

For Project 1, I would like to begin developing an application that serves as a simple to-do list for school based assignments mainly for procrastinators. I feel like there are so many applications that do this, but not in a way that is specific to procrastination.

In concept the application would be much more encompassing than my technical knowledge of Swift currently is. With that said, development on this will likely take longer than just the timeline for this project to complete, and the initial critique will be a proof of concept.

The user begins by setting some guidelines for due dates: long, mid, short term, and tomorrow. Based on the time frames, the user will only see assignments that require immediate action, the rest may be viewed by tapping a control to “show all assignments”.

When the user enters a due date for assignments, the application will automatically adjust the due date to the previous day (I’ll explain why in a moment). When a task’s due date slips between time frame categories, the user will get a notification that the due date is approaching. The closer an assignment is to being due, the more frequent the notifications become. Finally, when an assignment is due tomorrow, the application will notify the user every 2 hours until the assignment is complete. Effectively the date that the assignment is due should be the day prior because that is when it must be completed in order to be presented or handed in on time. If an assignment is past due, the notifications to complete the task will be highly annoying and frequent, pestering the user to complete the assignment.

I’d like the look and feel of this app to be relatively simple, although I’ve played around with the idea of taking design cues from a notebook or traditional planner. Overall though I’d like to keep it distraction free.