**Focus Farm Design Analysis Report**

**Timer Notes:**

* Different types of timers; timer we used is the “Pomodoro Timer”
  + Pomodoro Timer is a type of timer where the user is prompted to input a study and break duration.
    - Traditional timer starts break immediately after study duration ends
  + Modified traditional pomodoro timer so that after study duration ends, the user can either start
  + Inspired by the “Pomodoro Technique.”
  + Reference: <https://todoist.com/productivity-methods/pomodoro-technique>

*Focus Farm Timer:*

* Pomodoro Timer (modified)
* Break timer does not start immediately
  + Timer increments user info after a session ends, so that the user still gets rewarded and opt to take break or back to main menu
* Tracks exp
* No punishment system (yet)

*Flora Timer:*

* Pomodoro timer (traditional)
* \*tree does (not) track exp
* Manual punishment system (pay to “resurrect” a killed tree if session is stopped). Optional, supposed to put incentive towards staying on task
* Option to plant with friends, specific people, or on own (default)
* Input field to remind the user what they should be focusing on
* Break UI inconvenient; have to tap on story and back to the study UI in order to start another session
* Timer input increments in 5, has a minimum study requirement
* To-do button that acts as a Trello board; shown on side before and during a study session to remind user that they wanted to do

Similarities:

* On start,