

Development of Osiris App: “Finish all, finish on time” Improving time management

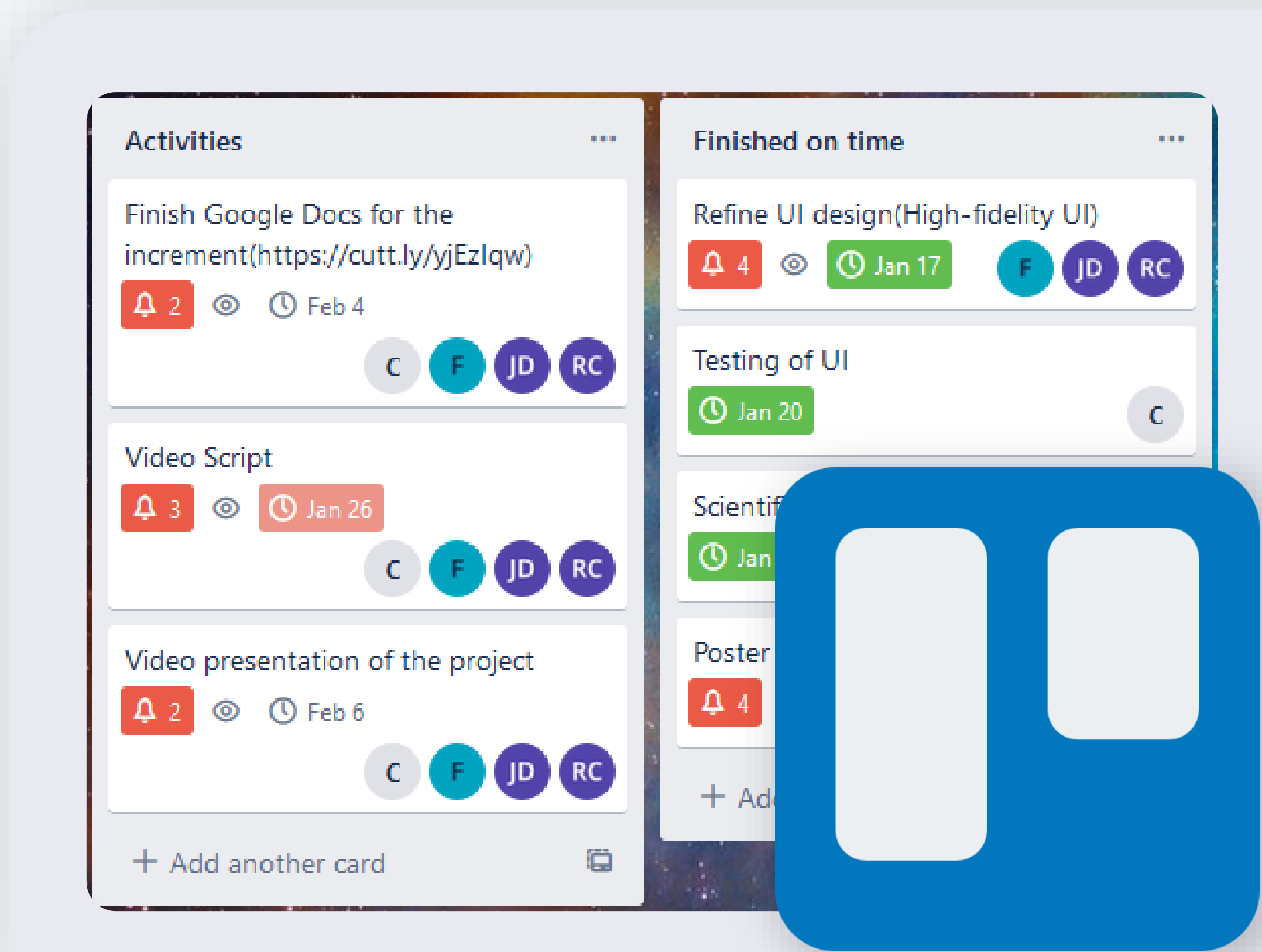
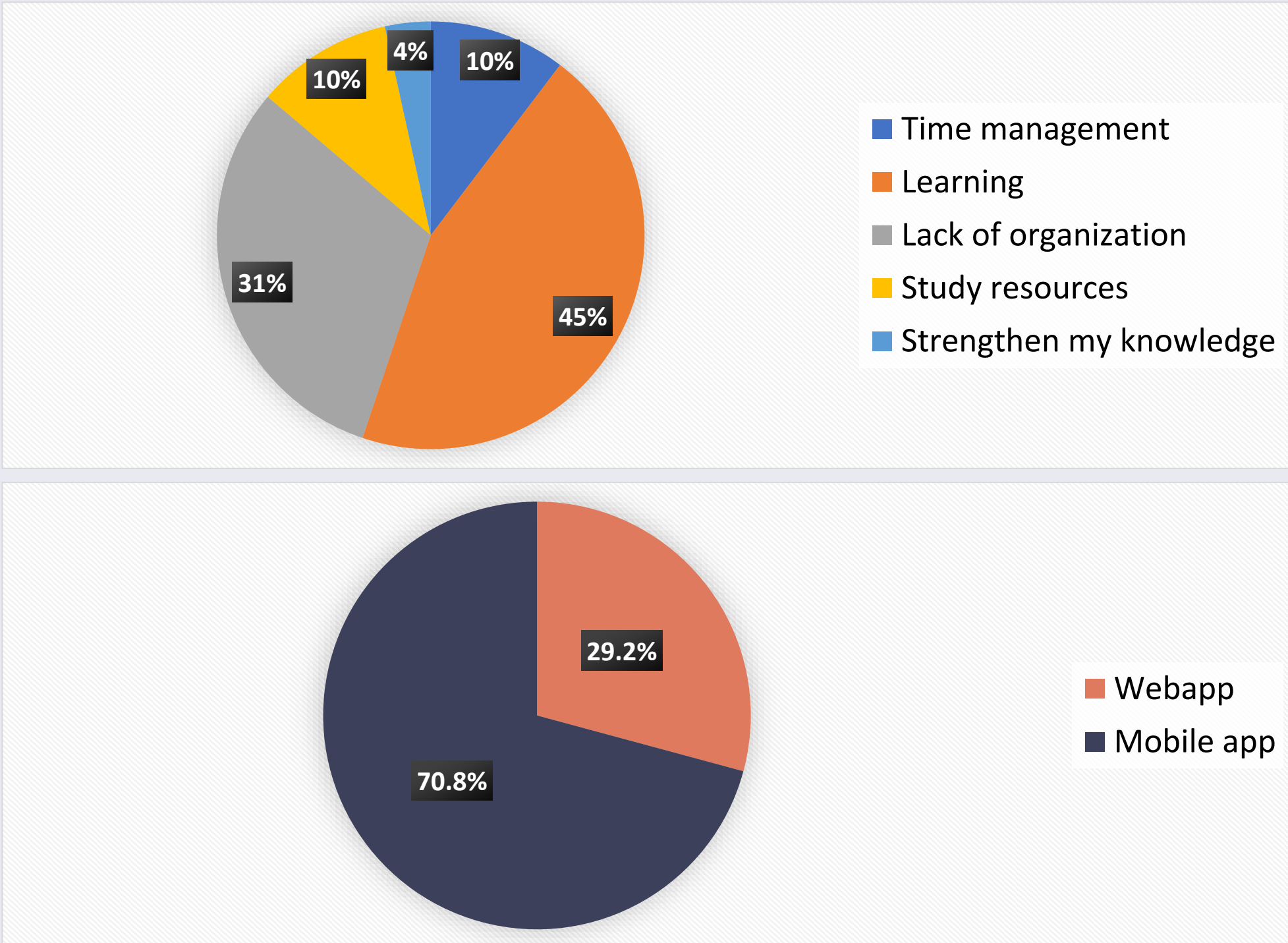
ABSTRACT

This article presents the different stages throughout the development process of the **Osiris App**. It mainly includes the recollection of requirements and the design stage where it demonstrates the traceability between the information collected and the high-fidelity prototype.



RESULTS OF THE INITIAL SURVEYS

In order to find out the purpose of our application, we performed a couple of surveys to our classmates.



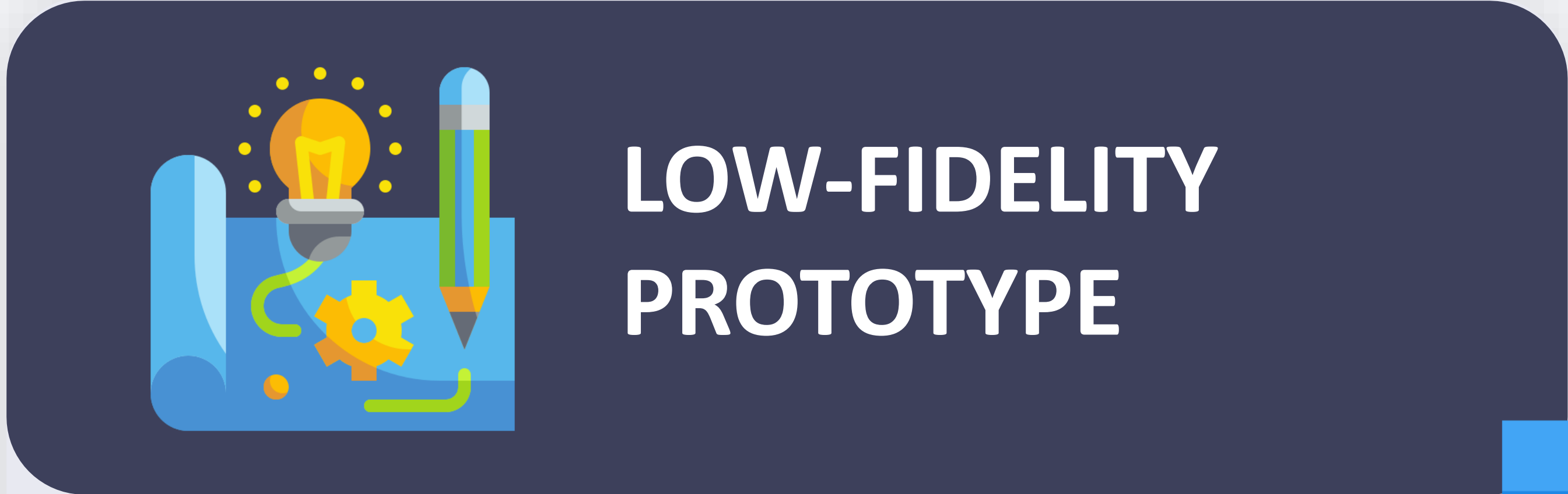
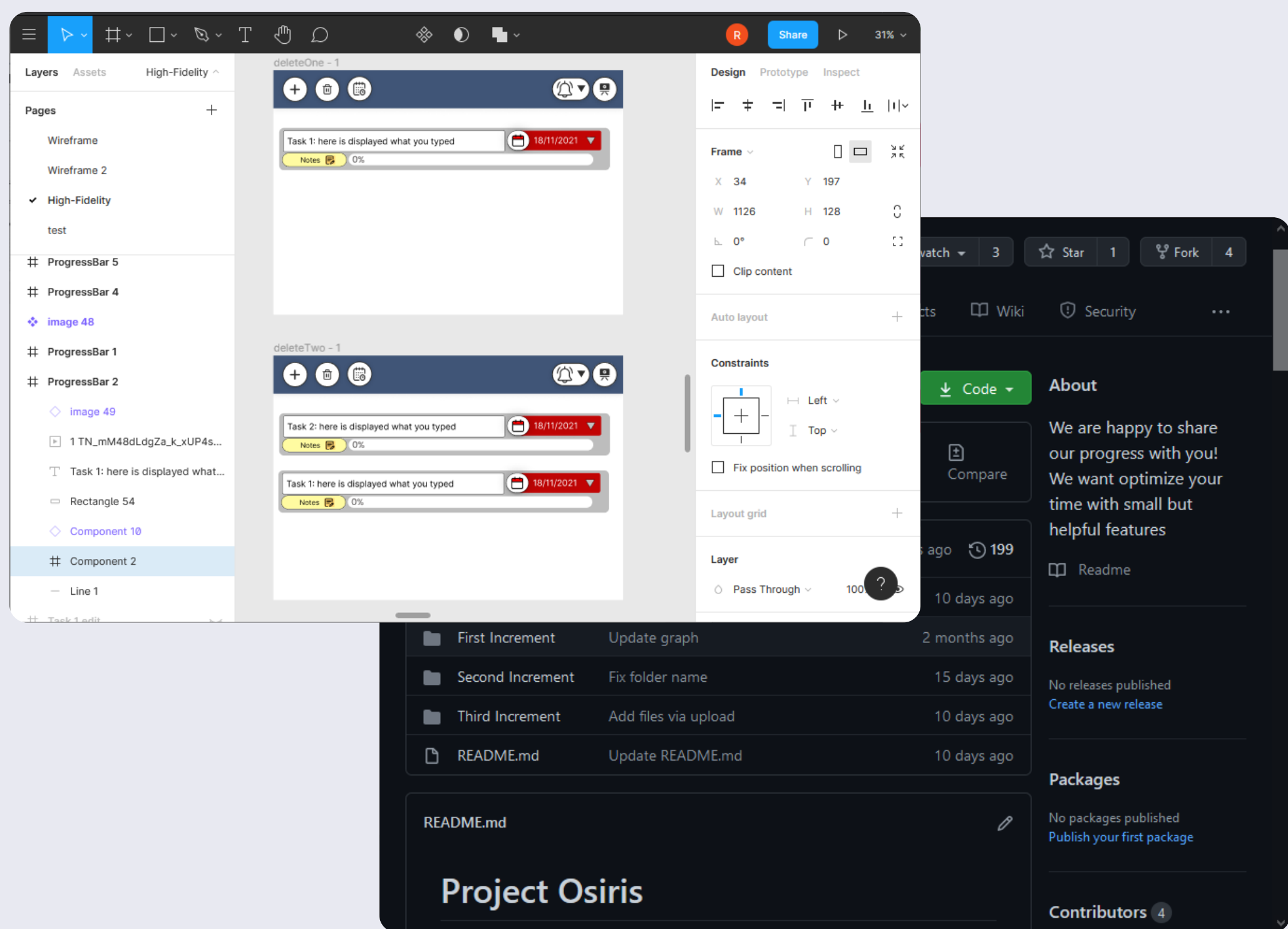
ORGANIZATION: TASK ASIGNMENT AND MEETINGS

Using **Trello**, each team member was assigned a task according to their needs. We also constantly scheduled meetings via **Microsoft Teams**.

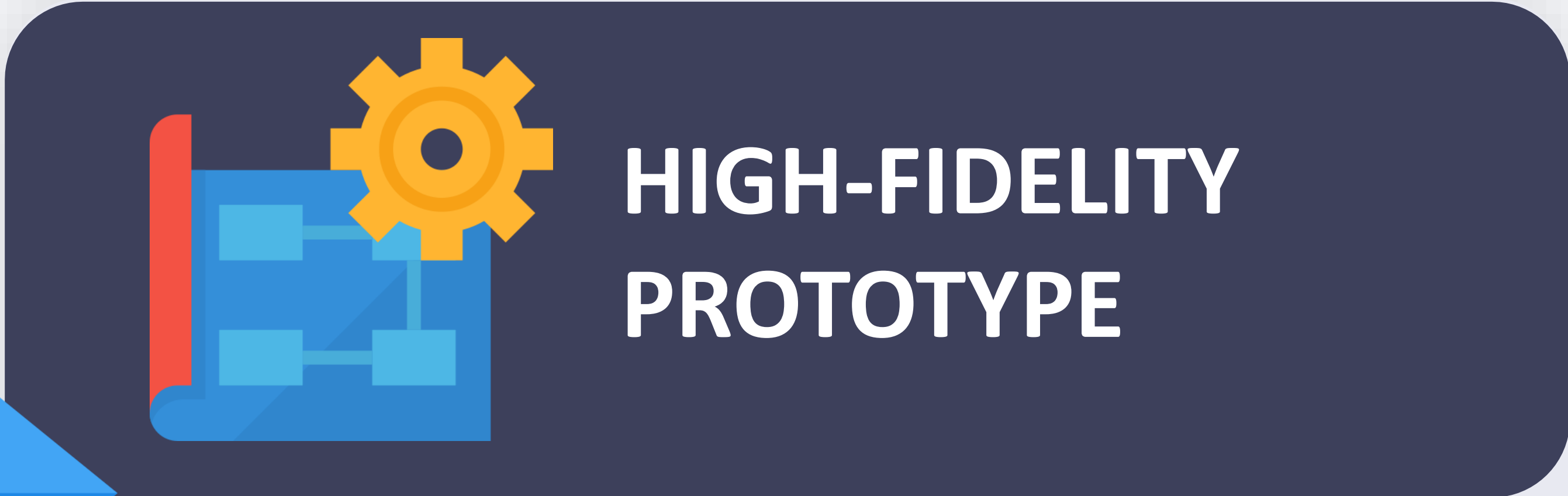


DEVELOPMENT TOOLS

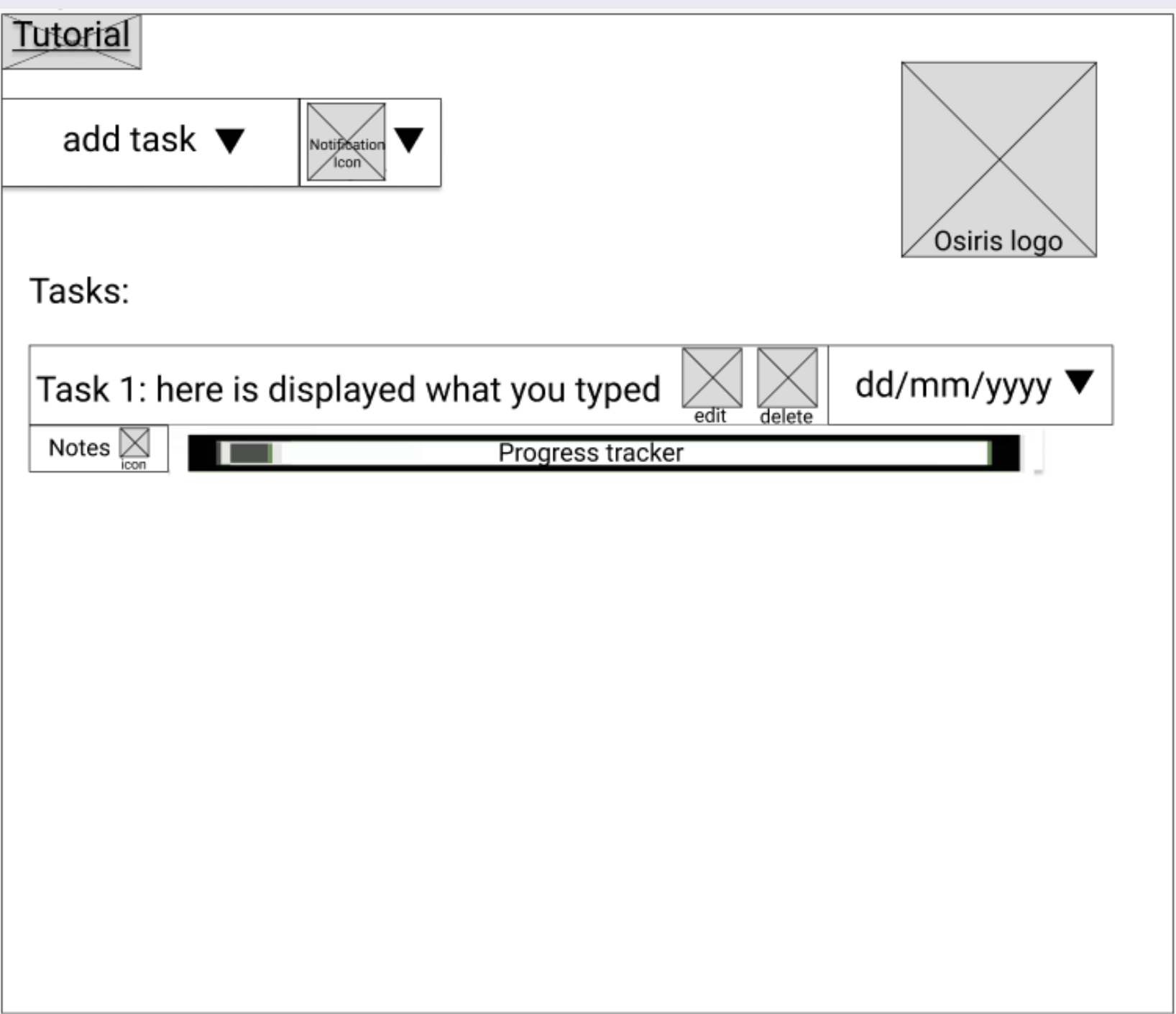
The main tool we used through our entire project was **Figma**. In there, we made every prototype of our application. Then, we used **GitHub** to backup our entire progress.



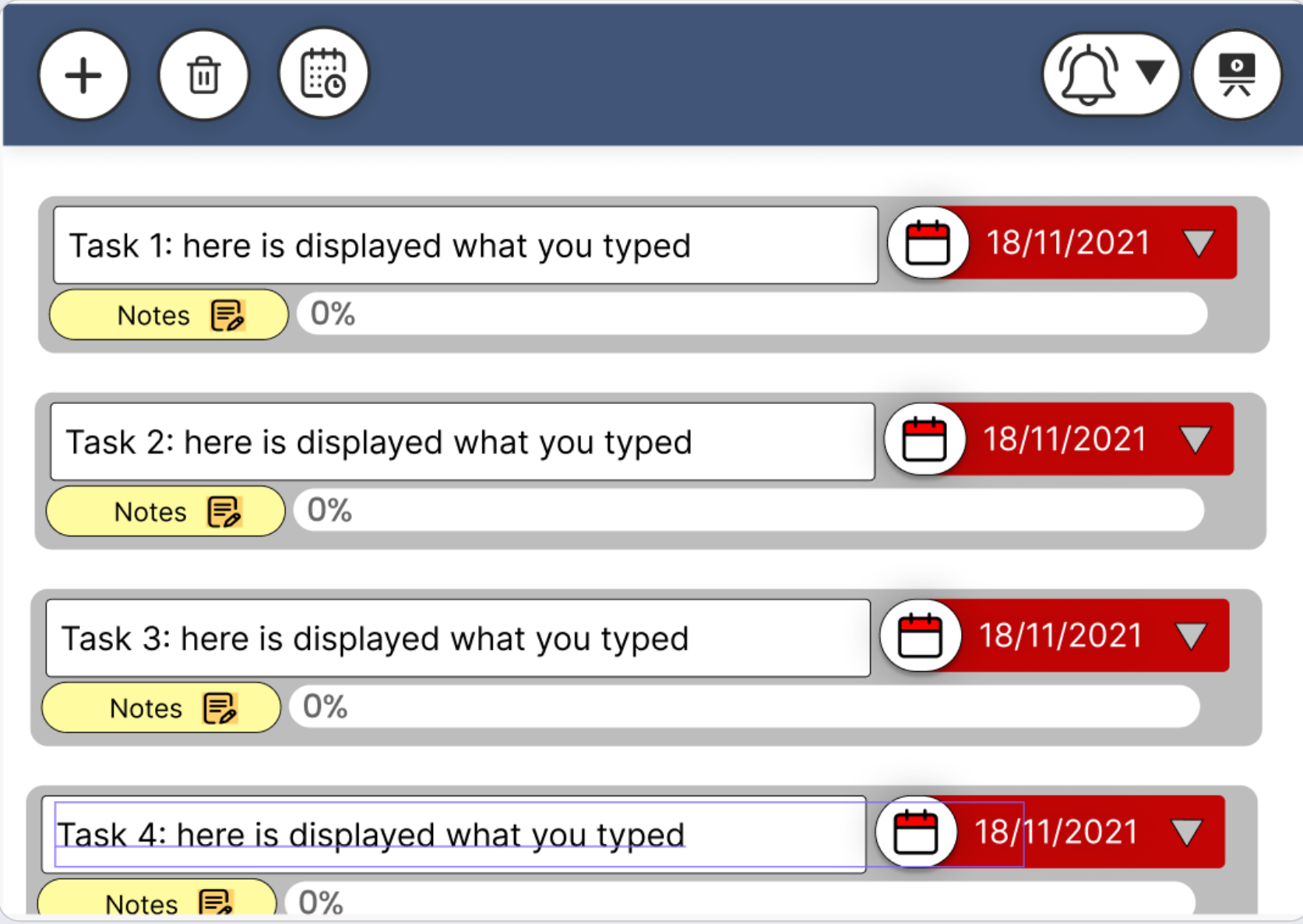
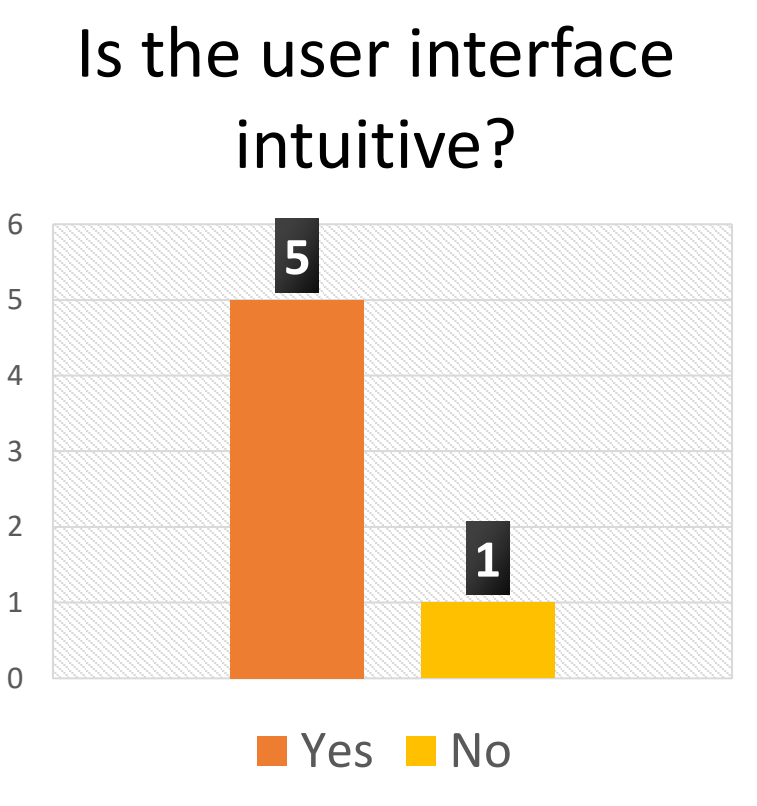
LOW-FIDELITY PROTOTYPE



HIGH-FIDELITY PROTOTYPE



After completing the prototype, **tests were applied to a small selection of people**, these were the results:



The feedback was overwhelmingly positive, which made us choose this as the final prototype.

