Summary: **The app is a notification and alert app with a**

basic points and reward database, and an analysis section to record app data. The app consists of 4 sections, Promises, Tracker, Incentives, and Analysis, which are all accessible from the navigation bar. The user first adds multiple children (or users) for which the 4 sections can be used for together or separately.

1) Promises: Allows the user to save reminders for each child separately, and activate reminders to countdown for a preset time. These reminders will then create notification at the present time.

2) Tracker: The user can activate a Countdown timer for multiple children at 1 time which will notify the user with a notification every 15 minutes for the duration of the countdown.

3) Incentives: Allows user to add merits or points to each child's profile. The merits (points) can be rewarded for rewards which the user creates. The app keeps track of the number of merits by adding merits and subtracting rewards from the total merit (total points) score.

4) Analysis: This section keeps track of how many times each of the various features of the app were used for each child. The numbers are also accessible by app admins online via the web admin portal. The records can also be emailed to other users.

Login

Login
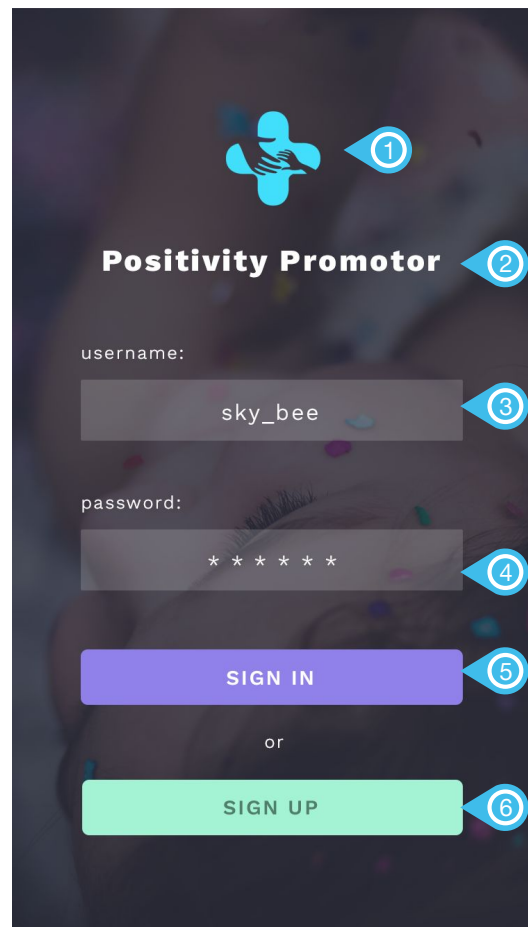
Tapping on the app for the first time launches the app to the sign-in screen.

Once user logs in for first time, they should NEVER be logged out automatically. The only way the app logs out of account is by pressing "Logout" button from the dashboard.

all users created should be accessible on admin web portal.

1. **Logo -** Static image. Asset titled "Logo"

2. **Positivity Promoter title -** Static title.

3. **User Name -** Alphabetical, numerical, and special characters permitted. Spaces are not permitted.

4. **Password -** Alphabetical, numerical, and special characters permitted. Spaces are not permitted. If incorrect password is typed pop-up appears: "Incorrect Password. Tap here for forgotten passwords.". If user taps, then new temporary password will be emailed to the username typed in when login was attempted.

5. **Sign In -** Tapping Sign In launches the dashboard.

6. **Sign Up -** Tapping Sign Up Launches the Sign Up screen

Promises

"Promises" are contracts that populate this screen when "Add Promise" is clicked and the promise is added. The "Reminder" button is clicked when the child is not following the promise, and if the child does not remember to follow the "Promise," after the reminder appears, the child is penalized. This creates an alert notification which will notify the app user when the penalty is over. User can access these active notifications by tapping Active Penalties.
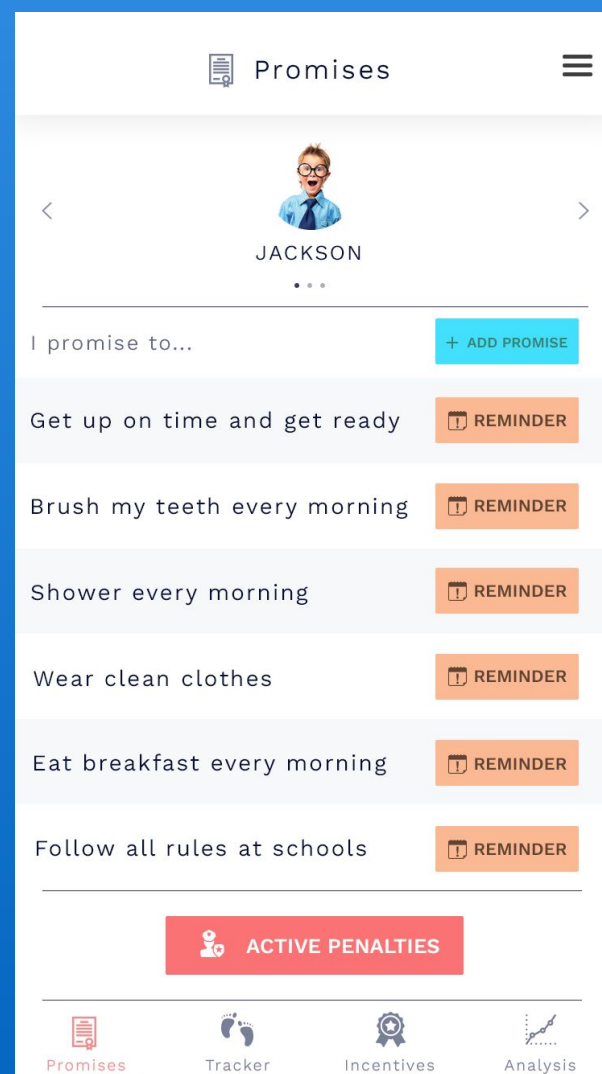
Promises (w/ promises added)
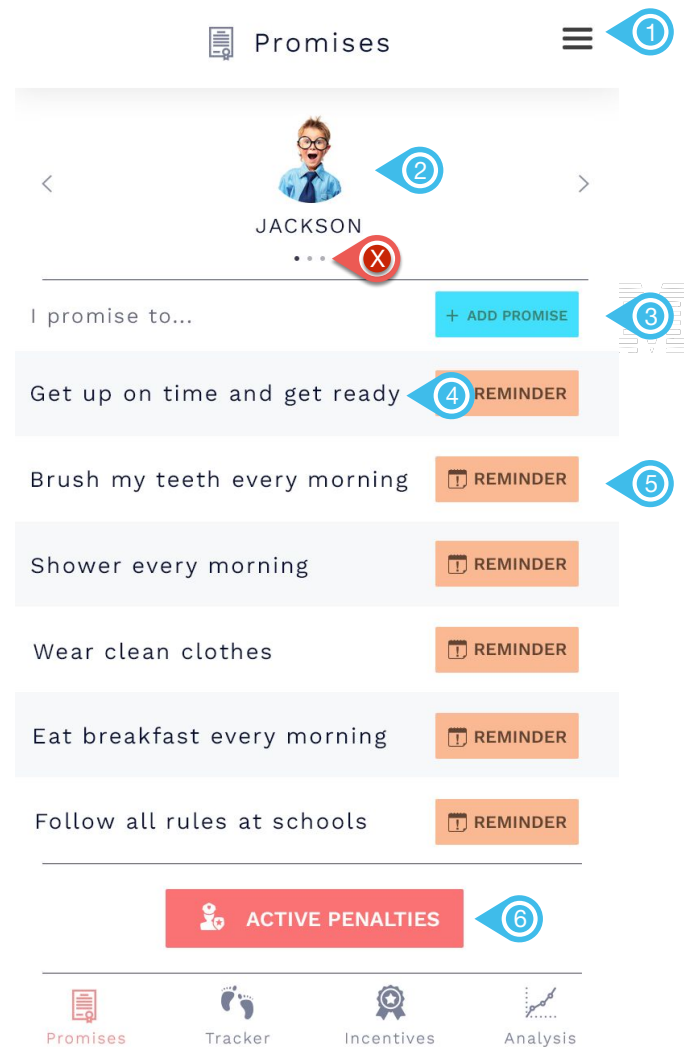
When the Promises tab is selected, this screen is displayed. The Promises tab defaults to the oldest child.

Promises are contracts with children. If a child is not adhering to an existing promise, the user will be trained to tap on the Reminder button.

1. **Menu -** Tapping this will display a menu from the left hand side

2. **Child Selector -** Tapping on the arrows or swiping the finger left or right navigates between children. The children are sorted by date of birth with the oldest child to the very left and the youngest to the very right.

3. **Add Promise -** Tapping Add Promise allows the user to add a new promise.

4. **Existing Promises -** All existing promises for this child appear in a list. The list is sorted by creation date in descending order. The list should show a maximum of 6 promises at the same time. If more than 6 promises exist, the user can scroll down the list to view additional promises. The scroll is natural and not rigid. Tapping on a Promise displays the Edit Promise modal to edit the promise.

5. **Reminder -** Tapping Reminder displays the Reminder modal. will penalize the viewed child and sets up a push notification that will appear when the penalty is over. The length of the penalty is determined by the Penalty Time Box input when the promise was created.

6. **Active Penalties -** Tapping Active Penalties displays a modal displaying the active penalties for this child. This button does not scroll with the list of promises.

Add Promise

Tapping Add Promise opens the Add Promise modal.

1. **Promise -** Tapping on this field reveals the keyboard for alphanumerical entry. The text above "I promise to" is hardcoded.

2. **Reminder -** Tapping on this field reveals the keyboard for alphanumerical entry. The text above "If I forget my promise" is hardcoded.

3. **Penalty -** Tapping on this field reveals the keyboard for alphanumerical entry. The text above "If I break my promise, then I" is hardcoded.

4. **Penalty Time box -** Tapping this item displays a single select popover with the following options: 1 day, 2 days, 3 days, 4 days, 5 days, 6 days, 7 days, 10 days, 2 weeks, 3 weeks. The Penalty time box determines when the Push Notification appears if Reminder is tapped from the Promises list.

5. **Templates -** Tapping Templates displays a Templates modal to select a template that pre-populates the Promise, Reminder, Penalty, and Penalty Time Box fields. Selecting a template overrides any inputs made on this modal prior to selecting a template.

6. **Save -** Tapping Save will save the Promise, add it to the Promises list, and dismiss this modal.

Promises - Reminder

Tapping Reminder from the Promises list displays the Reminder modal for that specific promise. The paragraph
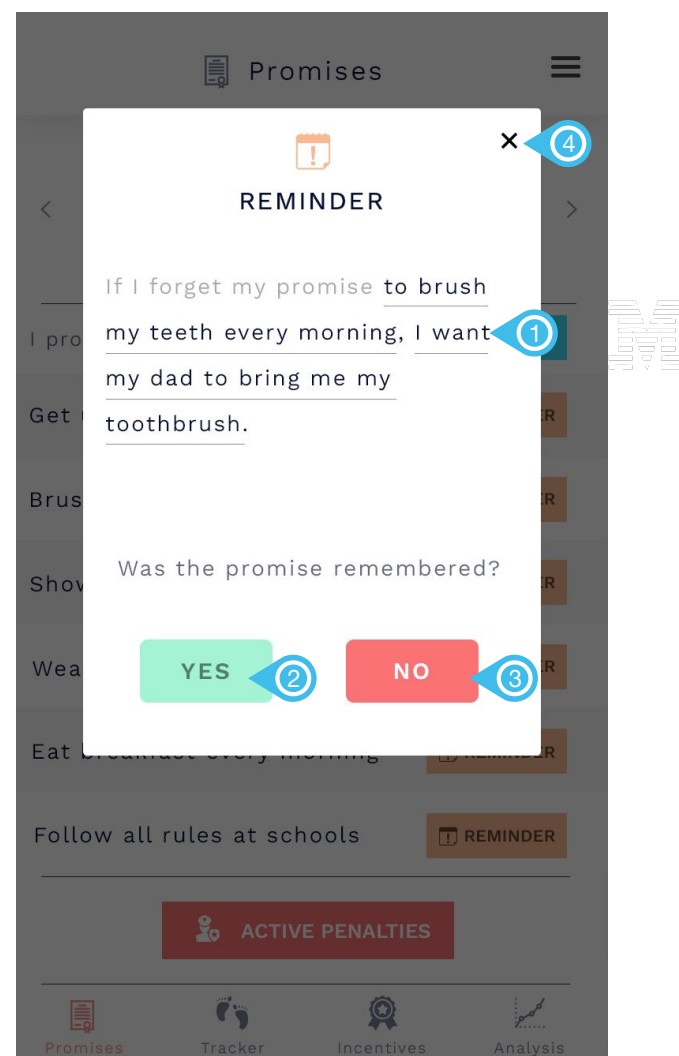
1. **Reminder -** The content of this paragraph is the exact same Reminder input when the promise was created. "If I forget my promise" is static. The underlined content is the Reminder input when the promise was created.

2. **Yes -** Tapping Yes dismisses the Reminder modal.

3. **No -** Tapping No navigates the user to the Penalty modal for this specific promise.

4. **Close -** Tapping Close dismiss the Reminder modal.

Promises - Reminder - Penalty

*If No was tapped on the Reminder modal, the Penalty modal is displayed for this specific promise.*
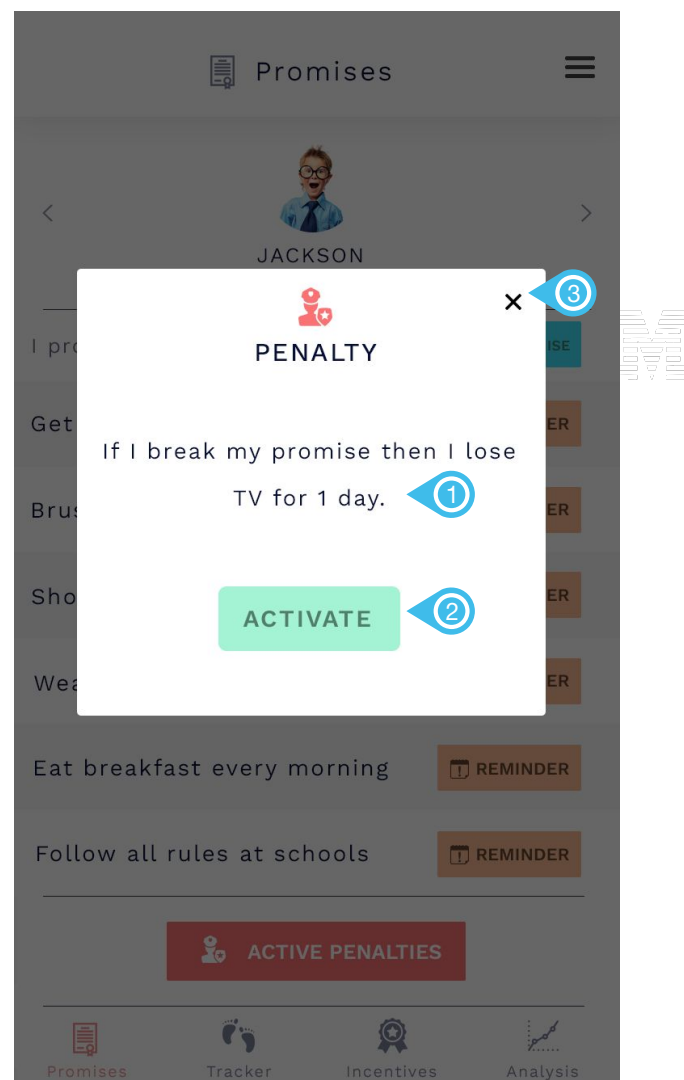
1. **Penalty -** The content of this paragraph is the exact same Penalty input when the promise was created. "If I break my promise then I" is static. The underlined content is the Penalty input when the promise was created.

2. **Activate -** Tapping Activate queues a push notification to be sent once the Penalty Time Box length is finished. The timer starts when Activate is tapped and finishes when the Penalty Time Box selection is passed. Once the timer finishes, a push notification is sent and appears as an alert within the app. The Active Penalties modal grows by 1 in list

3. **Close -** Tapping Close dismiss the Penalty modal without activating the penalty.

Tracker

The Tracker portion of the app, allows the user to start a timer which sends out regular notifications to the user to make a positive comment to their child. After the timer is set, a pop-up notification will appear every 10 minutes They may also pick the "Command" or "Crisis" options if during their time with their child, the child begins to misbehave. If the child misbehaves and one of these options is selected, different pop-ups will come on the screen as shown in the wire-frames. The user can also assign different children to Time Out if they continue to misbehave. When the children are not in time out, the entire area and their picture's will be gray or dark. When a child is in time out, they will be bright and their will be a red countdown.

Milieu Tracker

When Tracker is clicked on Navigation bar, this page opens.
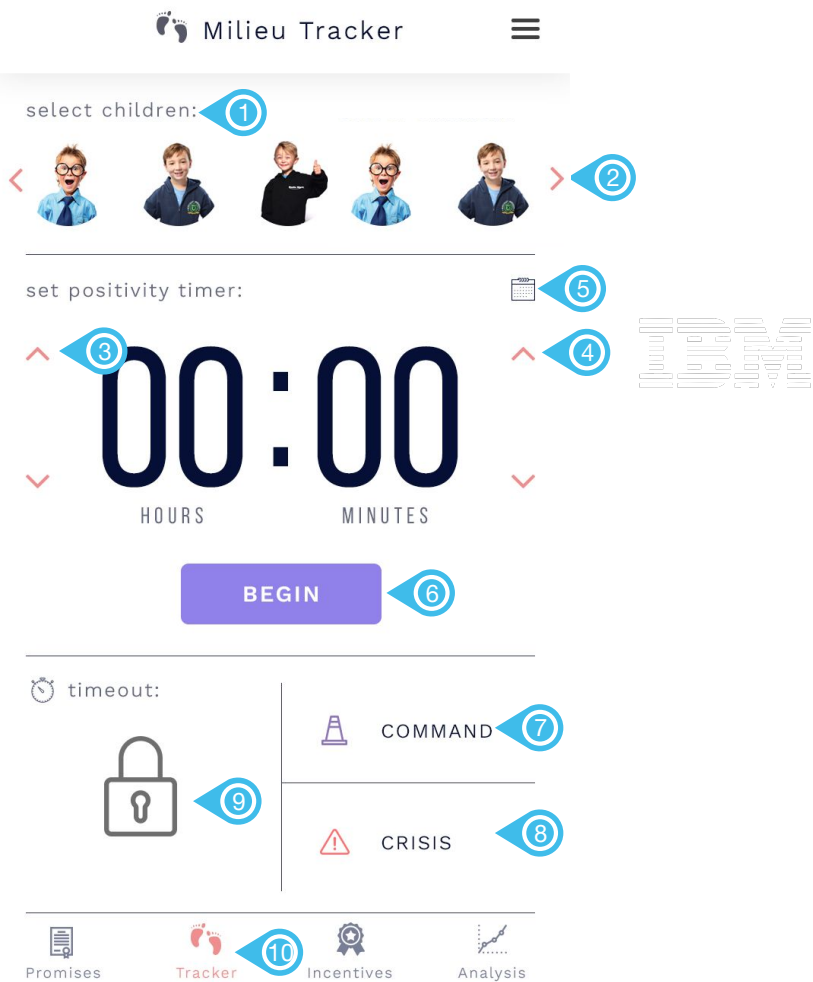

1. **Select Children -** Tapping a picture of the child's face enables the child active for the next Positivity Timer set. A red circle should surround the picture circle when tapped (next slide). Multiple children can be selected for same Timer.

2. **Add Child text -** If user has added over 5 children, right and left arrows should appear to allow user to view and select more children.

3. **Hours arrows-** Tapping this sets the time in hours for the Positivity Timer. **The maximum hours is 24.** Tapping up arrows changes timer to 1 hour, and tapping down arrow (from 00) sets to 24 hours.

4. **Minutes arrows-** Tapping this sets the timer in minutes for the Positivity Timer to be set for minutes. **Minutes should move in increments of 15 with a maximum of 60 (00, 15, 30, 45, 60)** Tapping up arrows sets minutes to 15, and tapping down arrow goes to 60 minutes.

5. **Schedule Reminder-** Tapping this opens the Schedule Reminder pop-up.

6. **Begin-** Tapping this begins Positivity Timer countdown. After the countdown begins, a Positivity Notification will appear on the app every 15 minutes. App Notification should also pop-up when app is minimized. Example: If set for 15 minutes, notification will appear when countdown hits 00. If 45 minutes (3 notifications), a notification will appear at 30, at 15, and at 00.

7. **Command -** Tapping anywhere in this box makes Command pop-up appear.

8. **Crisis -** Tapping anywhere in this box makes Crisis pop-up appear.

9. **Timeout-** Static image of lock. (nonfunctional- this feature will be added in a later build of the app)

10. **Tracker -** Tracker button on Navigation Bar should be red.

Milieu Tracker (after positivity timer is activated)
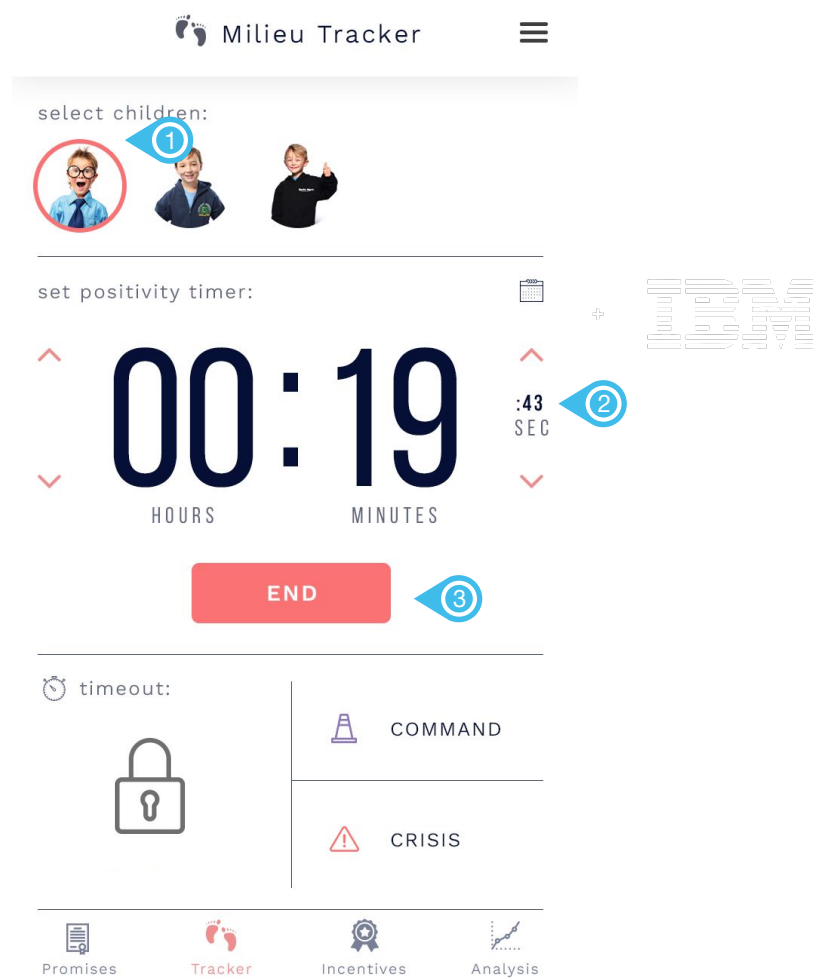
1. **Select children -** Tapping a child's picture should add a red circle outline the child's image. Multiple children can be selected.

2. **Seconds countdown-** After "Begin" is tapped, the countdown will begin and the "Seconds" timer will appear at that area of screen.

3. **End -** Tapping "End" will stop the countdown.

Positivity Notification
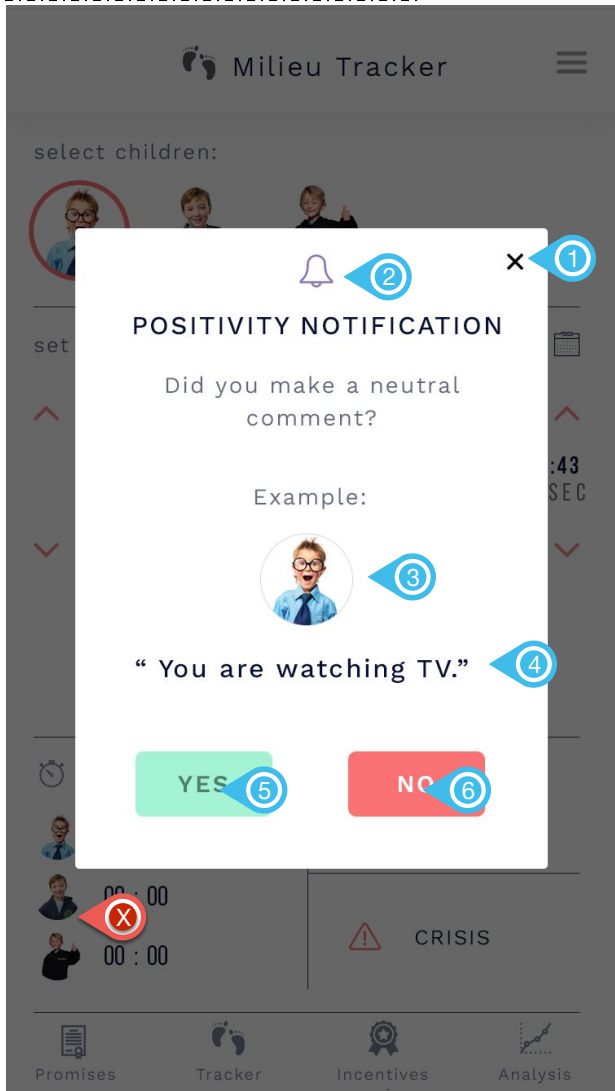
When a Positivity Timer is activated (either by tapping Begin, or from Scheduled Reminder), every 15 minutes a Positivity Notification will appear on the screen. The Notification should also appear on the phone itself if the app is closed.

1. **Close-** Close the pop-up.

2. **Positivity Notification-** Positivity Notifications appear every 15 minutes when the Positivity Timer (countdown) is activated.

3. **Selected Children's Images -** Show all the children's image who have been selected on the Milieu Tracker for this active Positivity Timer.

4. **Example Quote -** Should show a quote from a list of Positivity Quotes that will be provided. A different randomly selected quote should be shown here for every Notification.

5. **Yes-** When Yes is tapped, the notification pop-up closes, and a "Neutral" Comment is recorded in the Analysis page.

6. **No-** When No is tapped, the notification pop-up closes and a "Neutral" Comment is recorded in Analysis.
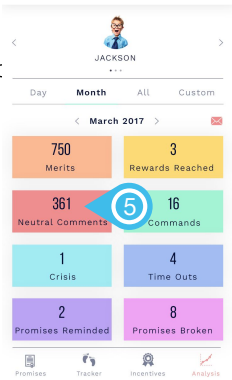
Incentives

The Incentive section allows children to be rewarded "Merits" or points for good behavior and when enough points are achieved, to redeem their Merits for rewards. At the top of the screen, the user can toggle through each of the children that have been added, to see their data. Merits (points) can be added, but they can not be taken away. The only way that Merits (points) are lost is through redeeming of Rewards. The user can toggle between the Merits and Rewards subsection of this part of the app by selecting either the Merits or Rewards icons.
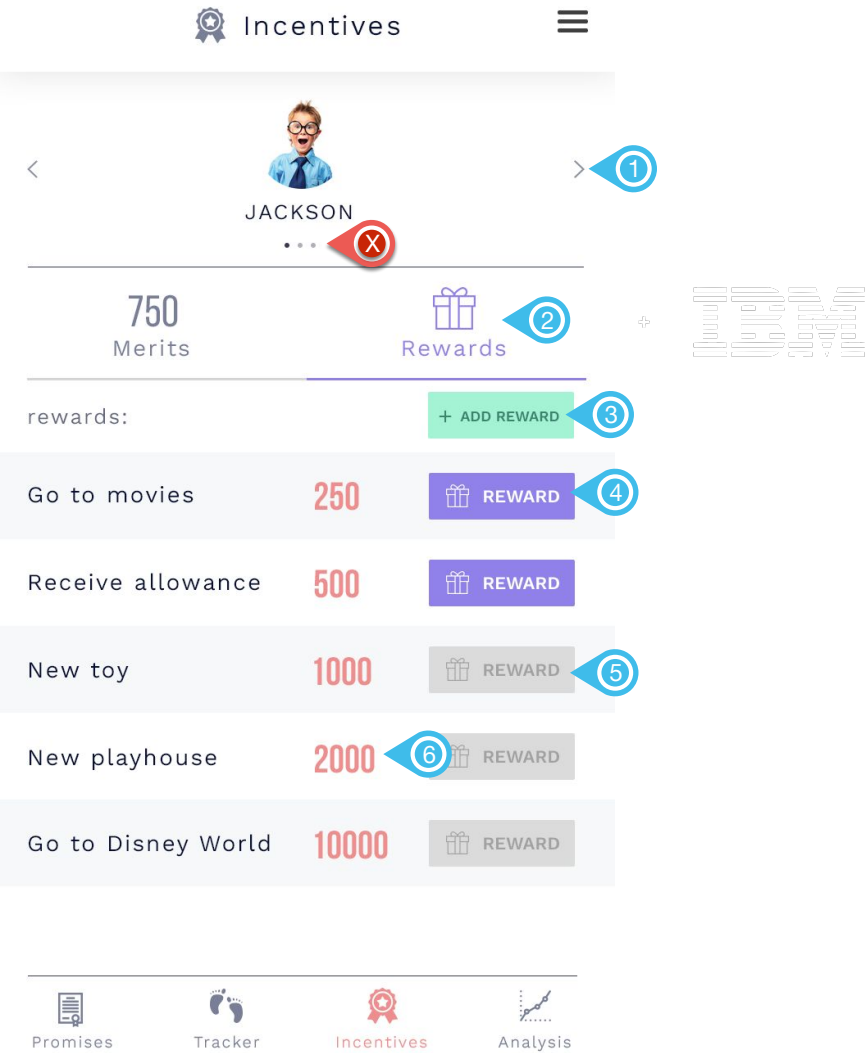
Merits
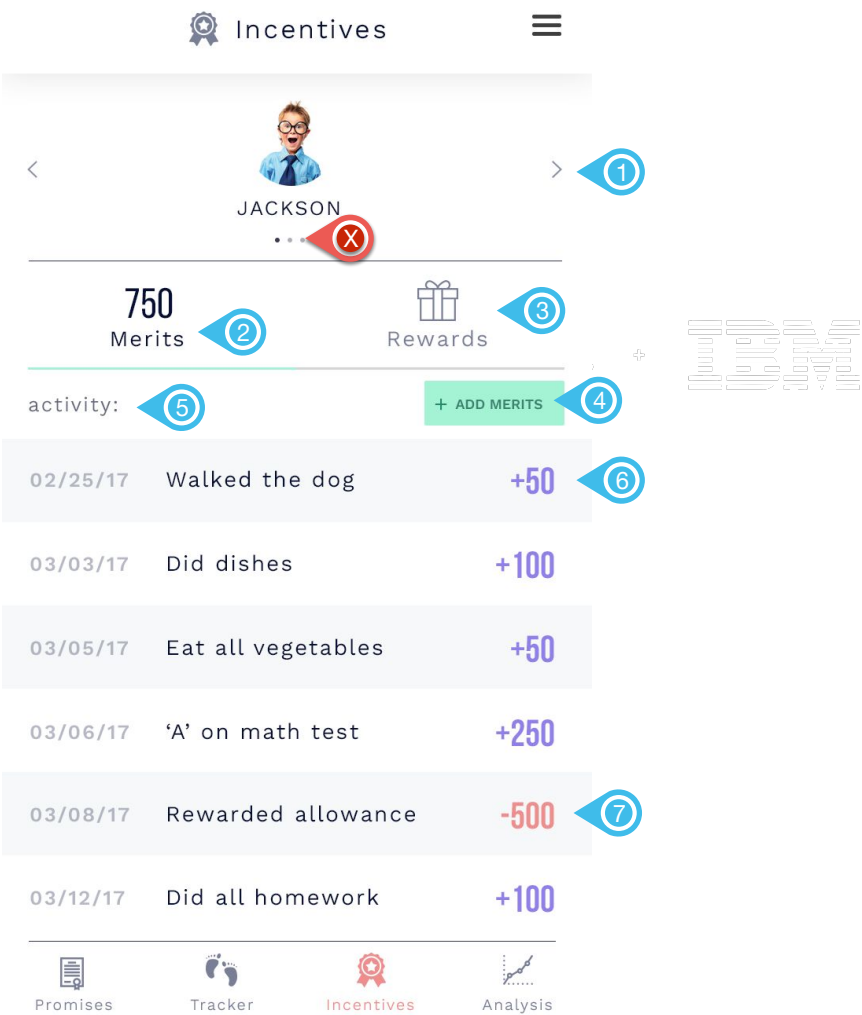
When Incentives is clicked on Navigation bar, Merits page will open. Merits and Rewards pages can be toggled. Merits are points scored, and can be added on this page by clicking Add Merits. Merits can be redeemed for Rewards which will subtract from the child's total number of Merits (shown in red in "activity:"). User can toggle between Merits and Rewards page for whichever child is selected by clicking on Rewards area.

1. **Selected child-**When left and right arrows are clicked, should scroll through all children that have been added to the app. For each selected child, that child's Merit score and "activity:" should populate below.

2. **Merits-** Merits page should be first page when Incentives is tapped on Navigation bar. The child's Total Merit Score should be shown here in bold, and the green line should be below when Merit's page is open. The child's Total Merit Score should also be shown and updated in the Analysis section. User can toggle between Merits and Rewards page for whichever child is selected by clicking on Rewards area. (Whichever is not clicked, should be in gray).

3. **Rewards -** When anywhere on this box area is tapped, the Rewards page will open and show the Rewards. User can toggle between Merits and Rewards pages for whichever child is selected.

4. **Add Merits -** When this button is tapped, "Add Merits" pop-up will appear and allow Merits (points) to be added to child's total Merits score. This should be reflected in the child's Total Merit Score (above) and in the Analysis section under "Merits".

5. **Activity: -** Should show show all Merits Added (purple- positive) and all Rewards (red-negative) given. User can use finger to scroll down activity log by swiping up over the log.

6. **Added Merit on Activity log:** Shows Merits added by clicking Add Merits button. When any Merit line is tapped, should open "Edit Merits" pop-up.

7. **Rewards-** Should show Rewards awarded to the child from the Rewards section of the app. When any Reward line is tapped, should open "Edit Rewards" pop-up.
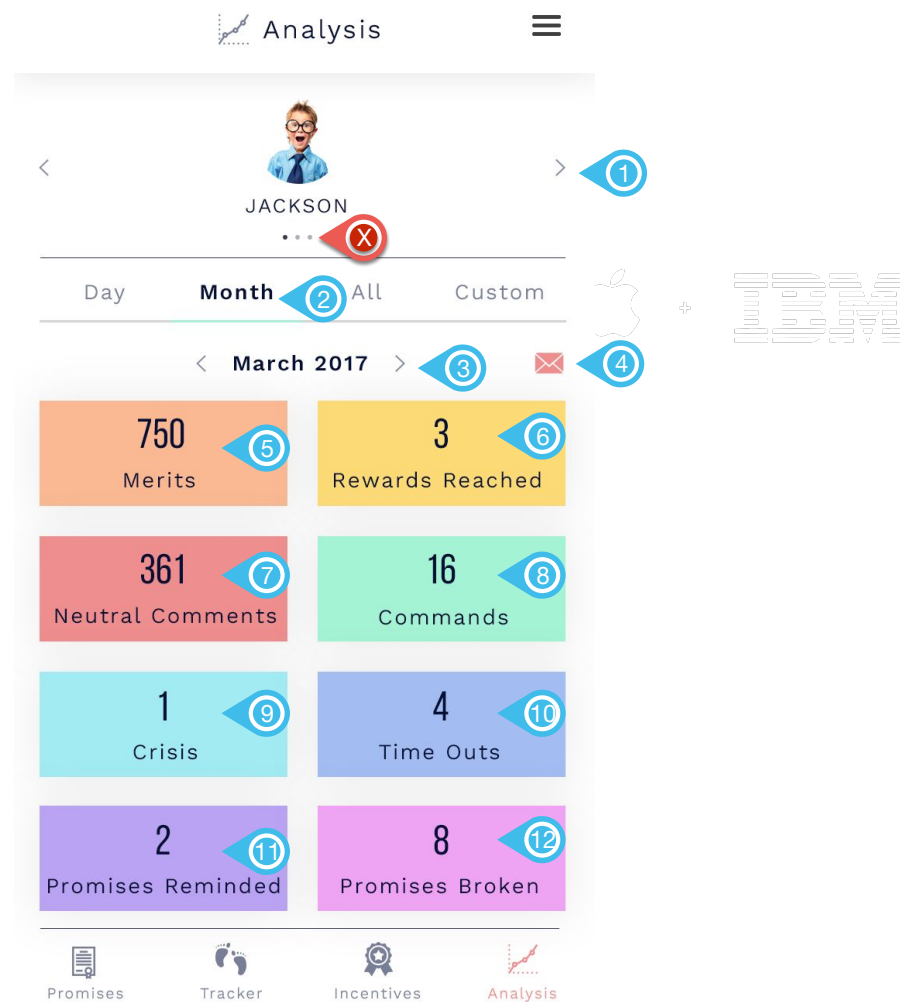
Rewards

1. **Selected child-** When left and right arrows are clicked, should scroll through all children that have been added to the app. For each selected child, that child's Merit score and "rewards:" should populate below.

2. **Rewards-** User can toggle between Rewards and Merits by tapping over that area. When Rewards is tapped, all text and icon should turn purple; Merits icon should be gray.

3. **Add Reward -** When this button is tapped, "Add Reward" pop-up will appear and allow Reward to be added "rewards:" shown below. The Rewards added to the rewards: log below should be automatically ranked from lowest to highest. When the child has enough Merit's to buy the Reward, it should turn purple, and be clickable buttons.

4. **Purple Reward-** When user can afford a Reward, it should be purple. When user taps on Reward button, they Reward amount should be subtracted from the Total Merits Score. The Reward should also be subtracted from Total Merits Score and Analysis under Merits. The Reward should also be shown in red to the "activity:" log on the Merits page. This should also be recorded in the Analysis section under "Rewards Reached".

5. **Gray Reward -** When a child does not have enough Merits to afford a Reward, these should all be in gray, and are not clickable buttons.

6. **Amount of Merits for the Reward-** Shows the amount of merits that will be subtracted when the reward is given in red.

Analysis

The Analysis section allows the user to analyze the data regarding their own usage of the app, for each respective child. It is fairly self-explanatory. When any of these buttons are clicked for a specific child, at the relevant part of the app, it should be added to this page.

Add Child

After signing in, if there are 0 children associated with the account, the Add Child screen is defaulted.

Analysis

JACKSON

| Day | **Month** | All | Custom |

March 2017

750
Merits

3
Rewards Reached

361
Neutral Comments

16
Commands

1
Crisis

4
Time Outs

2
Promises Reminded

8
Promises Broken

Promises Tracker Incentives Analysis

1. **Add Child title -** Static title.

2. **Add Child text -** Static text.

3. **Add Photo -** Tapping this allows the user to take a photo using the device's camera or choose from a photo library. Camera and library permissions would have to be accepted in order to use camera and photo library.

4. **Name -** Alphabetical, numerical, and special characters permitted. Spaces are not permitted.

5. **Date of birth -** Tapping date of birth reveals a date picker to select month, day, and year.

6. **Add Next Child -** Tapping Add Next Child pushes another Add Child screen from the right hand side. All the same input fields. Nothing is pre-populated. If Add Next Child is tapped, the previously inputted child is saved and submitted as a child for this user. Tapping Add Next Child does not require any fields to be inputted.

7. **Finish -** Tapping Finish saves and submits the child of this user. Tapping Finish does not require any fields to be populated.

Admin Web Portal

Web portal page accessible online on server provided. Will allow 1 Master Admin to login (username: admin, password: admin) to online portal. Should show all app users, user email/information, all children for that user, and all Analysis data for each child for that user. Should allow admin to create/manage additional web portal user accounts, delete web portal user accounts, and edit Master Admin account password. *Extremely basic design because only for administrators.