

Grove

The complete map of every screen and how they connect

Companion to the Product Brief, Prioritization Engine Spec, and Design System Approach documents.

Top-Level Structure

```
Login / Account (placeholder stub)
  ↓
Onboarding (one-time, new users only)
  ↓
Daily Welcome (once per calendar day)
  ↓
Today ← the hub screen
  ↓
Capture · Notes · Calendar · Profile
```

Today also opens, as overlays or sheets: the Reminder action sheet, the capacity check-in sheet, the Category settings sheet, the capacity override confirmation, Task/entry detail, and a merge/duplicate prompt (not yet built).

Page-by-Page Reference

Login / Account *(placeholder stub — launch blocker)*

The true first screen on every app open. Google/Apple sign-in and email/password create-account options, matching the design system. Returning users continue automatically without repeated prompts. Currently a stub — no real backend or auth provider connected yet.

Onboarding *(one-time, new users only)*

Short setup sequence: a brief intro to how Grove works, a weekly availability template (working window, recurring blocks), and the default suggested-list fill percentage preference, explained in plain language before asking.

Daily Welcome *(once per calendar day, except the first-ever session)*

Date, time-of-day greeting, today's reminders or a calm empty-state line. Also the trigger point for yesterday confirmation — before showing today, the user confirms what was actually completed yesterday. Skipped entirely on the very first session after onboarding, since onboarding already served as the welcome.

Today *(the hub)*

The daily to-do list. Tasks are grouped into user-created Category cards, each Category optionally restricted to specific active days. Within a category: tap the header to toggle open/closed, tap an entry to open its detail, long-press an entry to drag-reorder (with live capacity rebalancing across categories), long-press elsewhere in the category to open its settings. A single check-in control — “How does your list feel for today?” — opens the capacity adjustment sheet.

Capture / New Entry *(from Today's + action, or a reminder's "Turn into a task")*

Title, a notes field, a type selector (Task / Reminder), a Category picker, an optional due date, an effort selector (Quick / Medium / Big, plain language only), and attachment support.

Task / Entry Detail *(from Today or Notes)*

Full view of a single item: title, note, attachments, due date, Category, current assigned date, and available actions — edit, mark complete, delete, or move to a different day via a calendar picker.

Notes *(bottom nav — browse & search)*

All tasks/reminders, independent of what's scheduled for today, shown as one continuous flat list with three filter tabs: Active (default), Completed, and Deleted — a recoverable trash state, not permanent removal.

Calendar *(bottom nav)*

Monthly calendar view. Selecting a day opens a Today-style screen for that date. Past days are read-only, showing only what was actually completed. Future days are fully editable, including the check-in sheet, useful for planning around a known busy day ahead.

Profile *(bottom nav)*

Holds Settings and Achievements as sub-sections. Settings covers the weekly availability template, default fill-percentage preference, notifications, and account. Achievements are milestone-based and positive-only — no streaks, no visible negative state.

Notes on Navigation Logic

- **Reminders are deliberately kept separate from the task list** — they never occupy a slot in Today's capacity-budgeted cards, reachable only via Welcome or the bell icon, never mixed into the main scroll.
- **The bottom sheet pattern is reused** across reminder actions, the capacity check-in, and category settings, rather than introducing different interaction styles for similar moments.
- **Detail lives one tap away, not on the surface** — Today's cards stay deliberately light since full detail is always one tap away.
- **Engine-driven changes get motion, not just data updates** — treated as a genuine product priority, not cosmetic polish.

Known Open Questions

- Whether a rough week/month “preview ahead” concept is still needed now that Calendar exists — still being felt out through use.
- Exact color set offered for group color-coding — constrained to the existing palette, specific swatches not yet finalized.

Near-Term Additions

Not part of the first Claude Code build pass:

- **Focus Mode** — a temporary display filter hiding all categories except one. Pure view filter, doesn't touch the engine at all.
- **Similarity/duplicate detection** — needs a real embeddings API and threshold tuning; infrastructure work, not a quick UI addition.

Launch Blockers

Must be resolved before any App Store/Play Store submission:

- **Real authentication and cloud data backup** — the current login screen is a placeholder only; all data currently lives locally on-device, meaning a lost or reset device currently means lost data.
- **Hidden testing menu** (in Profile) must be fully removed — it must never ship in a real build.
- **App store submission materials** — icon/logo, screenshots, description copy, privacy policy, and terms of service do not yet exist.