

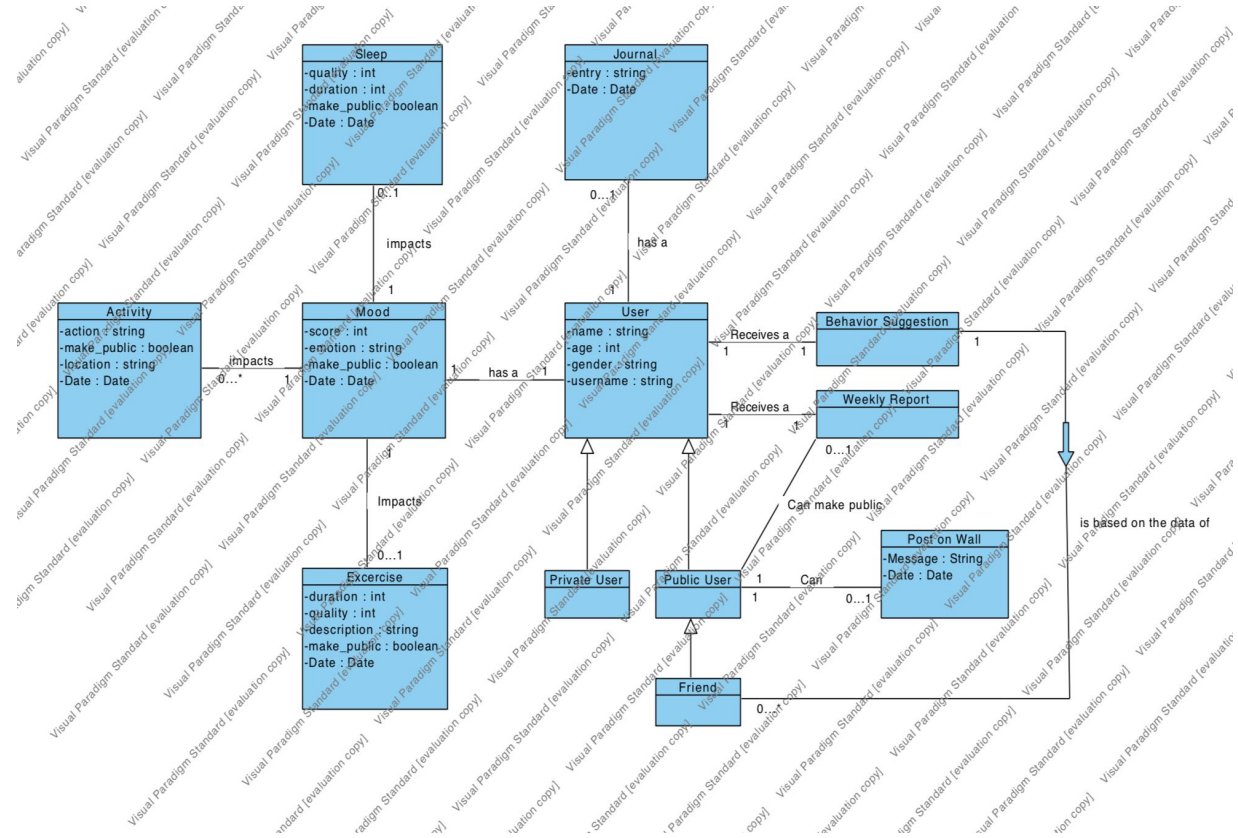
# **Mentality: The Mental Health and Self Care App**



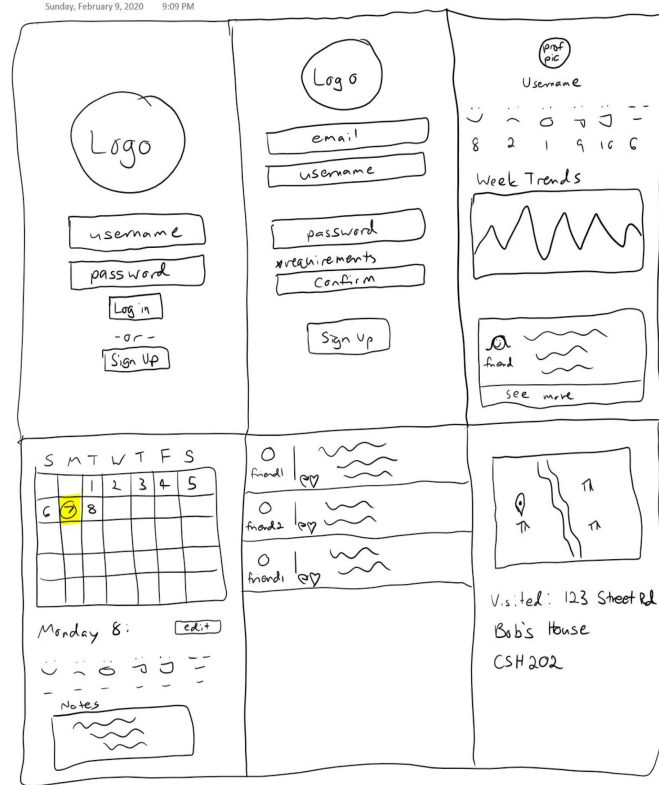
# Product Vision

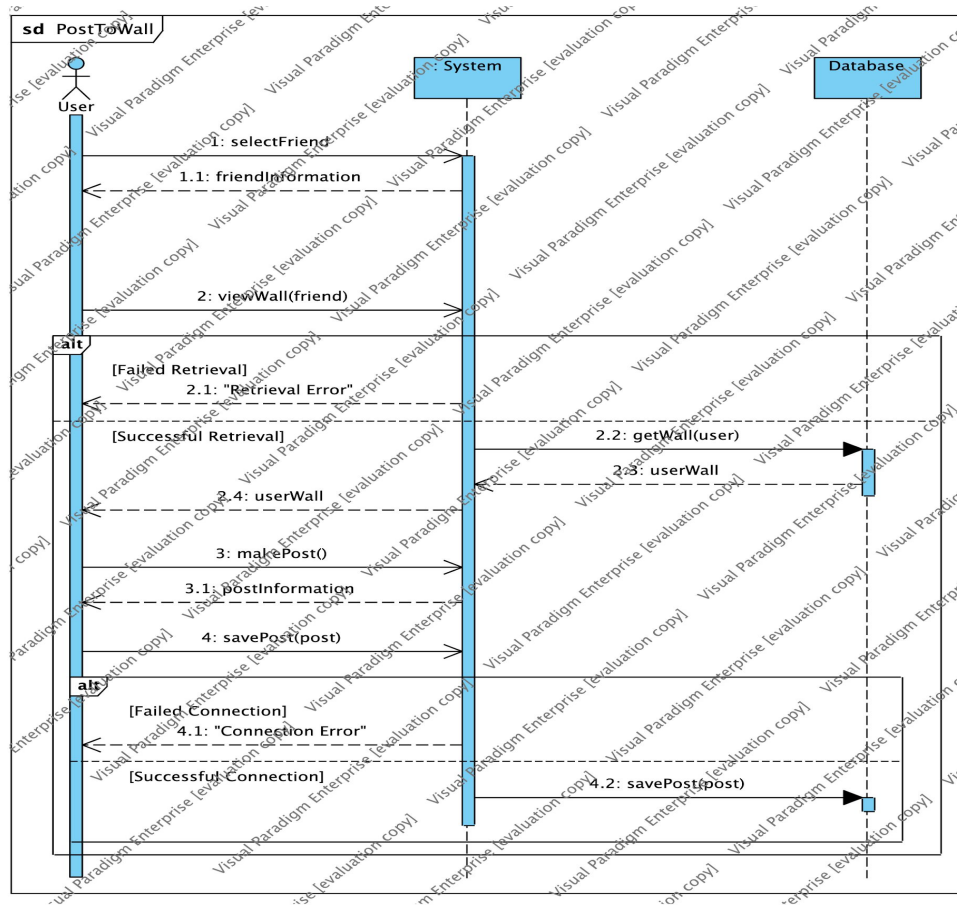
Our vision is to allow a user to optimize their happiness by providing him or her feedback regarding how their activities and relationships impact their mood. The user will have daily logs where they enter such information and in return he or she will receive a weekly report and suggestions on how to improve overall happiness. Moreover, we hope to allow the user to cultivate a thriving network of supportive friends by allowing users to share reports, moods, and activities. Moreover, we will allow users to post on each other's walls.

# Domain Model



# Wireframe





ID: Posting on Another User's Wall

Scope: Happiness Tracker System

Level: User Goals

Stakeholders and Interests

User – The person who wishes to post on someone's wall

Recipient – The person whose wall is being posted on

Precondition: The user has already started the system

Postcondition: A post is made to another user's wall

Main Success Scenario

The user selects one of their friends

The user clicks "View Wall"

The user clicks "Make Post"

The user inputs the contents of the post and clicks confirm

The post is made and saved to the database

Extensions

- 2.a The system is unable to retrieve the recipient's wall
  1. A message reading "Retrieval error, cannot get wall" is returned
- 4.a The user provides no input
  1. A message reading "A post must have content" is returned and this step is repeated
- 5.a The system is unable to connect to the database
  1. A message reading "Connection Error, cannot connect to database"



**ID:** Keep track of mood

**Scope:** Mentality

**Level:** User goal

**Stakeholders and interests:**

Customer

-user which uses the app

Counselor

-person which extracts customer's data from app

**Precondition:** Customer has account and is logged in

**Postcondition:** Entered information is saved

**Main Success Scenario:**

1. Customer wants to add information to app
2. Select a day that the information corresponds to
3. App will prompt user to answer series of questions
4. User may answer as many/few questions as they want
5. App will save answers

**Extensions:**

5a. No network connection

1. App will notify user that information couldn't be saved due to network error

