turno

README file

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access our hi-fi prototype on expo go:

What is Turno?

Turno is an app designed to help busy individuals achieve their goals and lead more active lifestyles. Designed for on-the-go users, Turno aims to transform your daily goals into a fun and motivational journey. It's made for those overwhelmed by choices or struggling with time management and motivation. Our user research showed a common challenge: decision paralysis.

And that's why we created Turno - a fun, dice-rolling iOS app that randomly selects an activity from your personalized list of up to six options. Celebrate your achievements by sharing your progress with friends within the app. Keep a visual diary of your completed activities, chart your progress through statistics, and reflect on your journey. Stay connected and inspired by interacting with your friends' activities. "*Kudos*", comment,

and join in on the fun as you and your friends motivate each other towards an active lifestyle. Turno isn't just an app; it's your companion in making every day count.

Installation Instructions for Hi-Fi Prototype

Access on iPhone or Android

Download the Expo Go app and scan the following QR code at the top of the page.

Opening the source code

1. Download the code from GitHub
2. Download Expo and node
3. Open in VS Studio or your favorite text editor
4. Run npm install
5. Run npx expo start and open iOS simulator (press i) or scan the QR code.

Operating Instructions / How to Use the App

When you open the app, you are directed to the "**Roll**" page, where you can see your die! If it is your first time using Turno, or if you've run out of activities, you might need to add activities to your dice (this time we pre-populated them for you.) If that's the case, just click on the "Create activity" button on the Roll page. In every other case, navigate to the "**Activities**" page through the button on the navigation bar, and click "Create activity".

To create an activity:

1. Click on a greyed "+" box
2. Choose a name for the activity (e.g. "Go on a run") – keep it short!
3. Write a description (optional) (e.g. Run around lake lag for 40 minutes)
4. Choose a category (e.g. Exercise)
5. Click on "add to dice!"

You should have at *least two* activities, populating two sides of the dice before rolling, but you should **always try to keep it at six** – *dream big*!

Now, you're all set! Click the central die button on the navigation bar and flick the die to roll. You will receive a randomized activity! After completing this activity, you can mark it as complete by swiping the completion bar. From there, you will be asked if you want to add to the activity back to the dice (or not, in a toggle) and to either post about your completion, if interested, or indicate that you are done. If you post, your congratulatory completion message will be posted to the **Feed** for your friends, where they can interact with your post through *kudos* and comments. This activity post will now also appear on your profile page, as the top-most post!

To view your friends' posts, enter the "**Feed**" page through the button in the navigation bar. Here, you can scroll and interact with friends' posts, through *kudos* and *comments*!

If you would like to see your progress on Turno, navigate to the "**Progress**" page, where you will find a path that shows your "**Journey**" with each step displaying each of your past activities, and with the *blue step* on the path representing the activity you're currently assigned by turno (animated when the activity is incomplete, or when you're interacting with the app). You can also see your "**Statistics**" page, where you can view metrics such as streaks and usage.

On the "**Profile**" page, you have access to an archive of all of your posts (completed activities that you decided to post), and you can also click on your *Friends* button under your username to see your friends on Turno.

TLDR: Add your activities to the dice on the **"Activities"** page, roll to get assigned an activity on the main "**Roll**" page (dice icon on the navigation bar), post to "**Feed**" or not, add it back to the dice (make it one of the Activities) again or not, or just complete (bu clicking "done". If you posted, check it out in your profile. On the "**Feed**", interact with your friends' posts, and on the "**Progress**" page, check out your turno **Journey** and your **Stats**!

Okay, your turn(o) now!
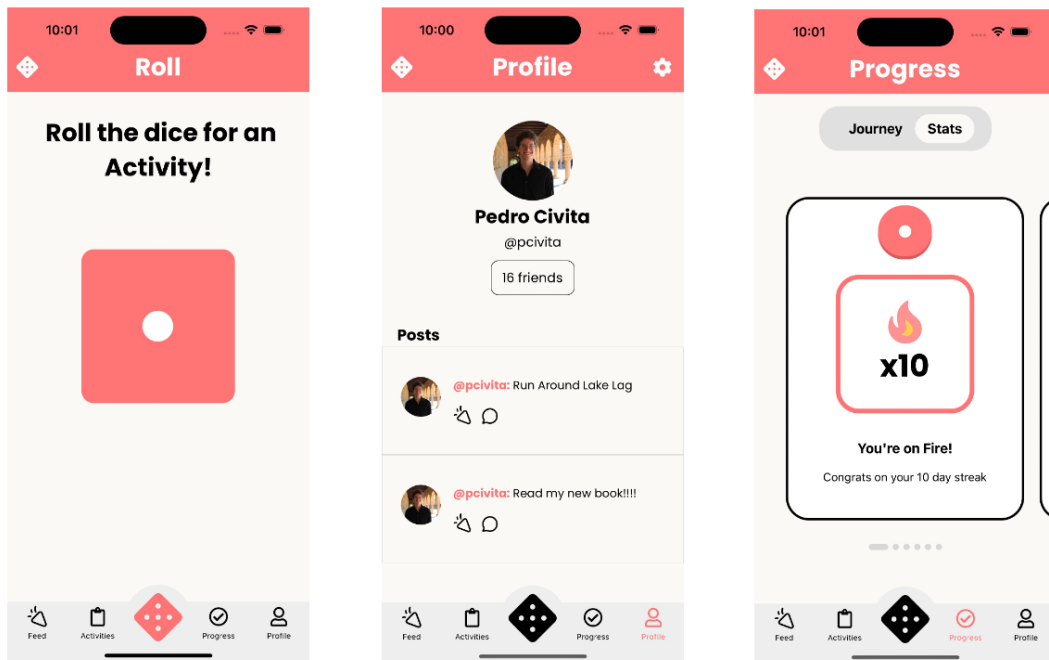
some of the screens on our app, from left to right: main page (roll), profile page, progress page.

Limitations

Coding Limitations:

The current limitations of our code are the hard-coded aspects as well as some incomplete segments.

- In the current version of the app, we do not have an authentication that allows users to input their credentials and create their accounts in the app. Instead, you are always logged in as the same profile (@pcivita).
- Your Friends' profile pages are also under construction. Though they are clickable, you can not see their posts and their friends for now. You can only see their profile picture and name. This will be completed to be fully functioning.
- The progress page is not embedded with actual user data.
- The blue, animated die on the progress page, still rotates, indicating the incompletion of an activity, even after the activity was completed.
- Users can't change their names on the settings page.

Wizard of Oz / Hard-Coded Features

***Hard coding** refers to the practice of embedding fixed data or values directly into the source code of a program, rather than obtaining those values dynamically or allowing them to be modified through external sources or user inputs. The **Wizard of Oz** technique involves creating an illusion that a system or feature is fully functional and automated, while in reality, it's being operated or simulated by a human or predefined script.

Feed Is Hard-Coded:

- **Hard-Coded Element**: The posts in the feed are pre-written and do not change based on user interaction or input.
- **Implication**: This demonstrates the layout and design of the feed without the need for a dynamic content management system. It limits the user experience to a static set of posts, showcasing the UI/UX design. Users are still allowed to interact with the post, mimicking how it would actually take place.

Progress Page is Wizard of Oz:

- **The progress page is designed to give the impression that it is dynamically displaying a user's progress based on their actions and interactions within the app.** In reality, the data shown is not derived from the user's actual activity. Instead, it's pre-set by us 😄.
- **Implication**: This serves to demonstrate how the *Stats* and *Journey* pages would potentially operate and look with real user data. It provides a visual representation of potential functionalities without the need for complex data processing or analytics backend.

Tools Used

Software/ Design tools:

- We designed our entire app on **Figma** (link). See our revamped med-fi design.
- We wrote our code in **React-Native** using **Expo.**
- We used **GitHub** and **VS Studio**

Coding tools or tutorials used:

- react-native and javascript general front and back-end (Stanford cs147L)
- YouTube tutorials ([swipe button](#), [reanimated](#), [supabase](#))