Time Garden

JNJ Inc. – Elman – Mahilum – Yosores

Project Description:

Time Garden is a time-management app that lets you plant and grow flowers by not using your phone during a set timer. With a wide array of flowers to plant seeds from, alongside various time requirements- the user could grow their own personal garden from the efforts of not using their phone. With features such as whitelisting apps specifically for productivity, and a storage space for finished plants. Time Garden aims to curb the people's compulsive need to use their cellphones by setting small but realistic goals with tangible rewards of a flourishing garden.

Requirements Summary:

Minimum Requirements	Processor Cores	Dual Core
	OS	Android 6.0 or iOS 9.0
	RAM	2GB
Recommended Requirements	Processor Cores	Quad Core
	OS	Android 8.0 or iOS 11.0
	RAM	4GB
Other Requirements	Permissions	Notifications, Storage

Table 1. System Requirements

The system's requirements are based on those of applications such as BDO Online.

Prototype Description:

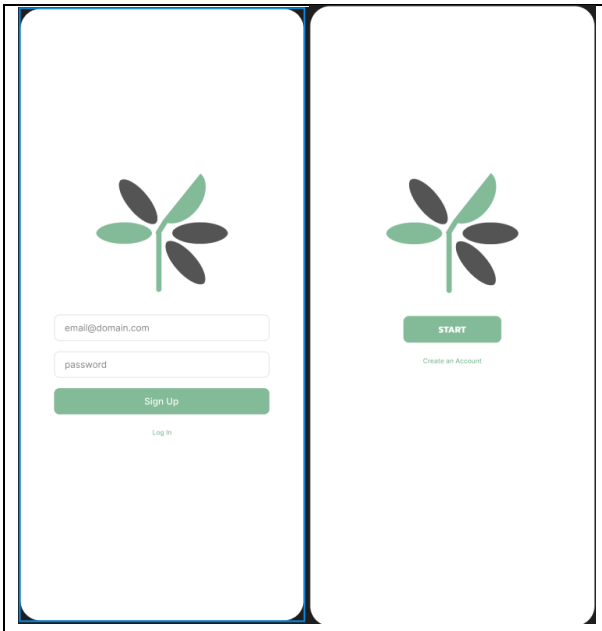
This Time Garden prototype was created in Figma, a collaborative software and website for the ease of creating prototype apps and websites.

Figma Project Link:

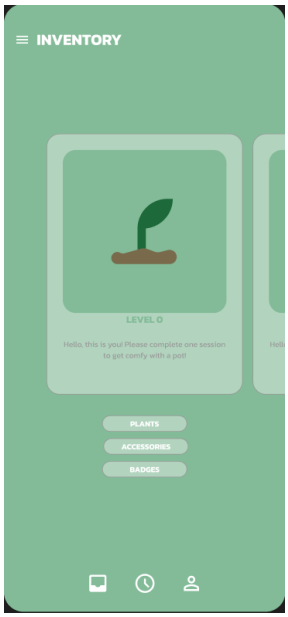
https://www.figma.com/proto/7JSeaJvLF1xCU8jgIlvTJZ/Untitled?node-id=0-1&t=PLdcsRQMkEaH65Qn-1

User Scenario:

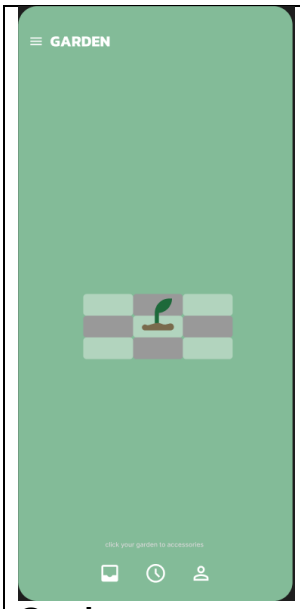
A high school student is finding it hard to focus on her homework and studying for exams as she often gets sidetracked by notifications from social media apps like Instagram and Snapchat. Despite setting goals to study for a certain number of hours each day, she ends up scrolling through her feeds for hours. She discovers Time Garden, an app that could help her reduce her screen time. By earning plants and building a virtual garden, she feels motivated to spend less time on her phone and more time on her studies.



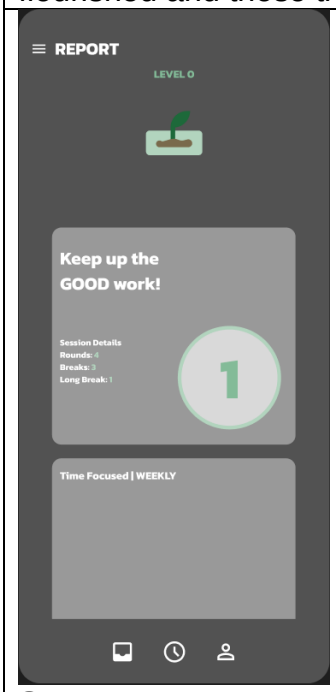
Log In Page
This is the login page of the application. Users can register and/or login with their credentials.



Home Page
This is where the user can start their first few plants and timers.

<table>
<tr>
<td> 

Garden
The Garden is where the user will be able to see plants that are growing, has flourished and those that have withered.</td>
<td> 

Pomodoro Timers
This is where the user will plant their seed timers.</td>
</tr>
<tr>
<td> 

Summary Report
This page contains the statistics of all the user’s actions.</td>
<td></td>
</tr>
</table>

Rationale:

The team decided to use Figma due to its ease of use with smooth and stunning results. It also has solid collaborative features that provide the means to give feedback in real time with other designers.

Initial Evaluation Plan:

With the current prototype, JNJ Inc. has decided to focus more on finishing up the remaining UI elements so that the application will be usable for users.

Usability Specifications:

Time Garden wishes to provide the means to reduce distractions with its features, not to become a distraction by itself. With this, these are the criteria that the team will aim for to achieve usability:

- Accessibility: Because of the app's nature, a minimalist design with soft colors should be prioritized, with font size and typeface being carefully considered to reduce eye strain.
- Performance: To avoid unnecessary time spent on the app that could inadvertently cause the user to migrate to other apps from the wait, the performance must be smooth in order to guarrantee as little time is spent on the app.
- Minimal Noise: The app must have very few auxillary features as the purpose of the application is to keep users away from the device for the chosen amount of time. The features must be straightforward and direct, as to avoid distractions in the brief moment the user opens the application to start a timer or check their growing garden.

Roles:

The team aims to get at least 10 participants in conducting the evaluation of Time Garden. The three members of JNJ Inc. Are divided into these three roles:

Developer/UI Designer Manager	**Task**
Jayford Mahilum	will record the duration of user interactions with a task section, document the user's experience, and communicate the task that the participant will perform
Nathan Yosores	will record the duration of user interactions with a task section, document the user's

	experience, and communicate the task that the participant will perform
Jhonna Mae Elman	will record the duration of user interactions with a task section, document the user's experience, and communicate the task that the participant will perform

Time Interpretation for Time Garden

Task	**Highly Acceptable**	**Not Acceptable**
Log In	Within 1 minute or below	Above 30 seconds
Setting Timers/Planting Seeds	Within 3 minutes or below	Above 3 minutes
Checking Garden	Within 3 minutes or below	Above 3 minutes
Checking Summary Report	Within 2 minutes or below	Above 2 minutes

Heuristic Evaluation:

The team's evaluation of Time Garden will utilize the 10 Usability Heuristics method developed by Jakob Nielsen. This approach ensures a comprehensive assessment of the app's usability and user experience.

Visibility of System Status

Time Garden will have a dedicated page for every action the user makes, such as timer setting, seed planting, and overall statistics in various timeframes.

Match Between System and Real World

The application mimics the real-world activity of gardening and time management, which makes terminology such as, "Plant a new seed" and "Set a timer" reflect these familiar concepts.

User Control and Freedom

The user could set a timer anytime they wish or plant their seed anywhere on the board. However, once a user plants a seed and sets its timer, they are not allowed to use their device, except for whitelisted applications, or else their planted seed would wither. This specific mechanism, while restrictive, is ultimately meant to keep the user from using their device.

Consistency and Standards

Time Garden has a very simple function loop that will not change fundamentally, even if the developers add new features. This is to ensure that using their devices would lessen from the application's routine.

Error Prevention

Despite the harsh mechanics of the application, there are still some failsafe features in case of human error such as setting the wrong amount of time on a timer or planting on the wrong location, in which one can cancel immediately without consequence, if ten (10) seconds of the timer has not passed.

Recognition rather than Recall

Time Garden will create objects, actions and options visible and recognizable, so one is able to speed along common actions with little error.

Flexibility and Efficiency of Use

The app is made to be accessible to new users and constantly interesting to experienced users. There will be a quick menu where advanced users can use to navigate or return to easily, while new users have easy to articulate action paths that encourage familiarity. This approach benefits both groups and all that is in between.

Aesthetic and Minimalist Design

Time Garden especially needs a minimalist design so that the user is not overwhelmed or overstimulated with clutter, which is the opposite of what the app is intended for.

Help Users Recognize, Diagnose, and Recover from Errors

The app will document and readily show exactly what kind of errors the application is experiencing, with very little jargon, to make it easy for the user to troubleshoot their problems.

Help and Documentation

Time Garden will have a short opening tutorial at the start of the application and one can always return to this tutorial if one needs a refresher on certain aspects of the app.