



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 ≥ 4.5:1; touch targets ≥ 44×44pt; 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/ a11y.
- 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.