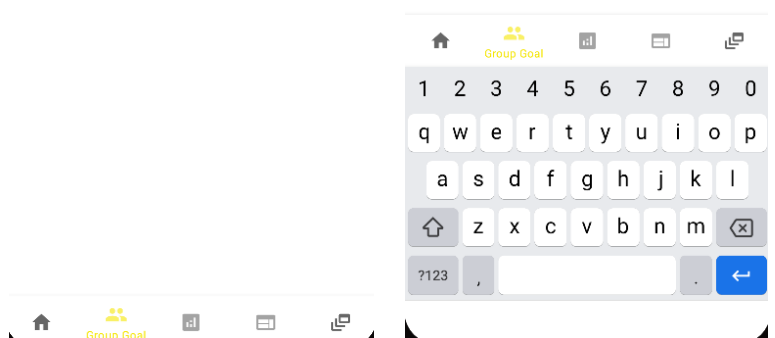
After adding a title and description you can save it by clicking the tick  or you can go back with clicking cross button .

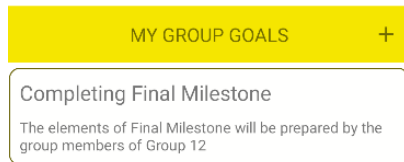


Title
Description: Your description



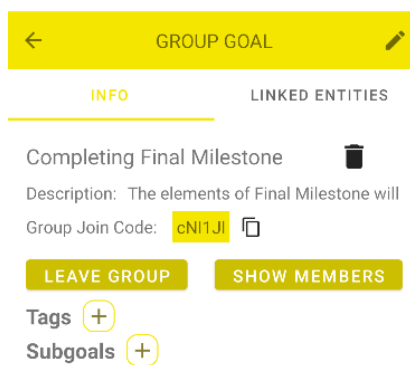
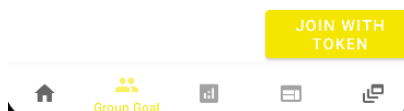
Completing Final Milestone
Description: The elements of Final Milesto







After saving the goal you can visualize it on the “My Group Goals” Page.

Then you can enter to the group goal by clicking on it.



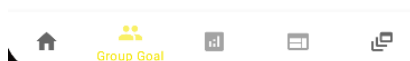
In the “GROUP GOAL” page users can copy the token of the Group Goal by clicking on copy button , so that another user can enter to the same Group Goal.

Users can leave the group goal by clicking on the “Leave group” button **LEAVE GROUP**. This will completely delete the user from the goal and the group goal won’t appear in user’s “MY GROUP GOAL” page anymore.


Users can also delete the goal by clicking on delete button  which will delete the group goal as a whole and none of the members will be able to reach the group goal anymore.

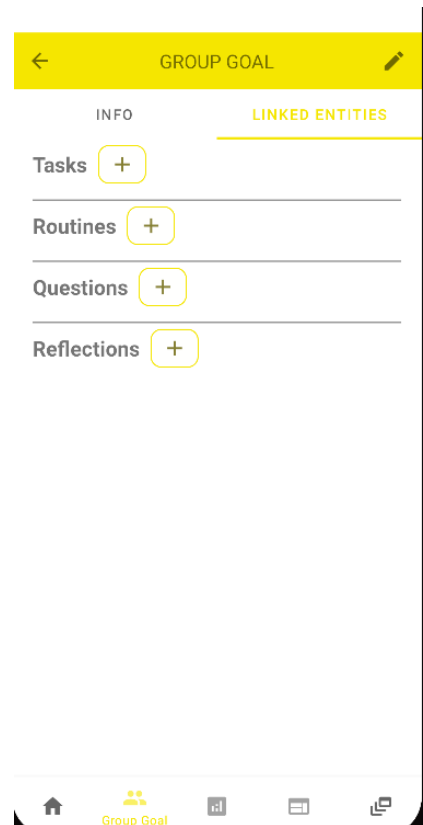
Users can click on the “show member” button **SHOW MEMBERS** which will visualize the members of the group.

The subgoals can be added just like in the “GOALS” page.

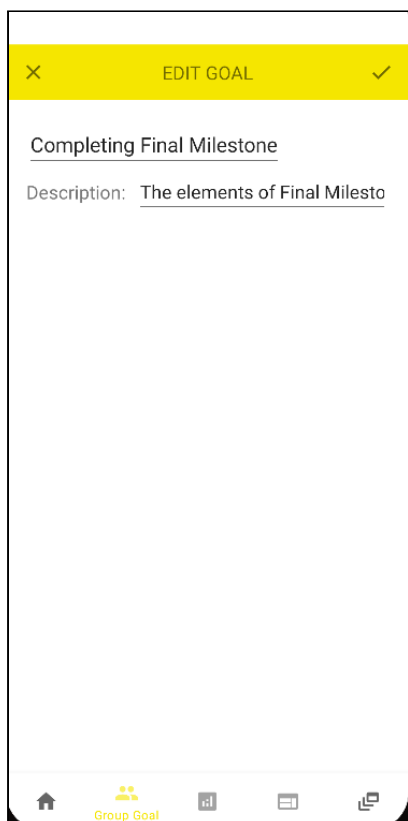





Member page will provide a vertical list of usernames that are members of the following Group Goal. Users can go back by clicking on the back button .

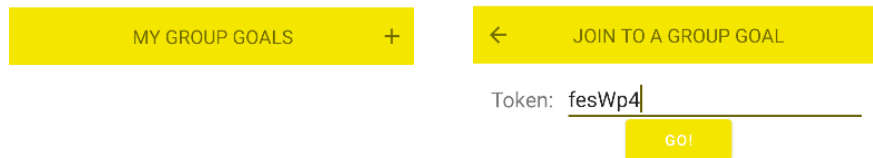


You can visualize the entities by clicking to the “Linked entities”.



You can also edit the Group goal by clicking on the edit button . With the edit page users can change or modify the title and also the description.

Any task, routine, question or reflection can be created in the same way where the entities of goals created.



Click Anywhere To Create A
New Group Goal!



Users can enter a group goal not only by creating it but also with token that is belong to a group goal another user created. To take this action users should click on the “Join with token”

button



Then the “JOIN TO A GROUP GOAL” page will open for users to enter the token that is already provided to user by other users from another platform. After entering a valid token by clicking to the

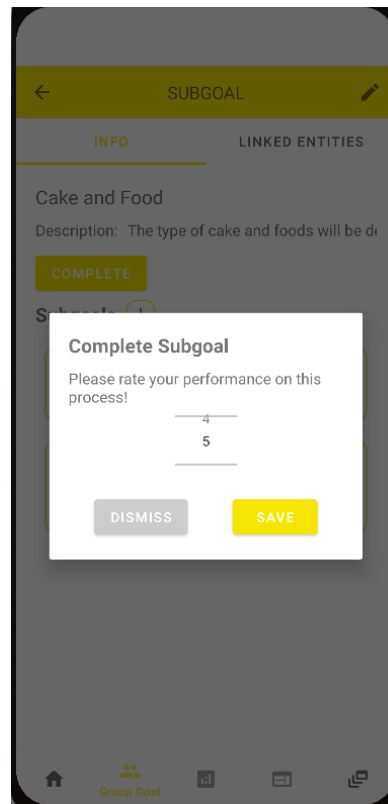
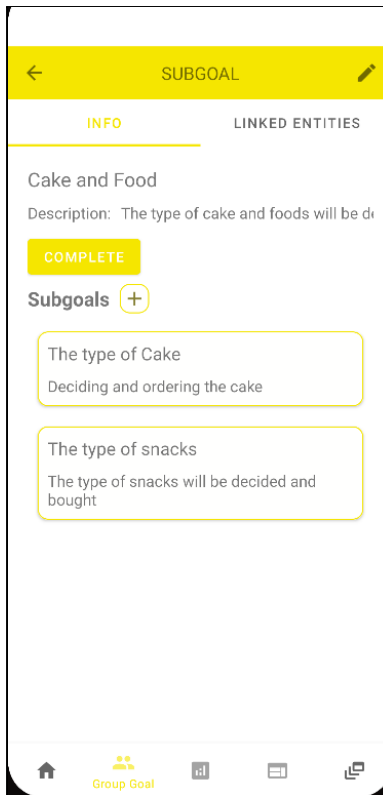
“GO!” button



users can enter to the corresponding group goal. Which will now can be seen in the “MY GROUP GOALS” page.

5) ANALYTICS

5.1) Complete and Ranking



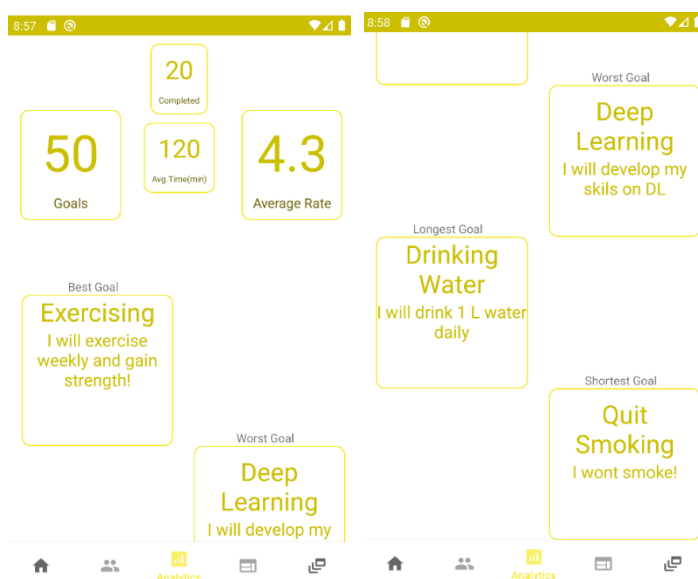
If a goal or group goal includes one or more subgoals, users are able to complete them one by one by clicking on the

complete button **COMPLETE** and can also rank their performance from 1 to 5 when they click on the complete button where the results of the ranking will be seen later in analytics. To save the rating and to complete users should click to save button **SAVE** or they may dismiss **DISMISS** the ranking and completing.

If there exist any subgoal below the subgoal and it is not completed user cannot complete the above subgoal

and the application will give the following warning: “This subgoal has some subgoals that are uncompleted! Finish those first!” This is because one should start from the bottom to complete so that at the end the whole goal or group goal will be completed.

5.2) Analytics Home Page



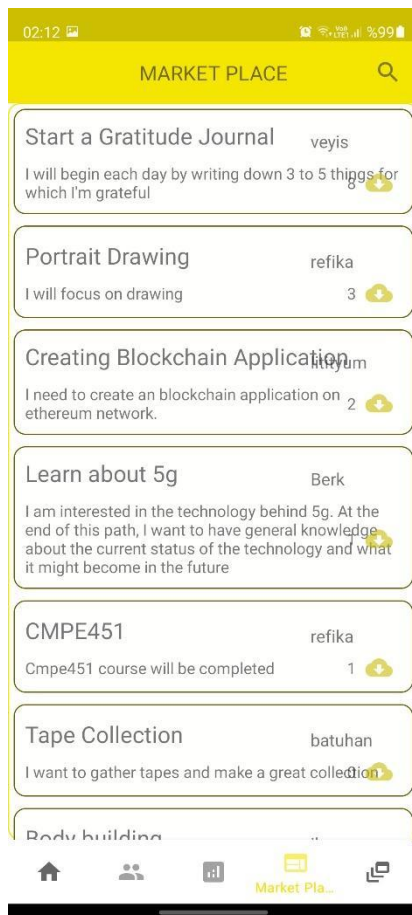
The user can enter to the analytics page to see his/her analytics by clicking on the analytics button

Analytics on the bottom bar.

The analytics show the number of completed goals, number of total goals, average time finishing a goal and the average rating.

User can also view the best and worst rated goal as well as the goal took the longest and shortest time.


6) MARKETPLACE



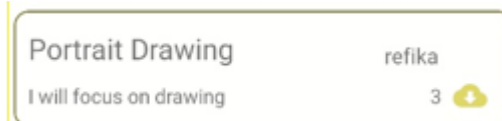
Marketplace is the place for finding and searching other users' published goals and copying to yourself. You can personalize them as a normal goal of yourself after copying.

You can reach the marketplace using marketplace button at the

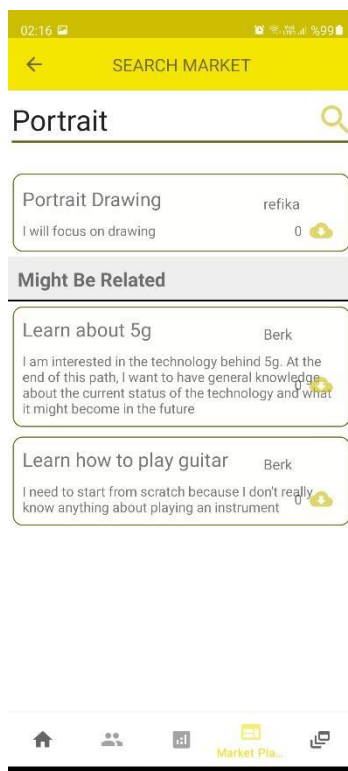
bottom bar  Market Pla...

1) Goal search  : You can search for published goals using this button.

2) Goal prototype page: In this page you can copy goals to yourself. If you click on a goal in marketplace you can go to that goal's prototype page.



You can see name of the goal, description, publisher, and copy count of a goal.



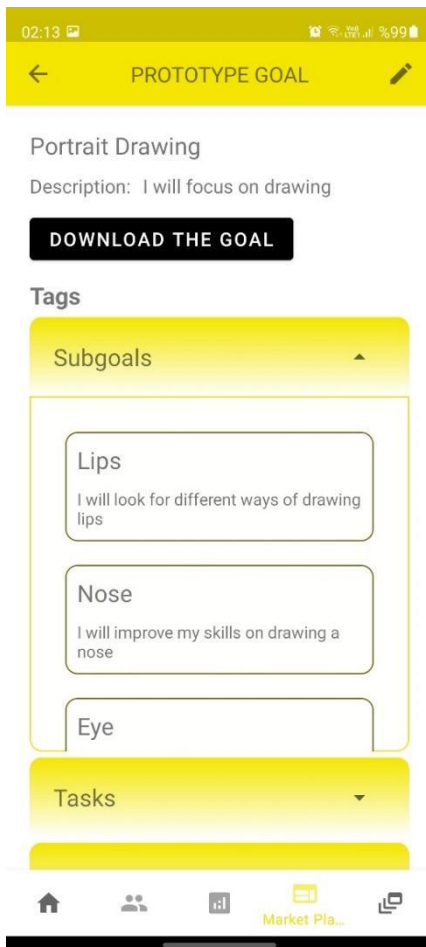
1) Goal Search

In goal search page you can search for published goals. You can search goals using tags or their names. This page also shows you some search results that could be similar to your search according to tags of the goals.

Portrait 

You can write your search query on the search bar and click search button.

You can click on the resulting goals, and this redirects you to that goal's prototype page. You can copy the using prototype page.




2) Goal prototype page

In this page, you see a published goal's prototype. Using this page you can copy it to yourself.

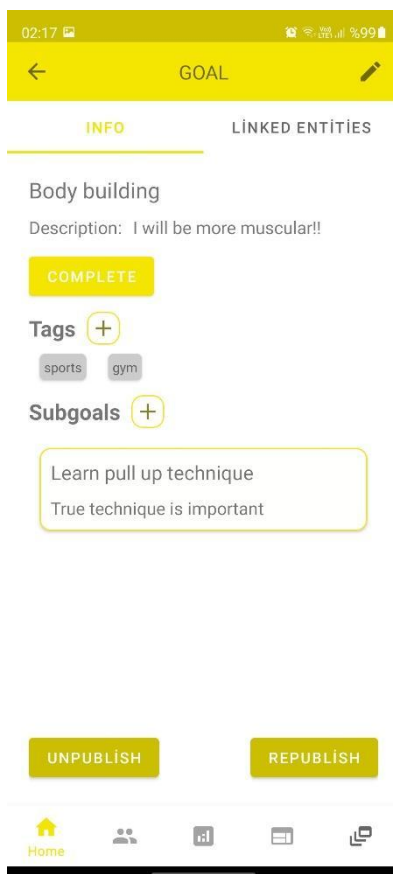
You can see the name and the description of the goal.




This button allows you to copy the goal.

You can also see subgoals, tasks, routines, questions, and reflections of that goal in this page. You can expand using the little arrows to see them .

7) TAGS

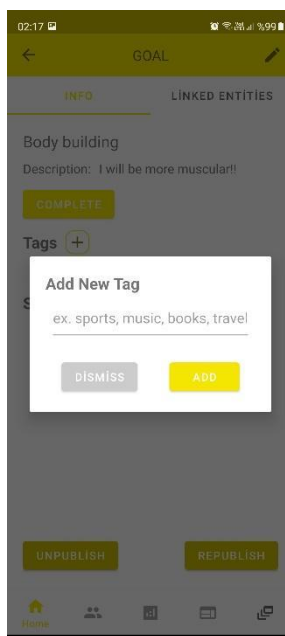


You can tag goals using tags feature. Tags allows users to search goals in marketplace using tags. Also similar goals shown in the marketplace using the similar tags.

You can add tags to the goals using **Tags**  button in the goal page.

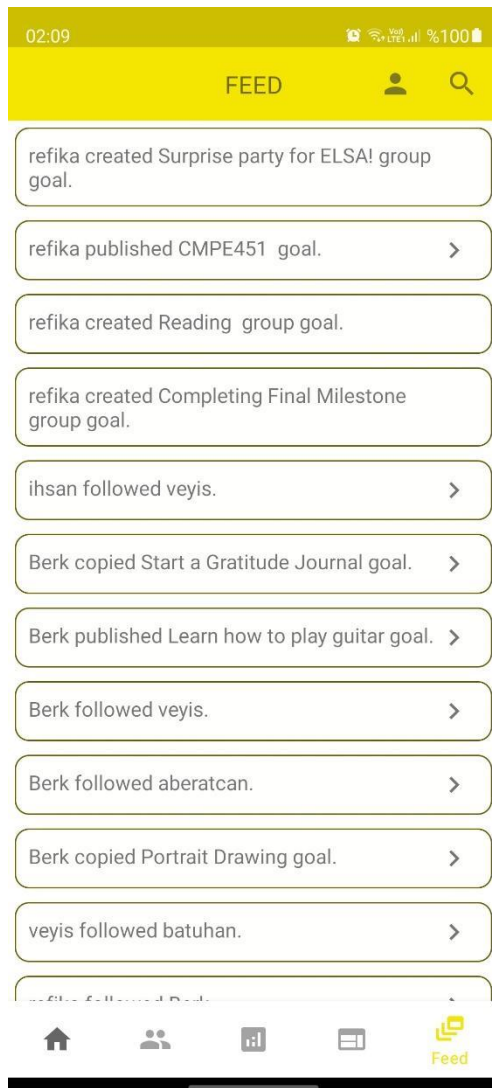
You write your tag on the pop up screen and click add to add a tag.


If you want to remove a tag you can simply click on the tag and remove it.





8) FEED

You see your and your followings' activities in the feed page.



You can go to feed page using the  button.

1) Profile page  : If you click this button you can go to your profile page.

2) User search  : If you click on this button you can go to user search page to search other users.

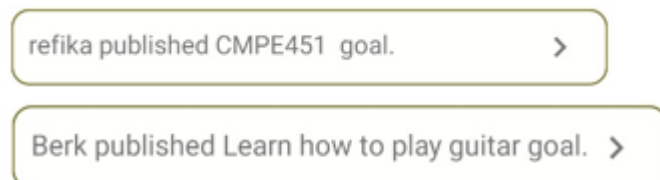
-If you click on the feed items with arrows, you can also go to that activity.

3) If you click on a follow activity,



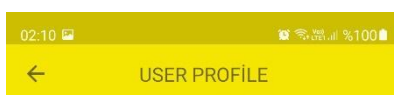
you are redirected to followed user's profile page.

4) If you click on a publish or copy activity ,



you are redirected to that goal's prototype page. You can copy that goal to yourself in that page.

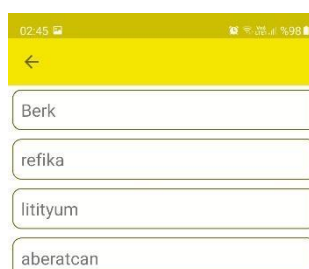
1) Profile page



You can see your follower and following number in your profile page. If you click on the followers or following texts, you can see your followers or followings. You can also click on their user name and go to their profile.

ihсан


4 followers 3 following

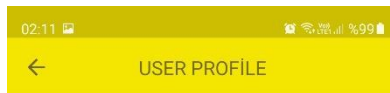
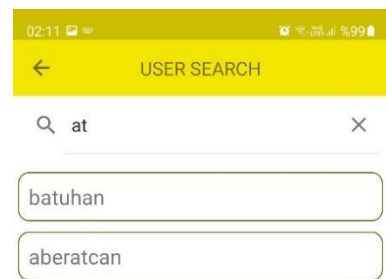


2) User search

You can search other users using user search. You click on the search

bar  , write something and

then click on the search button  . If you click on the username of a user you can go to that user's profile.



batuhan

FOLLOW

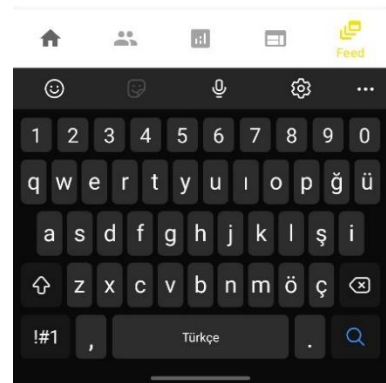
4 followers 2 following



veyis

UNFOLLOW

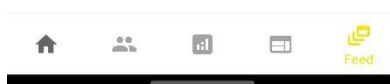
5 followers 4 following



3) Other user's profile pages

You can follow other users using their profile page. If you are already following, you can unfollow. If you click on the followers or following texts, you can see that user's followers or followings. You can see details in the last page.(user profile part)

You can follow or unfollow the user using the buttons.



4) Goal prototype page

You can copy that goal to yourself using the 'download the goal' button. Details of this page are in the marketplace page of the manual.

