

Task Monster

GUI Request Document

Prepared on 10/04/2015

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Title

Title

Play

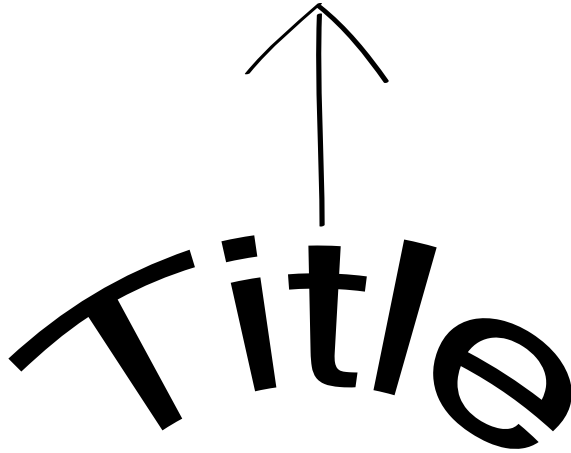
Credits

Back/Quit

On this screen, the player has three options:

1. Choose 'Play'
2. Choose 'Credits'
3. Quit the application (or press 'back' for mobile)

Credits



Title

Various credits
go here and continue

to scroll up
along the screen

Return
(Back)

On this screen, the player can only return to the main menu.

The Return/Back button here can be reused elsewhere in the game.

Play

(Game Area)

(Interface Area)

1. Toggle Inventory Open/Close
 - a. (5 Item Options)
 - b. Inventory Page Left
 - c. Inventory Page Right
2. Pet Profile
3. Task List

Pet Profile

Pet Image

Pet Name

LVL

(XP Bar)

(Care Bar)

Age

130 Days

Birthday

October 6, 2015

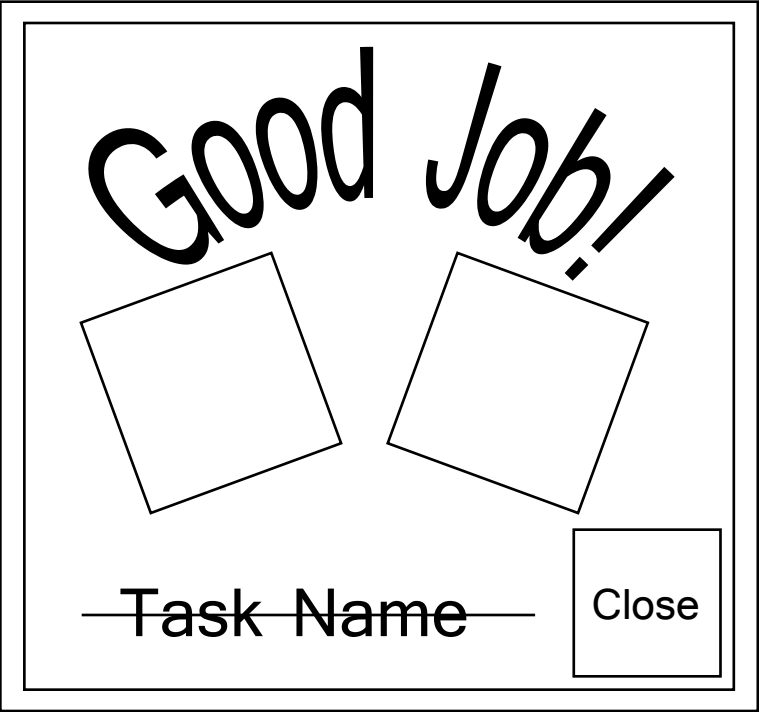
Species

Raindrop

Return
(Back)

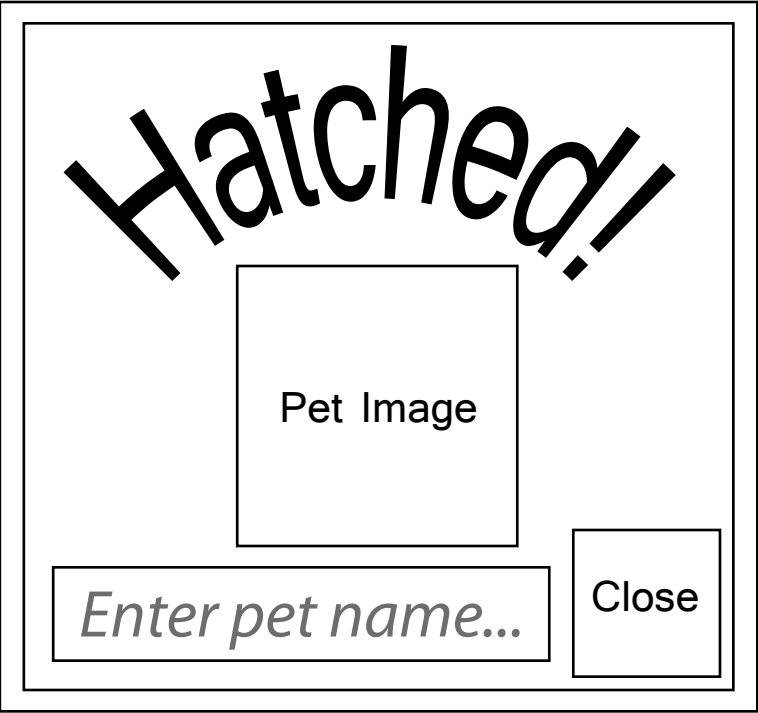
- 1. Pet Image
 - a. Image Border
- 2. Pet Name
- 3. Level Text
- 4. XP Bar
- 5. Care Bar (out of 5)
- 6. Age Label
 - a. Age Text
- 7. Birthday Label
 - a. Birthday Text
- 8. Species Label
 - a. Species Text
- 9. Return/Back button

Pop-Ups



- 1. Pop-Up Screen Title
 - a. Pop-Up Border
- 2. Boxes with Borders (will hold items)
- 3. Task Name, crossed out
- 4. Close Button

- 1. Pop-Up Screen Title
 - a. Pop-Up Border
- 2. Pet Image
- 3. Pet Name Input Field
- 4. Close Button



Task List Main

Task List

+

✓

Type new task...

X

Do the dishes

Subtask

Deadline Reminders

Repeat

Points

X

Thanksgiving

X

Clean the house

X

Bake the turkey

Return (Back)

- 1. Task List Screen Title
- 2. New Task (Selecting this replaces it with Finish Making New Task)
- 3. Finish Making New Task (Replaces ‘New Task’)
 - a. Type new task TextField
- 4. Task Item
 - a. Delete Task
 - b. Complete Task
 - c. Additional Options drawer (only open on one [selected] task at a time) (should be icons)
 - i. Subtasks
 - ii. Deadline/Reminders
 - iii. Repeating Task
 - iv. Points
- 5. Task item with Subtasks
 - a. Delete subtask
 - b. Complete subtask
- 6. Return/Back



Deadline/Reminder Menu

The screenshot shows a mobile application interface for setting a deadline or reminder. At the top, the title 'Deadline' is displayed. Below it, the text 'Task due on:' is followed by the date and time 'September 3, 2015 at 8:11 PM'. A date picker is visible, showing a list of months from September to December on the left, and the selected date '3' and year '2015' in the center. Below the date picker, there are input fields for the time: '8' for hours, ': 11' for minutes, and 'PM' for the period. A 'Remind me...' section follows, with a list of time intervals: '0 Minutes before', '0 Hours before', '0 Days before', '0 Weeks before', and '0 Months before'. At the bottom, there is a 'Confirm' button.

Deadline

Task due on:

September 3, 2015 at 8:11 PM

September 3 2015

January 8 : 11 PM

February

March Remind me...

April 0 Minutes before

May 0 Hours before

June 0 Days before

July 0 Weeks before

August 0 Months before

September

October

November Confirm

December

1. Deadline Screen Title
2. Task Due On: Label
3. Deadline Date/Time Text
4. Month Dropdown
5. Day Input Field
6. Year Input Field
7. Hour Input Field
8. Minute Input Field
9. AM/PM Dropdown
10. Remind me... Title
11. (5 Input Fields)
12. (5 Time Labels)
13. Reminder Date/Time Text
14. Confirm Button
15. Error Text (Deadline must be 1+ minutes from now)
16. Error Text (Reminder time must be 1+ mins from now)
17. Return/Back/Cancel Button
18. Remove Deadline Button

Task List Main

Task Name

+

✓

Type new subtask...

X

Subtask

Deadline Reminders

Points

- 1. Task List Screen Title
- 2. New Task
- 3. Complete new task (Replaced ‘
 - a. Type new task TextField
- 4. Task Item
 - a. Delete Task
 - b. Complete Task
 - c. Additional Options drawer
 - i. Subtasks
 - ii. Deadline/Reminders
 - iii. Repeating Task
 - iv. Points
- 5. Return/Back

Recurring Task (OPTIONAL)

Recurring task...

☐ every

▼

Hours

Days

Weeks

Months

Years

☐ every

S M T W T F S

☐ until

m

d

y

☐ stop after occurrences

1. Recurring Task Screen Title

2. Every [Time Unit]

- a. Checkbox
- b. 'every' Label
- c. # Input Field
- d. Dropdown Menu

3. Every [Week Day]

- a. Checkbox
- b. 'every' Label
- c. # Input Field
- d. (7 Buttons for days of week)

4. Until

- a. Checkbox
- b. Month Input Field
- c. Day Input Field
- d. Year Input Field

5. Stop after

- a. Checkbox
- b. 'stop after' Label
- c. # Input Field
- d. 'occurrences' label

6. Stop Recurring Button

7. Return/Back/Cancel Button