Screen Sketches

4_Shreshta_4

**Yaroslav Ziabkin, Taryn Dunn,
Sean Krueger, Garrett Thompson**

CyMind

Actors and Functionality (Taryn Dunn)

1. Students
    1. Create mood and journal entries
    2. Update mood and journal entries
    3. Delete mood and journal entries
    4. Update their credentials on their profile (email, password, etc)
    5. Delete their account
    6. View and explore resources
    7. Chat with a professional / group
    8. Book an appointment with a professional
2. Professionals
    1. Add resources for students
    2. Update their credentials on their profile
    3. Update resources
    4. Delete resources
    5. Chat with a student (or multiple)
    6. View appointments made by students
3. Guests
    1. View and explore resources

Non-Functional Requirements (Garrett Thompson)

1. Security – Users should not be able to create, modify, read, or delete the information and entries of other users. Users' passwords should also be encrypted when transmitted and stored, as well as enforcing page access control. This ensures data confidentiality for all users.
2. Modularity – The program should be built in a modular fashion that supports easy modifications and changes in as few places as possible. This makes maintaining and growing the program easier.
3. Scalability – The program should support a minimum of 5 users simultaneously using WebSocket functions, including receiving notifications and chatting.

Tables and Fields (Sean Krueger)

- User: Tracks common information related to the user's account
  - User Id – Primary Key
  - Email
  - Hashed password
  - First Name
  - Last Name
  - Age
  - User type – Whether they're a student, professional, or guest. One-to-One

- Student: Tracks information specific to student users
  - Student Id – Primary Key
  - Major
  - Year of Study
  - User Id – foreign key to User table, used for all endpoint interactions. One-to-One

- Mental Health Professional: Tracks information specific to professional users
  - Professional Id – Primary Key
  - Job Title
  - License Number
  - User Id – foreign key to User table, used for all endpoint interactions. One-to-One

- Guest: Tracks information specific to guest users
  - Guest Id – Primary Key
  - Reason For Visit
  - Session Token

- Mood Entry: Tracks a students mood entries from our survey
  - Mood Id – Primary Key
  - Date
  - Mood Rating – On a scale from 1 – 5
  - Student Id – foreign key to the Student table. Many-to-One
  - Journal Id – foreign key to the Journal table. One-to-One

- Journal Entry: Stores journal entries that can optionally written to during the mood survey
  - Journal Id – Primary Key
  - Entry name
  - Content
  - Date
  - Mood Id – foreign key to the Mood table. One-to-One

- Article: Stores resources and articles to be view by students and edited by professionals
  - Article Id – Primary Key
  - Article Header
  - Last Modified Date
  - Original Date
  - Content
  - Theme
  - Author Ids – foreign key to Mental Health Professional. Many-to-Many

- Exercises: Stores exercises students can try
  - Exercise Id – Primary Key
  - Exercise Category
  - Exercise Name
  - Exercise Content
  - Appointment Group: The group consisting of the mental health professionals and the student who are scheduling an in-person appointment. Can be reused for multiple appointments.
  - Appointment Group Id – Primary Key
  - Professional Ids – foreign key to Mental Health Professional table. Many-to-Many
  - Student Id – foreign key to Student table. One-to-One
  - Group name

- Appointment: The scheduled in-person appointment details, including things such as time and location.
  - Appointment Id – Primary Key
  - Date
  - Time
  - Duration
  - Location
  - Title
  - Description
  - Appointment Group Id – foreign key to the Appointment Group table. Many-To-One

- Chat Group: The members in a chat together, corresponds to a specific group chat
  - Chat Group Id – Primary Key
  - Professional Ids – foreign key to Mental Health Professional table. Many-to-Many
  - Student Id – foreign key to Student table. Many-To-Many
  - Group name

- Chat Message: Contains an individual message
  - Message Id – Primary Key
  - Content
  - Date
  - Time
  - Sender Id – foreign key to the User table. Many-to-One
  - Group Id – foreign key to the Chat Group table. Many-To-One

- Notification: A history of notification for users
  - Notification Id – Primary Key
  - Content
  - Date
  - Status – If the user has seen the notification or not
  - User Id – foreign key to the User table. Many-to-One

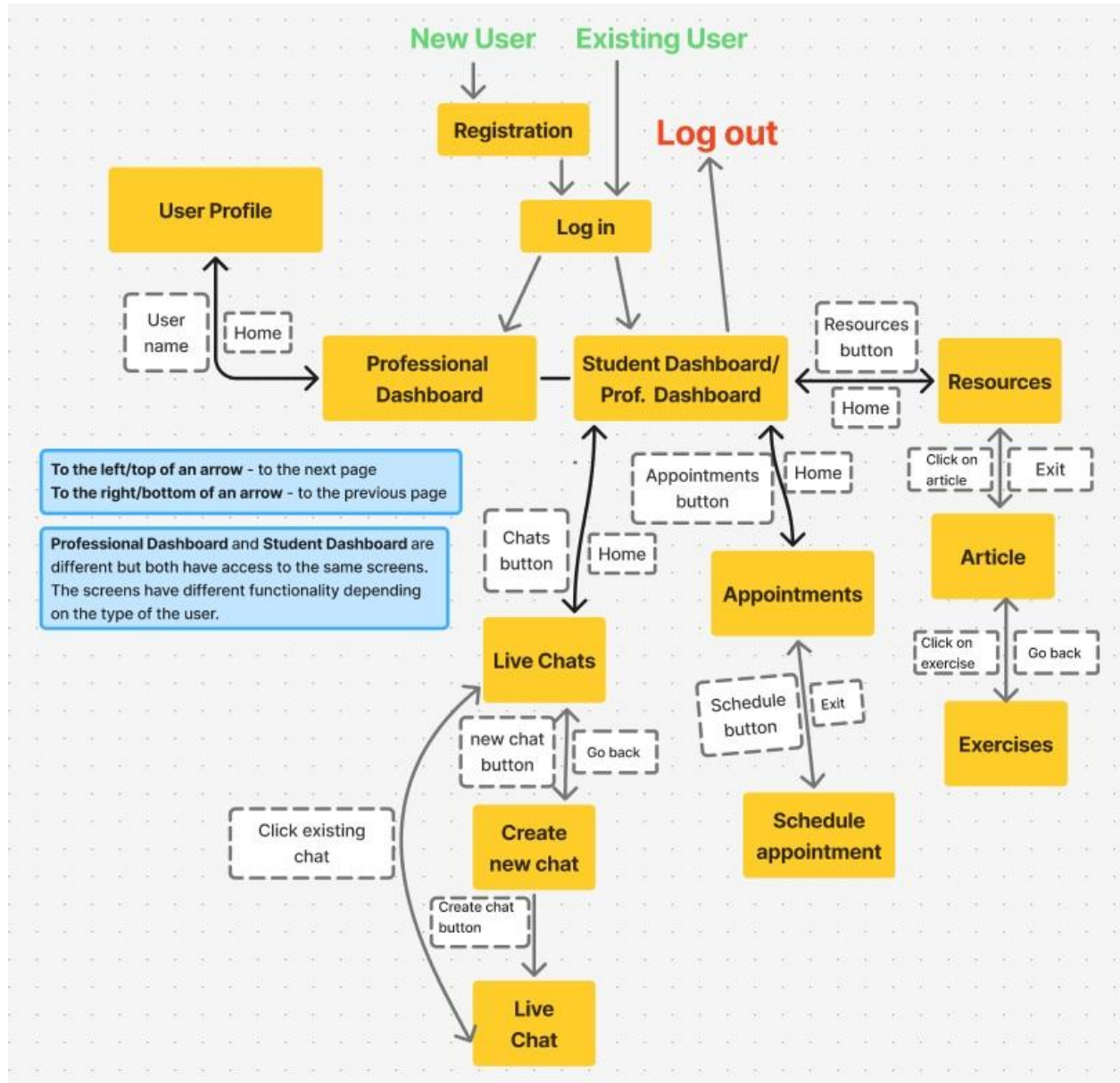# Screen Flow Diagram (Yaroslav Ziabkin)

Figure 1: Appointment Booking Page -Taryn Dunn

Book an Appointment

First Name: _____

Last Name: _____

Email: _____

Professional: ▼

Date: ▼

Time: ▼

Location: ▼

1. Text boxes for personal information
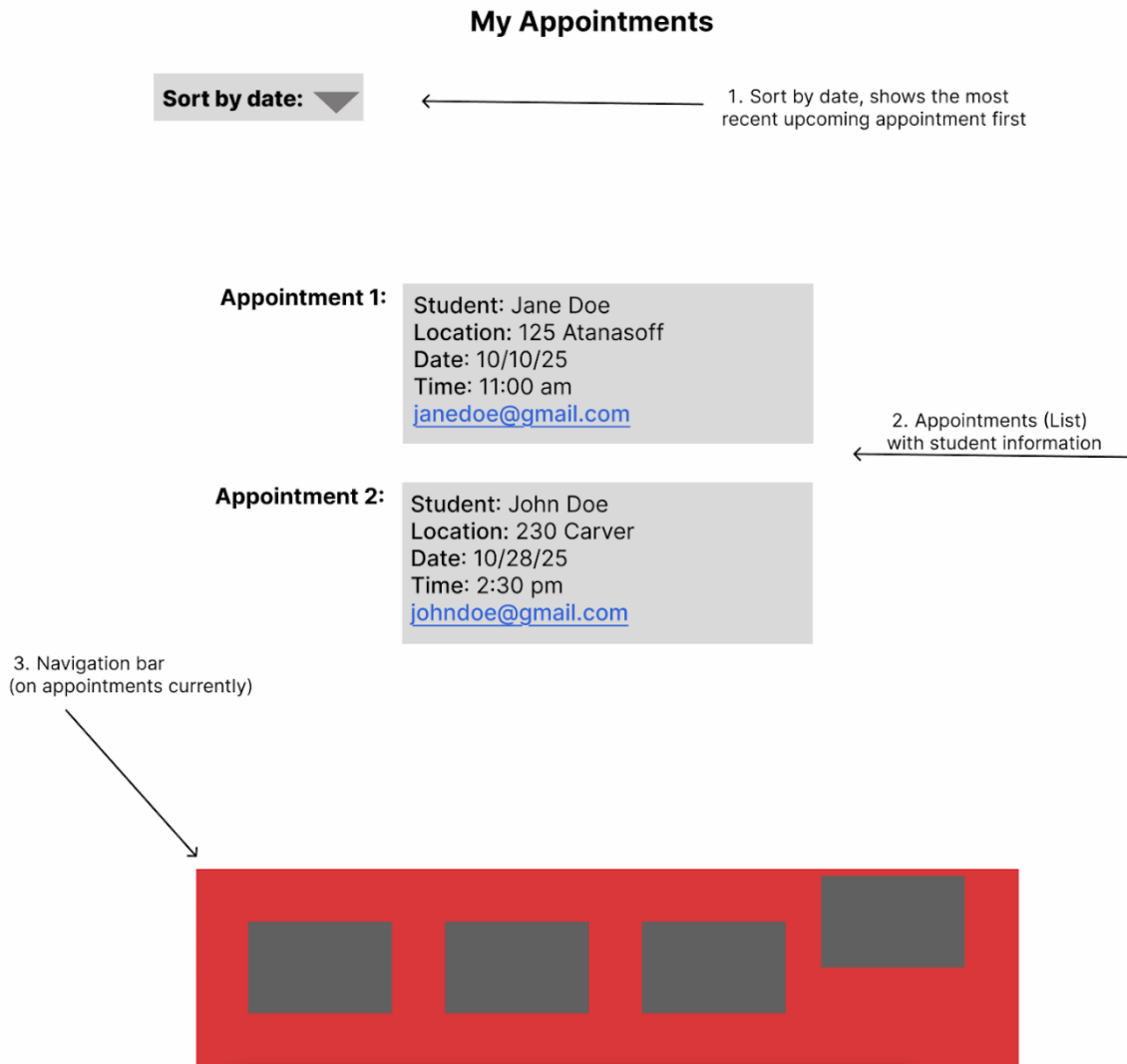
2. Drop Down boxes with a list to choose from.

4. Navigation Bar (currently on appointments)

Submit

3. Submit/book appointment

This screen allows students to book an appointment with a professional. When the user navigates to the appointment fragment in the navigation bar, this is the screen they will see.

The student will fill in their personal information into the text boxes (1) first, which is required. From there, they will use the drop-down arrows (2) to look through the available professionals, dates, times, and locations. Based on what is available, they will select an option from each box. When all of the fields are filled out, they can press the submit button (3) to book their appointment. Upon clicking the submit button, the user's info and appointment information will be sent to an appointment confirmation page, where they will see their newly booked appointment, along with any previously booked appointments.
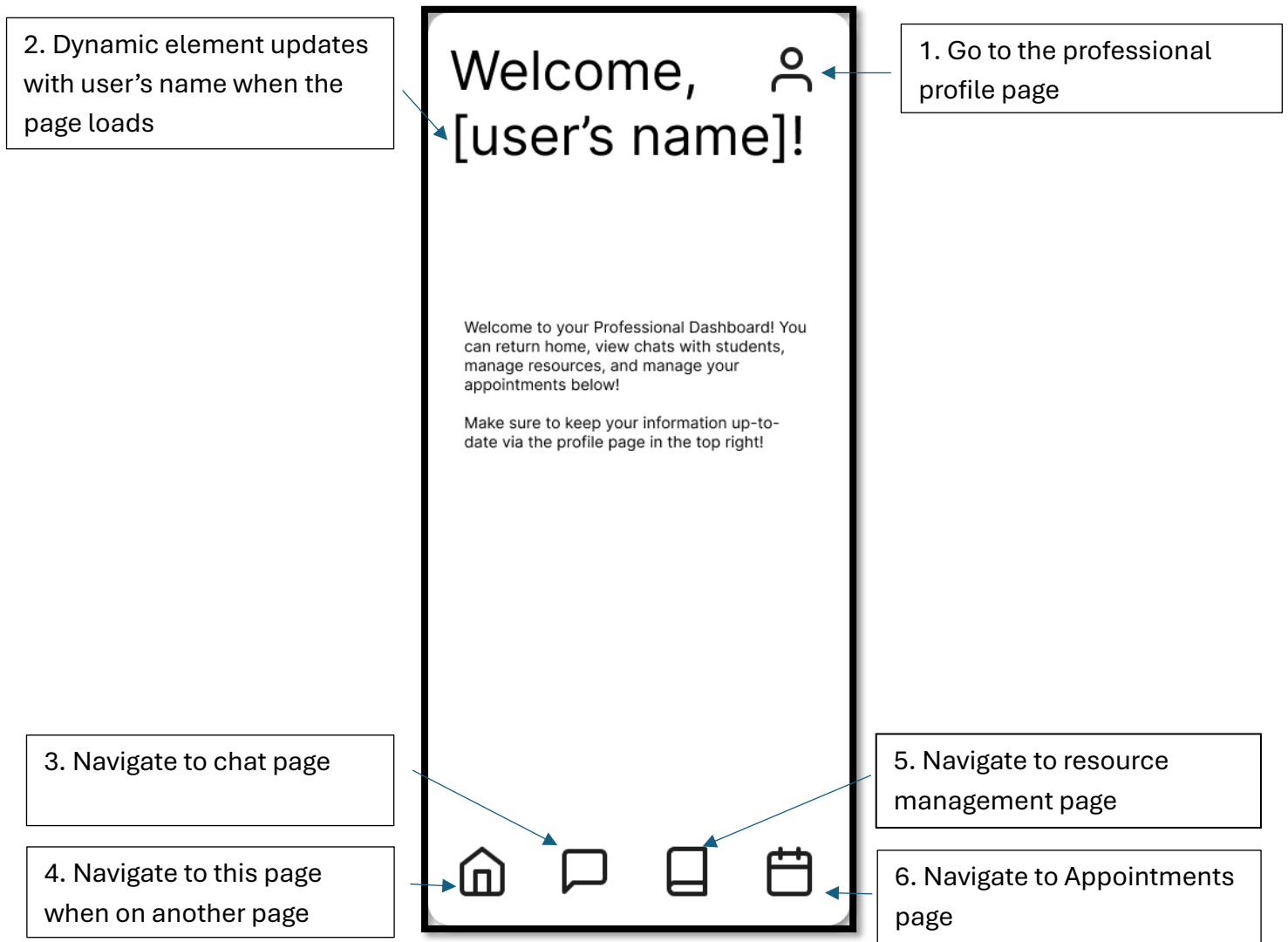
Figure 2: Professional Appointment Page - Taryn Dunn

My Appointments

Sort by date: ⬇

← ————————————— 1. Sort by date, shows the most
recent upcoming appointment first

Appointment 1:
Student: Jane Doe
Location: 125 Atanasoff
Date: 10/10/25
Time: 11:00 am
janedoe@gmail.com

2. Appointments (List)
with student information
←—————————————

Appointment 2:
Student: John Doe
Location: 230 Carver
Date: 10/28/25
Time: 2:30 pm
johndoe@gmail.com

3. Navigation bar
(on appointments currently)

This screen shows a professional all the appointments that students have booked with them. After a professional logs in or signs up, they can navigate to the appointment page in the navigation bar (3). Then, they can sort the appointments by date (1), showing their upcoming appointments in order. This allows a professional to see their appointments in a clear, organized way. Each appointment will have the student's name and email, along with the appointment location, date, and time (2).

2. Dynamic element updates with user's name when the page loads

1. Go to the professional profile page

Welcome, [user's name]!

Welcome to your Professional Dashboard! You can return home, view chats with students, manage resources, and manage your appointments below!

Make sure to keep your information up-to-date via the profile page in the top right!

3. Navigate to chat page

5. Navigate to resource management page

4. Navigate to this page when on another page
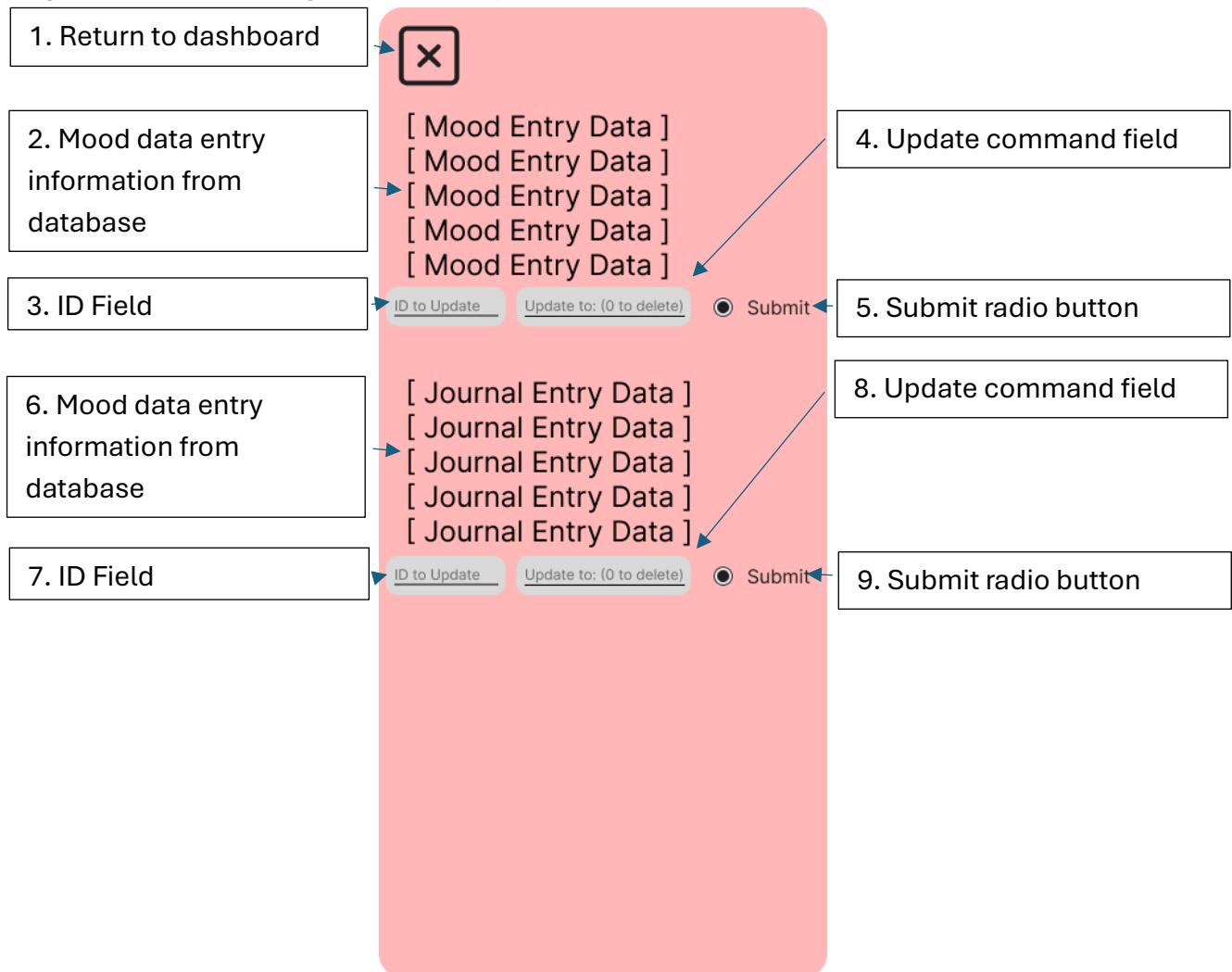
6. Navigate to Appointments page

This page acts as the dashboard for our professional users. This page is displayed immediately following a professional registration or sign-in. It allows them to navigate to any pages they would need throughout the application.

On the bottom of the page is where our navigation bar can be found, which allows professionals to access their tools to chat with students (3), manage resources available to students (5), and manage their appointments (6). After going to one of these pages, they can choose to return back to this dashboard using the home button (4). This navigation bar is a static element throughout the professional user experience pages.

To enhance the personal experience, the page dynamically updates with the user's name to welcome them (2). They can modify their name and other person details from their profile page in the top right (1).

Figure 4: Mood/Journal Page - Garrett Thompson

1. Return to dashboard

2. Mood data entry information from database

3. ID Field

[Mood Entry Data]
[Mood Entry Data]
[Mood Entry Data]
[Mood Entry Data]
[Mood Entry Data]

ID to Update   Update to: (0 to delete)   ◉ Submit

4. Update command field

5. Submit radio button

6. Mood data entry information from database

7. ID Field

[Journal Entry Data]
[Journal Entry Data]
[Journal Entry Data]
[Journal Entry Data]
[Journal Entry Data]

ID to Update   Update to: (0 to delete)   ◉ Submit

8. Update command field

9. Submit radio button

This page displays the mood and journal entry data that users have submitted from their homepage. Data is automatically added when submitted and can be modified from this page.

The center of the page is where the modification of entry data occurs. Once users have read their most recent five entries (2, 6) (which are updated upon the page being loaded with the user's specific information), they can modify it using the options directly below. There are two fields to fill out, the first is the ID of the entry they want to modify (3, 7), which is display alongside the entry above. The second is what the information should change to (4, 8). Users can input 0 to delete an entry and update the entry data, or can input the message or number they would like to change it to. Upon clicking the submit button for the corresponding modification (5, 9), the information entered is validated, ensuring a proper ID is given and the data given is acceptable (e.g., a string for journal entries and an integer from 1-5 for mood entries).

Once users are satisfied with what they have done on this page, they can return to their dashboard using the return button (1) in the top left.

List of available resources:

☆ Procrastination among students ⇧A
#Productivity #Goals #Success

1. Article name

☆ Fighting stress during exmas
#Stress #Control #Meditation

2. Hashtags

☆ Top 10 healthy habits for students
#Top10 #Nutrition #Habbits

☆ Stress relief practices ⇧A
#Stress #Habits #Awareness

3. Pin the article

☆ Tradeoffs of coffee ⇧A
#Nutrition #Productivity #Dopamine

4. How popular is the article

☆ Harm of feed scrolling
#Attention #ADHD #DigitalHygiene

☆ Simple meditation practice#1 ⇧A
#Meditation #Awareness #Habits

☆ Mental health support groups
#Stress #Control #Friends

☆ Simple meditation practice#2
#Meditation #Awareness #Habits

Appoinment | Chat | Home | Resouces

This screen allows student users to see available mental health resources (1). These resources are split into different categories, depending on their hashtags (2), which are created during resource creation. Users can hit stars (3), pining an article at the top of the screen, so it is always available. Also, there is a top arrow (4), which signals that this article is very popular, and many users have pinned it to the top, which means that article is worth extra attention. Also, there are other buttons at the bottom, which can take the user to other main features of the app.
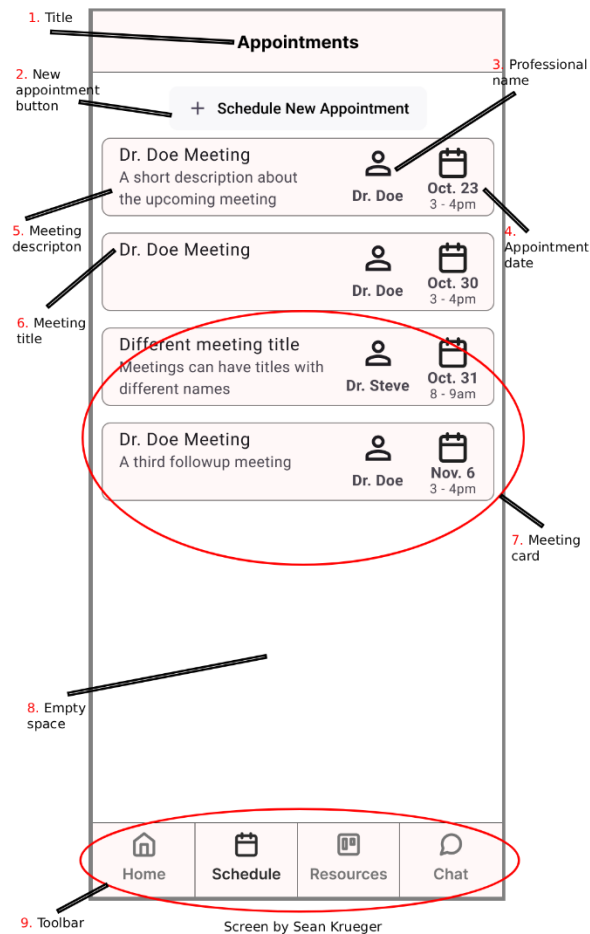
Figure 6: New Resources Page – Yaroslav Ziabkin

This page is available only for mental health professionals, who can create resources in the app. They must type article name (1), then select 3 hashtags from the available list (2), after that they can start typing the article contents in the box (3). After they are done the press submit (4), or cancel (5), if they changed their mind and don't want to save anything. Also, they can go to other parts of the application by using the main menu (6).
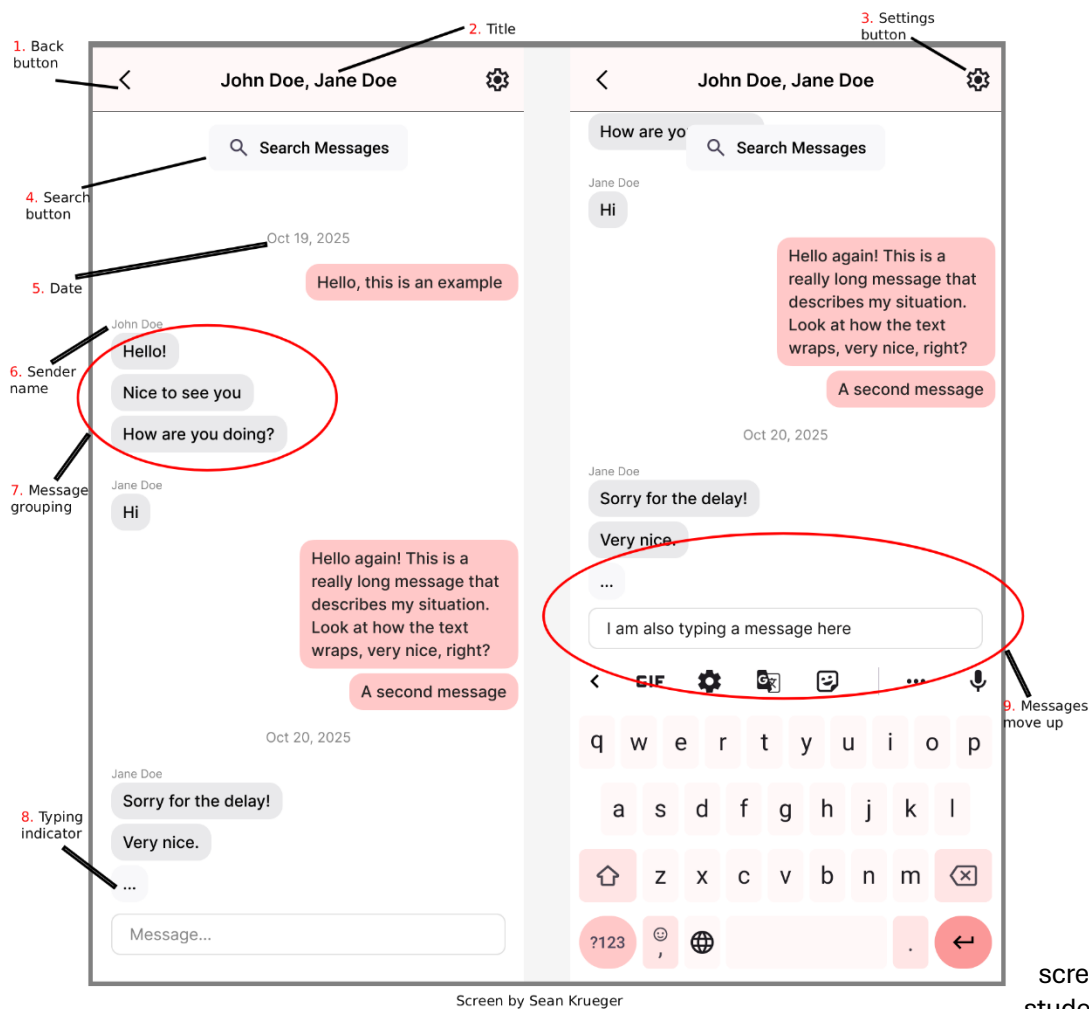
Figure 7: Student Appointment Page – Sean Krueger

Screen by Sean Krueger

This screen allows a student to view their upcoming appointments with professionals. As the student schedules new appointments, new meeting cards (7) are appended to list, filling the empty space (8) and expanding into a scrolling list. This screen is accessed by the common toolbar (9) at the bottom of the screen and can be used to switch to the other functionality within our app. This page is structured so the nearest event is at the top of the page, and then listing are sorted chronologically down the page. This is structured like a standard to-do list or queue.

The student user can also schedule a new appointment by clicking the button (2) at the very top of the screen, which then takes them to the appointment creation screen. This is at the very top of the screen, below the title (1), to encourage students to always be making appointments and to talk to someone if necessary. The meeting cards are designed to be simple reminders about the upcoming appointment. The card contains the name of the upcoming meeting (6), the name of the professional being met with (3), the appointment date and time (4), and, optionally, a short description (5) as a reminder.

Figure 8: Chat Screen – Sean Kreuger

Screen by Sean Krueger

This screen is where students can chat with their group of professionals. It is accessed by the new chat and list of chat pages, and clicking the back button (1) returns the user to the respective page. The title contains the name of the group, or defaults to the names of all other users in the group (2). The settings button (3) can be used to edit the group name and leave the group. The message bar is the primary focus of the page, where students can type there messages for the group to see. Message history is saved and dated (5), so both the student and professional can go back and look through what was previously said. The message history can also be searched with the floating search button (4) at the top of the screen. This encourages all parties to look back and search the history.

Messages from the same user are grouped together (7), so that it is easier to read the full context that person sent. The name of the senders are also kept above their messages (6) so the user can know which professional is sending this advice. When the user begins typing a message, the keyboard is brought up and the message history (9) is shifted upwards so the relevant context is right above where the user is typing. When a user in the group is typing, a typing indicator (8) is sent to other members of the group so that they know that there is someone else actively communicating with them. This gives the other users immediate feedback, which can be reassuring.