Mobile Applications Coursework – Post Mortem

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To access the code, please follow this link:

https://github.com/JCR21598/RR-SmartScheduler

To access video demonstration, please follow this link:

https://drive.google.com/drive/folders/1kMosyqh9zy-fGPR0NzNwmSXjjscJ63Ld?usp=sharing

The following document is an in-depth reflection of the developed application named *Smart Scheduler.* It will be discussed and analysed all the things that were implemented well and what was not developed as successful with the user experience and functionality of the app. It will also be covering the future work that can implemented with the current version of the application.

Project Evaluation

This project was successful for bringing a new approach to the market. However, it is understood that this is not by any means a perfect application for time management. Here are some of the observations that have been made after completion of the application:

- Firstly, the method used will not be the best or most favourable option for everyone. This is fully expected as not everyone completes tasks at the same rhythm or technique. However, the intentions were to bring a different method for individuals

- There are some good concepts for the UI, however, this is another area that could be further improved to make a more stylish and modern application

- The application has to some degree features that allows it to be flexible, however, more features could be brought to the application for the user to get a better experience. Features such as being able to edit and tasks or add a task to the current cycle are ones that for sure could create a positive impact towards the application

- Would be of interest to compare this methodology with other methods, such as Pomodoro and Eisenhower Matrix. This could give a further and more detailed explanation if whether the current functionality can help other individuals perform better or worse with other methods.

Within the video demonstration, I discuss some similar thoughts when it came to me critically analysing the application at time 7:07.

Further Work

The following list are proposed ideas as to what could be the following implementations for the application:

- Throughout research it was encountered an improved method for Round Robin Scheduling. Mishra, M.K. and Rashid, F. (2014) came up with a new algorithm that is a combination between Round Robin and Shortest Job First (SJF). This technique works by readjusting the time quantum with each end of cycle. Therefore, through the use of this method or another variation, there seems potential for better results.

- More data can be gathered when it comes to User Experience and User Interface. As there are things that could be added/removed or relocated to a different part of the view. This testing is to understand if

the application is a natural intuitive or if users struggle handling it. As well as to understand their thoughts behind the current design.

- After discussing the application with another individual, who is a Personal Trainer. Was commenting how it would be nice to have an application for his gym classes that could do similar things to what the current project is at. Therefore, further research could be conducted on the currently existing applications for gyms and examine what gap could be satisfied within the exercise domain.

Was not able to add the “future implementation” to the final video demonstration due to time constraints, however, in the link provided for the demo, there is another file with additional videos that were created but didn’t make it due to time.