Accessibility Report

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1. Principle of Universal Design

- Equitable use:
    - Our program does not segregate or stigmatize any users. People with varying backgrounds and levels of experience can efficiently utilize our program.
- Flexibility in use:
    - Our program has two types of interfaces (CLI & GUI) and can run on different platforms (Windows & MacOS) to meet the needs of different users.
    - We can build upon this to make our program accessible on more platforms (Android, iOS, and iPadOS) and allow users a greater degree of flexibility in its use. We can continue to improve our GUI in the future and provide a “setting” feature, allowing users to modify theme colors, font sizes, etc. according to their own habits.
- Simple and intuitive use:
    - We have designed our program to have an easy-to-use user interface with a straightforward method of operation as well as clear instructions. As the program runs, it will continuously provide the user with clear-cut and concise feedback when it detects a variety of events, including expected and unexpected ones.
    - Next, we can focus on designing an easy-to-understand "help" interface to help users use our programs more accurately and efficiently.
- Perceptible information:
    - We are using black fonts on a white background to ensure all information is displayed clearly.
    - The user interface of our program can be further improved by modifying the colour scheme (e.g. use high contrast) so that key information and buttons stand out from the background. We can make a short tutorial for new users. In the design of the tutorial, we can try to avoid using lengthy text paragraph descriptions, but instead use text and icons interspersed to enable users to quickly understand key information and basic actions.
- Tolerance for error:
    - Users can perform any action without having to worry about the possibility of our program crashing. We also implemented "undo" and "redo" features to assist them in the event they accidentally perform an unintended action, such as accidentally deleting a project or task.
    - We can provide more constructive feedback such as “Task already exists” as opposed to “Failure to create new task”.
- Low physical effort:
    - The usage of our program only requires clicking on some buttons and/or typing some short commands, which does not require much physical effort.
    - The program can be further enhanced with features such as bulk editing to reduce the number of repetitive actions that occur when users wish to edit multiple projects and tasks at once.
- Size and space for approach and use:
    - Our GUI window has an adequate size to provide a clear line of sight to all important components and information. As of now, our program is designed to

run on computers, so users can use this program seated or standing, so long as they have access to a computer.
    - As this program becomes available for use on more devices (mobile devices, tablets), users will be able to use it in a wider range of ways in the future, and the
    - program will adhere to the principle more closely.

2. Marketing target

The types of users that can utilize our program include but are not limited to:

- Everyone who needs to manage their time and tasks properly, especially those who are busy and have lots of different tasks to complete everyday.
- Forgetful people who need to be reminded of what they need to do.
- Students regardless of what level of education they are receiving.
- Companies that launch numerous projects and form numerous teams where leaders assign tasks to other team members.
- Families where parents assign tasks to their children.

3. Less likely users

The types of users that are less likely to utilize our program include but are not limited to:

- People who have too little or too much stress and anxiety.
- People who are too poor or too good at time management and organization.
- People who do not have access to computers or simply do not want to use a computer to do task management. For example, they may prefer to write in a notebook.