Sean Staton, Declan Brinn, Matthew Brown,
Caiden Emerson, Travis Nickerson
Dr. Sepideh Ghanavati
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COS 420/520 - Software Engineering

<u>Deliverable 0</u>

Team Name: AndroidMonke Productivity
Category: Productivity
App name: **NO Monke-ing Around!** (NMA!)

Overview: This app / game tracks "time on-task" for a user's given activity. "Time on-task" provides rewards in game. The game itself takes the form of an idle-simulator - for instance, a banana tree would grow during "time on-task." The more a user is on-task, boosters and additional rewards would be provided.

Link to Google account: One feature that we would like to integrate into our productivity application is the ability to sign into the app with Google. This functionality would enable the user to not have to create a new account for the app, as well as give them the ability to import events from Google calendar into the integrated application calendar. This would save the user time as they would not have to re-enter important events into NO Monke-ing Around.

Export: Another feature which we want to implement into our application is the ability to export the week's data onto another device. This functionality would mainly be targeted toward say a teacher implementing this application into their teaching curriculum. The students using the application would export their data, and the teacher would be able to look at each student's data. The ability for the teacher to have students' data would enable them to maybe grade their students on their use of the app to stay on task with homework assignments.

Notifications: In addition to the previously mentioned features, another aspect of the app that we want to implement is notifications that remind the user to continue using the app. One similar application that uses this feature is Duolingo. Duolingo sends you periodic notifications in order to encourage the user to engage with the app and keep learning a language. This feature is geared towards users who struggle with long term organization.

Grows tree over given lifespan: The structure of the tree growth will be laid out as follows: the first stage (the sapling) would consist of 10% of the time allotted to focus on the activity, the second stage (the adolescent) would consist of the next 15% of the focus time, the third stage (the full-grown) would last for the following 20% of the time allotted to focusing, the fourth

stage (the old) would last for 30% of the focus time, and the last stage (the ancient) would last for the remaining 25% of the focus time. The tree would "evolve" between each stage, transforming into the next stage. Then, if the user ever closes the app, the tree dies.

Different Trees: There will be five different trees: oak tree, palmetto tree, pine tree, redwood tree, banana tree. In order to progress, the user must spend prerequisite total hours focusing on the application. If the user spends 0 to 2 hours they get an oak tree, 2 to 5 hours they get a palmetto tree, 5 to 10 hours nets the user a pine, 10 to 50 is a redwood, and lastly 50+ hours earns the user a banana tree, and the accompanying swinging friend: *name to be workshopped later*.

Similar Applications:

Flora (Matthew Brown) - This application is similar to ours on a surface level. When the user enters the application, they're prompted to plant a seed. While the user focuses, a timer ticks downward and user-entered text, or motivational messages, appear on the screen. The tree does not grow on the screen, but if the user exits the app, they get a notification that they killed their tree. The similarities between Flora and NO Monke-ing Around would be that both carry to-do lists, both have specified times to focus, and both reward the user for focusing longer and longer amounts of time by giving the user different trees. The main differences between the apps would be the expansiveness and the animations. NMA! would not only carry a to-do list, but also prompt the user to begin their deadlines early and give slightly threatening messages and prompts to the user when they inevitably procrastinate. NMA! will also have integration with the user's google account, so progress can be synced across android devices, and can also be exported for experimental data collection, say for an educational program. Flora has none of these features. Flora is also absent of any animations or animals, which NMA! will be full of. Essentially, Flora is a basis for half of NMA!, given that it's about focusing and not killing trees, yet our app will take this concept and expand on it tenfold to make the entire experience more fun, usable, and moderately disconcerting for the user – though only disconcerting if the user cannot manage to stay ahead. The other half of NMA!, the calendar integration, reminders, and google linkage will be completely new and fresh, making NMA! distinguishably different from its rivals.

Productive - Habit tracker (Declan Brinn) - This application is a more traditional productivity app. Its main feature is a calendar and task list, both of which are laid out in a fairly formal looking UI. This app focuses on building healthy habits and planning a task schedule. One way that our app is similar is a calendar integration. Like Productive - Habit tracker, NO Monke-ing Around! will have a calendar functionality which will allow the user to clearly list tasks and events for each day. Unlike Productive, NMA! will give the user the option to import events
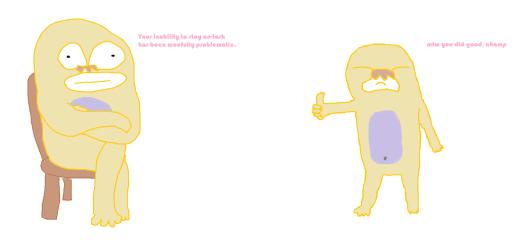
from their google calendar account. Another key difference between our application and Productive is the addition of the tree growth feature. Our app will add this mini-game like feature in order to keep the user more engaged with the app. Another similarity between NMA! and Productive - Habit tracker is the ability to view statistics about completed tasks. NMA! however will have an additional feature which will allow the user to specifically view statistics about time on task, rather than just completed tasks/events.

Productivity Challenge Timer (Caiden Emerson) **-** This application is similar to ours in that it tracks your productivity by counting your time on task. It also lets you check off tasks and track projects. What sets this app and NO Monke-ing Around! apart is this app lacks a visual representation of your time on task and instead just uses a timer to show you your progress. NMA! will show you your time on task in the form of a tree that grows the longer you spend focused on work. Another thing that Productivity Challenge Timer lacks is the ability to create a to-do list. NMA! plans on including a feature that allows you to add your assignments and check them off as you complete them.

User Stories:
1) As a professional, I would like calendar functionality so that I may keep my schedule organized.
2) As a user, I would like the ability to unlock different kinds of trees to increase my motivation to use the app.
3) As a user, I would like push notifications, so that I can be reminded to use the app.
4) As a competitive person, I would like a time based leaderboard in order to compete with my friends.
5) As a procrastinator, I would like to be able to visualize my time tracked on the app so I can easily tell how much time I spend off track.
6) As someone who struggles to focus, I would like in-app push notifications, so that I may be engaged and reminded to continue using the app.
7) As someone with sensitive eyes, I would like dark mode so that I don't strain my eyes with the typical format.
8) As a user, I want to be able to login through my existing accounts (Google) so I can be more efficient.
9) As a user, I want to be able to export my tracked data to different computers, so that I can view my data easily.
10) As a procrastinator, I want to be able to set goals for myself so that I keep myself motivated.
11) As a mother, I want family-friendly options, so that my children are able to use the app to focus on schoolwork.

12) As a student, I want to be able to track my schoolwork goals, so that I may be held accountable over time for my busy schedule.
13) As a school-teacher, I want a guest option, so my students can use the app in class to focus on schoolwork.
14) As someone who owns a small business, I want an app that tracks my progress being productive, so I can track and be proactive with a self-set schedule.
15) As a student, I want reminders sent to my phone so that I can remember my due dates.
16) As an environmentalist, I want my virtual trees to be converted into real trees so that I can actively help save the environment.
17) As someone who plays mobile games, I want to be able to spend money on this game so that I can progress faster and unlock more mutations.

— concept art —