Parent Screen
(Profile)

Players

1 [progress bar] — Progress Bars/Leaderboard
2 [progress bar]
3 [progress bar]

Tasks
☐
☐ — Assign to player
☐
☐ — add/remove task

(assign task)
select child
[○] [○] [○]

Select task(s)
1 ____
2 ____
3 ____
4 ____
5 ____
DONE

Main Menu
Profile
Connect User
· · ·
⟳ Logout

(View Player)
☺ Name

TO-DO: Stats:
1 ____   Screentime ▭
2 ____
3 ____   Collaborations:
Completed: 1 ____
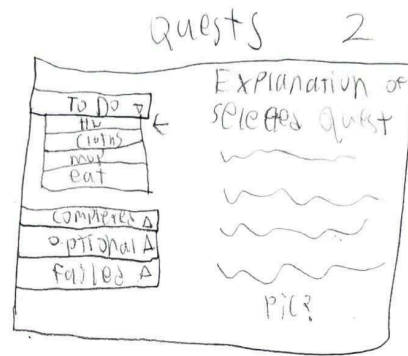1 ____
2 ____
↺ [Send Reminder]

These screens show progress of quests for the parent's children. It is to note, however, that it is unfeasible to implement a progress bar for in-real life things since it is not a reflection of actual gameplay. However, this gave us an idea to talk about the family hierarchy. It also has a list of tasks and buttons to add or remove them. The second screen shows the requirement to assign tasks to multiple children. The 3rd screen is a simple landing screen that allows a user to login. The 4th screen shows a quick snapshot of a player's current status such as current quests, screentime, collaborations, and a button to send reminders about approaching deadlines
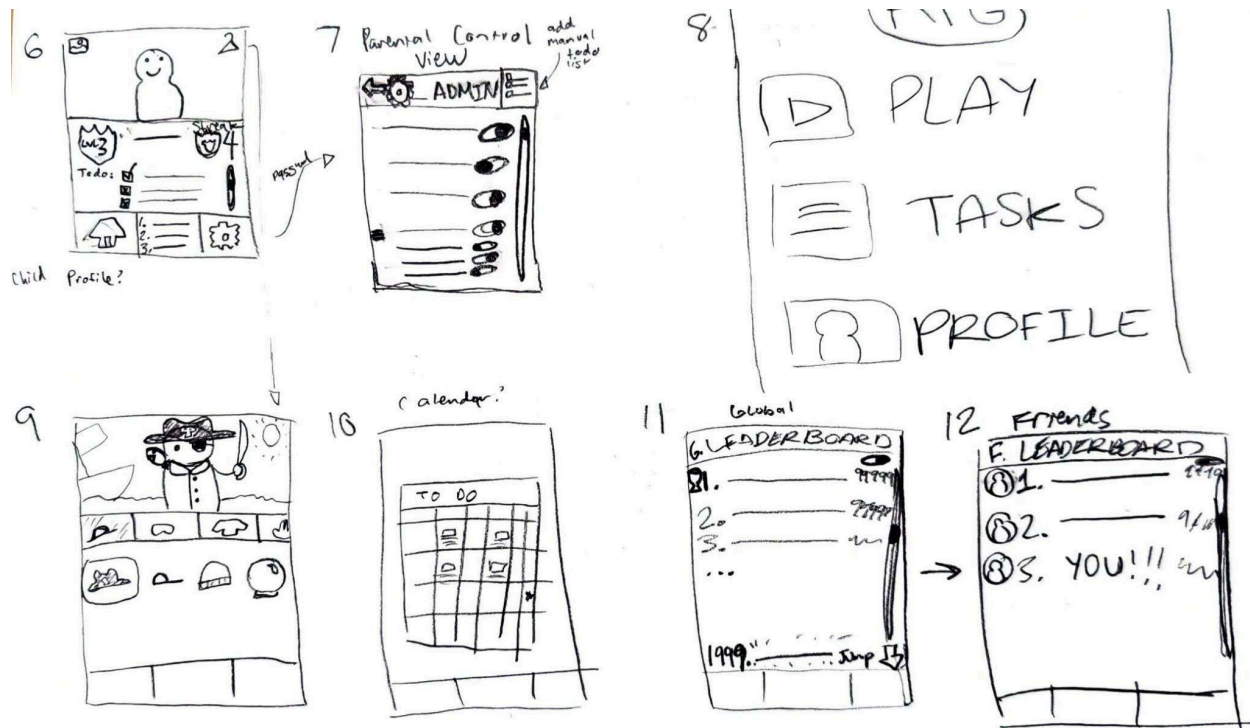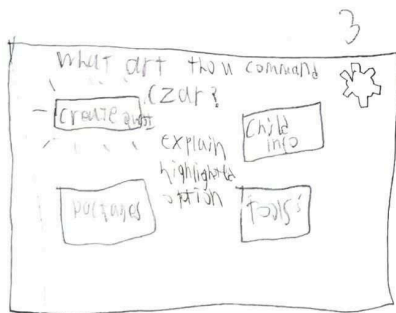
This paper wireframe has screens that contain the user's profile (child screen), parental controls, landing screen, game screen, calendar screen that shows current todos, and leaderboards. It also has fillers for buttons. The profile page displays levels, current quests in a scrollable list, streaks, and customization options with cosmetics. The parental controls have slider buttons that the parent can use for moderation and safety. The leaderboards show a simple leaderboard which is an idea taken from other games such as Clash Royale.
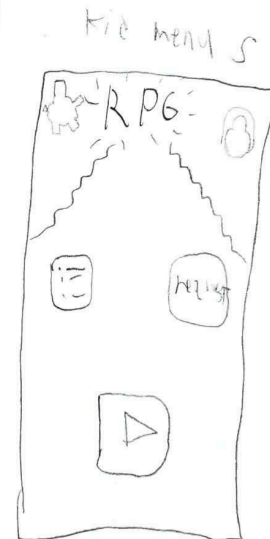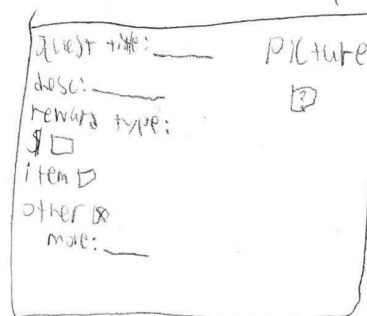
Game   1
    wave: 5/5

Quests   2
                   Explanation of
To Do ▾   selected quest
HP
cloths
map
eat
Completed ▲
optional ▲
failed ▲
                   PiC?

midieval theme
pixlte there
cyberpunk theme

tie menu   5

RPG

parent main menu
                        3
what art thou command
        (zar?
- create quest   child
    explain   info
    highlighte
portayes option   tools?

parent quest
                      4
quest title: ____   Picture
desc: ____   ?
reward type:
$ ☐
item ☐
other ☒
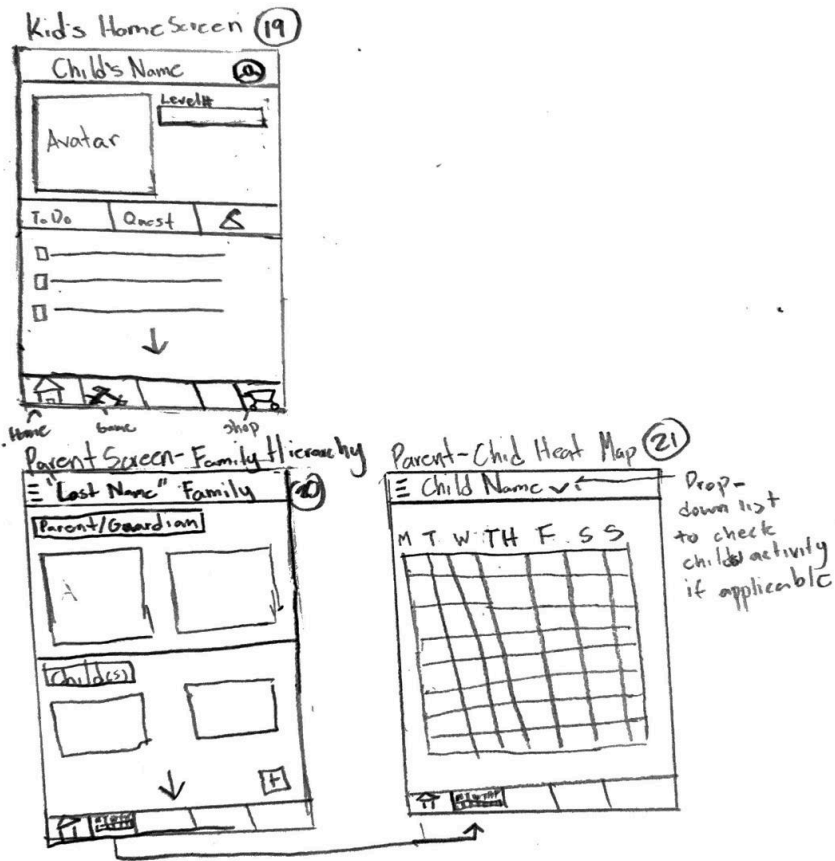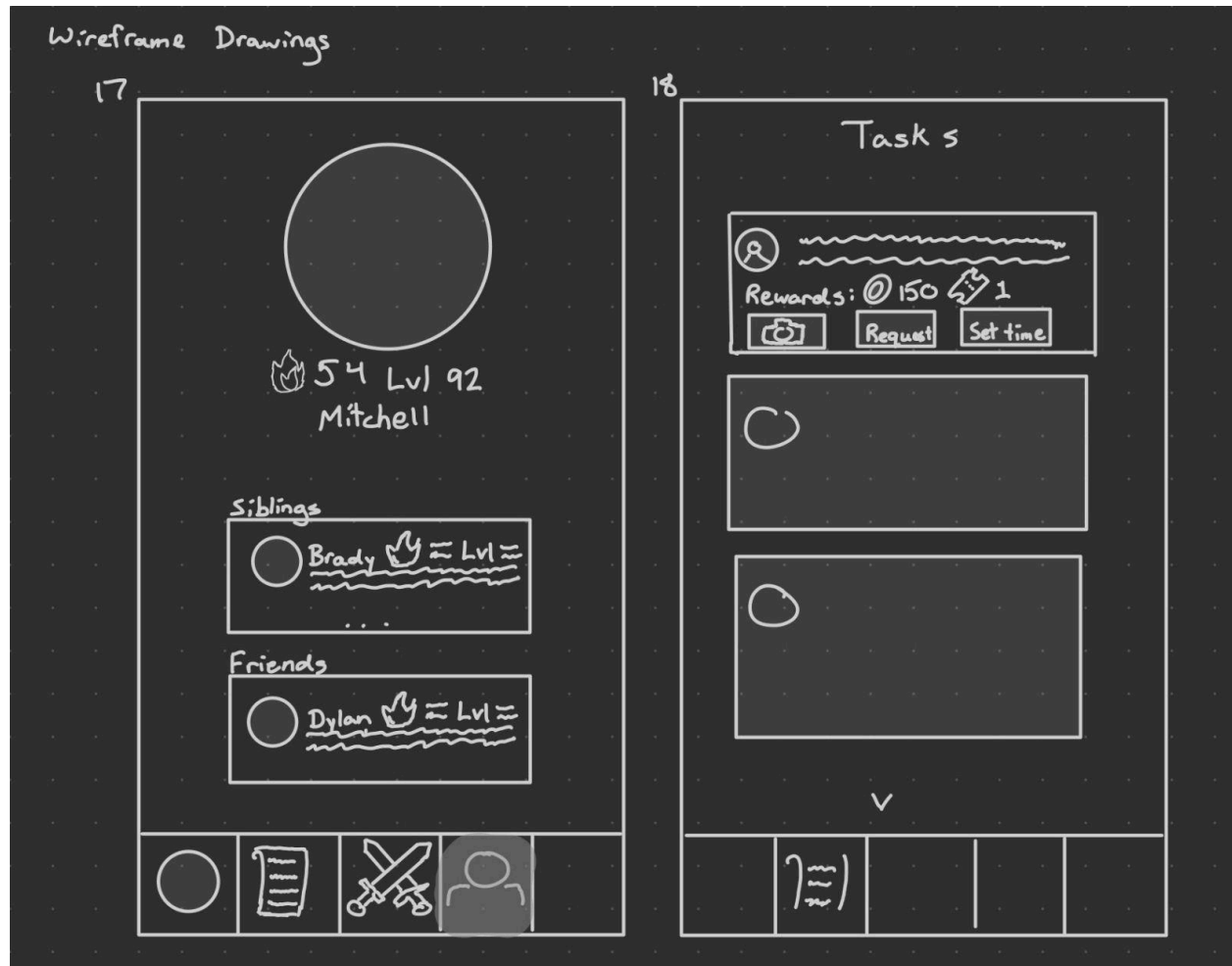more: ____

This paper wireframe has screens that show the game, categorizes quests in todo, completed, optional, and failed, the main menu for the parent, parent assigning a quest, and the landing screen. The quests screen is similar to desktop-like RPG games that have a booklet showing quest details. Implementation of settings and moderation is also included in the landing page where the users can log out or change accounts.
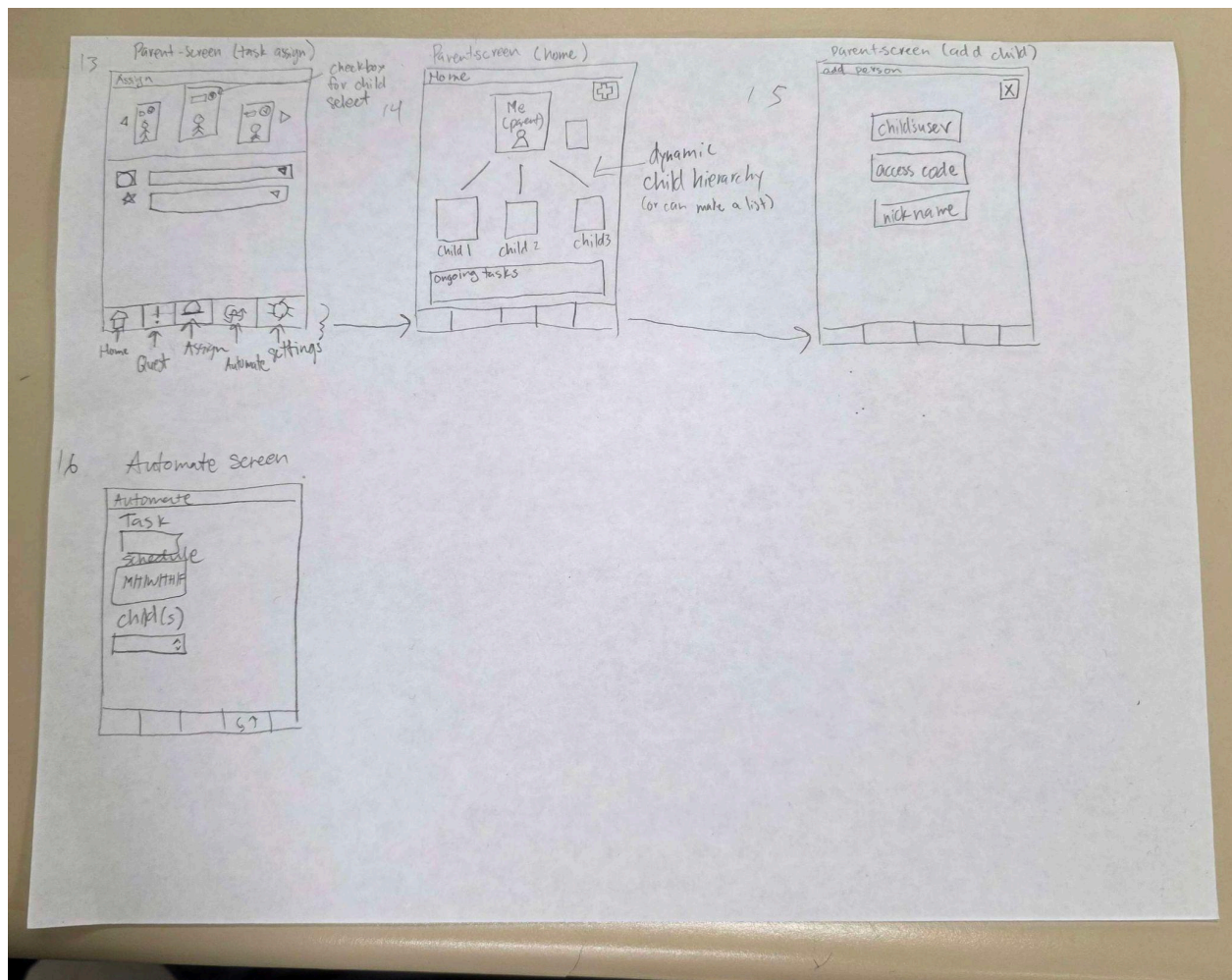
This paper wireframe contains assigning tasks to the child, the home screen for the parent screen, adding a child to their family, and an automation screen. The screens have a visual aid that flows nicely by scrolling through their children and would list instant snapshots or rewards that can be given. It also contains buttons that are more in-depth with labeling.

Kid's Home Screen (19)

Child's Name

Level#

Avatar

| To Do | Quest | △ |

☐——————
☐——————
☐——————

↓

Home   Game   Shop

Parent Screen - Family Hierarchy

☰ "Last Name" Family

Parent/Guardian

Child(s)

↓

Parent-Child Heat Map (21)

☰ Child Name ∨

M T W TH F S S

Drop-
down list
to check
child activity
if applicable

↑

This wireframe shows the home-screen of the children that has tabs for todos and quests they can accept. It also has a screen that shows the family hierarchy so they can contact each other if needed. A heatmap (similar to GitHub) was also added to show streaks. The wireframe also contains buttons that have some ideas of what to include which include home, game, and accessing the shop.

17

18

Tasks

54 Lvl 92
Mitchell

Siblings

Brady ≈ Lvl ≈

. . .

Friends

Dylan ≈ Lvl ≈

Rewards: 150 1

Request   Set time

∨

This wireframe has 2 screens that are important to our application. The profile screen which shows instant stats of a child which include their level, name, streak, siblings, and friends. It also has buttons that pertain to the game, tasks/quests, and the profile. The second screen lists the different tasks that the child could accept and submit with photo-proof.