Task Monster

GUI Request Document

Prepared on 10/04/2015
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Credits

TaskMonster is a virtual pet simulator plus task list, built for anyone who has things that need to be done and who need motivation to complete them - but primarily for teens and young adults.

The look-and-feel of the game should be cartoonish, bubbly, and upbeat.

It should not be too heavily detailed; simplified shapes and shadows is best.

Low contrast is ideal and contributes to a softer look.

The game is being designed with mobile in mind, so buttons should be big and easy to press.

Backdrops are okay (to group UI elements)

You may download a font and use it if it is free to use with credit. Font should be rounded, bubbly, sans-serif.

I would prefer if the color blue were used sparingly. Yellow and green or orange and green are encouraged.
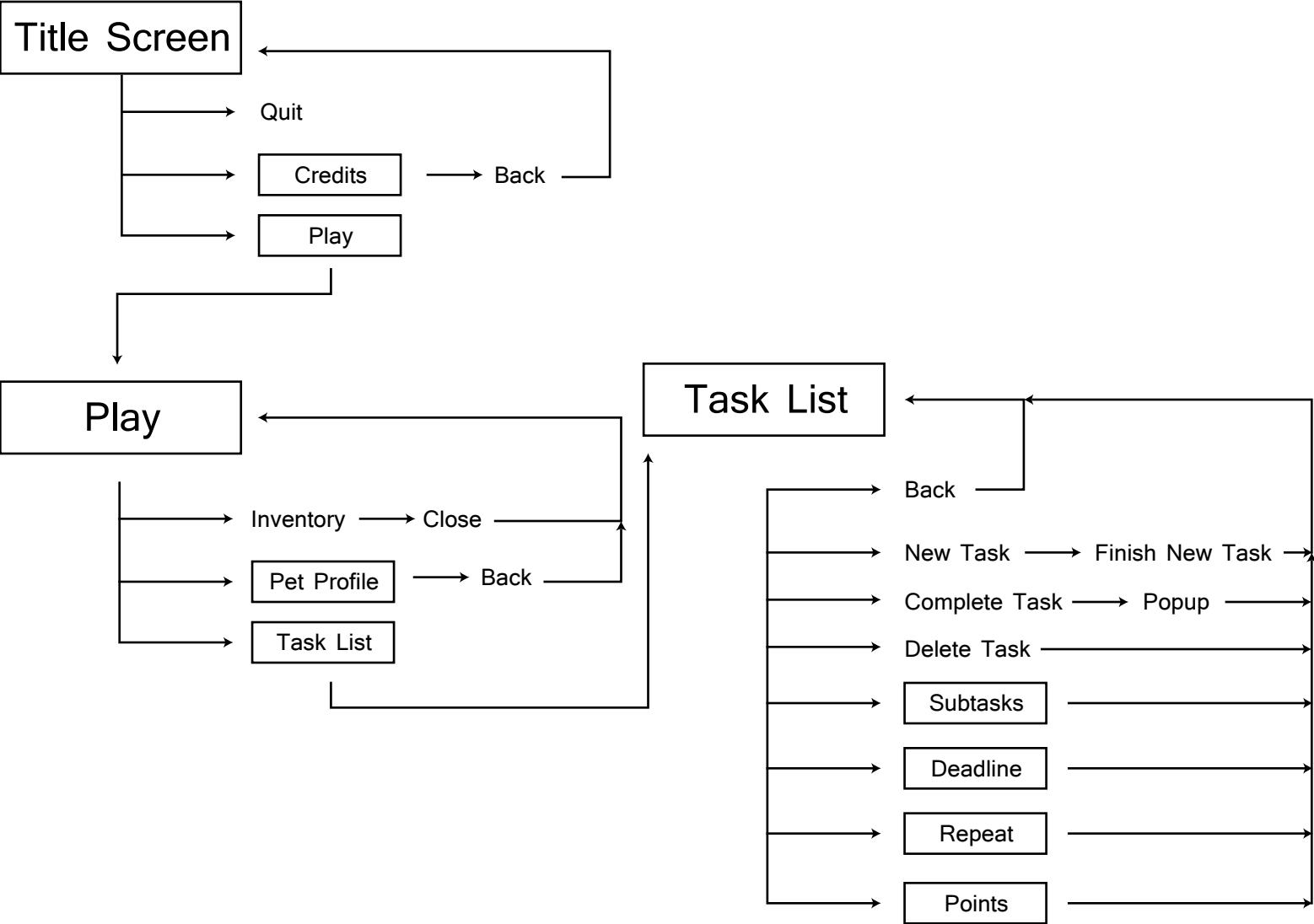
Ideal: Low contrast, low detail, cartoony

Too much detail

Too much contrast

Flowchart

Title Screen

Quit

Credits → Back

Play

Play

Inventory → Close

Pet Profile → Back

Task List

Task List

Back

New Task → Finish New Task →

Complete Task → Popup →

Delete Task →

Subtasks →

Deadline →
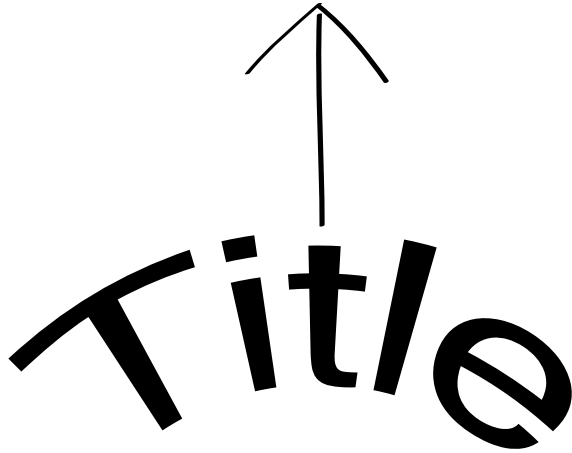
Repeat →

Points →

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)

The inventory should not cover up the entire screen, but it can cover some of it. Items from the inventory will be dragged into the game area, so keep that in mind.

The three above UI buttons should be icons if possible. Inventory could be a bag or backpack of some kind, Pet Profile could be a silhouette of an animal face or monster face, and Task List should be a notepad icon.

1. Toggle Inventory Open/Close
   a. (5 Item Options)
   b. Inventory Page Left
   c. Inventory Page Right

2. Pet Profile

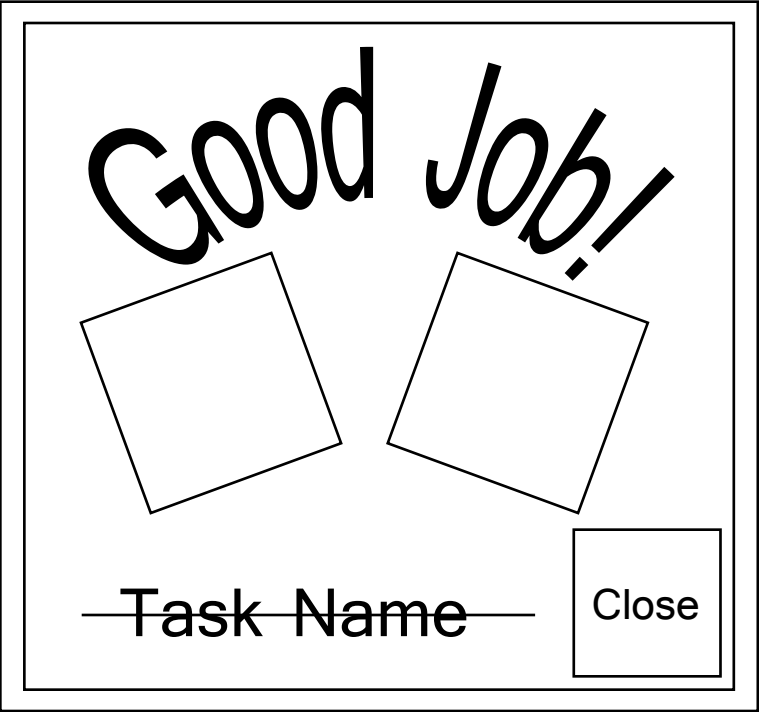3. Task List

Pet Profile

Pet Image

Pet Name

LVL	(XP Bar)
(Care Bar)	
Age	130 Days
Birthday	October 6, 2015
Species	Raindrop

Return (Back)

Don't be afraid to change up the layout to something that looks nicer or makes more sense.

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
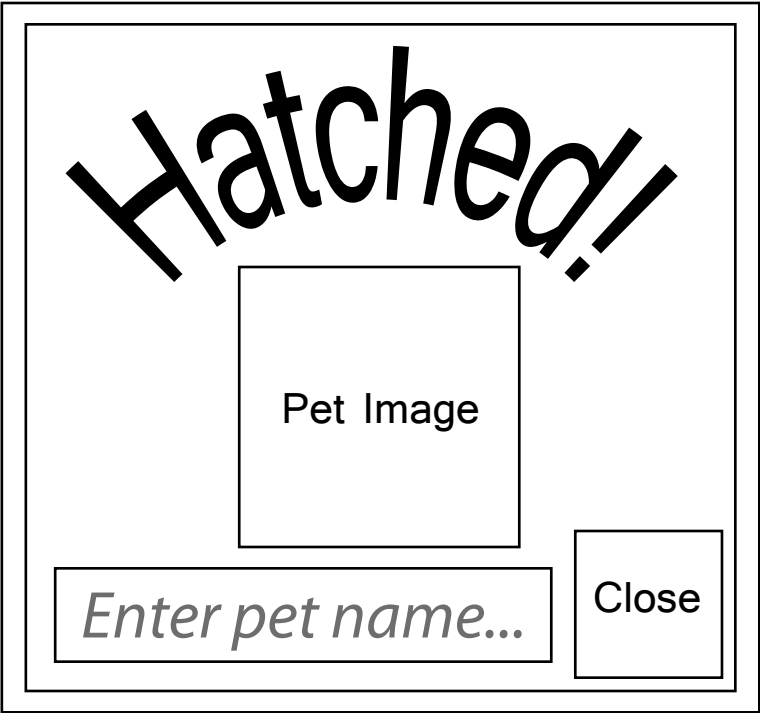
Pop-Ups

Good Job!

Task Name

Close

This will appear overlayed on other screens.

1. Pop-Up Screen Title
   a. Pop-Up Border

2. Pet Image

3. Pet Name Input Field

4. Close Button

1. Pop-Up Screen Title
   a. Pop-Up Border

2. Boxes with Borders (will hold items)

3. Task Name, crossed out

4. Close Button

Hatched!

Pet Image

Enter pet name...

Close

Task List Main

Task List

+	

| ✓ | *Type new task...* |

| X | Do the dishes |

Subtask	Deadline Reminders	Points		

| X | Thanksgiving |

| X | Clean the house |

| X | Bake the turkey |

| | Return (Back) |

I would love for this screen to be stylized to look like a notepad, i.e., lined paper, spiral bound at the top, etc.

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, not words)
      i. Subtasks
      ii. Deadline/Reminders
      iii. Points

5. Task item with Subtasks
   a. Delete subtask
   b. Complete subtask

6. Return/Back

Deadline/Reminder Menu

Deadline

Task due on:

September 3, 2015 at 8:11 PM

September	3	2015

January
February
March
April
May
June
July
August
September
October
November
December

8	: 11	PM

Remind me...

0	Minutes before
0	Hours before
0	Days before
0	Weeks before
0	Months before

Confirm

Dropdowns and input fields can be styled by me, but please create a look and feel/design so they fit with the rest of the UI.

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

Subtasks

Task Name
➕
✓ *Type new subtask...*
✗ Subtask
Deadline Reminders   Points
✗ Subtask
✗ Subtask
Return (Back)

This screen can largely mimic the main task screen.

1. Subtask Name

2. New Subtask

3. Complete new task (Replaces 'New Subtask')
   a. Type new task TextField

4. Task Item
   a. Delete Task
   b. Complete Task
   c. Additional Options drawer (Only active on one [selected] subtask at a time)
      i. Deadline/Reminders
      ii. Points

5. Return/Back

Points

Task Name

How difficult is it?

☐ ☐ ☐ ☐ ☐

(...)

Return
(Back)

This has not yet been designed - feel free to experiment.

1. Task (or Subtask) Name

2. 'How difficult is this task?'
   a. Very Easy
   b. Easy
   c. So-so
   d. Tough
   e. Very Tough

3. Return/Back Button

Tasks are limited by difficulty, i.e., only X number of Z tasks can be in existence at once.

There should be some kind of alert to the player for how many of what kinds of tasks are remaining.

   e. Very Tough (3 remaining)

for example.

This could be on a slider or exist as 5 buttons.

Buttons should have icons and different colors to show difficulty (green is easy, red is hard, yellow is medium)

More difficult tasks give more points. This should be communicated to the player.