

#### Timeline:

Monday - Design all the view controllers on xCode and have the basic logic of the app mapped out on a piece of paper. (How the app will flow)

Tuesday - Begin to implement the logic and set up your models and model controllers. Set up your navigation controllers and have the app working on your simulator without any data persisting.

Wednesday - Work on persisting the data, delete features, and making new squares pop up when goal is complete and when user is on current goal.

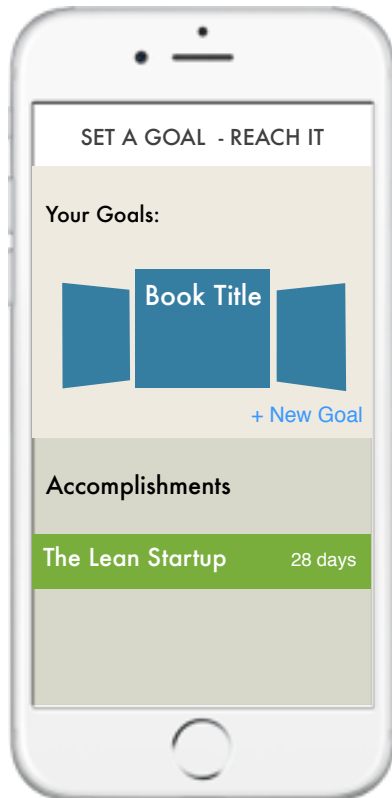
# Set a Goal - Reach It

\*Set a Goal - Reach It is designed for people who want to reach certain goals (outside of their everyday life) but need the motivation to get there.

\*\*Core Functionality - 1) Create new goals and persist that data. 2) Take new input to update and track current goal.

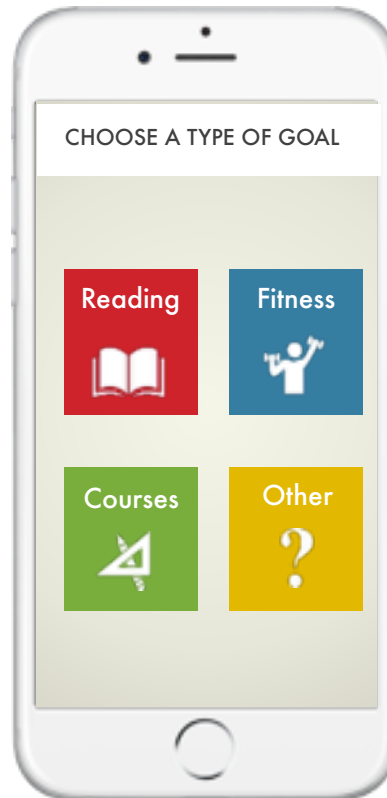
# New Goal Navigation Controller

## Landing Page



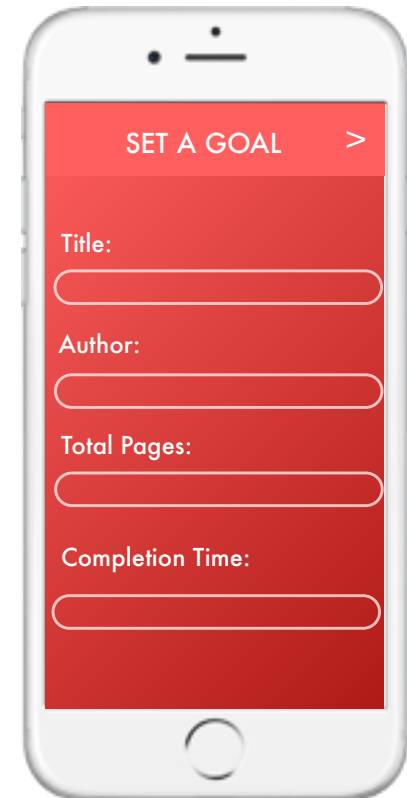
This is the main/landing page of the app. Here the user can see his current goal, his accomplished goals, and can create new goal.

## Choose a Goal



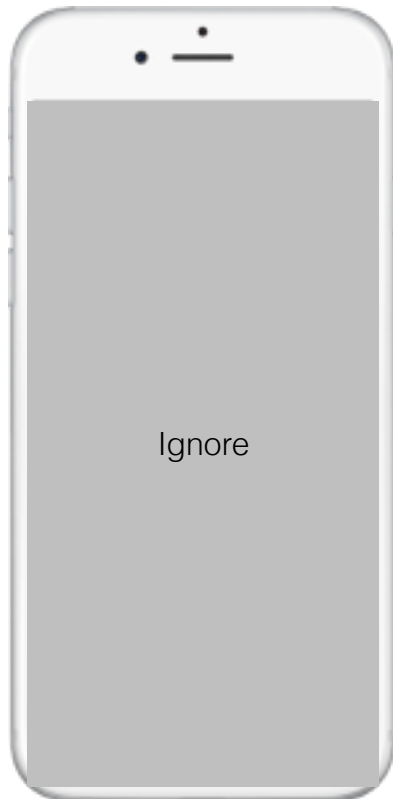
This is the screen if the **New Goal** button is tapped. Here the user can choose what type of goal he is chasing. For now I will only focus on the Reading type to try to finish in a week.

## Set a Goal



If the reading square is tapped, the user can now input what book he is trying to finish. The user needs to input number of pages and completion time (in days) in order for me to calculate how many pages he needs to read a day.

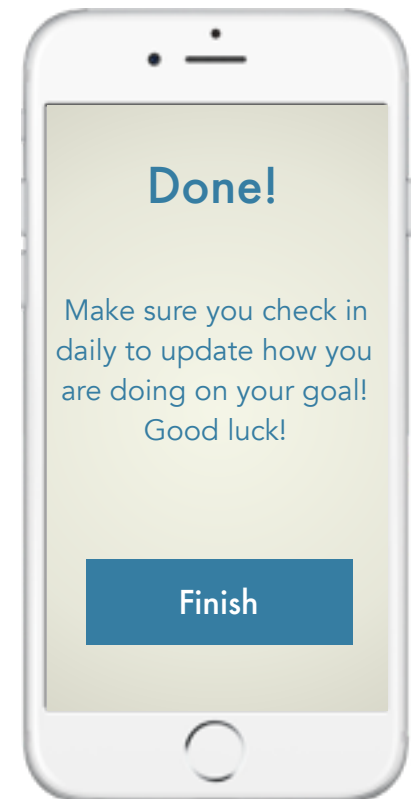
## Motivator



## Your Pledge



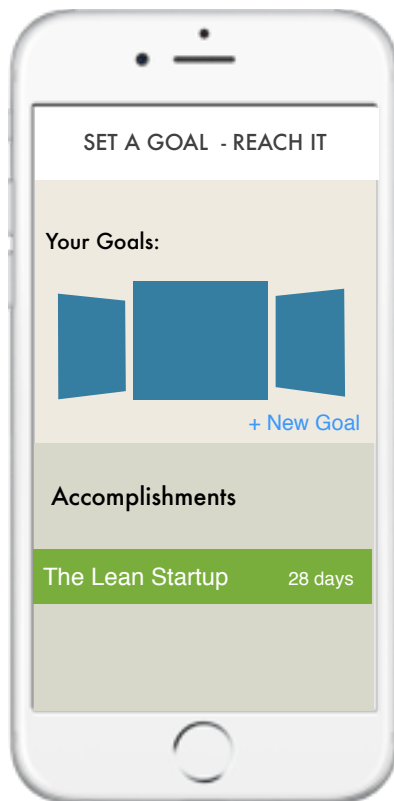
## Done!



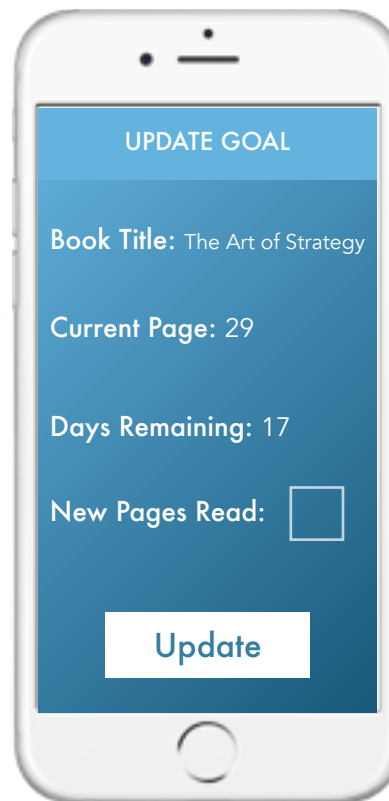
Here is where you pledge money to your friend. This shows that you are really serious about your goal. If user clicks sends message, the share functionality pops up and writes a message to you friend. If you complete a goal you should brag about it on Facebook. (Write this in the info page or make a brand new page about post on Facebook after goal is completed.

# Input Data Navigation Controller

Landing Page



Input Daily Read



Results!



## View Controllers

### Landing Page:

#### 1. UI Outlets

- Label “Your Goal”
- Label “Accomplishments”
- Label “Book Title”
- Label “R: \ (pagesRemaining) \ (daysRemaining)”

#### 2. UI Actions

- UIButton “New Goal”
- UI Button “currentGoal1

#### 3. UITableViewController

- Swipe to delete functionality