

# Prompt for Claude Code Web — Pinpoint GLP-1 Refactor (Expo React Native)

I need you to make changes to the current planning and implement a complete, phased refactor of the Pinpoint GLP-1 app.

You will work **directly in the repository** (Expo React Native / TypeScript). Please read this brief carefully and follow it precisely to avoid misunderstandings.

You **may** use MCP connectors (Canva or Figma) if they're available to you to validate visual direction. Regardless, you **must** also use the three reference PDFs that are in the repo (attached) as the ground truth for UI/UX references:

- `shotsy-screenshots.pdf` (reference onboarding with many screens)
- `my-fitness-pa-screenshots1.pdf` (how to promote features during onboarding)
- `pinpoint-gpl-1-screenshots.pdf` (current Pinpoint UI for parity and gaps)

**Important UX rule:** Costs, Alcohol and Pauses are **NOT onboarding data-collection screens**. They should be **post-onboarding features**. During onboarding they appear **only as “Feature Hooks”** (short, promotional interludes that do not collect data) to educate and prime users.

## 0) Project Guardrails (do this before coding)

- **Stack:** Expo (React Native), TypeScript, Expo Router, Supabase/Clerk (already in project).
- **Platform:** iOS + Android.
- **Locale:** PT-BR first. Date DD/MM/AAAA. Time 24h. Currency BRL (R\$).
- **Compliance:** Add/confirm BR health disclaimer + prescription requirement (ANVISA context).
- **Accessibility:** Contrast  $\geq 4.5:1$ ; touch targets  $\geq 44 \times 44$ pt; Safe Area everywhere.
- **Icons:** Use **phosphor-react-native** only (no emojis).
- **Analytics:** Add/confirm analytics **opt-in** toggle; instrument events only if opted-in.
- **Performance:** 60 FPS target for transitions; no jank in pickers; no long blocking work on UI thread.

- **Dark mode:** Respect system and ensure contrast is valid.

### Branch & PR hygiene

- Create feature branch `refactor/onboarding-core-hooks-coachmarks`.
- Small commits per phase with clear messages.
- Open a PR with a **checklist of acceptance criteria** (see Phase 6).

## Inputs you must review

Use these as hard references while planning screens, copy, and flows:

- **Shotsy screenshots** (reference “large” onboarding and visual patterns).
- **MyFitnessPal onboarding screenshots** (reference for “feature promotion hooks” during onboarding).
- **Current Pinpoint GLP-1 screenshots** (establish parity and find gaps).

If you have MCP for Canva/Figma available, use it to cross-check style (spacing, typography, icon scale). If not, the PDFs above are sufficient.

## 1) Phase 0 — Visual Alignment (Documentation first)

**Goal:** Align visual and content rules before code changes.

**Deliverable:** `/docs/ui-guidelines.md` including:

- **10–15 bullets** “Keep / Change / Avoid” based on the three PDFs (type scale, spacing, icon sizes, progress bar behavior, empty-state tone, etc.).
- **Safe-Area and StatusBar** pattern for both platforms (no clipping).
- **Iconography:** Phosphor set + mapping for common metaphors (dose, weight, purchase, alcohol, pause, goals).
- **Typography:** text sizes for title/subtitle/body/caption/button; max line lengths; ellipsizing rules.
- **PT-BR copy tone:** calm, supportive; replace “Food Noise” with “Fome emocional”; no guilt/shame language.

**Acceptance:**

- UI guidelines file exists and references the three PDFs with concrete do/don’t examples.

## 2) Phase 1 — Critical UI Fixes (P0)

Fix the current 22-step flow bugs before adding anything.

### 1 Height/Weight pickers snap correctly

- Replace any fake ScrollView pickers with `@react-native-picker/picker`.
- Files likely affected: `HeightInputScreen.tsx`, `CurrentWeightScreen.tsx`, `StartingWeightScreen.tsx`, `TargetWeightScreen.tsx`.
- Ensure “Starting weight” supports “**Não lembro**” and proceeds with null.

### 2 Rename “Food Noise” → “Fome emocional”

- File rename: `FoodNoiseScreen.tsx` → `EmotionalEatingScreen.tsx`
- Update copy to define “fome emocional” in PT-BR (short, educational).

### 3 Icons

- Remove all emoji usage in onboarding; standardize on `phosphor-react-native`.

### 4 Safe Area / StatusBar

- Apply consistent SafeArea pattern (no content under status bar) for all onboarding screens.

### 5 PT-BR + A11y

- Validate copy tone; check contrast  $\geq 4.5:1$ ; touch targets  $\geq 44\text{pt}$ .

#### Acceptance:

- All four pickers snap and persist values on iOS/Android.
- No “Food Noise” residual strings.
- 100% phosphor icons in onboarding.
- No clipping under StatusBar.
- A11y checks pass (contrast & touch targets).

## 3) Phase 2 — Onboarding Core + Hooks (20 Core + 3

## Hooks)

**Design principle:** Reduce cognitive load but **keep clinical essentials**. We convert the 22-screen flow into:

### 3.1 Core steps (count toward progress) — 20 steps

welcome-carousel, why-pinpoint, sign-up, health-disclaimer, using-glp1, medication, dose, frequency, device-type, preferred-day (NEW), preferred-time (NEW), height, current-weight, starting-weight, goal-weight, pace, graph-explanation, estimated-levels, review-data (NEW), ready-to-start (NEW)

- **New screens you must implement:**
  - `PreferredDayScreen.tsx`: select weekday (Seg–Dom).
  - `PreferredTimeScreen.tsx`: `@react-native-community/datetimepicker` 24h spinner.
  - `ReviewDataScreen.tsx`: editable summary (cards for Treatment / Physical / Goals) with “Edit” deep-links.
  - `ReadyToStartScreen.tsx`: positive close-out + CTA to Home.
- **Consent/Disclaimer (BR):**
  - Mandatory accept before proceeding.
  - Include BR prescription note for GLP-1 meds (Mounjaro®, Ozempic®, Wegovy®, Saxenda®, Victoza®, Rybelsus®).
  - Persist `consentVersion`, `consentAcceptedAt`.
- **Data model additions (OnboardingData):**

```
interface OnboardingData {
```

  - `medication?: string;`
  - `initialDose?: number;`
  - `deviceType?: string;`
  - `frequency?: string;`
  - `height?: number;`
  - `currentWeight?: number;`
  - `startingWeight?: number | null; // allow null if`  
“Não lembro”
  - `goalWeight?: number;`
  - `weeklyPace?: number;`
  -

- `// NEW`
- `preferredDay?: string; // "segunda-feira"...`
- `preferredTime?: string; // "20:00" (HH:mm)`
- `consentVersion?: string;`
- `consentAcceptedAt?: string; // ISO timestamp`
- `analyticsOptIn?: boolean; // toggle`
- `}`
- **Progress logic:**
  - Implement arrays `CORE_STEPS` and `HOOK_STEPS`.
  - Progress bar shows **“Passo X de 20”** and **does not move** during hooks.
  - Navigation: next/back with guards based on field validity.

### 3.2 Hooks (do not count to progress) — 3 hooks

`costs-hook, alcohol-hook, pauses-hook`

- Implement a reusable `FeatureHook.tsx` with a visual, 1–2 sentence pitch, and CTAs:
  - **Primary:** “Ver como funciona” opens a modal explainer (no data saved).
  - **Secondary:** “Aprender depois” dismisses hook and continues.
- **No data collection** in hooks; **no new fields** added from hooks.

#### Acceptance:

- 20 core steps complete without error.
- Hooks are interleaved (or placed after core) but **don’t** affect progress.
- `preferred-day` and `preferred-time` are saved and later used for reminders.
- `ReviewDataScreen` allows edit deep-links; `ReadyToStart` routes to Home.

## 4) Phase 3 — Weekly Reminders (Notifications)

- Install & configure: `expo-notifications`.
- Add `lib/notifications.ts`:
  - `ensureNotificationPermission()`
  - `scheduleWeeklyReminder(weekday: number, hour: number, minute: number)`

- `updateWeeklyReminder(...)` when the user changes preferences later.
- On onboarding completion, schedule a weekly reminder from `preferredDay + preferredTime`.

**Acceptance:**

- Permission requested gracefully.
- Weekly reminder scheduled/updated reliably on both platforms.

## 5) Phase 4 — Coachmarks on Home (Teach Features in Context)

- Add `components/coachmarks/CoachmarkSystem.tsx`:
  - 5 coachmarks shown only once, the first time user lands on Home after onboarding:
    - 1 **+Dose** → “Registrar agora” (deep-link to add dose)
    - 2 **+Peso** → “Adicionar peso”
    - 3 **+Compra** → “Adicionar compra” (Costs module)
    - 4 **Álcool** → “Marcar evento”
    - 5 **Pausas** → “Abrir Pausas”
  - Store “seen” map in `AsyncStorage` to avoid re-showing.
  - Spotlight animation over target components.
- Add `dashboard/QuickActionsCard.tsx` with refs (targets) for coachmarks.

**Acceptance:**

- Coachmarks appear only once (then never again unless storage cleared).
- Deep-links navigate correctly.
- Layout/spotlight aligns with targets on different screen sizes.

## 6) Phase 5 — Post-Onboarding Modules (Features the hooks promote)

These are independent tabs/pages. Keep flows **lightweight** and **fast**.

## 6.1 Costs — `/app/(tabs)/finance/purchases.tsx`

- Add purchase: medication, quantity, price (R\$ in centavos), location, date, optional receipt photo.
- List and delete purchases; show **summary**:
  - Total in period
  - **Cost/week**
  - **Cost/kg lost** (use current vs starting weight if set; handle null gracefully)
  - Top locations by price (basic aggregation)

## 6.2 Alcohol — `/app/(tabs)/habits/alcohol.tsx`

- Simple toggle per day (“bebeu?”) with optional quantity.
- Visual overlay marker on weight/progress graphs (later integration point).

## 6.3 Pauses — `/app/(tabs)/treatment/pause.tsx`

- Start/End a pause; show active pause card + **timeline** of past pauses.
- Auto-pause/reminder behavior: when paused, reminders disabled; re-enable on resume.

### Acceptance:

- All three modules render, persist, and compute summaries correctly.
- Reminders pause/resume with treatment pauses.

## 7) Phase 6 — Analytics (with Opt-In)

- If `analyticsOptIn === true`, send events; otherwise **no tracking**.
- Instrument:
  - `onboarding_started`, `step_viewed`, `step_completed`, `onboarding_completed`
  - `hook_viewed`, `hook_cta_clicked` (action: `learn_more` | `dismiss`)
  - `coachmark_shown`, `coachmark_action`, `coachmark_dismissed`
  - `purchase_added`, `alcohol_marked`, `pause_started`, `pause_ended`

- Include required properties (step name/number, isHook, timestamps, etc.).

**Acceptance:**

- Events fire only when opted-in.
- Payloads contain the specified properties and correct data types.

## 8) Phase 7 — QA & Performance

Create `/docs/qa-checklist.md` and verify:

- Onboarding completes **< 20 minutes** at relaxed pace.
- Progress shows **20/20** (hooks don't inflate progress).
- Pickers snap and persist on both platforms.
- Consent is mandatory; can't proceed until accepted.
- PT-BR copy reviewed (calm, supportive, clinically responsible).
- Safe Area/StatusBar correct on every onboarding screen.
- Contrast  $\geq 4.5:1$ ; touch targets  $\geq 44\text{pt}$ .
- Coachmarks appear once and deep-link correctly.
- Costs math correct; Alcohol toggles persist; Pauses pause/resume reminders.
- No crashes; transitions smooth (60 FPS).
- Dark mode: legible, accessible.

## 9) Deliverables

- 1 **Code** implementing Phases 1–5 in the repo.
- 2 `/docs/ui-guidelines.md` (Phase 0).
- 3 `/docs/qa-checklist.md` filled with results.
- 4 `/docs/CHANGELOG.md` with human-readable entries per phase.
- 5 PR with:
  - Summary of changes
  - **Acceptance Criteria** matrix with pass/fail notes



- Screenshots/videos of onboarding (core + hooks), coachmarks, and the 3 modules.

## 10) Libraries to add (if not present)

- `@react-native-picker/picker`
- `@react-native-community/datetimepicker`
- `phosphor-react-native`
- `expo-notifications`

## 11) Non-Goals (for this refactor)

- Do **not** add more data collection into onboarding for Costs/Alcohol/Pauses (hooks only).
- Do **not** add Apple Health / Google Fit / PDF export in this pass (keep for next milestone).
- Do **not** change app nav architecture.

## 12) Definition of Done (must-pass items)

- **Onboarding:** 20 core steps complete; 3 hooks do not change progress; consent enforced; day/time saved; review & ready screens present.
- **UI:** Safe Area correct; phosphor icons only; PT-BR copy polished; accessibility rules met.
- **Reminders:** Weekly schedule set/updated from onboarding prefs.
- **Coachmarks:** 5, only once, with correct deep-links.
- **Modules:** Costs, Alcohol, Pauses fully functional and persisted; pause toggles reminders.
- **Analytics:** Respect opt-in; event names & payloads as specified.
- **QA:** Checklist green across iOS/Android; performance smooth; dark mode readable.
- **Docs:** UI guidelines, QA checklist, CHANGELOG, and PR summary delivered.

## Start here (execution order)

- 1 Phase 0: write `/docs/ui-guidelines.md` based on the three PDFs.
- 2 Phase 1: fix pickers, rename “Fome emocional”, standardize icons, Safe Area, PT-BR/ally.
- 3 Phase 2: convert onboarding to **20 Core + 3 Hooks**, add the 4 new screens, consent & progress logic.
- 4 Phase 3: schedule weekly reminders from `preferredDay / preferredTime`.
- 5 Phase 4: add Coachmarks + Quick Actions on Home.
- 6 Phase 5: implement Costs, Alcohol, Pauses modules.
- 7 Phase 6/7: analytics with opt-in, QA/performance, docs & PR.

### **Reference screens (attach in PR description)**

- Shotsy onboarding (for “big onboarding” patterns).
- MyFitnessPal onboarding (feature promotion during onboarding).
- Current Pinpoint GLP-1 UI (parity + gaps).

That’s it. Please proceed exactly in the order above and keep the PR updated with checkboxes per phase.