

My app will be a task tracking app called “Hyper Hands Task Tracker”, specifically aimed at ADHD people who get a hyperfixation on new areas and hyperfocus new projects often and have trouble completing them, even when the hyperfixation returns to that area of interest. Because it is specifically geared toward people with ADHD, I use a lot of bright but easily readable colors with socialized associations (ie red for delete/remove, green for add/continue). I also minimized the amount of input required so it would limit the user being overwhelmed (something very easy for ADHD people) and increase likelihood of adherence and app utilization. On the home page, I’ve also included two metrics trackers in large visual formats. The percentage complete component is a graphical representation of percentage of completed vs open projects, to encourage the user to increase that number each time they open the app. The number of open projects number is a non-judgmental way of keeping the user aware of how many unfinished projects they have, to encourage them to seek out open projects before starting new ones.

The add new project and add new idea buttons are underneath these.

Below that is the oldest open project, with the project icon and title displayed, as well as the number of days since progress was last marked. These are in the positive colors to avoid seeming punitive, which could lead to the user avoiding the project (or the app) altogether as pathological demand avoidance is common in people with ADHD.

At the bottom of the home, ideas, and projects screens is the tab navigator, containing simple icons representing each screen, with the current screen/tab indicated by a darker shade of the primary color.

For the projects screen, I will have it as a scrollable, likely a flatlist, with all of the information stored about each project listed in its entirety, because with ADHD, if you don’t see it, it doesn’t exist.

For each project, the user can select an icon to represent it, a title to briefly describe it, add photos that might be necessary or relevant, either from the files on their phone or the camera, and then a large, unformatted input box that can contain everything from a description, steps

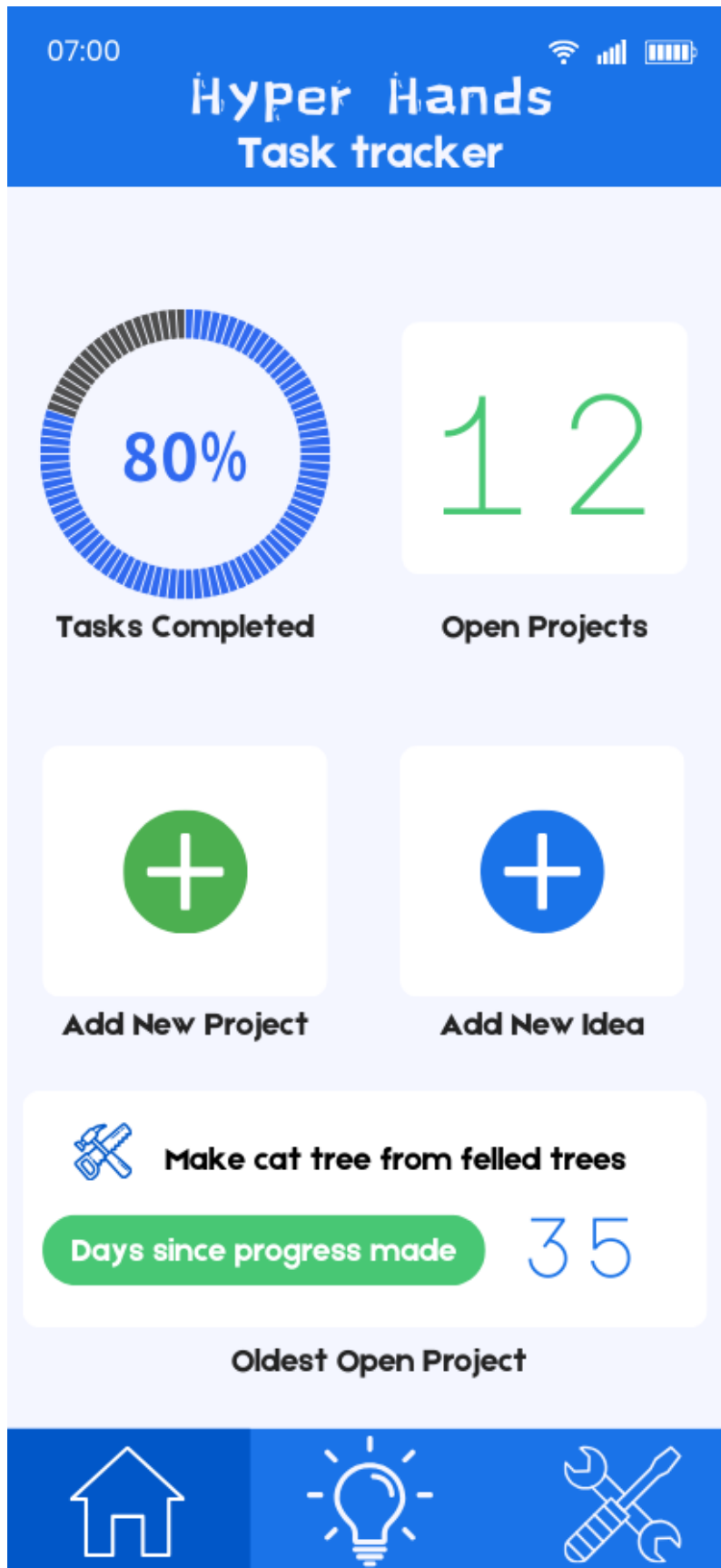
needed, reminder of what stage the user is currently at, whatever is necessary here. For each project they have 4 options on the projects screen: Mark Progress, Mark Complete, Delete, or Edit. Projects with photos will also have "View photo" and "Remove photo" next to each photo. Mark progress resets the day counter for "days since progress made". "Mark complete" will mark a project as finished, leave the details visible in the projects screen, but adding it to the tasks completed percentage, moving it to the bottom of the list, and dimming it, after a confirmation. Delete will delete the project after a confirmation, removing it from the list and percentage pool. Edit will open the project details screen with the current project information in the relevant fields. Add New Project will open the project details screen with no information input.

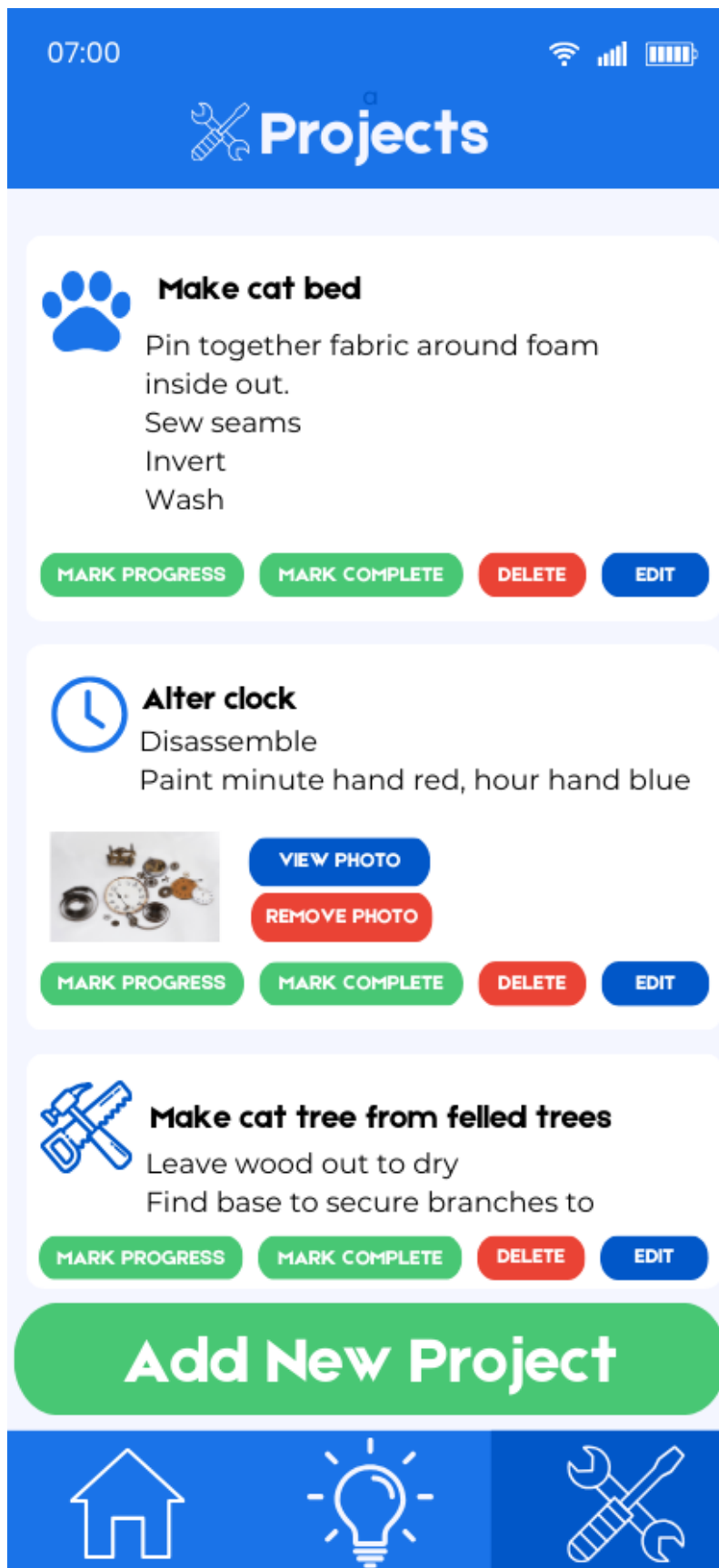
The ideas screen is for concepts not detailed enough to be projects, and as such have only the choice of an icon and title. They can be edited or deleted (with confirmation) via the pressables, and Add New Idea opens the idea details screen with no input. Edit opens the ideas detail screen with the saved input. Make project deletes the idea from the ideas list, creates a new entry in the projects list, and opens the project details page with the selected icon and title from the idea in the project input.

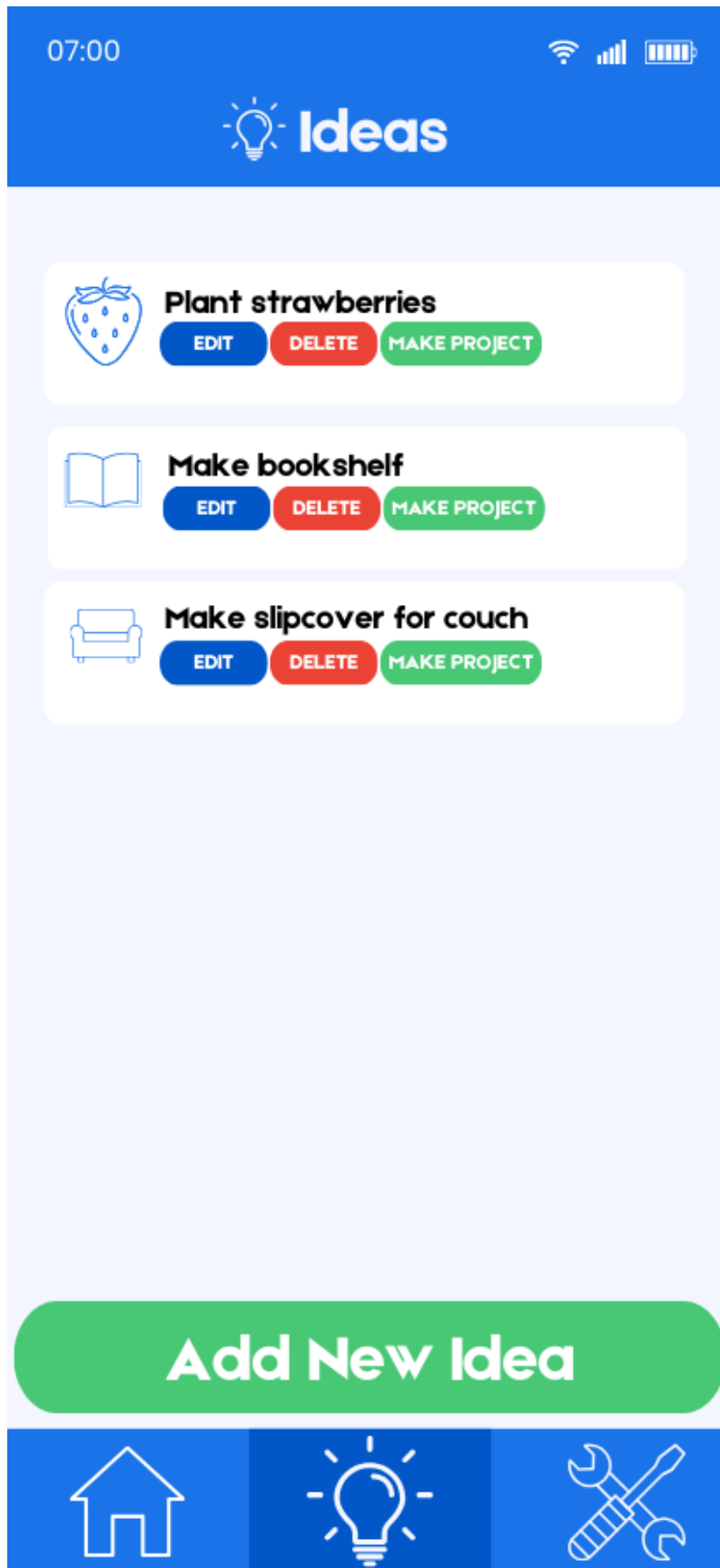
The project details screen has an icon picker, that allows you to select an icon or remove it from the project, a title input, that allows a title input, a photo picker, that allows selecting files from the phone or opening the camera, and the main input area for the contents of the notes about the project. The user can either choose to save (updating/adding the entry to the list and returning to the projects page) or cancel (not committing the changes and returning to the previous page).

For the idea details screen, it has an icon picker that allows the user to remove or change the icon, and a single line input for a title. The user can choose to save (updating/adding the entry to the list and returning to the ideas page) or cancel (not committing the changes and returning to the previous page).

The final 'screen' is a modal, to allow the user to view any uploaded photos, and zoom in to see parts better. It has a close button that will return the user to the projects screen and close the modal.







**Project Icon****CHANGE****REMOVE****Project Title**

Make cat bed

**Add Photo****Project Contents**

Pin together fabric around foam  
inside out.  
Sew seams  
Remove fabric from foam  
Invert  
Wash

**Save****Cancel**

**Idea Icon**



CHANGE

REMOVE

**Idea Title**

Plant strawberries

**MAKE PROJECT**

**Save**

**Cancel**





**CLOSE**

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Hyper Hands Task Tracker

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