

App functions	Platform/Solution	Challenges	User Motivation	Progress Tracking	Social
<div>has a timer</div> <div>Tommy Nguyen</div>	<div>Works on smart phone</div> <div>Tommy Nguyen</div>	<div>Ultimately up to user to study</div> <div>Tommy Nguyen</div>	<div>gamified studying</div> <div>Tommy Nguyen</div>	<div>offers a way for user to have manage/schedule their time for studying</div> <div>Tommy Nguyen</div>	<div>user can study in a group with others</div> <div>Tommy Nguyen</div>
<div>provide study methods</div> <div>Tommy Nguyen</div>	<div>Could as be used on a computer</div> <div>Tommy Nguyen</div>	<div>The app has no control over the user's enviroment</div> <div>Tommy Nguyen</div>	<div>encourage taking breaks</div> <div>Tommy Nguyen</div>	<div>User can write out their goals</div> <div>Tommy Nguyen</div>	<div>progress can be shared if user allows, helpful for accountability</div> <div>Tommy Nguyen</div>
<div>gives user ability to modify notifications so that important messages can still get through</div> <div>Tommy Nguyen</div>	<div>A website-based version will probably not be as effective compared to an app</div> <div>Tommy Nguyen</div>	<div>notifications from phone</div> <div>Tommy Nguyen</div>		<div>give user reports on how long they have been studying and when</div> <div>Tommy Nguyen</div>	<div>A leaderboard system based on amount of study sessions done</div> <div>Tommy Nguyen</div>
<div>can play music to help user focus</div> <div>Tommy Nguyen</div>		<div>user's lack of motivation</div> <div>Tommy Nguyen</div>		<div>has a streak counter, based on whether the user met their goal for that day</div> <div>Tommy Nguyen</div>	
<div>it could limit what websites/apps could be opened while studying (mainly on computer not phone)</div> <div>Tommy Nguyen</div>					