

User Documentation

# JustPlanIt



FH Joanneum, 22.01.2023

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# Home

Home

Advice:

Most things are not as bad as you think they are.

Your current resolutions:

Get better at running

1 x day

NEW RESOLUTION



Home



Progress



Achievements

The first thing the user sees upon opening the app is the home screen which displays the users current resolutions and a random piece of advice from <https://api.adviceslip.com/advice>. Some example resolutions come pre-installed and are already present when the app is opened for the first time. This serves to help the user familiarize themselves with the app's interface.

# New Resolution

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Create a new resolution:

Name:

Activity:  ▼

Starting date:

Frequency:  ▼

Goal:  m ▼

SAVE

Custom activity: 

CREATE

Tapping on the Button labeled “NEW RESOLUTION” on the home screen will take the user directly to a screen where they can, as the name implies, create a new resolution. The user gives the resolution a name and sets a goal for themselves as well as select one of the possible activities

Alternatively, if none of the pre-existing activities match the users’ aspirations. Typing the name of a new activity in the custom activity field and hitting “CREATE” instantly adds said activity to the list of activities that can be selected above.

The frequency of the activity and the metric in which the goal will be measured are both selected via dropdown fields that give the user a lot of choice when it comes to customizing their resolution. Additionally, the resolution’s starting date, which is set to the current date by default, can be changed freely.

Upon filling out their resolution the user will tap the “SAVE” button. This takes them back to the home screen where the newly created resolution has already been added to the list of current resolutions.

## Resolution Details

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Get better at running

Active since: 2023-01-01

Goal: Running, 5 km/1 x day

END RESOLUTION

4 Running 5 km 2023-01-02 

3 Running 4 km 2023-01-04 

2 Running 3 km 2023-01-10 

Note:

space for comment

SAVE NOTE

Tapping on one of the current resolutions visible on the home screen takes the user to a screen which gives a more detailed view of that resolution. The starting date and goal of the resolution are clearly visible at the top of the screen. Every progress that counts towards the resolution can be viewed here and there is space for the user to add their own comment.

This screen is also where current resolutions can be ended. Tapping on the “END RESOLUTION” Button will return the user to the home screen where they will find the resolution, they just ended no longer visible.

# Progress

Progress

View your progress:

Eat healthy

m

Date

2023-01-22

ADD

4

Running

5 km

2023-01-02

3

Running

4 km

2023-01-04

2

Running

3 km

2023-01-10

1

Running

8 km

2023-01-12

Home

Progress

Achievements

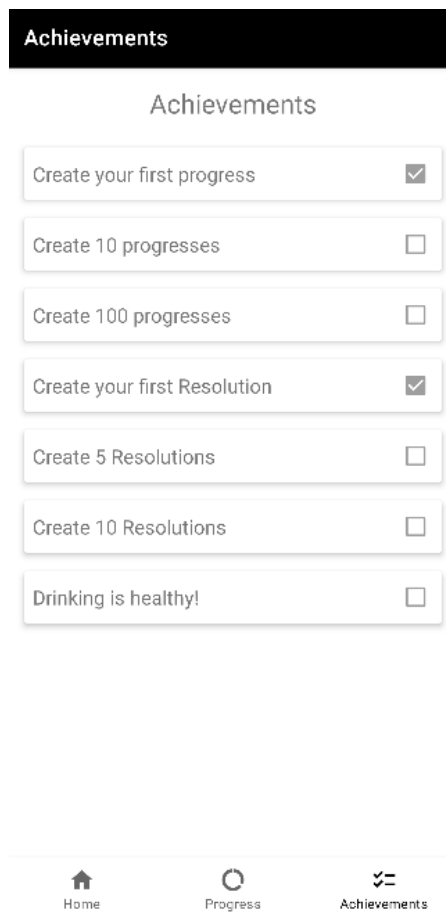
The progress overview can be reached by selecting it from the menu at the bottom of the screen. Here the user has the ability to register progress any progress they make, regardless of their resolutions.

To add a new progress the user has to select an activity, type in a quantity that defines their advancement and select an appropriate metric. Once again, the date is the current one by default, but it can be changed to whatever the user desires. Tapping the “ADD” button will instantly add the new progress to the list below and any matching resolutions.

Progress is not required to have a corresponding resolution, however, should the activity and metric of a progress that is added match those of an active resolution they are automatically counted towards it and can be found in the resolution’s details. This approach allows progress to be added to multiple resolutions at once, if they have the same metric and category, and gives the user the ability to register any achievements they are proud of, but don’t have a resolution for.

The list of progress has newly registered progress at the top and older advancements towards the bottom. Much like with the resolutions there are once again examples present when the app is first installed to help the user familiarize themselves with the environment. The user can scroll through their progress and delete any they no longer want by taping the trash can symbol to its right.


# Achievements



Over time and upon meeting certain criteria the user will unlock achievements. These can be viewed by selecting the menu point labeled Achievements and mainly serve as a way to keep the user invested in the app and give them something to work towards besides their own progress.

Achievements that have had their requirements met distinguish themselves by having a check mark next to them and being tappable.

## Claim Achievement

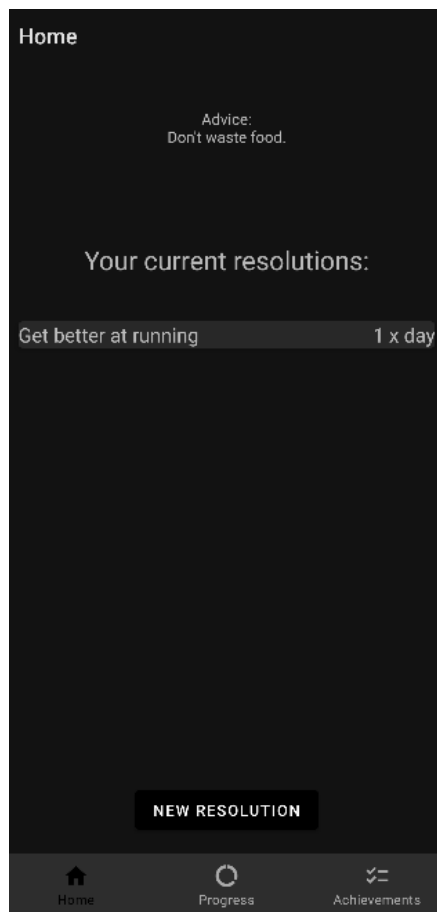
<div>JustPlanIt</div> <div>Create 10 progresses</div> <div></div> <div>ADD/CHANGE PHOTO</div> <div>Achieved on 2023-01-22</div> <div>Note:</div> <div>space for comment</div> <div>SAVE</div>	<div>JustPlanIt</div> <div>Create 10 progresses</div> <div></div> <div>ADD/CHANGE PHOTO</div> <div>Achieved on 2023-01-22</div> <div>Note:</div> <div>By my standards this is a great success!</div> <div>SAVE</div>
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Tapping on an Achievement that has a checkmark next to it in the achievement screen brings the user to a new screen. Here they can see the exact date they acquired the achievement and add a personal touch to it.

Much like with the resolutions a note may be added, allowing the user to write some text of their own. The biggest feature of this screen however is the ability to add photo to the achievement to commemorate the occasion. This is done by tapping the “ADD/CHANGE PHOTO” button which will open the phone’s camera.

After the user has added everything, they wished to add they tab the “SAVE” Button which returns them to the achievements screen. To see their note and picture the user only has to tap on the same achievement again. Both of these can be changed at any time if the user so desires.

## Dark Mode



If dark mode is enabled in the phones settings the app will match those settings.