**Project Description**

ANTOS (Achiever's Navigating Technical Organized Scheduler) is an android application designed to help students better manage their time and achieve their goals. The app targets college and high school students who struggle with pacing and organization, especially in online learning environments. Key features include a calendar view, task prioritization, goal setting and tracking, and customizable reminders.

**Requirements Summary**

| **Requirement** | **Minimum** | **Recommended** |
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| **Minimum Requirements** | Processor Cores | Quad-core processor for efficient data processing and sensor management. |
| OS | * Custom embedded OS optimized for real-time air quality monitoring and connectivity. * Compatibility with Android and iOS for app integration. |
| RAM | 2GB RAM to handle continuous data processing and user interface operations |
| **Recommended Requirements** | Processor Cores | Octa-core processor for enhanced performance and multitasking capabilities. |
| OS | * Custom embedded OS optimized for real-time air quality monitoring and connectivity. * Compatibility with Android and iOS for app integration. |
| RAM | 4GB RAM to ensure smooth operation, faster processing, and improved user experience. |
| **Other Requirements** | Permissions | * **Purpose:** To provide location-based air quality analytics and alerts. * **User Control:** Users can enable or disable location tracking and set preferences for location-based notifications.    |

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| OS | Android 6.0 | Android 8.0+ |
| Processor | Dual-core 1.6 GHz | Quad-core 2.2 GHz+ |
| RAM | 2 GB | 4 GB |
| Permissions | Storage, Notifications | Same |

**Prototype Description**

The ANTOS prototype was developed using Figma, a web-based UI design and prototyping tool. Figma was chosen for its collaborative features, ease of sharing, and ability to create interactive prototypes.

Key screens of the prototype include:

A screenshot of a computer screen

Description automatically generatedA blue and yellow planner

Description automatically generated with medium confidence

The dashboard provides an overview of the day's schedule and top tasks.

A calendar with a number of months

Description automatically generatedA screenshot of a cell phone

Description automatically generated

The calendar view allows users to see and manage events by day, week, or month.

*User Scenario:* Sarah, a college sophomore, opens ANTOS to plan her week. On the dashboard, she sees her classes for the day and top 3 tasks. She navigates to the calendar view to add a study group meeting. In the goal view, she updates her progress on her semester project milestone. She then reviews the task list, marks a reading assignment complete, and adjusts the priority of upcoming deadlines.

The prototype design aims to provide a clear, intuitive interface for managing schedules and tasks. The dashboard gives a focused view for the day, while the calendar and task list allow for bigger picture planning. Goal tracking helps maintain motivation.

Based on initial user feedback, we made the dashboard more scannable and added the ability to reorder tasks by drag-and-drop in the task list view.

**Initial Evaluation Plan**

Usability goals for the prototype include:

* Users can add and find events in under 30 seconds
* Users can understand and use the priority system for tasks
* Users find the goal progress visualization motivating

To evaluate the prototype, we will recruit 15 college student volunteers to participate in remote usability testing sessions. Each session will involve the user sharing their screen as they work through the following tasks:

1. Add a new event to the calendar
2. Mark a task complete and reprioritize the remaining tasks
3. Set a new goal and add milestones
4. Customize notification settings
5. Find and edit an existing calendar event

We will measure task success rates, time on task, and user error rates. Post-task, users will complete the SUS and a brief questionnaire about their experience.

The prototype performs well against Nielsen's 10 usability heuristics, with clear system status, user control and freedom, consistency, and error prevention. Areas to improve are error messages and help documentation.

Survey questions will cover ease of use, utility of features, and suggested improvements. Results will be analyzed to identify usability issues and inform the next design iteration.