

AC INC



Draft User Guide

Development Team: Erinna Woo and Denise Tien

Draft User Guide for Goal Mine design of an app for iPhones.

Table of Contents

Document History.....	3
Introduction	4
Architectural Sketch	5
Installation Instructions	6
Features and Functions Walkthrough	7
Beta Test Results.....	9

Document History

03/15/2014

17:24 – Original document created by Erinna Woo.

19:07 – Introduction and Architectural Sketch drafted by Erinna Woo.

19:48 – Title page created by Denise Tien.

20:02 – Introduction and Installation Instructions edited by Denise Tien.

22:06 – Architectural Sketch edited and Features and Functions Walkthrough created by Erinna Woo.

6:50 – Features and Functions Walkthrough edited by Denise Tien.

03/26/2014

21:55 – Introduction edited by Denise Tien.

22:17 – Features and Functions Walkthrough edited by Denise Tien.

05/20/2014

22:11 – Beta Testing Results created By Denise Tien

05/26/2014

23:01 – Features and Functions Walkthrough edited by Denise Tien

23:25 – Introduction edited by Denise Tien

Introduction

Our app motivates people to complete various goals in their lives, whether they are small goals such as drinking more water, or larger goals, like getting straight A's. Users create a goal to accomplish, then rate the difficulty of that goal on a scale of 1-10 (10 being the most difficult). The difficulty of the goal from the 1-10 scale translates to points.

Users also create their own rewards for completing a goal. Rewards could be going out to ice cream, or having a movie marathon.

Our app is different from other "task" apps like Lift because we incorporate a rating system and a rewards system. By being able to rate a task people can challenge themselves not based on how many goals they accomplish, but how hard they were required to push themselves.

Updates for the future: We hope to be able to make this a social app where users can compete with each other to see who can earn the most points the fastest. Rewards from winning a competition could be giving the other person money or doing a task for the other person. Users will also be able to team up with others to try to attain the most points as a team and create team rewards.

Architectural Sketch



Our Goal Mine app speaks to the swing class to create the shapes and buttons that make our app function. It also speaks to the Java program that runs the app which is ultimately controlled by the system's operating system on the iPhone.

Installation Instructions

1. Download Goal Mine app.
2. Run Goal Mine app.

Features and Functions Walkthrough



Create-A-Goal: On this page the user will be able to create a new goal to accomplish. They can enter the title of the goal, a description, and its level of difficulty. The last box, in which the user can create a reward for completing the goal, is optional.

Home Screen: This screen lists the current goals the user plans on accomplishing. The far left number is the level of difficulty the user deemed the task. The title of the goal is bolded, with the description of the goal in a smaller font underneath. The larger number on the bottom of the page is the total number of points the user has earned from this goal. Once a user completes a long-term goal, it will disappear from the home screen. Daily goals will stay on the home screen until manually deleted.

Top Banner: The top banner will have the app logo at the top left and the title of the page.



GM MINE

Drink More Water Part of being more healthy! Get dessert when points = 50!

Difficulty: 1 2 3 4 5 6 7 8 9 10

MINING COMPLETE CANCEL DONE

✓ MINE

89

Goal: If the user clicks on a goal from the home screen, it will lead them to this page. Here the user can view the reward for the goal and edit the title, description, and difficulty, if applicable. The user may also delete the goal, or mark it as a completed goal.

Completed Goals: Here the user can view completed goals and how many points they have mined. Completed goals are no longer editable.

GM COMPLETED GOALS

+7 A on Comp Sci Final Reward: Buy new video 77

✓ MINE

77

Beta Test Results

Allen Woo

- Didn't know where to begin
- Didn't understand what the app was supposed to do
- Confused about where to click

Suggestions:

- More explanations

Ameline Tien

- Didn't like the logo, thought it should say Goal Mine on it
- Thought the name was clever
- Layout messy

After the Beta testing, we created a scroll panel and implemented the point system. As a result, each goal was associated with a point value and a running number of total points accumulated for each goal. Then on the bottom there is a running total of points for all the goals combined. Because Ameline thought the logo needed to say Goal Mine, we added an introduction page that pops up when the app is opened that says "Goal Mine" on it.