

 **TASKS**

 TASKS

 **TASKS**

 TASKS



DESIGN GUIDELINES

LOGO FONT: CODE BOLD

INGAME FONT: ROBOTO CONDENCED

Blocks

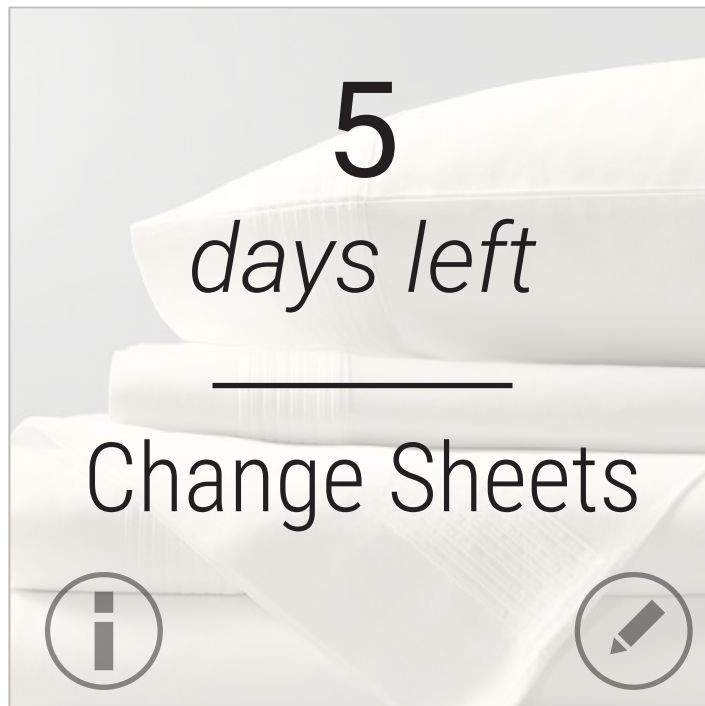
Elements:

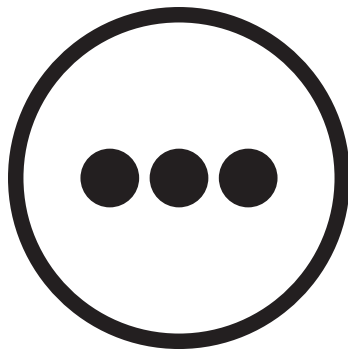
- Time left
- Goal
- Complete
- edit
- Overdue
- Progress bar



Det overordnede layout vil bestå af en basis grid struktur. Denne vil blive fyldt ud med opgave kasser.

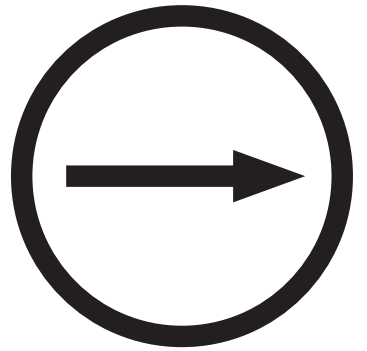
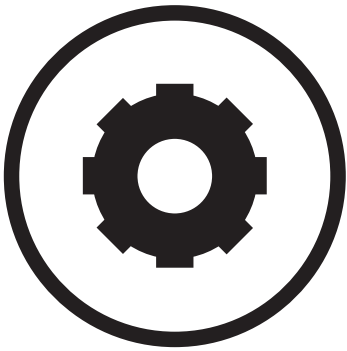
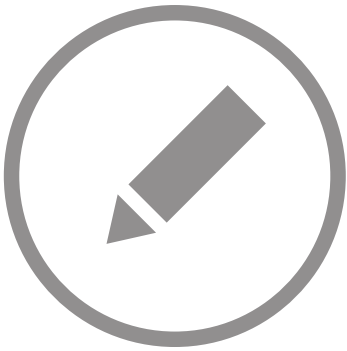
Hver kasse vil bestå af nogen hoved elementer:
Opgave
Tid
Rediger opgave
Information

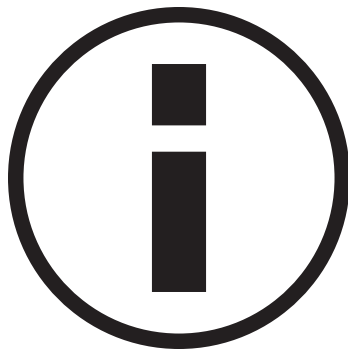




ICONS

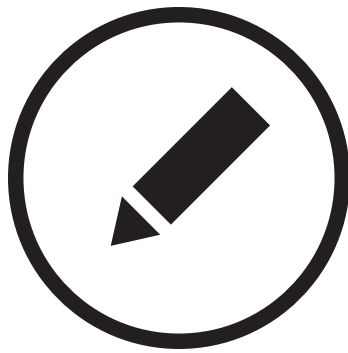
Icons





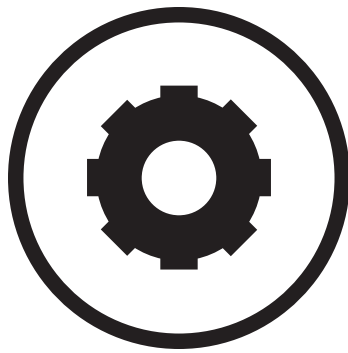




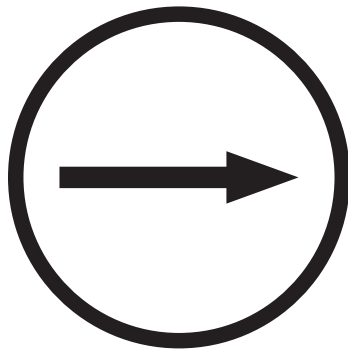










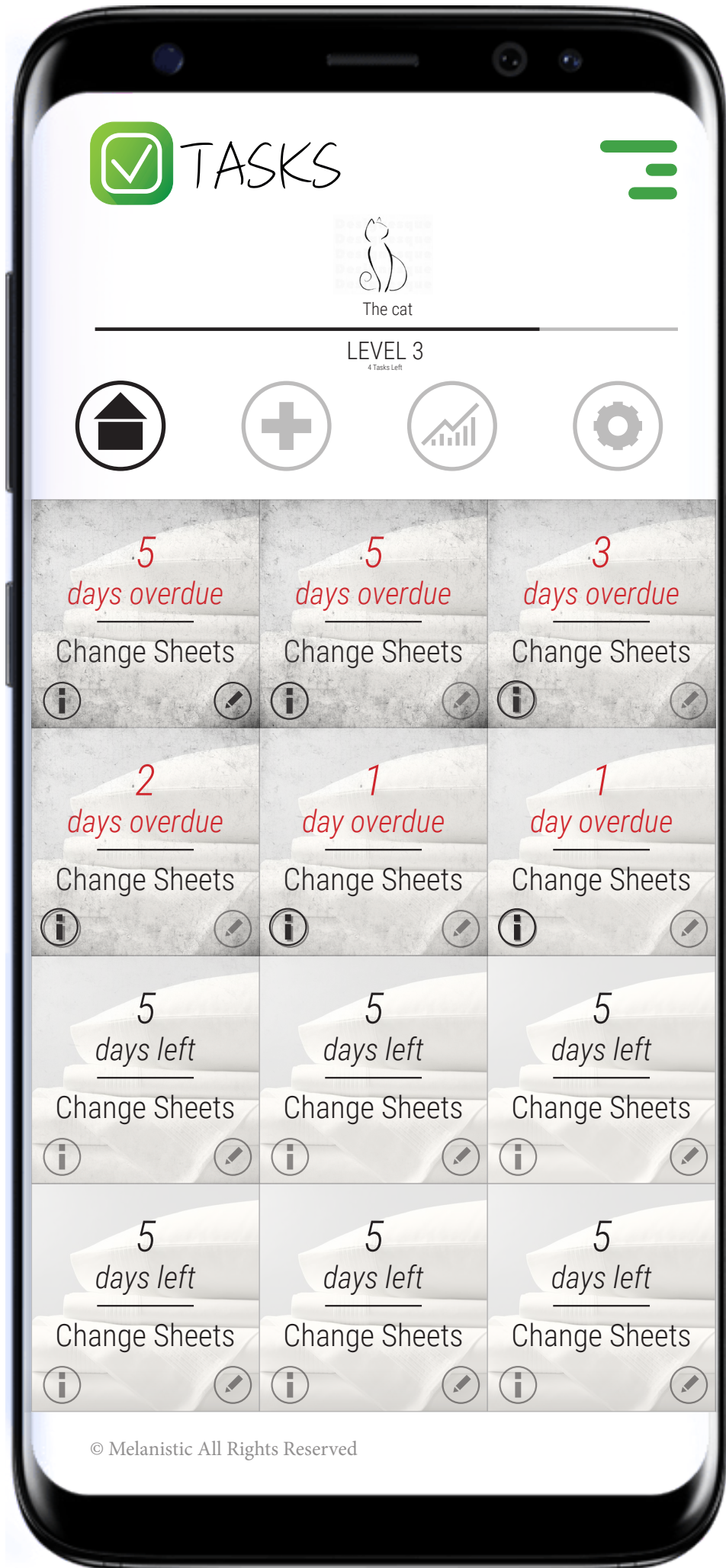


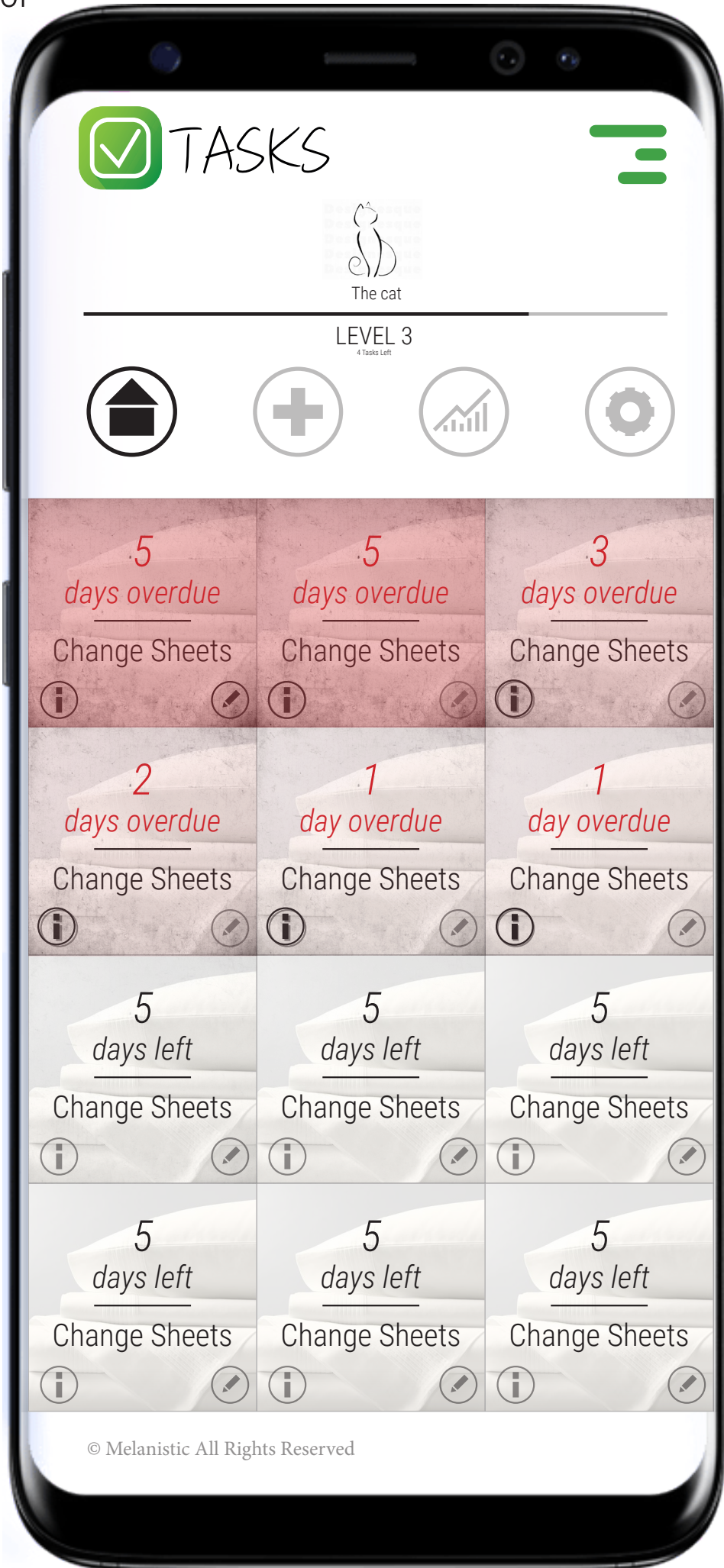






HOME

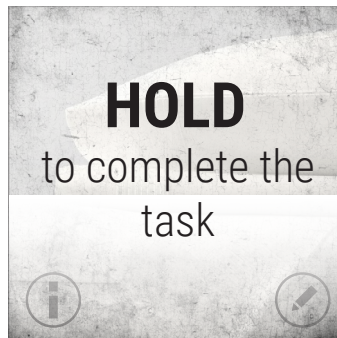




Completing Flowchart

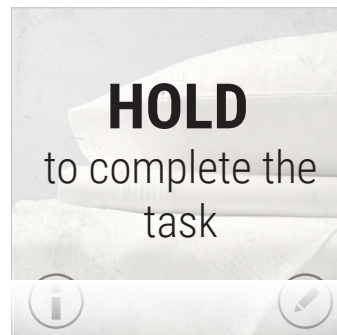
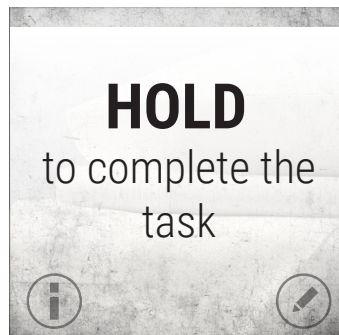


Hold the finger on the task you have completed.



A White bar will appear and start to fill out the block. The text changes to 'Hold, to complete the task'

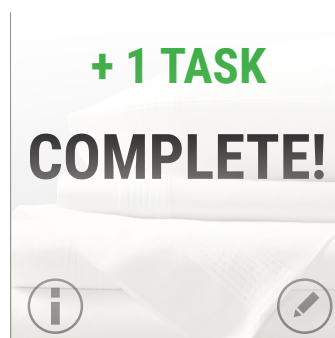
If the finger is kept there the phone begins to shake more and more while the bar continues to fill.



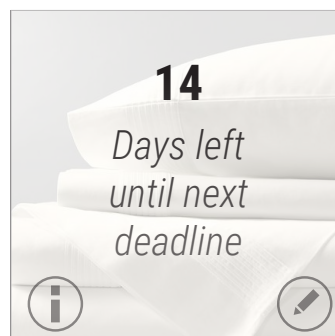
If let go before the task is completed the bar goes down again

↑
+ 1 TASK
+ 1 TASK
+ 1 TASK

A plus one Task is displayed and are going up and fading out quickly over time. Can surely be made as a particle :) The Level bar goes up accordingly at the top.



A complimentary text pops up - lots of particles, sparkles and niceness! Dirt gets blown off!



The counter counts up the days to the next deadline and the Block makes its way down to the bottom of the task blocks



ADD



The cat

LEVEL 3

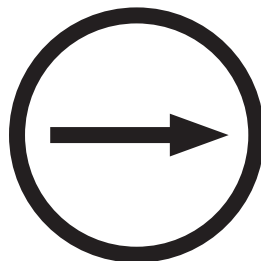
4 Tasks Left



ADD TASK



INPUT TASK NAME



1 / 4

LEVEL 3

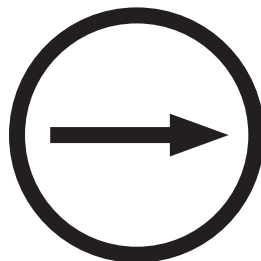
4 Tasks Left



ADD DESCRIPTION



INPUT DESCRIPTION
(OPTIONAL)



2 / 4



The cat

LEVEL 3

4 Tasks Left



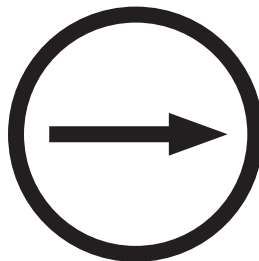
ADD FREQUENCY



12

13 DAYS

14



3 / 4



The cat


LEVEL 3

4 Tasks Left



ADD CATEGORY



PLANTS	CLEANING	DISHES	WASHING
GROCERIES	KIDS	PRACTICE	ADD CATEGORY 



4 / 4



The cat

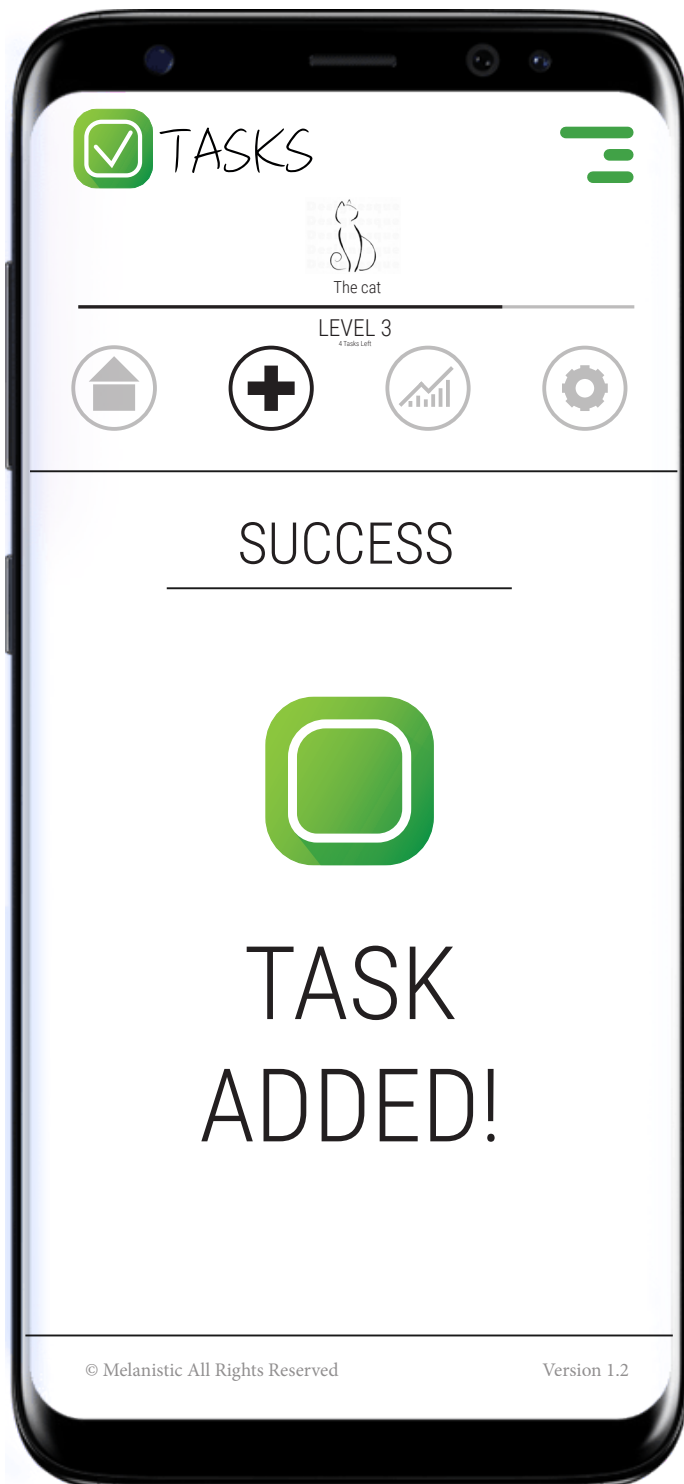
LEVEL 3
4 Tasks Left



SUCCESS



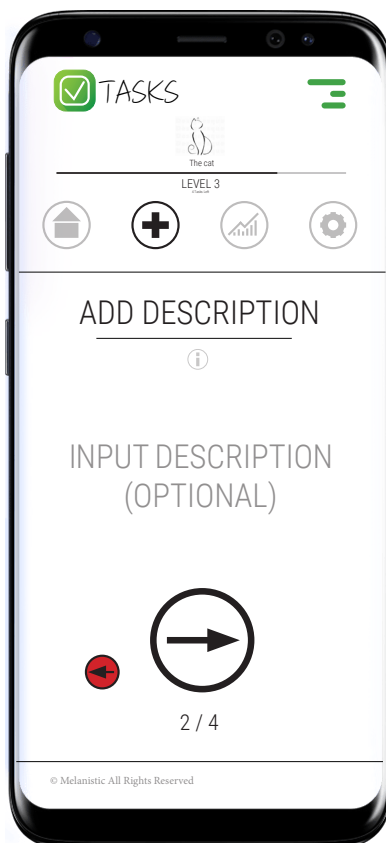
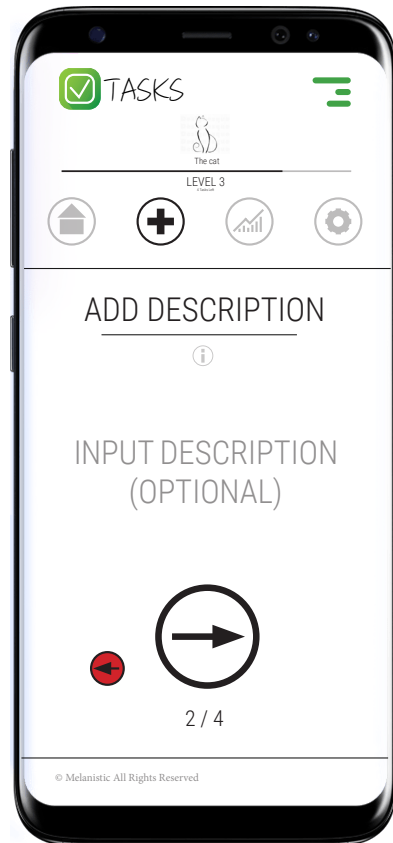
TASK
ADDED!



Something should happen after the task is done. Probably the task is showing and animated and flowing into place in the task board.



GOING FORWARD
The screen scrolls to the **left** as a transition.



GOING BACKWARD
The screen scrolls to the **right** as a transition.





STATS



The cat

LEVEL 3
4 Tasks Left



YOUR STATS



TASKS

TASK 1 HANDLED	1
TASK 2 HANDLED	5
TOTAL TASKS HANDLED	8
FAVOURITE TASK (COMPLETED 23 TIMES)	DRINK BEER!!
DAYS	
DAYS SINCE START	3
TOTAL DAYS IN TASKS	14

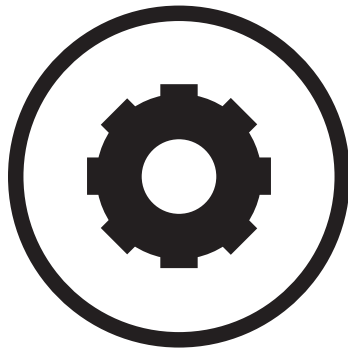


LEVEL 3 - The cat

8 EXP LEFT



SCROLLABLE AREA



SETTINGS



The cat

LEVEL 3
4 Tasks Left



SETTINGS

NOTIFICATIONS

ON OFF

Remind me

ON OFF

TIME BEFORE REMINDER | **13 hours**



SOUND

ON OFF

ABOUT US



The cat

LEVEL 3
4 Tasks Left



MENU

SHARE TASKS 

ADD HOME 

ADD PARTNER 

LEADERBOARD 

ABOUT US



INFO

i ✕

TITLE

Decriptive text of whatever you have pushed. This should be edible from the Unity editor as well as taken from a database created partly from us and partly by the user. The user data is gonna be for descriptions on their custom tasks.



The cat

LEVEL 3
4 Tasks Left



SETTINGS



TITLE

Decriptive text of whatever you have pushed. This should be edible from the Unity editor as well as taken from a database created partly from us and partly by the user. The user data is gonna be for descriptions on their custom tasks.

 NOT

ON

 Rem

ON

 TIM

 SOUND

ON OFF

ABOUT US

HOMA 2.0



The cat

LEVEL 3
4 Tasks Left



MENU

SHARE TASKS 

ADD HOME 

ADD PARTNER 

LEADERBOARD 

ABOUT US



The cat

LEVEL 3
4 Tasks Left



SETTINGS

 NOTIFICATIONS

 Remind me

ON OFF

 TIME BEFORE REMINDER | **13 hours**



 SOUND

ON OFF

 SHARE TASKS

 ADD HOME

 ADD PARTNER

 LEADERBOARD

ABOUT US