

## Preliminary Design Document for Taskemon

### Outline

The purpose of this document is to explore various existing UI designs that we feel will help shape the look and feel of Taskemon's final design. The designs featured here are not necessarily final or even guaranteed to shape the final look; these are just preliminary ideas.

### Task Interface

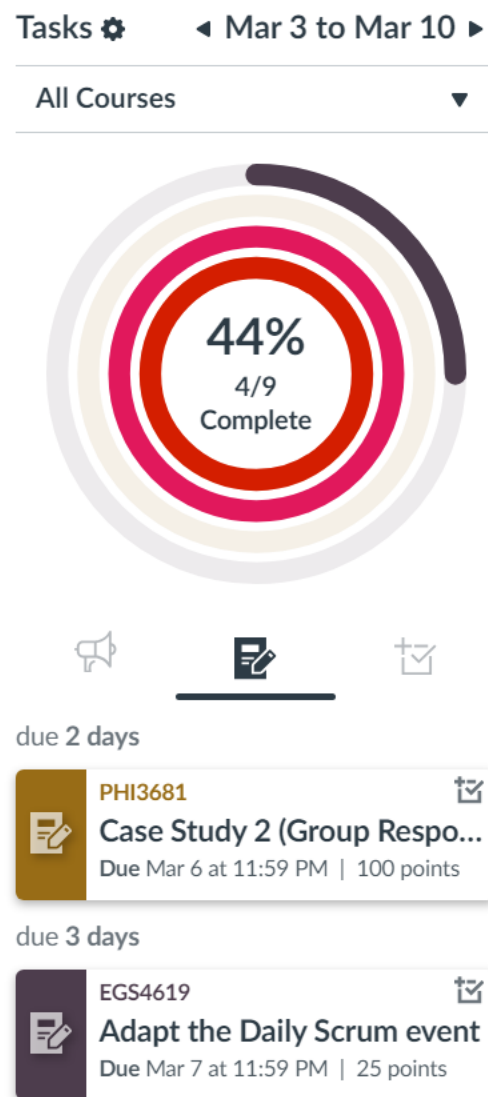
I am particularly a fan of the design of the Tasks for Canvas browser extension (seen on the left).

Arranging assignments in a wheel allows users an easy visualization of their tasks, especially because they are color coded. This is bolstered by the fraction and percent representation of the tasks completed.

Tasks are then seen beneath, with their due dates and weightages. I like the circular box style here; it is clean and reminds me of the aesthetic of dialogue boxes in games, which is a natural aesthetic goal.

Tasks for Canvas color-codes tasks by class, which is useful because users can then click on a part of the task wheel to see tasks from just that class. We could implement something like this by allowing users to specify kinds of tasks (e.g., schoolwork, housekeeping, self-care, etc.).

Additionally, users can easily and quickly hit the checkbox at the top right of any task to mark it as complete. This is an appreciably quick and simple gesture that we should adopt.



## Text



I quite like the font used in the recent Pokémon games. Although I could not find the original font, I found one similar, called Tauri. I think we should use this; it's simple, readable, and pleasing.

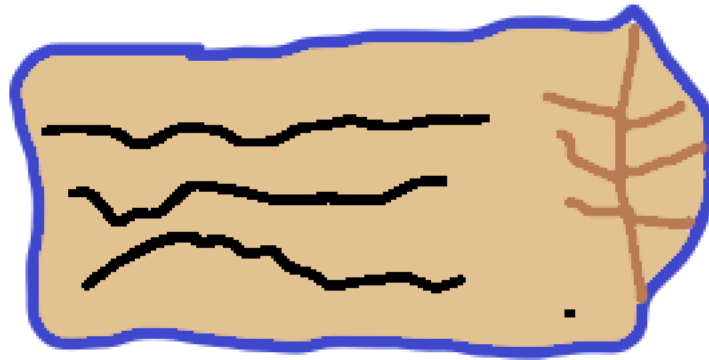
As for text box design, the rounded-corner rectangular style is pretty commonly used

these days. Some games go a bit more out there:



But I'm not sure the vibe we're going for should be so angular, since we want the site to be sort of cute and calming. If we wanted to interject a bit more liveliness, though, we could try something more sharp like this style above.

Maybe to try combining the two, we can do a rounded-corner rectangle with a leaf at the right most side instead of a right side:



I don't think it's the cleanest, but it's interesting. We could also try to put leaf or flower patterns as the background layer of the boxes instead.

### **Friends and Other Users**

I think for the section of the site dedicated to reaching out to other users, we should use tree and vine-inspired imagery, recalling the idea of bonds connecting people and the idea of everyone living together in a forest. Perhaps the "Add Friends" button has vines all over it:

Add Friends

This design is a bit messy and perhaps hard to read, but I think there's an idea here.

## Shop

I think it would be fun to play into the idea of a jungle treehouse sort of thing:



We could have a shopkeeper who sells items on a background like this. It reminds me a lot of another game, *Undertale*.



So instead of scrolling around or something, users can just hit buttons based on what kind of items they're looking for.

