

Backlog for App #1

App name: *Nisimo* (beta)



1: Set up login screen

As a user of this app, I want to create an account, pick my language, and be able to login all from the same page.

- **As a user, I want to create an account, to have a personalized experience**
 - **Tasks:**
 - Set up account creation

UI: Two text boxes, one for the username the other for the password, would be placed on the screen with labels next to them in a horizontal arrangement to denote which textbox is for which prompt. Below the arrangements would be two buttons, one labelled as Create Account, which would add the input in the textboxes into a CloudDB with the username as the tag and the password as the value saved, and the other as Login, which would check the input strings against the DB to make sure they matched.

Code: Once Create Account is clicked, the username is checked in the database to make sure it has not been taken. The machine checks the value and, if the username

has not been taken, the password is stored as the tag for the username in one DB, pass_db, and in another database, user_DB, the username value is set to one so the program does not mistake it for an unchosen username so that it can be used later. When login is clicked, the program gets the value of the tag that correlates to the username that was typed, then takes the value of the tag and compares it to the text in the password box. If they match, the person goes on to the survey part of the app.

- **As a user, I want to pick a language when creating my account, so that I can set my language preference for the app right at the start when I am creating my account or logging in**
 - **Tasks:**
 - Set up language function to dispense to each page.

At the beginning when the person picks their language, an value of either 1 or 0 will be saved in the tag "language" in a tinyDB. Then when each screen initializes, the program checks the value under the "language" tab and translates the information on the page into the desired language, the original being english.

- **As a user, i want to be able to select my language, either spanish or english.**
 - **Tasks:**
 - Set up login function

2: Set up a survey

As a user, I want a personalized survey so I am getting helpful notifications.

- **I would like to complete a personalized survey so the app is more catered towards me**
 - **Tasks:**
 - Add survey for when first creating account that personalizes the app to the person, there will be name and age at the top

UI: This would be a series of questions with checkboxes next to each answer so the user can pick either a yes or no answer. At the end there would be a security question for if the user would ever want to change their passcode.

Code: The device would save all the choices that the person had once they click the finished button. This would then send to the calendar where an algorithm is set up

to see what notifications would be best for the person

3: Set up a warning notification

As a user, I want to be informed that this application is not a replacement for an actual therapist.

- **Tasks:**
 - Create a notification to clarify that the app is not a replacement for an actual therapist. This notification should be included before the user has access to the menu screen.

When the screen used for the menu initializes, a notifier (an invisible component in the UI), will call a `Notifier.ShowChooseDialogue` that will contain the warning message, along with the button that will allow the users to agree. (message = agreement; title = Warning; button1Text = okay; button2Text = Done; cancelable? = true.)

4: set up a menu

As a user, I want to be able to easily navigate to the different portions of the application with ease.

- **Tasks:**
 - Create menu with options: profile, calendar, brickbreaker, open color, closed color, messages

The menu will be mostly UI based. A default theme will appear in the background. There will be a vertical arrangement with buttons that will lead to each page (profile, calendar, brick breaker, open color, closed color, and messages). After a button is clicked, a new screen will be called according to what button is clicked (profile button will lead to profile page, message button will lead to messaging page, etc.)

5: Set up profile page

As a user, I want to set up my own profile, so my app is personalized

- **I want to be able to see how I have interacted with my app.**
 - **Tasks:**
 - Tell whether survey is done
 - Tell whether user completed all daily tasks
 - Tell user if they fully explored app
 - Tell user if they have chatted with a friend that day
 - Tell user if they added a profile picture

There will be labels next to each of the accomplishments that when the page loads will either be set to true or false depending on the user's completion of their activities.

- **I want to be able to include general information about myself if I want.**
 - **Tasks:**
 - Optional profile picture

When the user clicks the picture part, it will request camera use and the user will be able to crop the camera to get a nice picture if they want to have a profile picture.

- **I don't want to have to repeat information from the survey.**
 - **Tasks:**
 - Get age from survey
 - Get name from survey

The personal information from the survey will be stored in a TinyDB and when this screen initializes, that information will be put into the correct locations on the screen.

6: Set up settings:

As a user I want to be able to change my settings.

As a user, I want to log out of my profile, for security.

- **Tasks:**
 - Have a logout function

At the bottom of the profile page, there would be a button labelled “Log Out” that would redirect the user to the Login screen and save all of their information in the app.

As a user, I want to set a theme for my profile

- **Tasks:**
 - Theme choices

Buttons will pop up and the user can click on which different theme they would like. This choice would be saved to a TinyDB so that every time the user changes screens the app would set up the desired colors.

As a user, I want to change my password

- **Tasks:**
 - Change password option that will be checked by a security question at the end of survey

On the profile page, there will be a button labelled “Change Password.” Once clicked, this button would redirect the user to a different screen containing the last question from the survey. The user would have to answer this question in the same way they answered it before to verify their identity. Once answered, the user would be redirected to another screen containing text boxes that prompt the user to input their username and new desired password followed by a “save” button that would replace the values in the TinyDB.

As a user I want to be able to change my language again.

- **Task:**
 - Make a way to change your language

In the profile page, the same two buttons from the initial login screen that

controlled the language would be repeated, and the user could change the language of the app from within without having to logout and log back in.

7: Set up calendar with helpful notifications

As a user I want a calendar to see all my notifications easily.

As a user, I want a calendar, so that I can see upcoming notifications

- **Tasks:**
 - **Set up a calendar with the notifications listen at times and dates**

This uses the information that the user answered when they took the survey and then the program creates the days on top of the boxes, seven days at a time, with their upcoming notifications. Then, when the program senses that it is time for notifications, the device will tell the user.

As a user, I want a calendar, so that I can edit/delete notifications that are personalized to me

- **Tasks:**
 - **Setup a button to add personal notifications**
 - **Set how often my notification occurs**
 - **Set what day of the week the notification should start**
 - **Set what time the notification should occur**
 - **Set when the notification should end**
 - **Set up a delete notification**

There will be a button at the bottom of the page that redirects the user to a different page where there is a text box so they may add their own reminders as well as options on whether or not they would like to be reminded daily, weekly or monthly starting from a certain day of the week . The program would save these choices in tinyDB's and then when the user reloads the screen, the choices will be visible.

8: Set up a game

As a user, I want to play a game that will help me relax and will provide entertainment.

As a user I would like a brick breaker game where I can also make my own levels.

- **Tasks:**
 - **Set up Mock brick breaker game**
 - **Set up a way to change levels**

The game will be launched once the user clicks on the game icon. We will have to first start on setting up different screens inside the game such as the menu screen, the high score screen, a quit screen, levels, etc. Next we set up the GUI of the game such as setting up where the ball will be, the score, the bricks, etc. Then we initialize locations of canvas components. After that we should set up how to move the paddle and initiating ball movement. The next step would be to set up bouncing off edges. After that, we should look into the paddle corners and procedures with return values to be able to bounce off the paddle too. We should then update the screen to initialize to incorporate brick sprites, laying the brick, ball brick collisions. At the end we should implement if the ball doesn't touch the paddle then you will lose. However to distress the game will be endless and the ball will reset.

9: Set up coloring

As a user, I want to be able to lay back and color freely or with a picture that I chose.

As a user I want to be able to color freely.

- **Tasks:**
 - **Open color: paint pot, change size of pen, clear my canvas**

A horizontal arrangement would be at the top of the screen holding several color-coded buttons that would control the color of the "paint" applied to the canvas. Below it, there would be a blank canvas, on which the user could draw freely to their heart's content. Below the canvas would be another horizontal arrangement in which a clear button would be placed, as well as a pair of buttons that determine the size of the "paintbrush" the user is using in the app.

As a user I want to be able to select a picture that I can color in.

- **Tasks:**
 - **Colosed color: color over design**
 - **Create designs that the user can choose from on separate page**
 - **Set chosen design as background of canvas in paint pot so user can color it**

Once closed color is selected, a screen would pop up containing several large buttons (most likely in a type of scroll arrangement) that appear as blank designs for the user to color in. The user will select a design by clicking on a button. Once selected, the user will be redirected to the open color screen, but instead of a blank canvas, their selected design would be the image of the canvas. Then, the user would color in the design as they so choose.

10: Set up messaging app (chatting, ex: messenger, discord).

As a user, I want to contact other people.

I want to be able to have one on one conversations

- **Tasks:**
 - Set up individual conversation applications.

Once the messaging screen is open, there will be a label assigned to "Mobile Number:" and a textbox for the correlating number. There will be another label assigned to "Message:" and another text box below it that correlates to the message. There will be a Message button that will allow the user to send the message. There will be an invisible Texting component as well. In the code, we will call a command when btnSendMessage is clicked. After btnSendMessage is clicked, we will set the Texting1Message to the message in the appropriate text box. We will set the Texting1PhoneNumber to the phone number in the appropriate textbox. We will then call the Texting feature to send the message.

As a user, I want to set up a group chat anonymously with my supervisor.

- **Tasks:**
 - Set up supervisor chat option with anonymous option

This will send to your supervisor either with or without your name.

As a user, I want to have guided imagery.

- Tasks:
 - set up a guided imagery "break" option for quick relaxation

As a user, I want to be able to report individuals to supervisors if they need additional help

- set up a report function (or just make supervisors accounts known so that they can chat easily to report others)
- have supervisors be able to monitor the progress of other users