



GoalaRoo

APP MOCKUPS

"Proof of Work, for Play Time."

GoalaRoo is a two-sided app: kids complete quests to earn points and unlock screen time in the **Kid Arcade**; parents verify and manage it all from the **Executive Control Panel**. These screens walk the full closed loop, quest to proof to approval to unlocked time, end to end, plus the empty/error states and a component reference for build. Click a card to jump to that screen; every screen links onward and back here.

FOR THE CHILD · KID ARCADE



Enter the Arcade
Kid Arcade



Quest Board
Kid Arcade



Photo-Proof Capture
Kid Arcade



Time Vault
Kid Arcade



Your Roo
Kid Arcade



Level Up
Kid Arcade

FOR THE PARENT · EXECUTIVE CONTROL PANEL



Dashboard
Executive Control Panel



Approval Swipe-Stack
Executive Control Panel



Chore Builder
Executive Control Panel



Emergency Controls
Executive Control Panel

EDGE-CASE & EMPTY STATES

Every screen above also has to render when nothing has happened yet, or something went wrong. These five variants cover the ones a developer would otherwise have to guess at.



Enter the Arcade - wrong code

State variant



Quest Board - all done

State variant



Photo-Proof - sent back

State variant



Time Vault - nothing unlocked

State variant



Approvals - queue cleared

State variant

BUILD REFERENCE

Every button, nav bar, chip, status pill, toggle and icon used anywhere in this document, isolated and labeled, so nothing has to be reverse-engineered from a single screenshot.



Component & States Reference

Developer reference

FIRST-RUN ONBOARDING (11 SCREENS)

Household + device-lock setup and task/unlock-mechanic setup, both parent-facing, with one child-facing link-code screen in between where the child enters the code the parent's app generated.



Setup: Account Basics

Onboarding · Parent setup



Setup: Device Lock - Apps

Onboarding · Parent setup



Setup: Device Lock - Schedule

Onboarding · Parent setup



Setup: Device Lock - Earnable

Onboarding · Parent setup



Setup: Device Lock - Major Reward

Onboarding · Parent setup



Setup: Device Lock - Security PIN

Onboarding · Parent setup



Setup: Child Link Code (child-facing)

Onboarding · Child-facing



Setup: Task Unlock Model

Onboarding · Parent setup



Setup: Tasks

Onboarding · Parent setup



Setup: Unlock Rules

Onboarding · Parent setup



Setup: Consistency Reward

Onboarding · Parent setup

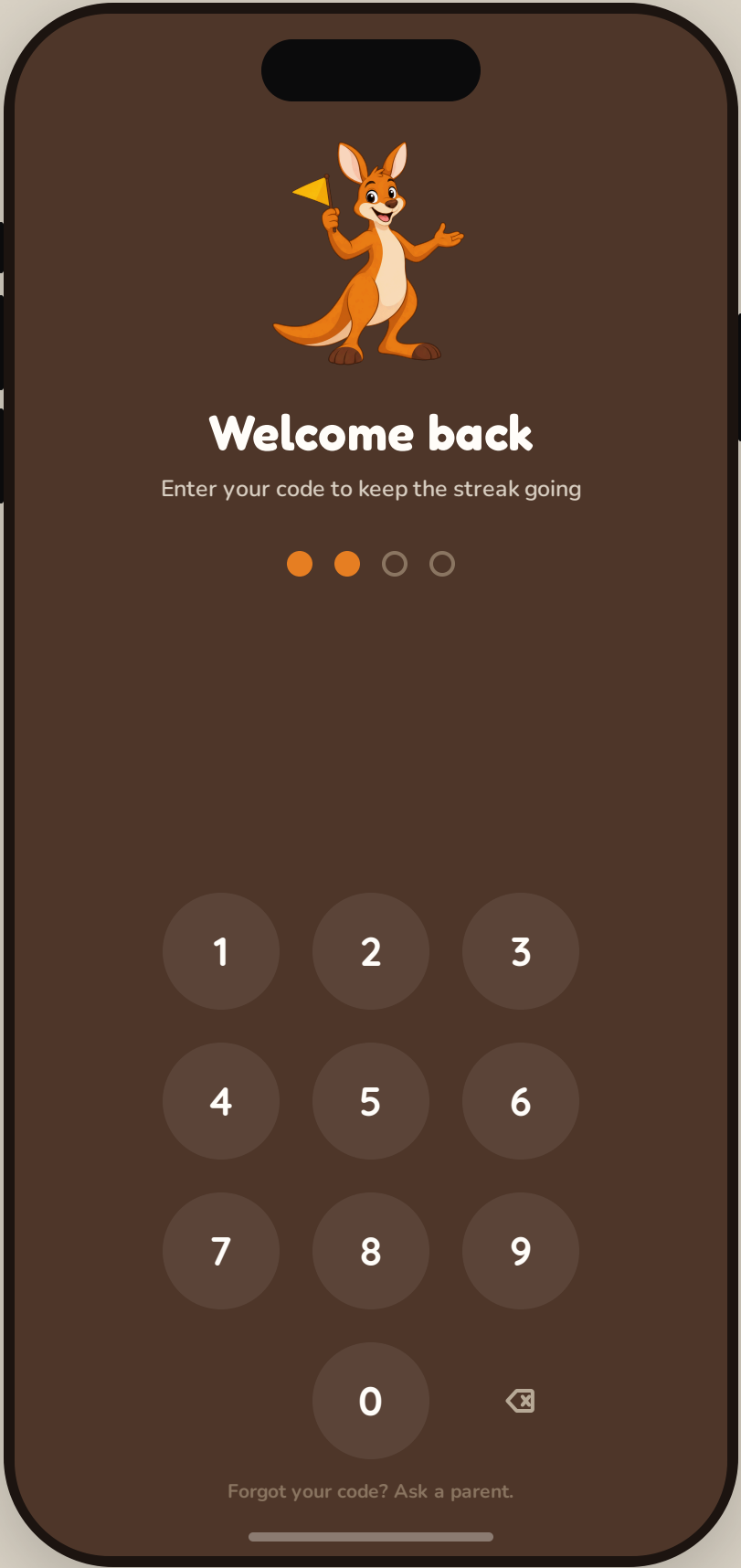
CHILD MANAGEMENT

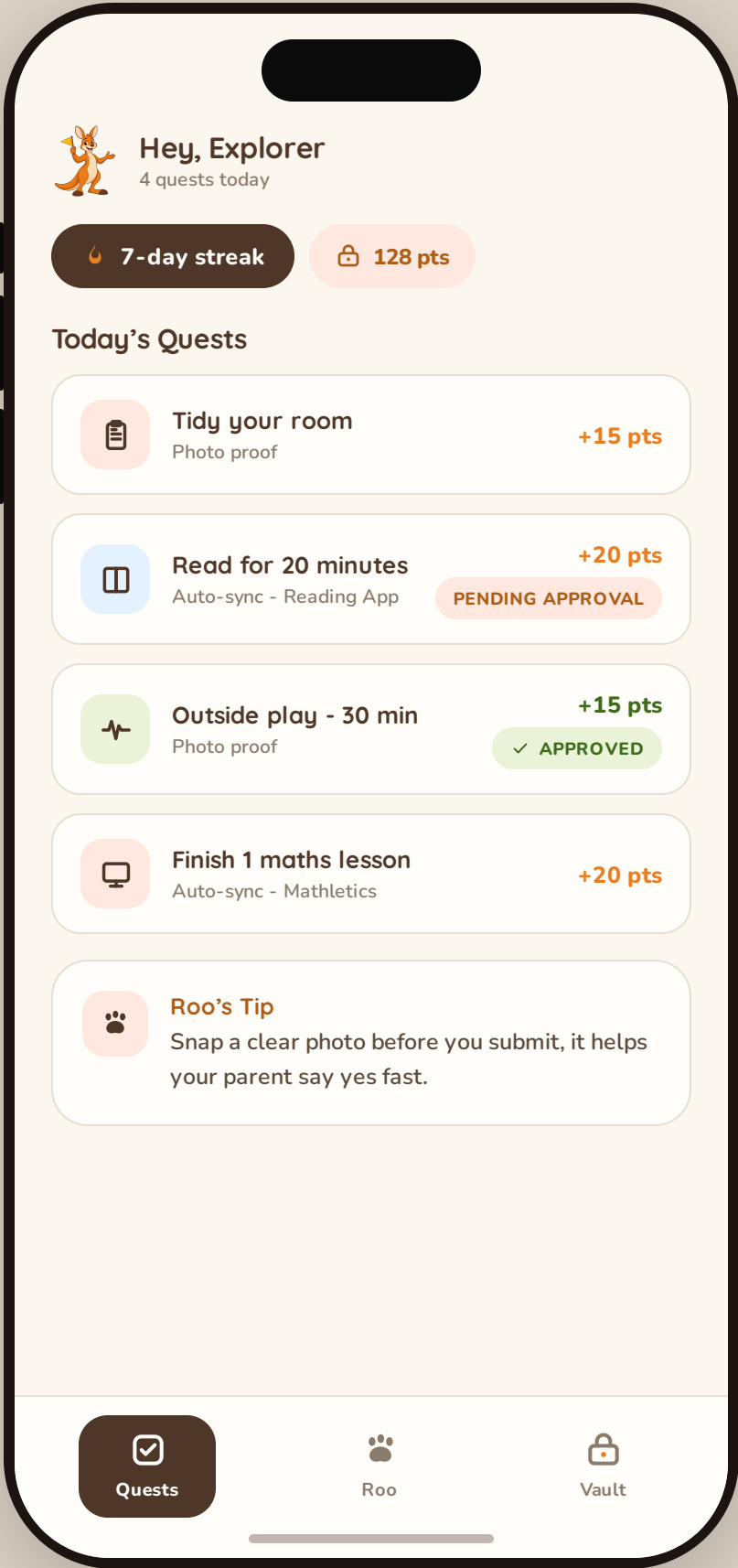
Reached from the Dashboard; lets a parent view, switch, or add another child (looping back into Account Basics).

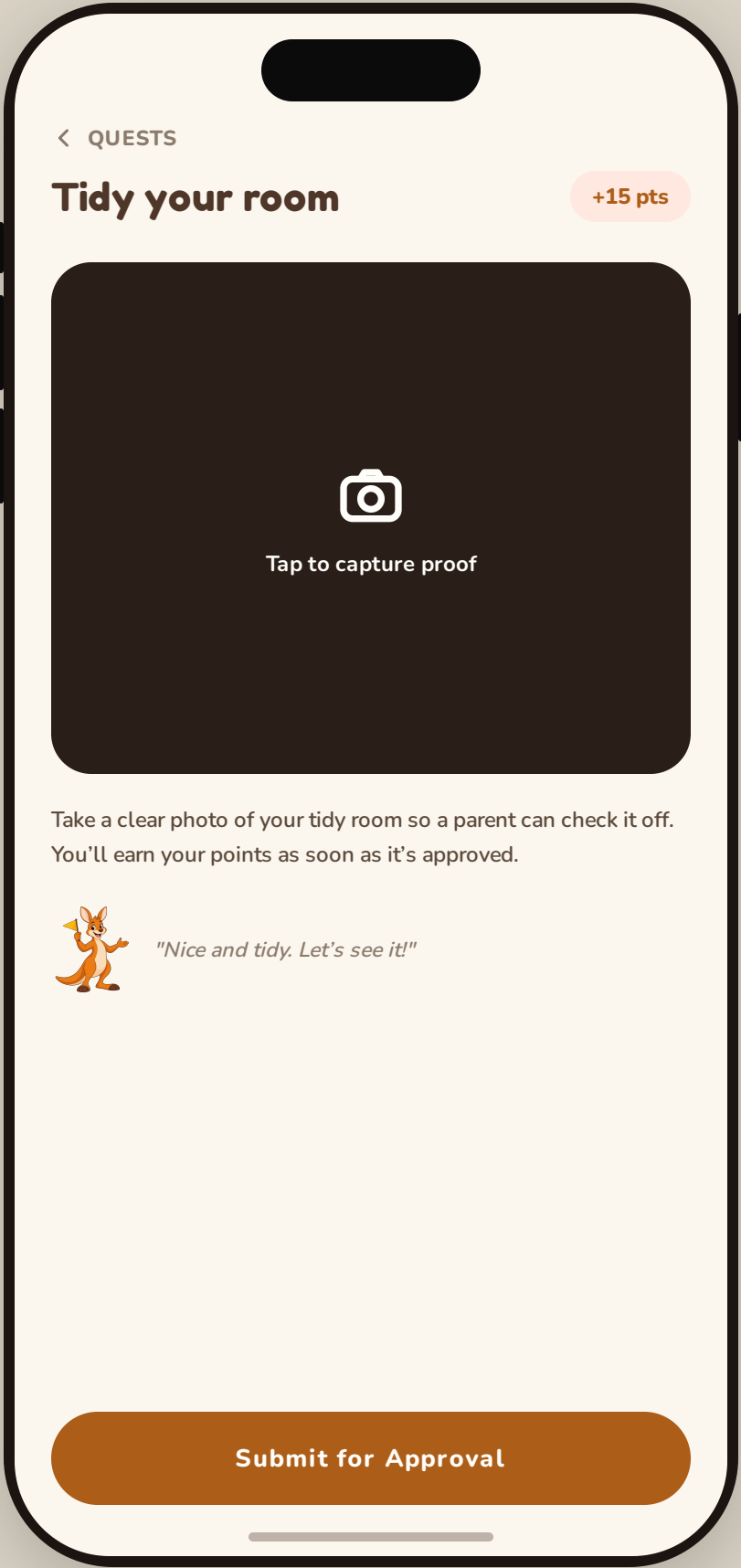


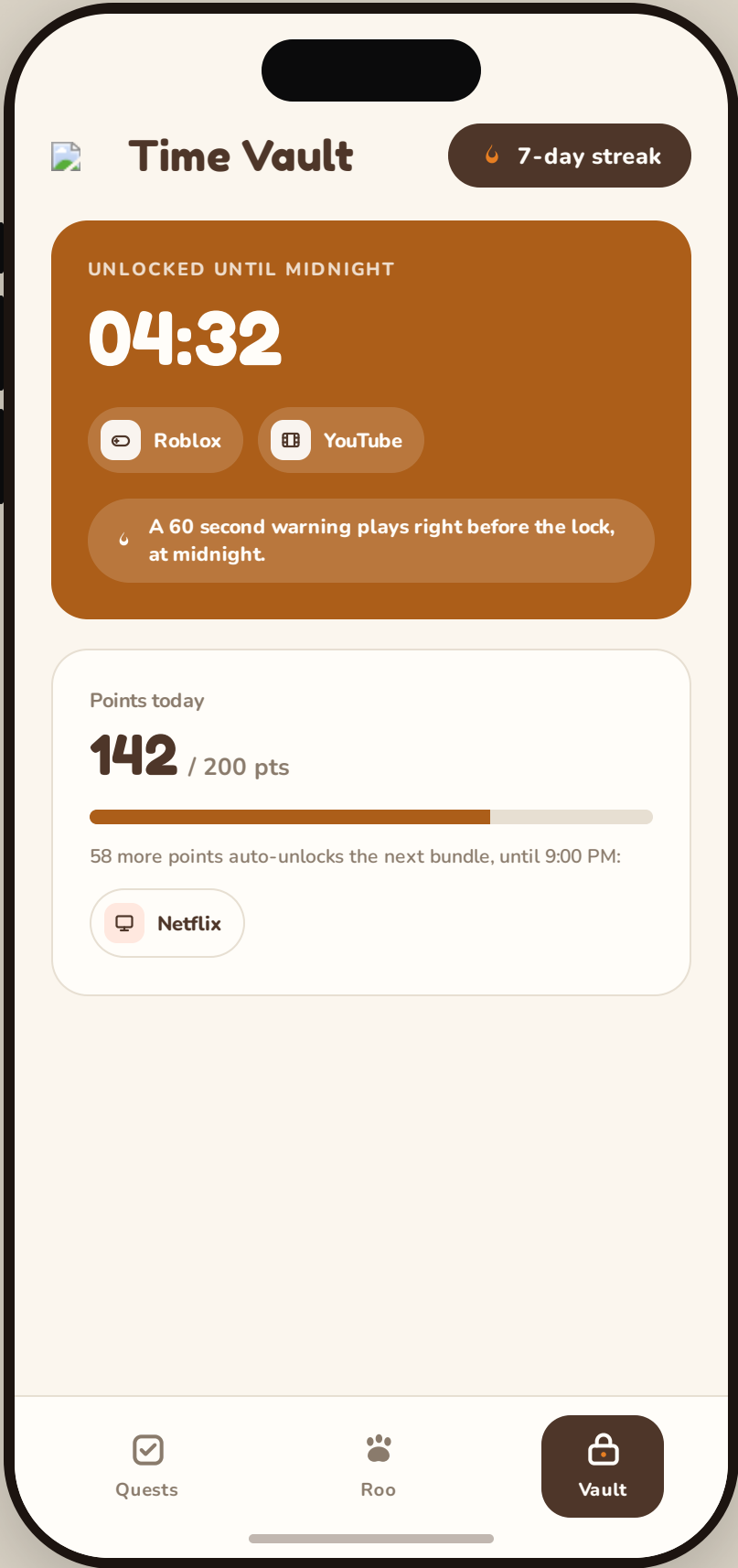
Child Management

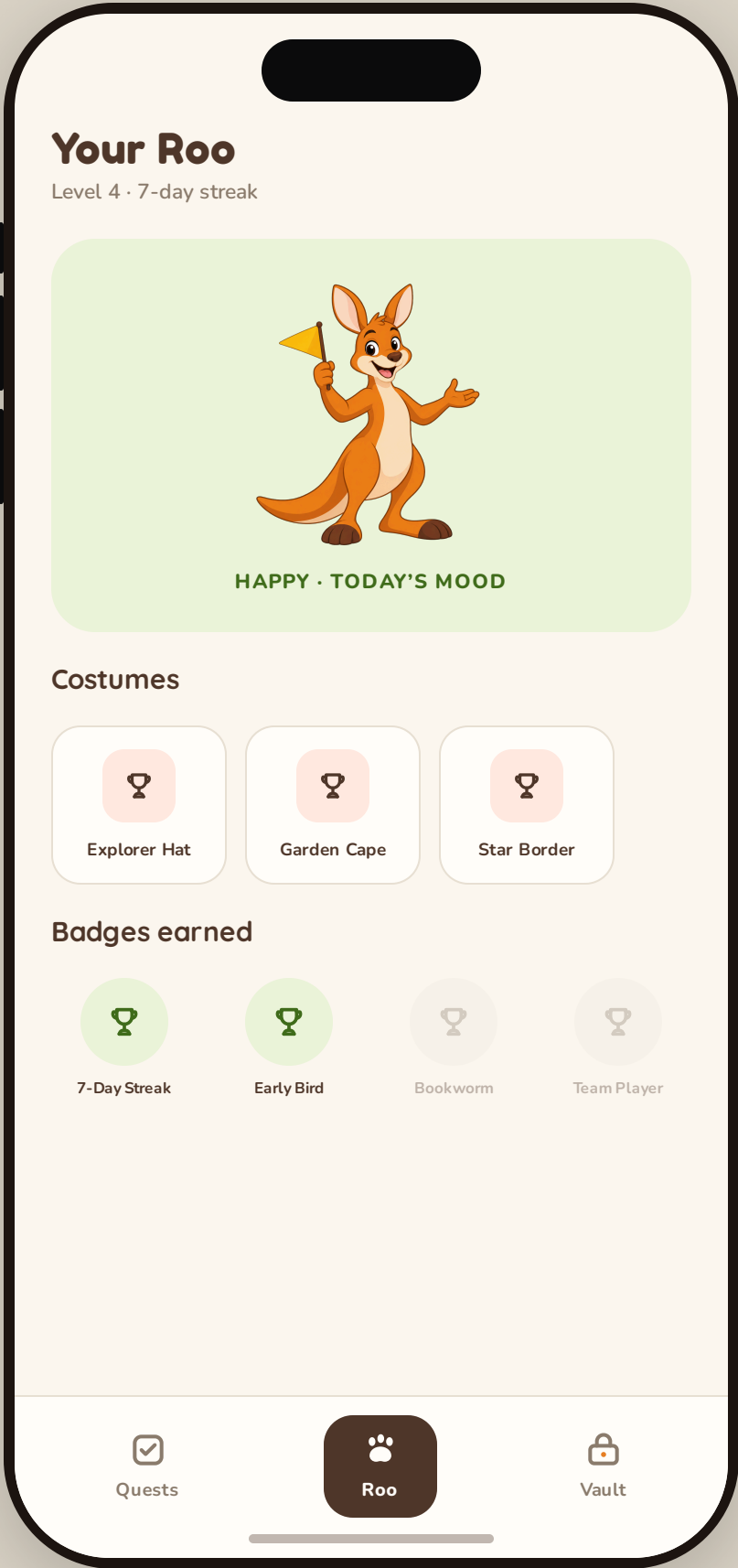
Executive Control Panel

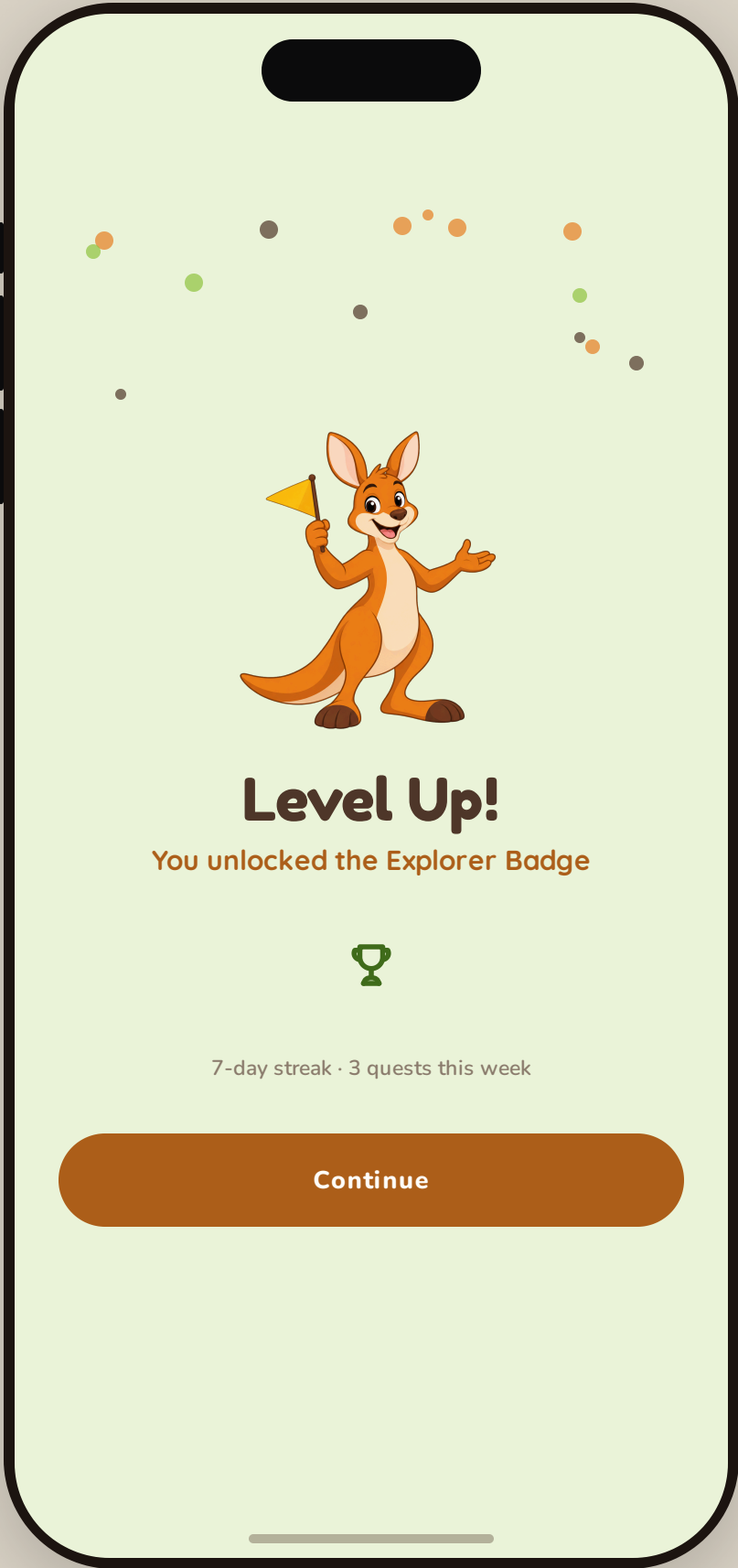


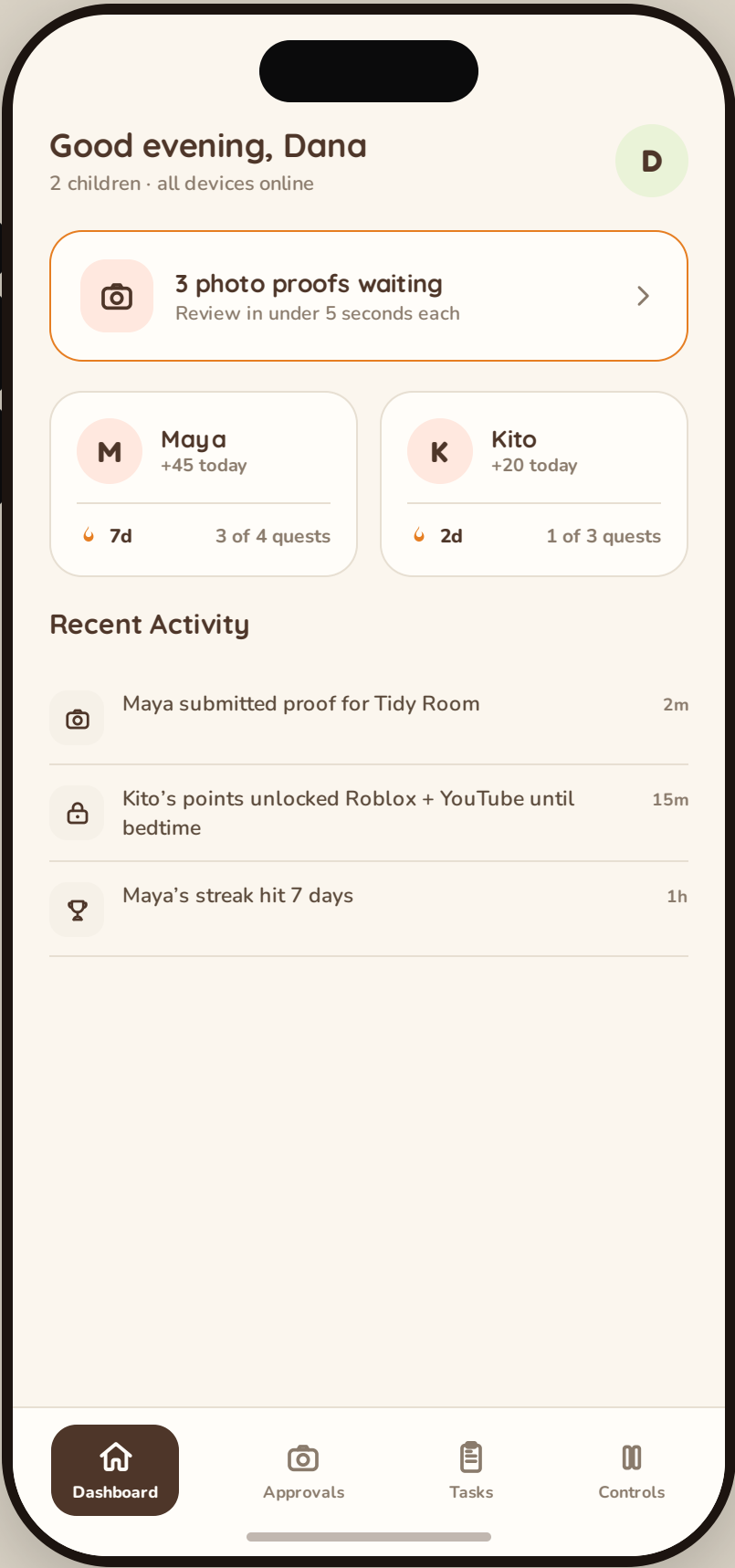


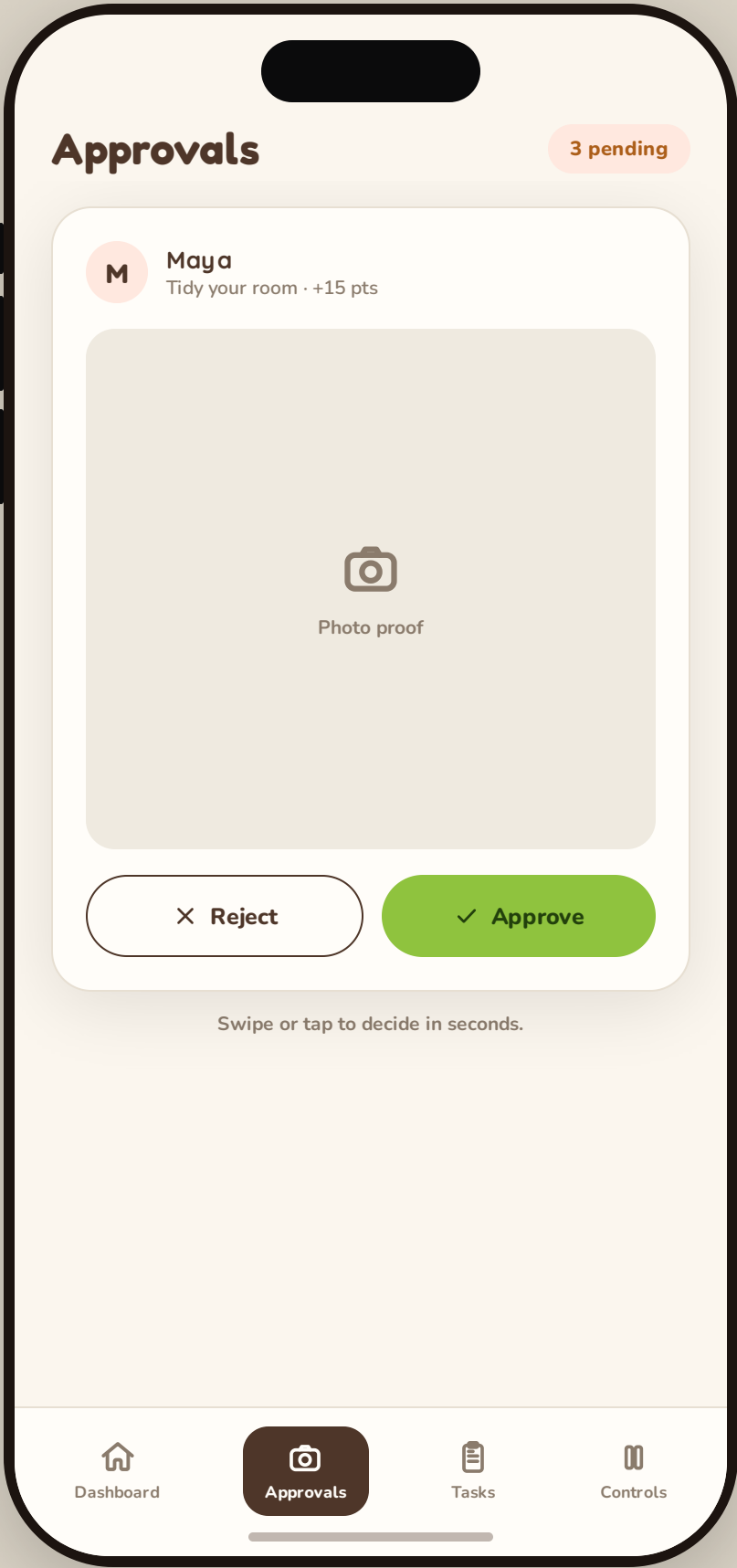












New Chore

Shows up on the assigned child's quest board tomorrow

CHORE NAME

Tidy your room

CATEGORY

Chore

Reading

Activity

Learning

POINT VALUE

−

15 pts

+

ASSIGN TO

All children

M

 Maya ✓

K

 Kito

RECURRENCE

Daily

Weekly

Custom

VERIFICATION

Photo proof

Auto-sync

Parent confirms

EXPIRY WINDOW

Same day

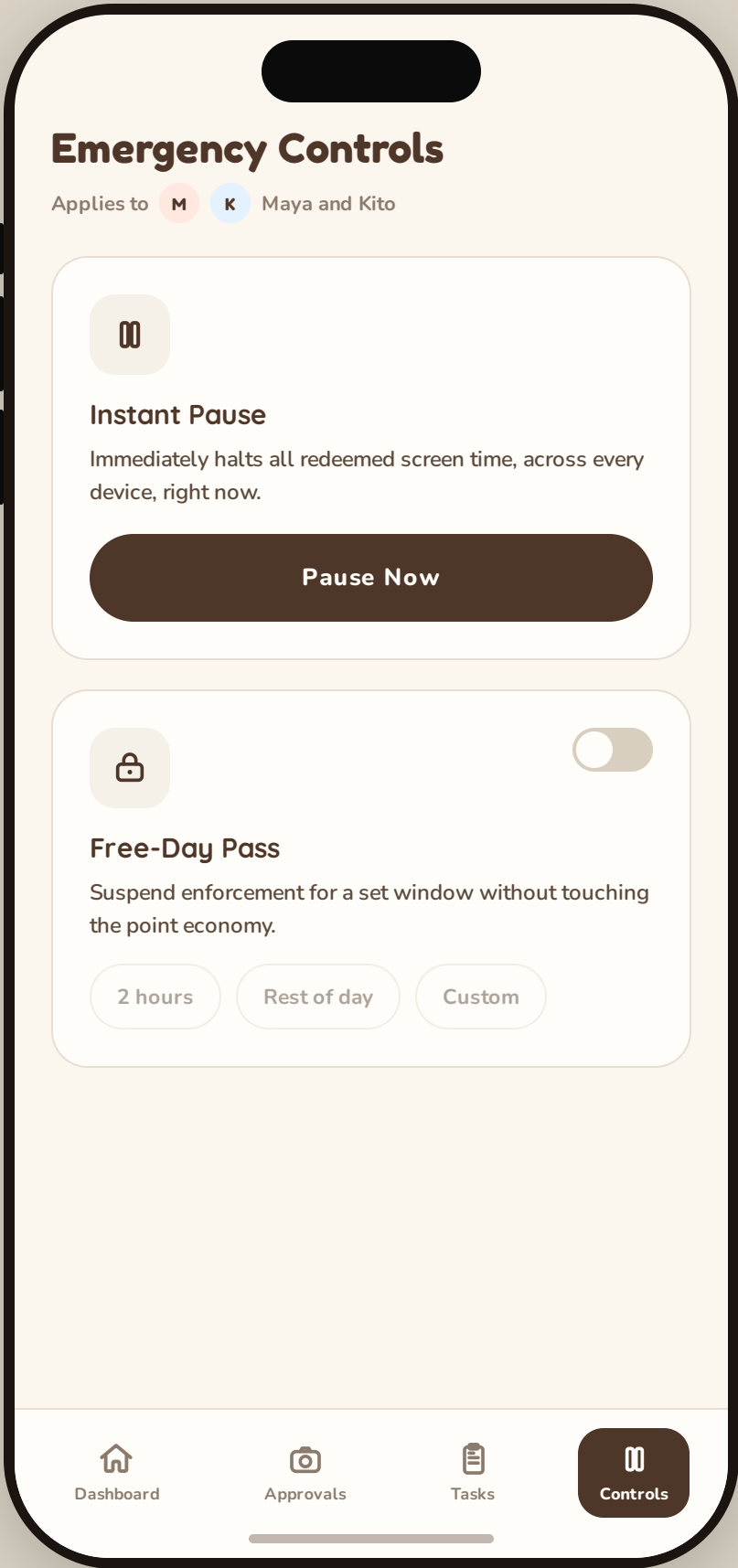
Save Chore

Dashboard

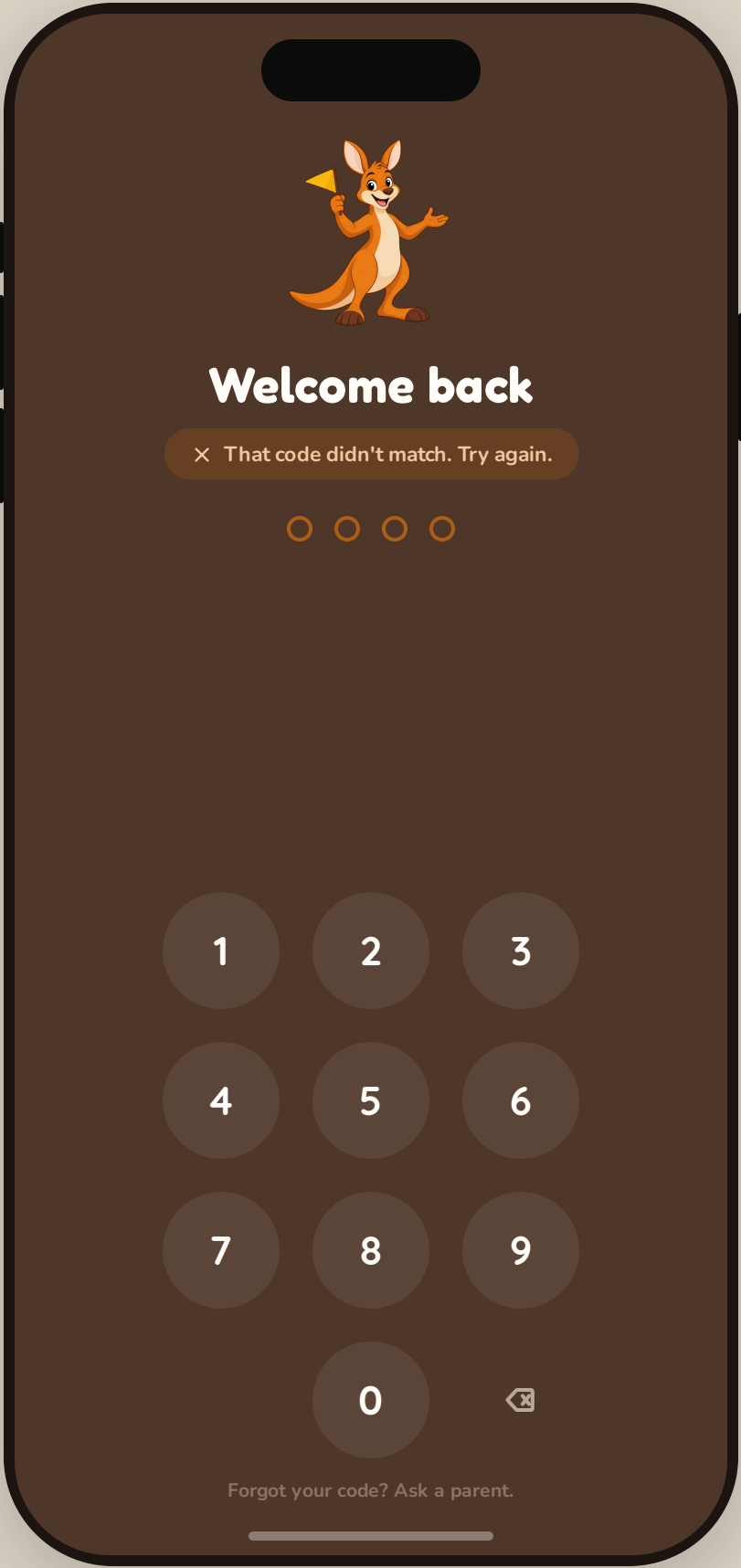
Approvals

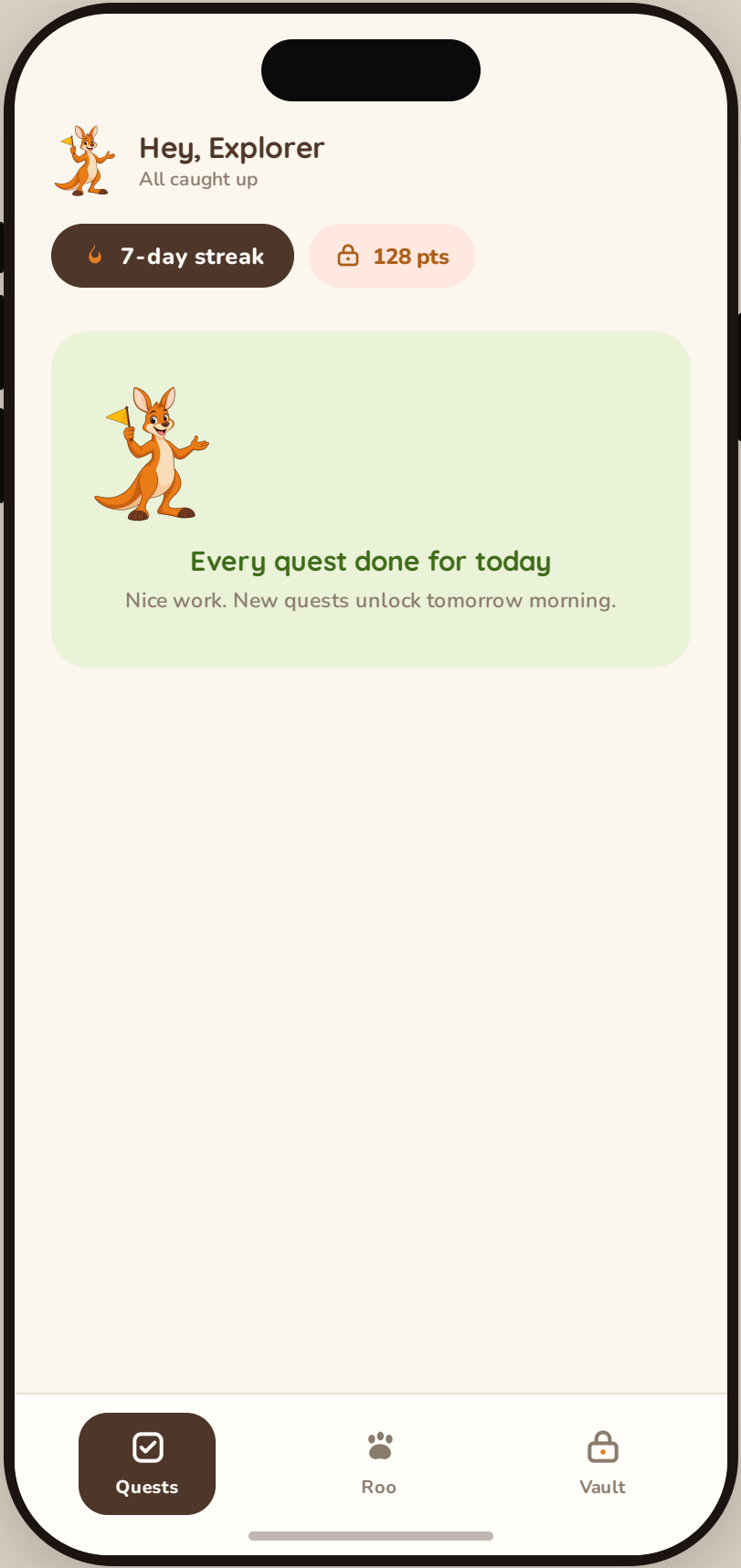
Tasks

Controls

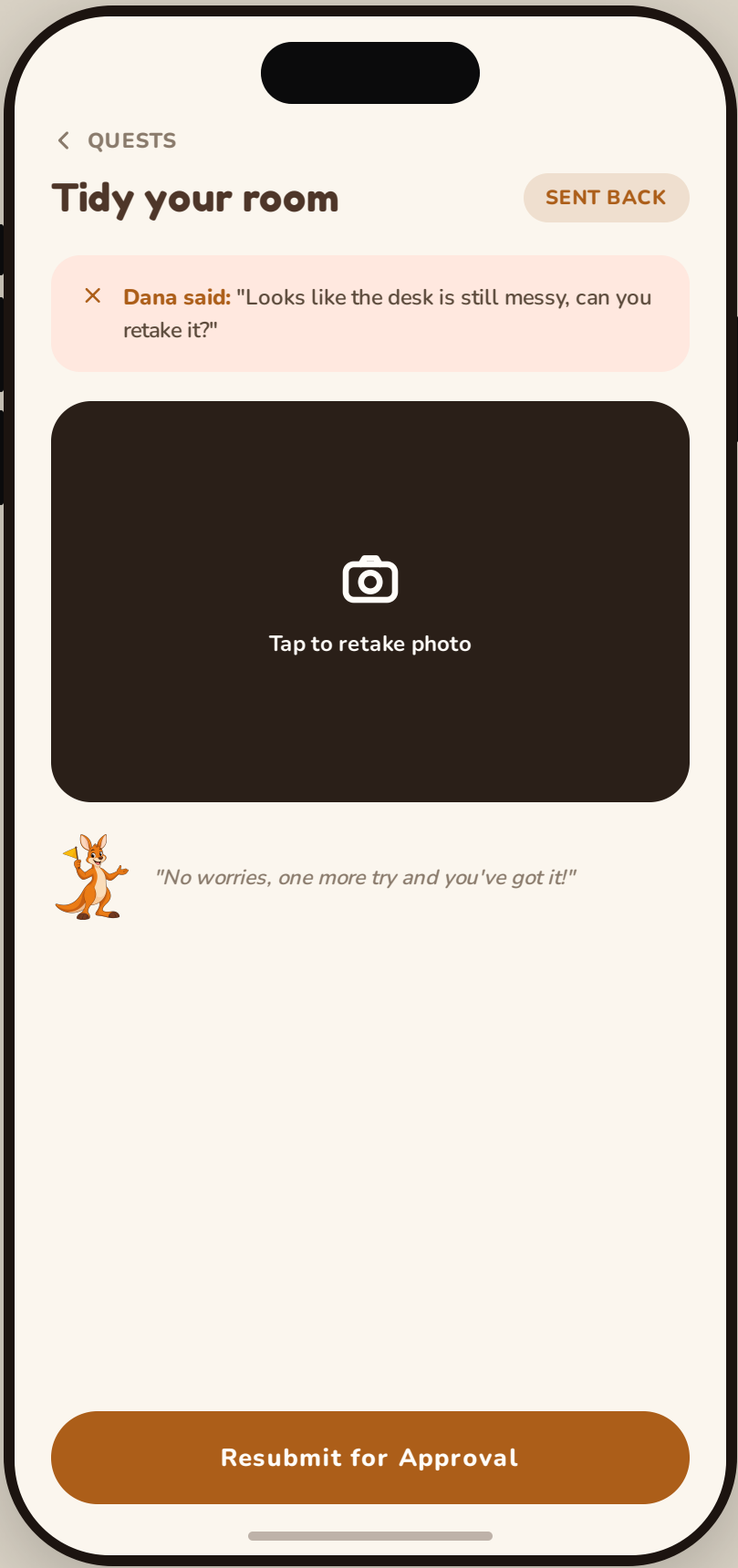


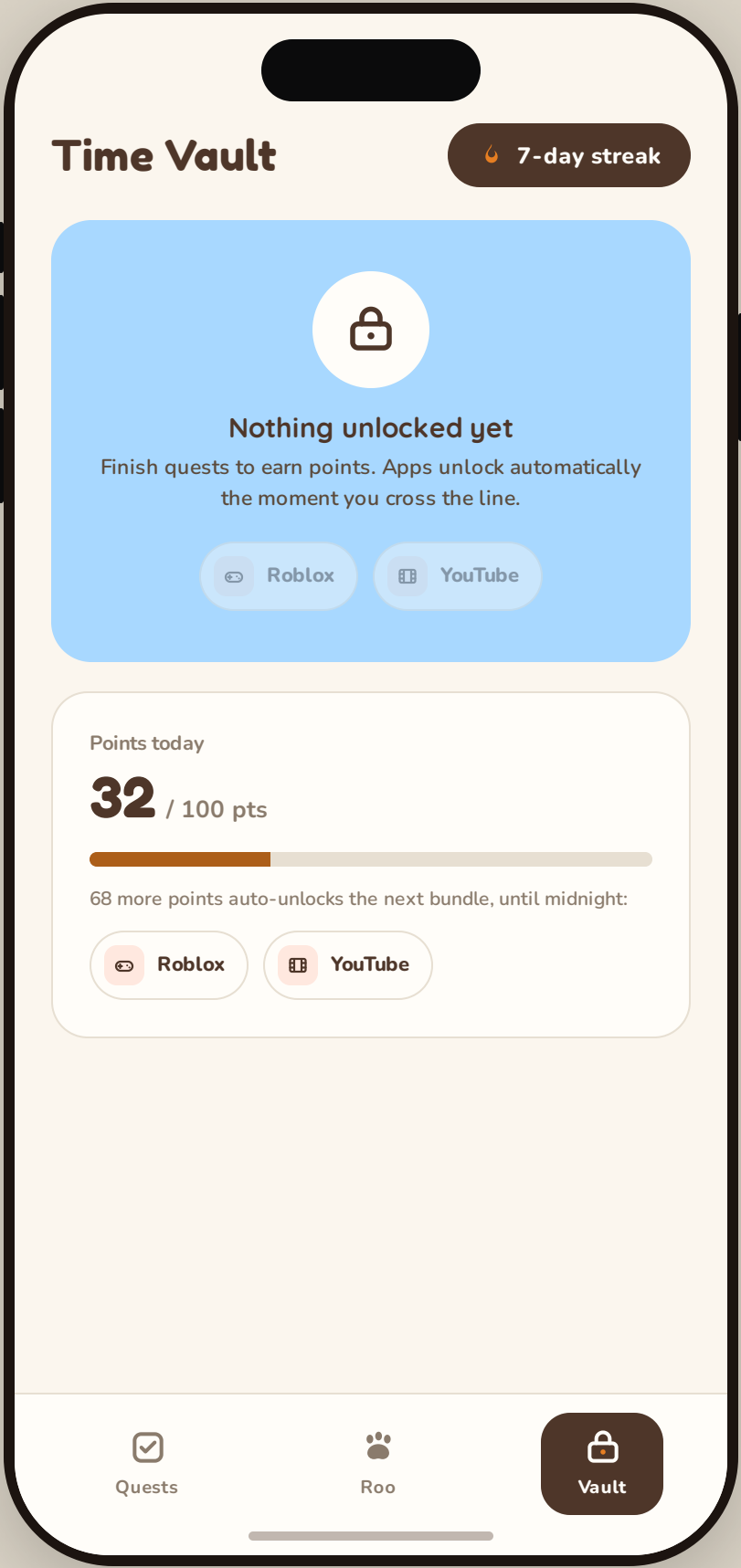
STATE VARIANT



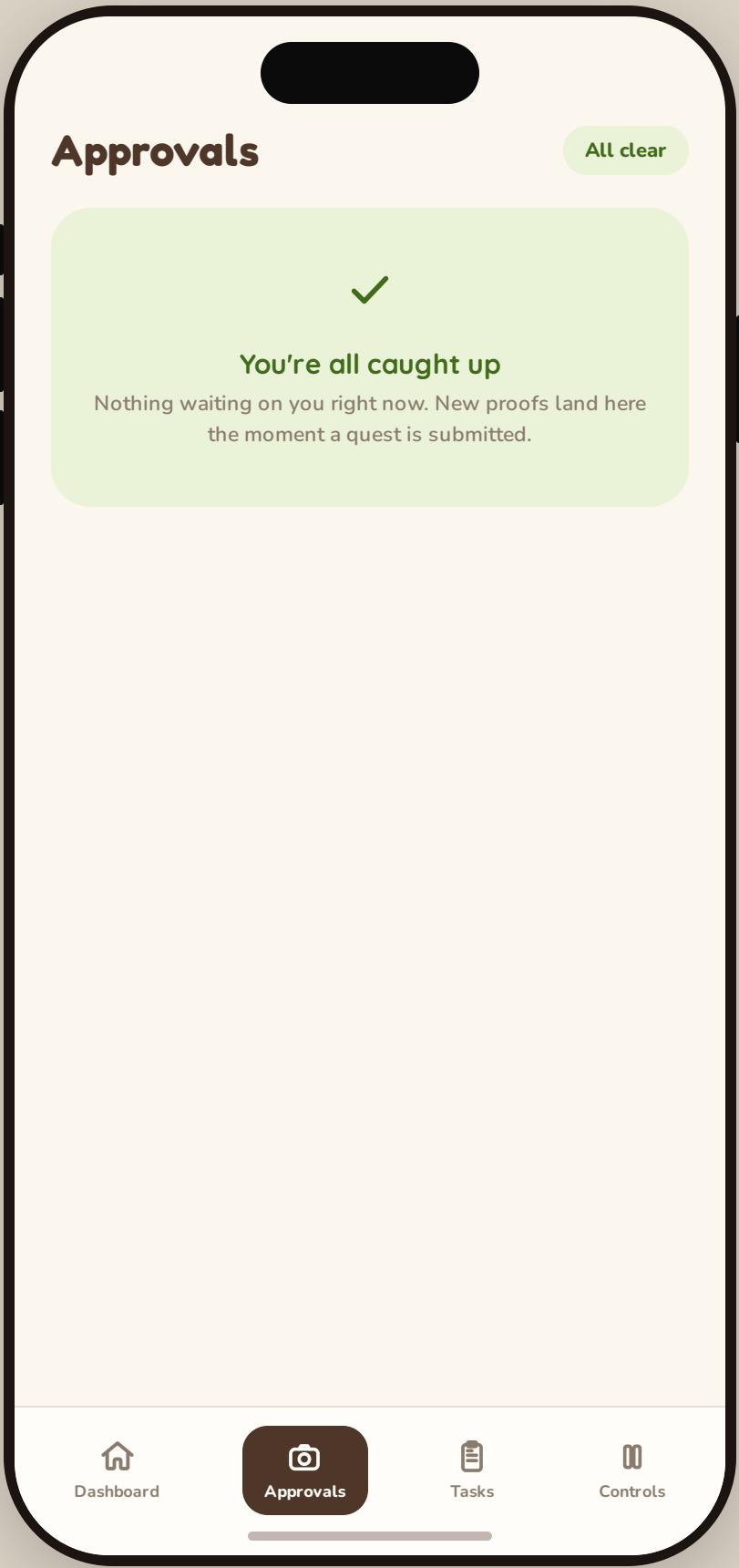


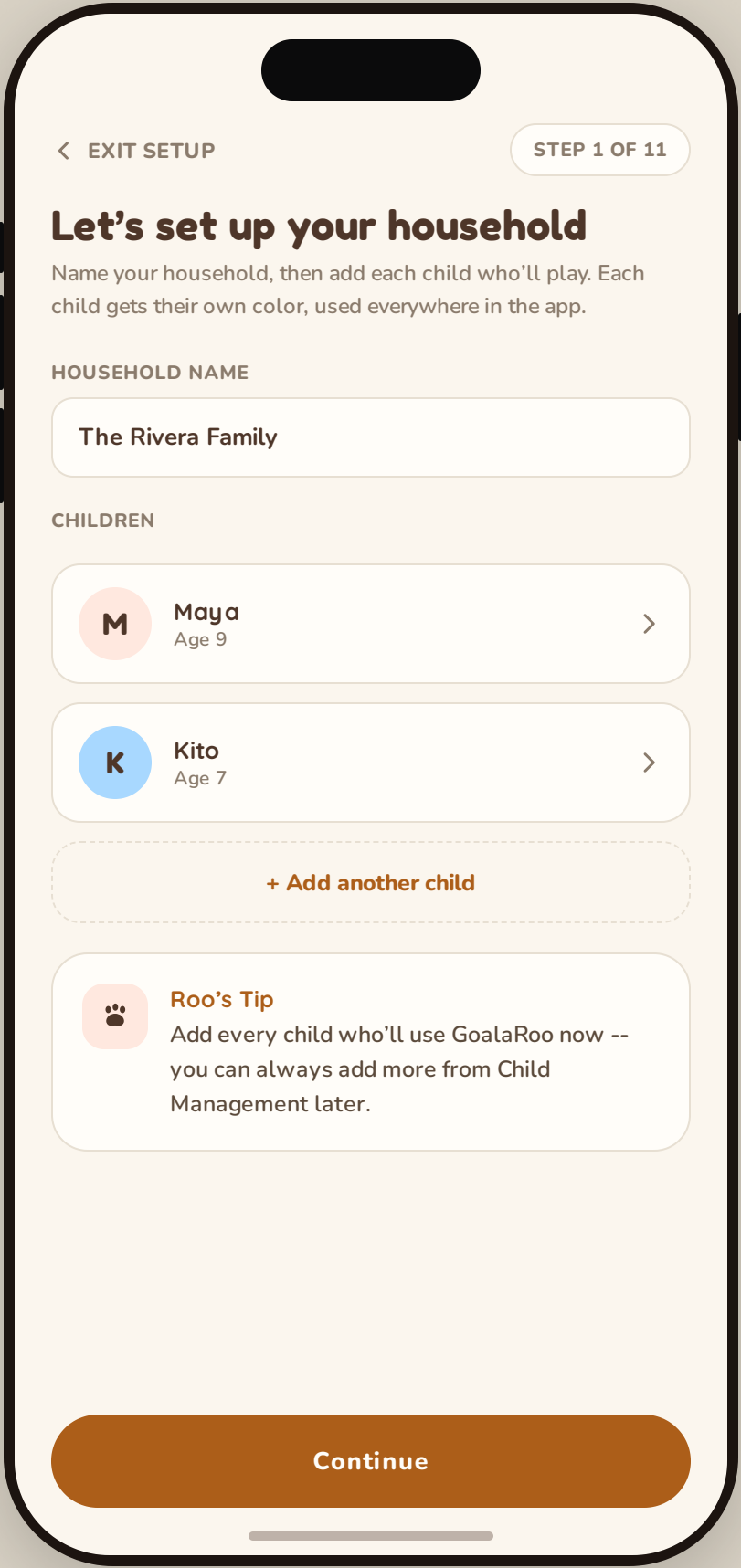
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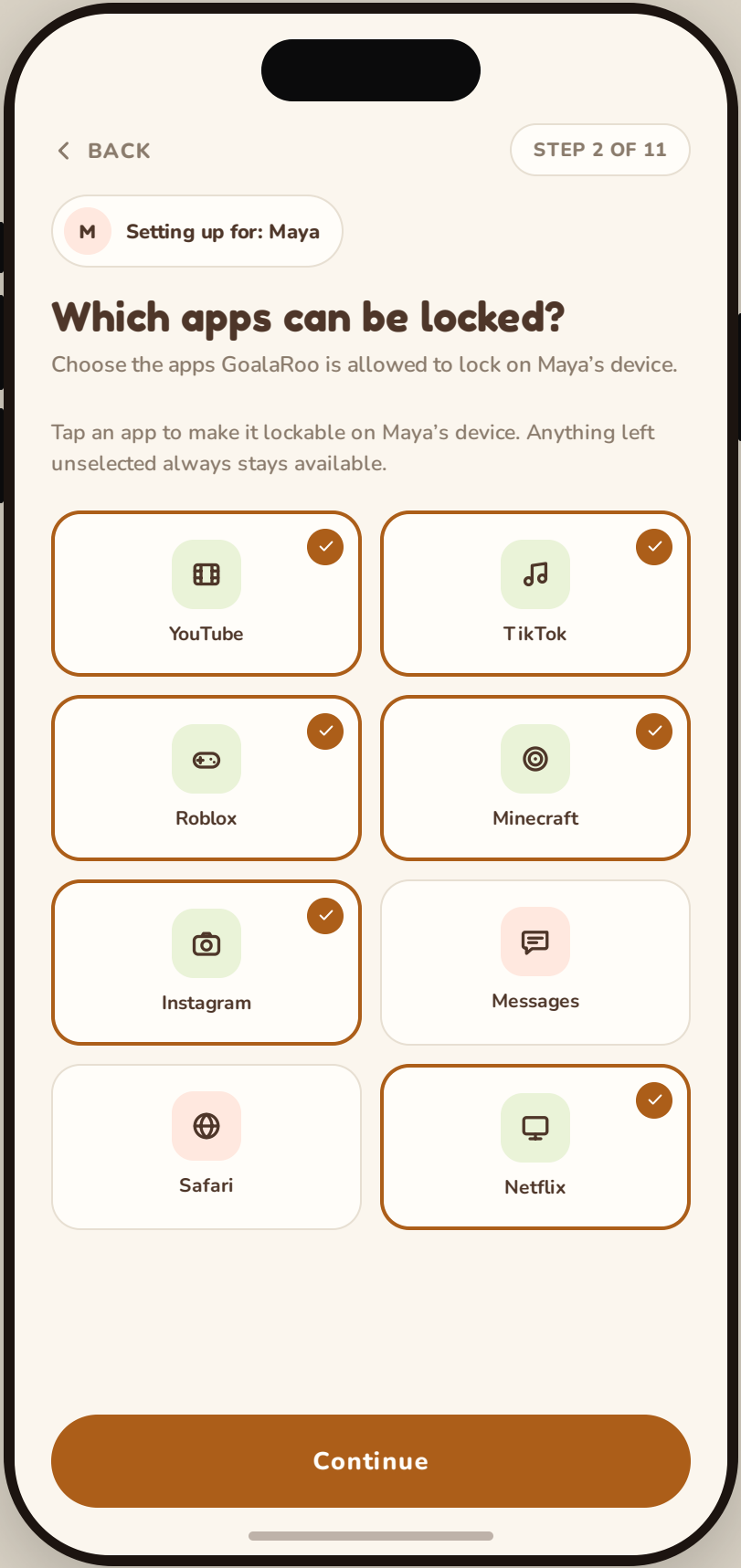




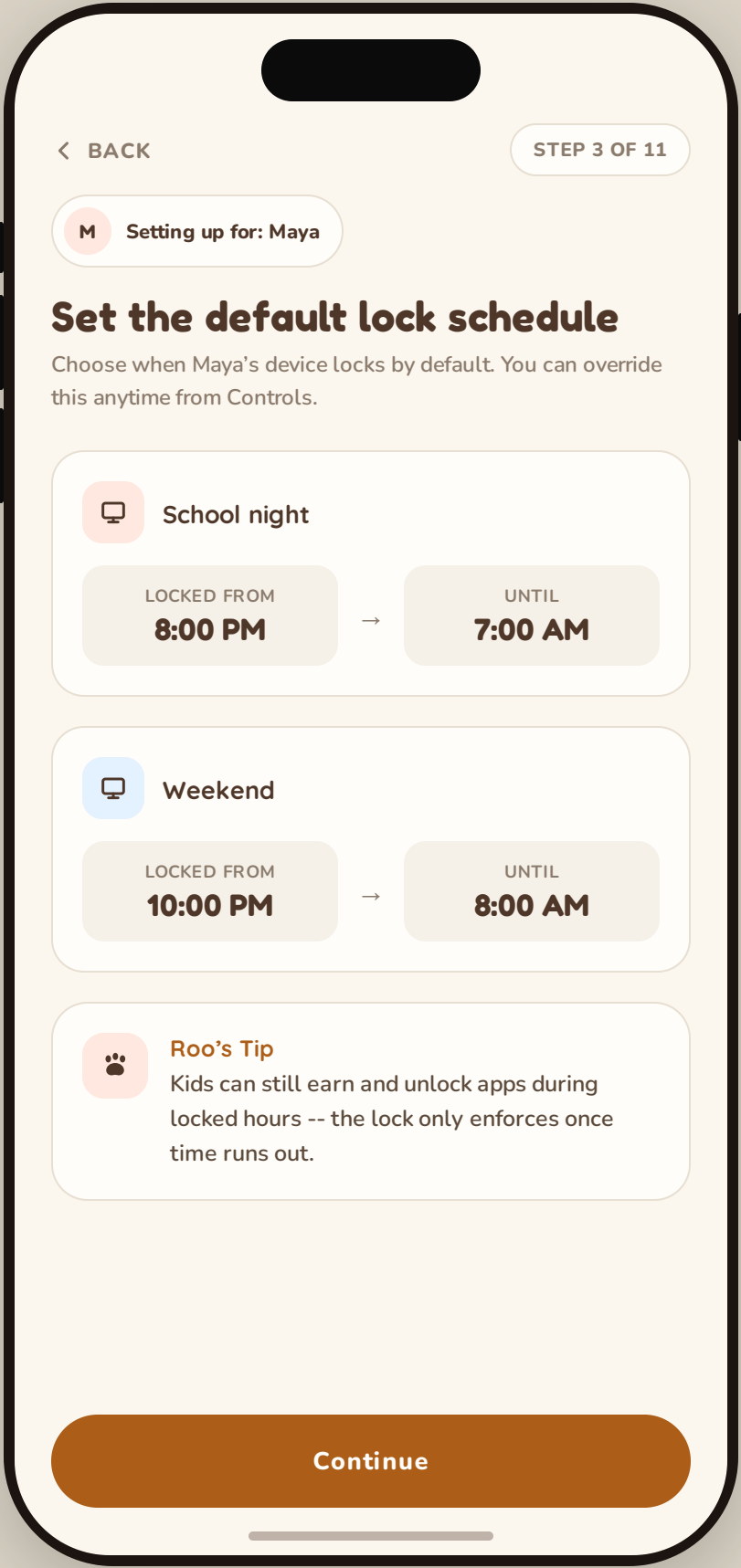
STATE VARIANT

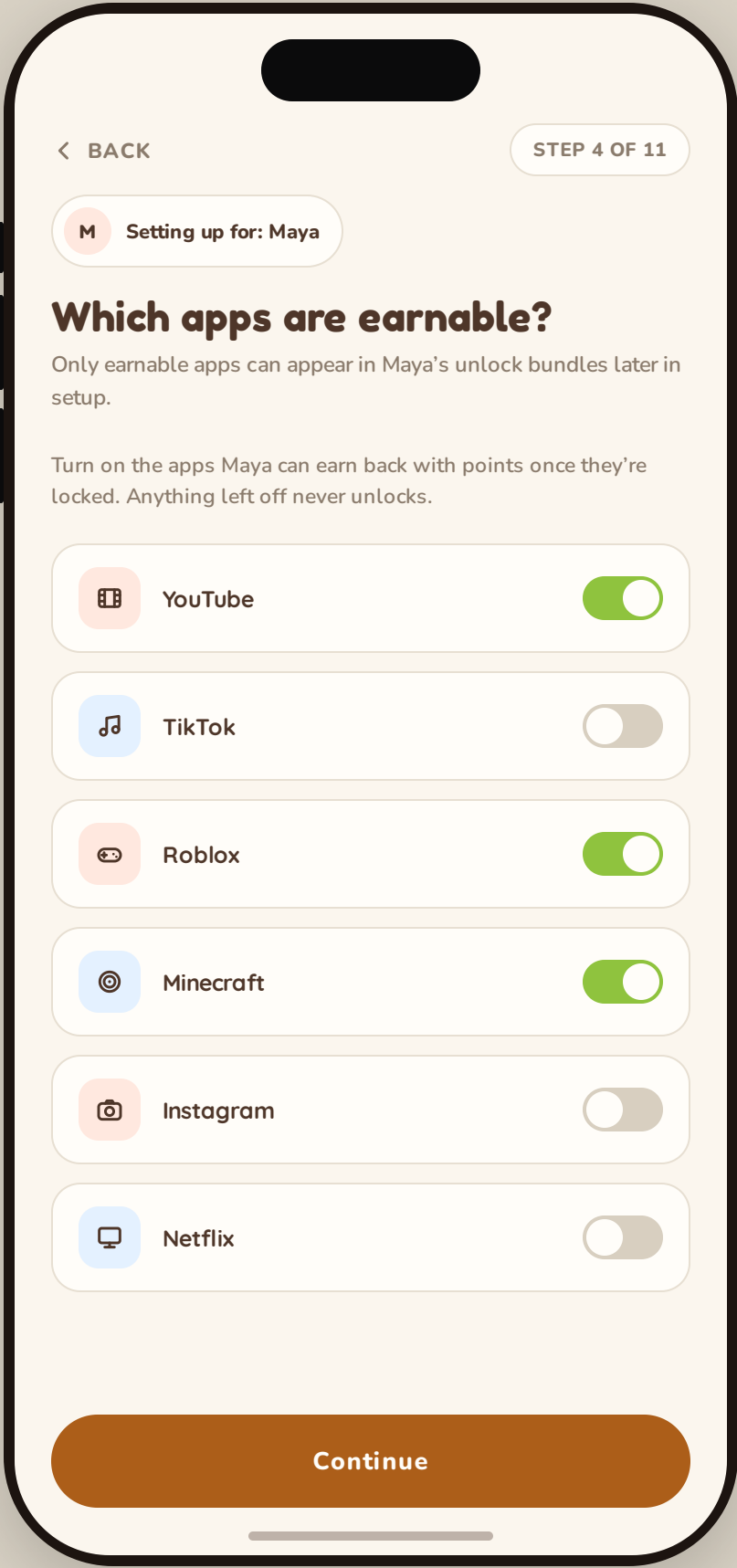






GOALAROO APP MOCKUPS





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STEP 5 OF 11

M

Setting up for: Maya

Set a major reward

A bigger, less-frequent reward Maya unlocks for sustained good behavior, separate from everyday points.

REWARD NAME

Family Movie Night

TRIGGER

7-day streak

14-day streak

30-day streak

ICON

Trophy

Star

Movie

Playlist

Roo's Tip

Major rewards work best when they're memorable, not just more screen time.

Continue

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STEP 6 OF 11

M

Setting up for: Maya

Set a security PIN

Choose a 4-digit PIN only you know.

This PIN is required to change device lock settings -- Maya won't be able to bypass the lock without it.

1

2

3

4

5

6

7

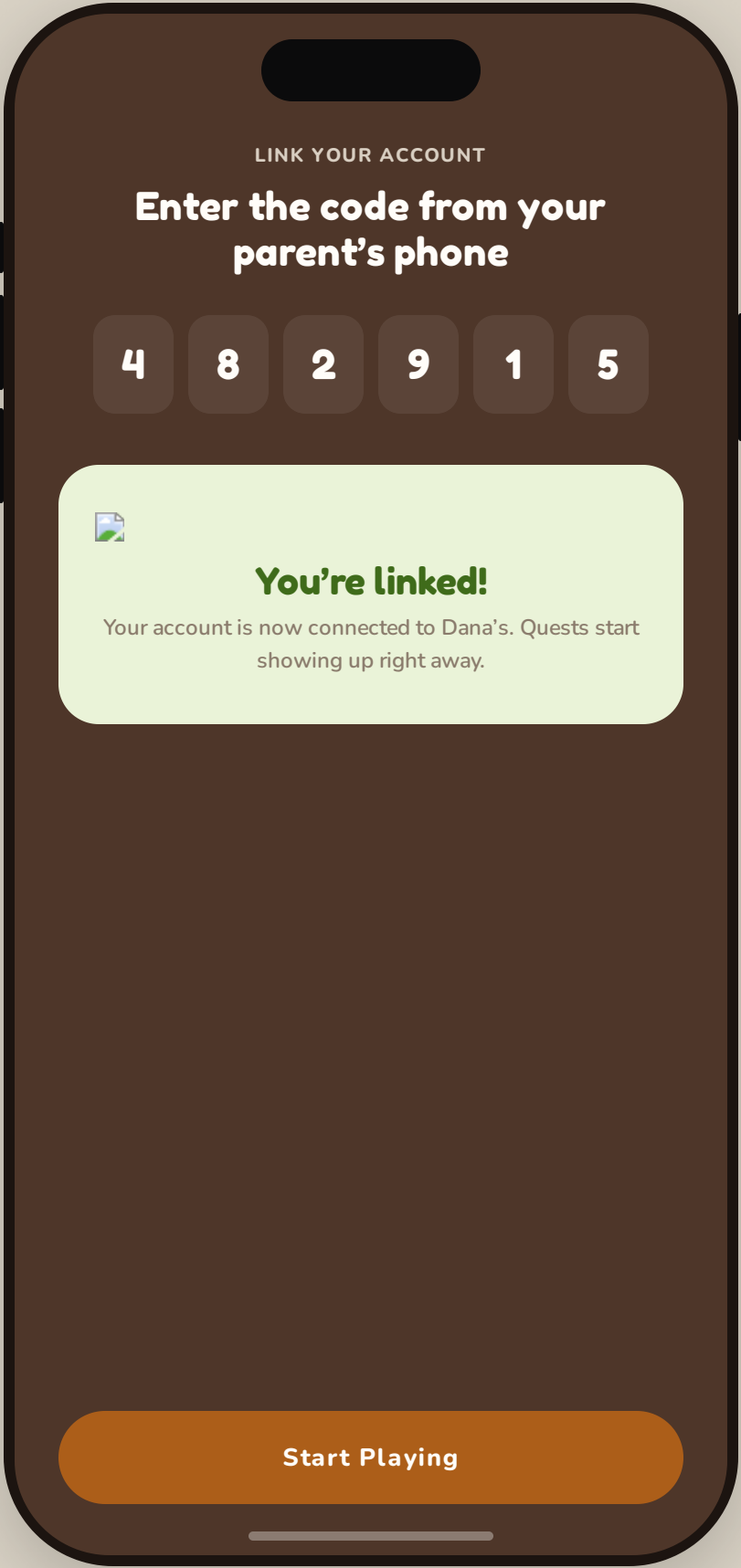
8

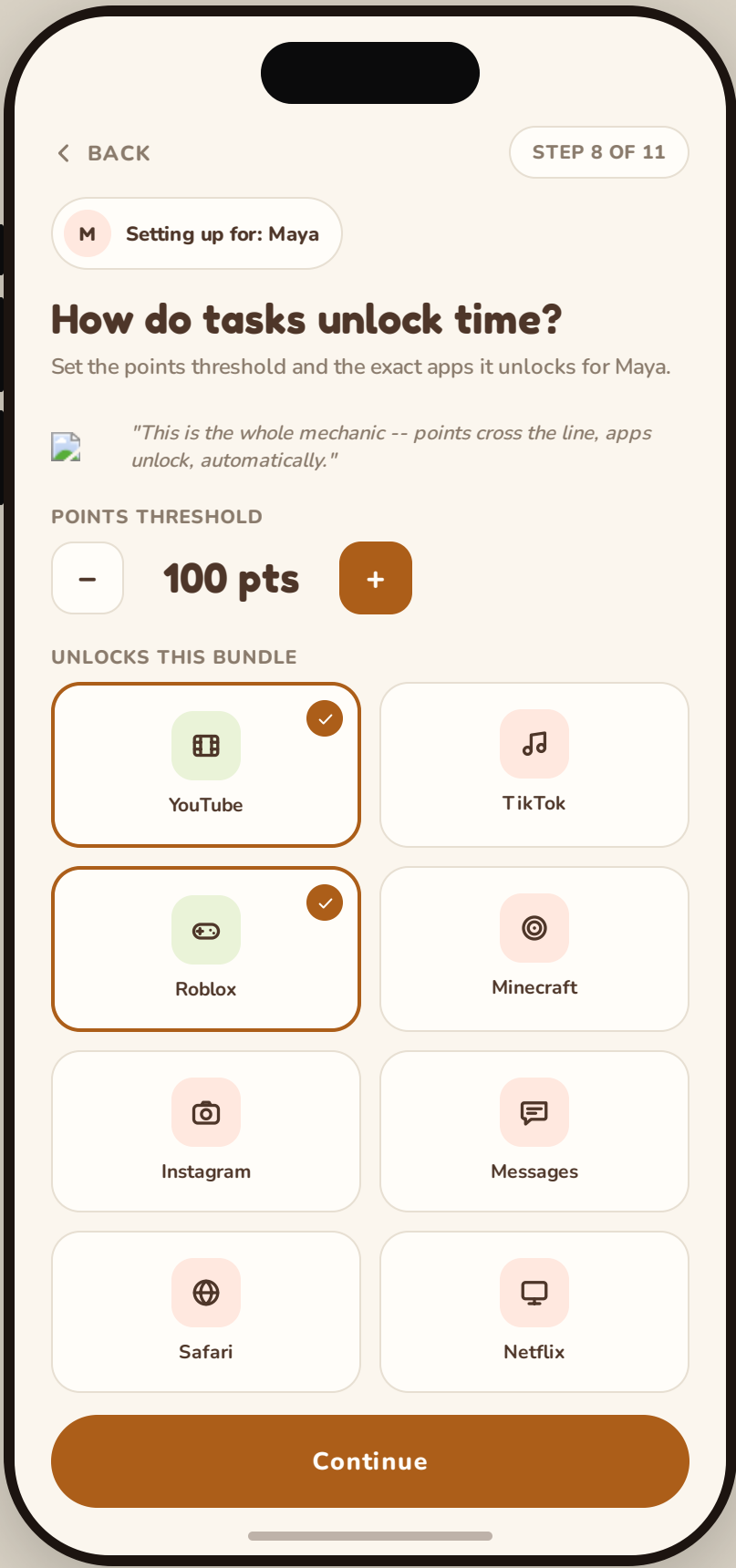
9

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Continue

GOALAROO APP MOCKUPS





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STEP 9 OF 11

Add tasks

Build the chore list every child will see on their Quest Board.
Assign each one to a single child or share it across all of them.



"Add as many as you need -- shared tasks show up for every child at once."

TASK NAME

Tidy your room

CATEGORY

Chore

Reading

Activity

Learning

POINT VALUE

−

15 pts

+

ASSIGN TO

All children

M

 Maya ✓

K

 Kito

VERIFICATION

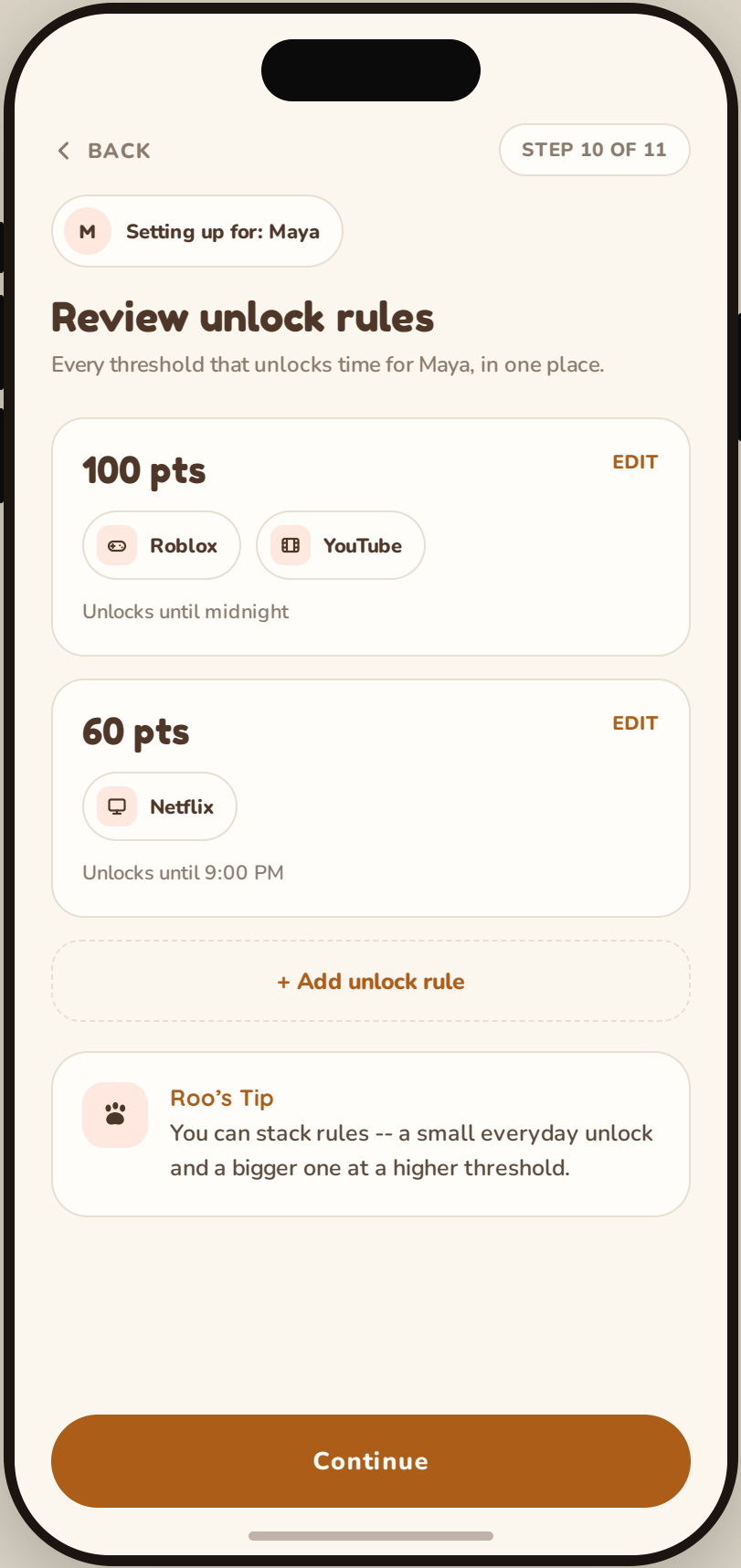
Photo proof

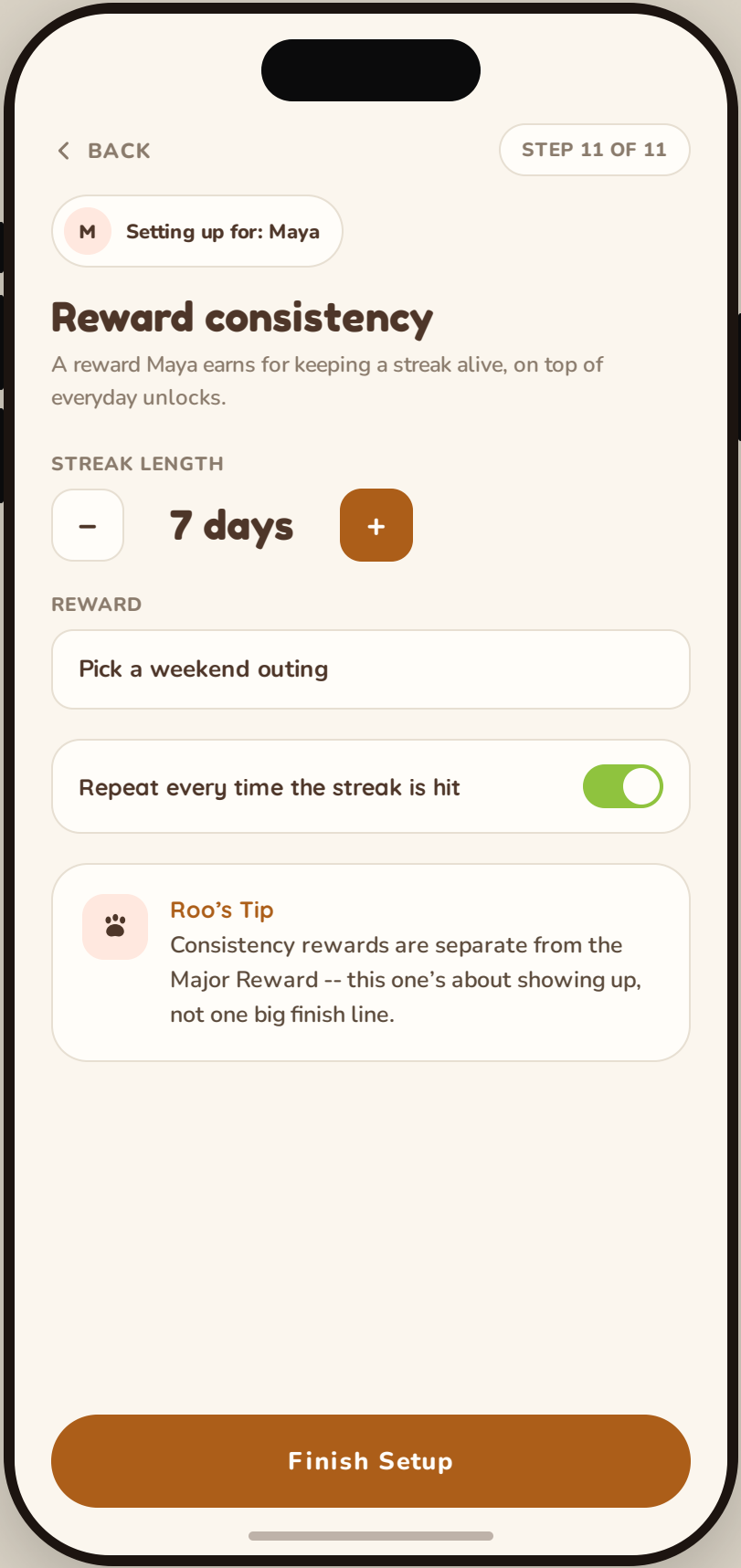
Auto-sync

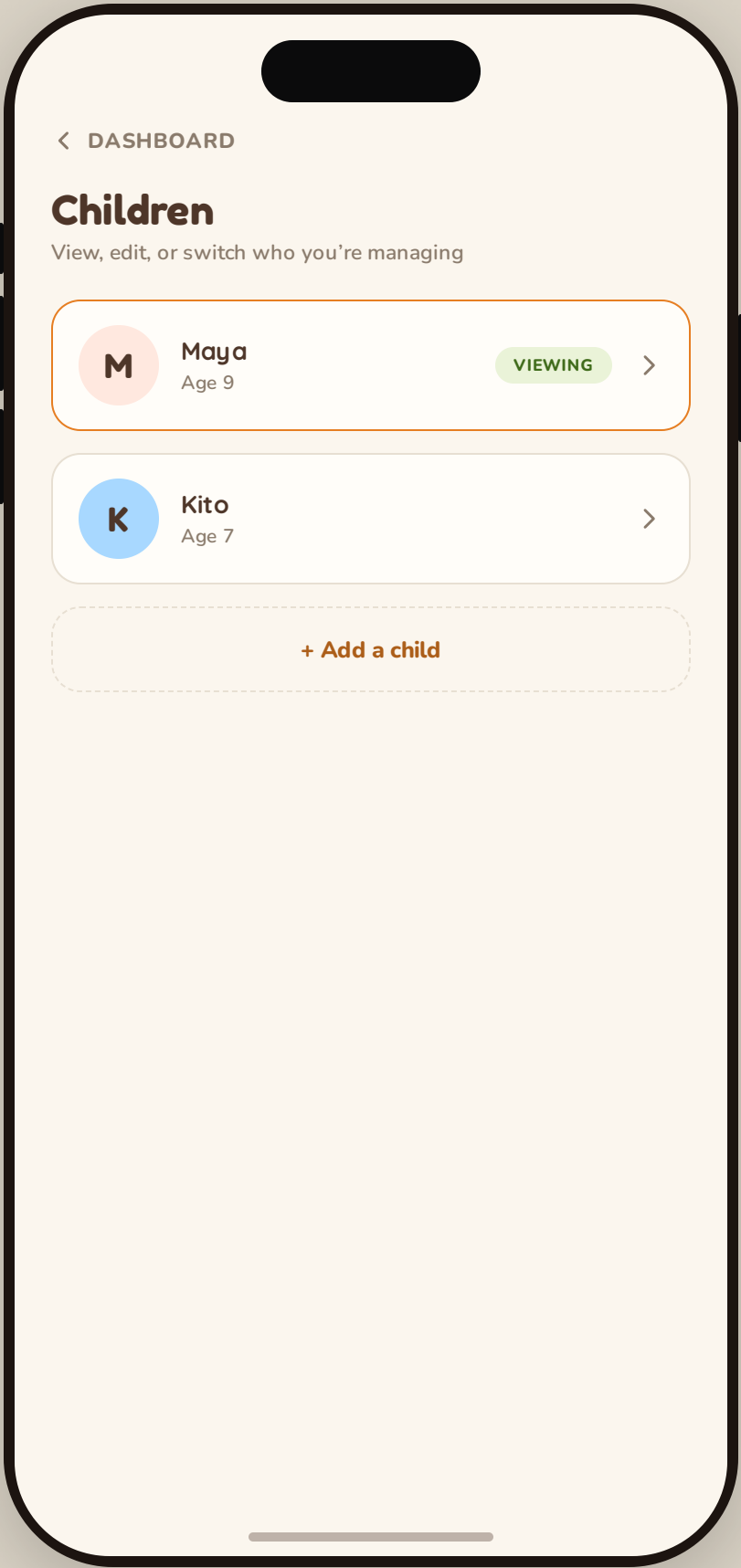
Parent confirms

Add Another Task

Done Adding Tasks









Component & States Reference

EVERY VARIANT, IN ONE PLACE, FOR BUILD

These are the same components the product screens are built from, shown in every state so nothing has to be inferred from a single screenshot. Tokens (color, spacing, radius, type scale) are documented centrally in the Brand Bible and are not repeated here.

Buttons

Hover and pressed feedback (brightness dim + slight scale) is applied globally via CSS, not per-button; it fires on every <button> and <a> in the file automatically, see the Engineering Handoff doc.

Primary

PRIMARY - EMBER DEEP FILL

Outlined

OUTLINED - COCOA BORDER

Secondary

SECONDARY - CREAM FILL

Inverted

INVERTED - DARK SURFACES ONLY

Save Chore

DISABLED

Bottom navigation

Active tab is Cocoa Brown filled per the brand spec; inactive tabs are plain icon + muted label.



Form chips

Selected = Ember Deep fill (an active choice is an in-progress state, not nav chrome). Corrected from Cocoa Brown in this revision.

Chore

Reading

Chore

Reading

UnselectedSelected (Ember Deep)

Quest row, all three states

Not-started carries no color signal, Pending is Ember/Soft-Peach, Complete is Meadow Lemon. Never any other combination.

	Tidy your room Photo proof	+15 pts
	Read for 20 minutes Auto-sync	+20 pts PENDING APPROVAL
	Outside play Photo proof	+15 pts ✓ APPROVED

Status pills (standalone)

Not started

(no pill - neutral surface only)

PENDING APPROVAL

PENDING

✓ APPROVED

COMPLETE

Toggle / Switch



Color token -- Clay Red (new)

The system's first dedicated error/danger token, added in this revision. Used only for Input Field's error state below -- PIN-error and rejected-proof still use Ember Deep per the earlier brand decision; a full repaint of those states to Clay Red is a separate call, not made here.



Input Field

default / focused / error, one component, three states.

DEFAULT

Tidy your room

DEFAULT

FOCUSED

Tidy your room

FOCUSED

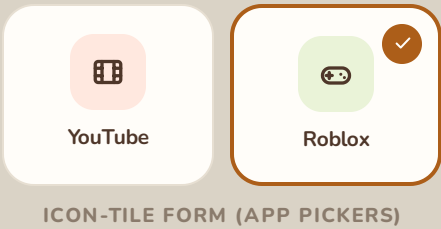
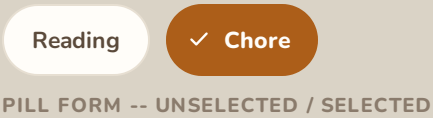
ERROR

✖ This field can't be empty

ERROR -- CLAY RED

Multi-Select Chip

Independent on/off, not a single-choice row like the form chips above. Two shapes ship with this revision: a plain pill (multiselect_chip) and an icon tile for app pickers (app_tile).



Disabled State

40% opacity, no elevation change -- no shadow, no border swap, nothing else moves. Applied via a plain opacity wrapper (disabled_wrap()) so any component can be disabled without a bespoke variant.

Save Chore

BUTTON -- NORMAL

Save Chore

BUTTON -- DISABLED (40% OPACITY)

Roblox

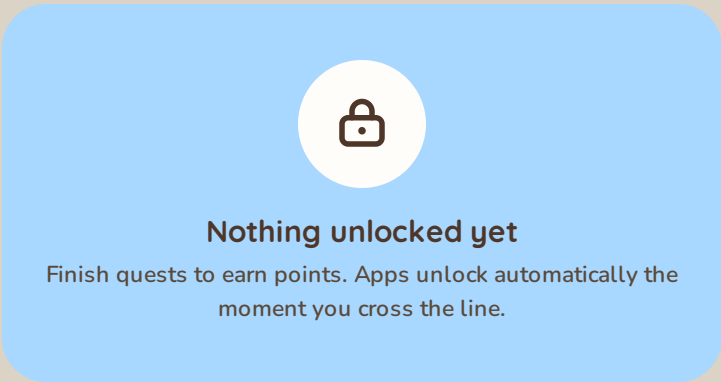
TILE -- NORMAL

Roblox

TILE -- DISABLED

Empty-State Layout

Sky Blue dominant -- reserved for a true empty/nothing-here state (see Time Vault - empty), never for an error. Icon in a white circle, Quicksand headline, Nunito body, optional content below (a disabled preview, a CTA).



Mascot poses

State changes still happen in the surrounding chrome, never on Roo himself -- but Roo now has four real poses to pick from contextually. Never used in an error-state context, any pose.



Happy / Default

General presence -- PIN, Quest Board, Roo profile



Cheeky

Lighter, playful moments -- e.g. the child-linking success screen



Focused

Task-setup / Chore Builder screens



Celebrating

Reward / unlock moments -- e.g. Level-Up

Icon set

Rounded, filled, 20/24/32/48px per spec. Every icon used anywhere in these screens is here; none exist outside this set.



camera



vault



trophy



pause



book



pulse



monitor



clipboard



backspace



xmark



gear



gamepad



message



globe



home



missions



gift



profile



bell



target



shield



help



coin



check



star