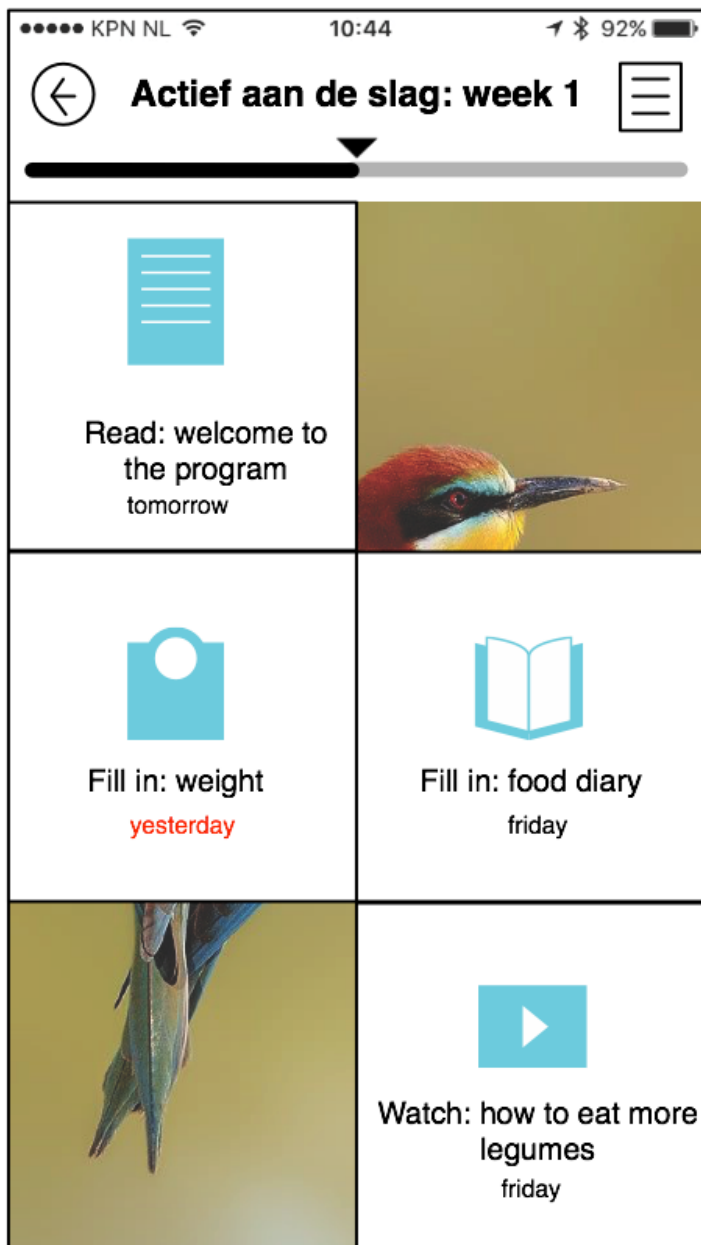


Functional design App 2.0

Program todo-list

This is the most important screen. Members who are in a program, can see all their todos (actions) in a Todo-list (formerly known as action planner) for that program. It is divided in periods. By default the current period opens. A user can not navigate to other periods.



There are several types of actions:

- read page
- read PDF
- watch video
- weight
- exercise
- food diary

- questionnaire
- quiz

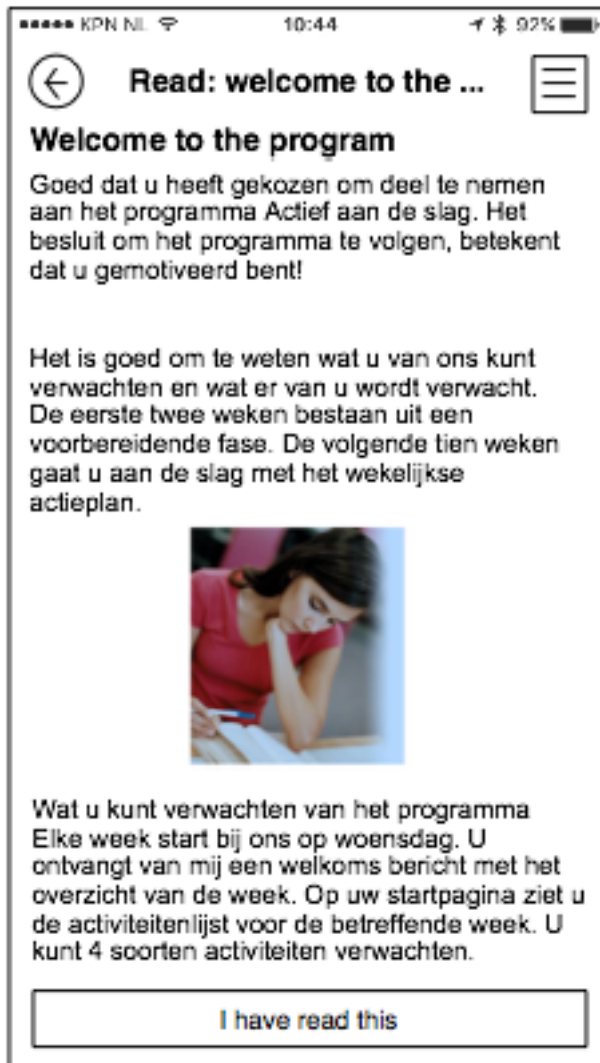
They all have a different icon in the Action planner.

Visiting an action

A user can open an action by clicking on it.

Read Page

An article opens:



At the bottom is a link that the user can click to complete the action.

Read PDF

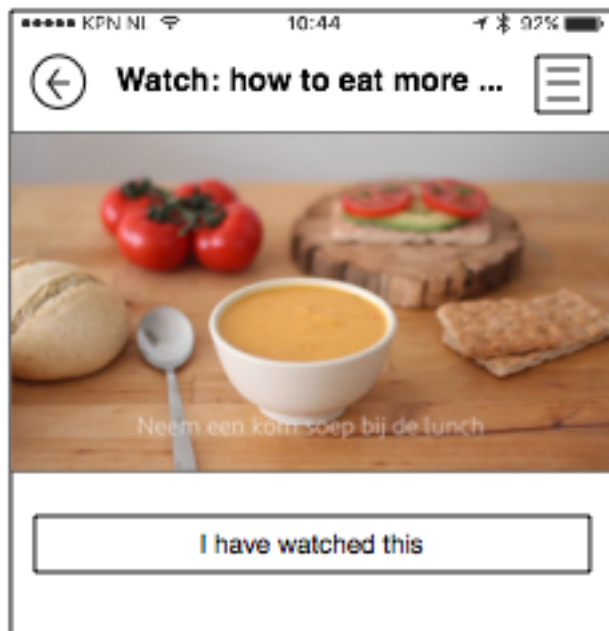
There should not be anymore PDF's in the system, because they are not user-friendly, especially on mobile screens. However, for a transition period, we will still support actions with PDF's:



Click on the icon will open the PDF in an external app. The user will have to return to our app to confirm he has read it.

Watch

A video player opens:



Entering weight

The user is taken to weight entry. It works just as in the old app:

***** KPN NL 10:44 92%

←

Enter weight

☰

<	76,5	77	77,5
78	78,5	79	79,5
80	80,5	81	81,5
82	82,5	83	83,5

Date

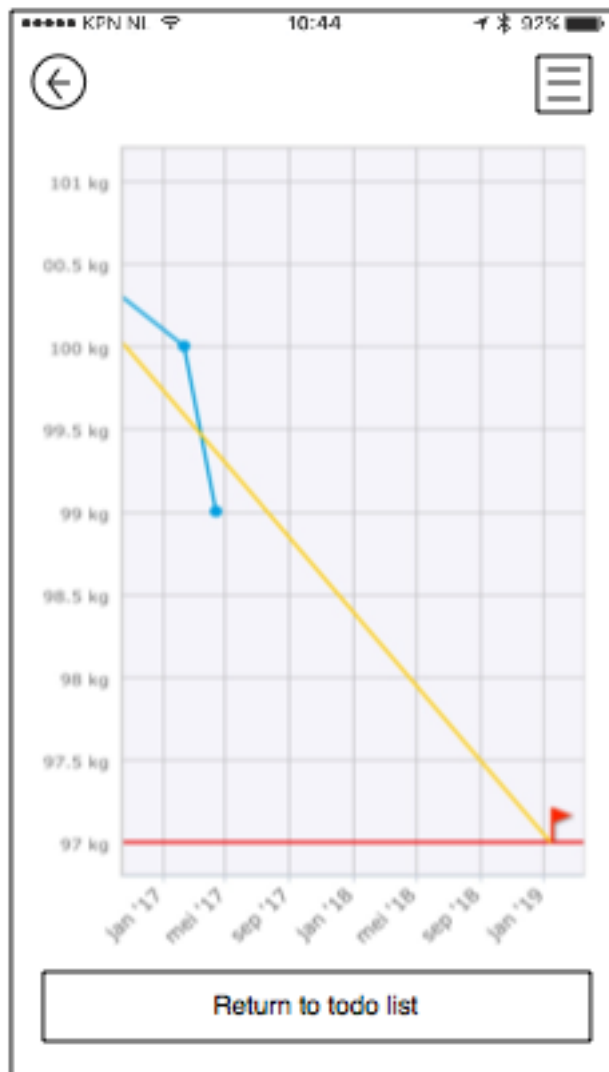
21-04-2017

Weight

81

Bewaar

After entering weight, the user gets to see his graph:



When the user enters this page it shows the last three months and the spot where the trend crosses the target line, if this spot exists. If not we show 3 months after the current date too. It would be nice if the user can zoom and pan horizontally (the vertical scale should adjust automatically).

The button 'Return to todo list' is visible only when the user comes from the todo-list. It is not visible if the user enters this screen from the menu. It is not visible if the user enters this screen from the menu.

Food-diary

A food-diary action opens a page with instructions:



Entering exercise

The design differs a little bit from the current app. In step 1a frequently used activities are shown:




If the user picks 'Other' (last option) then screen 1b is shown. It contains all possible activities, sorted alphabetically. It is possible to search them:


***** KPN NL

10:44


92%




Enter exercise




fietsen




Fietsen, 15-20 km/uur



Fietsen 20-25 km/uur



Fietsen 25-30 km/uur



Waterfietsen

The next screen is functionally the same as in the current app:

The screenshot shows a mobile app interface for cycling. At the top, there is a status bar with 'KPN NL', signal strength, time '12:32', and battery '64%'. Below this is a blue header bar with a back button labeled 'Terug', the title 'Fietsen 15-20 km/uur', and a menu icon. The main content area has a large bold text 'Duur: 0:00'. Below this are three sections: 'Uren' with buttons 0-5, 'Minuten' with buttons 0-55 in two rows, and 'Datum' with a date picker showing '2017-04-11'. At the bottom is a blue button labeled 'Voeg toe'.

Duur: 0:00

Uren

0 1 2 3 4 5

Minuten

0 5 10 15 20 25

30 35 40 45 50 55

Datum

2017-04-11

Voeg toe

This is the last step. The feedback screen from the current app is skipped, because we removed the game-aspect. The user sees an overview of today's exercises:



If he swipes over a measurement, a delete button shows up. The last button is visible only when the user comes from the todo-list. It is not visible if the user enters this screen from the menu.

Questionnaire

See chapter 'Questionnaires'

Completing an action

After completing an action, by clicking 'I have read this' for example, the user returns to the Action planner homepage and the corresponding 'puzzle piece' is removed (with an animation). After finishing all actions, a nice picture that was hidden in the background can be seen in full:



Screen size issues

All 'puzzle' pictures are 2:3 portraits. They are always filling the full width of the mobile screen and their aspect will not be changed. They will fill the screen nicely on phones with an 9:16 aspect ratio, like the iPhone 6 and 7. On wider devices part of the picture will be 'under water', the user will have to scroll to see it in full. On taller devices a small empty bar will be visible under the picture.

The puzzle pieces cover the picture precisely, no matter what the screen size is.

The action planner does not have a landscape mode (for now).