Project Description:

MindSet is a mobile to-do list and collaboration app developed by **Team ARC** to help students and professionals stay organized and productive. It allows users to manage tasks, set deadlines, write notes, receive reminders, and collaborate with others on shared tasks where only the creator can mark them as complete for clarity. Designed for Android devices, MindSet works well on both low-end and high-end phones, making it accessible to a wide range of users. The app's interface was prototyped using Figma to ensure a simple and user-friendly experience that supports both personal productivity and teamwork.

Requirements Summary

Minimum Requirements	Recommended Requirements
Single-core processor	Quad-core processor or higher
2 GB RAM	4 GB RAM or more
Android 5.0 (Lollipop)	Android 9.0 (Pie) or newer
Internet connection for collaboration and syncing	200 MB or more of free storage Stable Wi-Fi or mobile data connection

Table 1. System Requirements

MindSet works on most Android devices. It needs at least a single-core processor, 2 GB of RAM, and Android 5.0 (Lollipop) to run. For better performance, a device with a quad-core processor, 4 GB of RAM, and Android 9.0 (Pie) or newer is recommended. The app requires internet access for syncing tasks and collaboration, and it needs permission to send notifications and access storage.

Prototype Description

Figma link: https://www.figma.com/proto/tr8TBLIABXVmRvfwHhleTQ/IT104?node-id=156-112&p=f&t=xBVQQBIDEejLPkfP-1&scaling=scale-down&content-scaling=fixed&page-id=0%3A1&starting-point-node-id=153%3A108&show-proto-sidebar=1

Overview

MindSet is a mobile to-do list and collaboration app made to help students and professionals stay organized and work more effectively. It was designed using Figma, which allowed the team to test and improve the user interface before full development. The app includes features like task creation, reminders, notes, and the ability to work on tasks with others. Unlike regular to-do apps, MindSet supports teamwork by allowing shared tasks and friend requests, making it ideal for group projects and shared goals. It is built for Android and works well on both low-end and high-end devices.

Technique	Description
Usability Specifications	Defines clear, measurable goals that demonstrate how efficiently, effectively, and satisfactorily users will complete tasks deemed essential. These metrics provide objectives for design and evaluation.

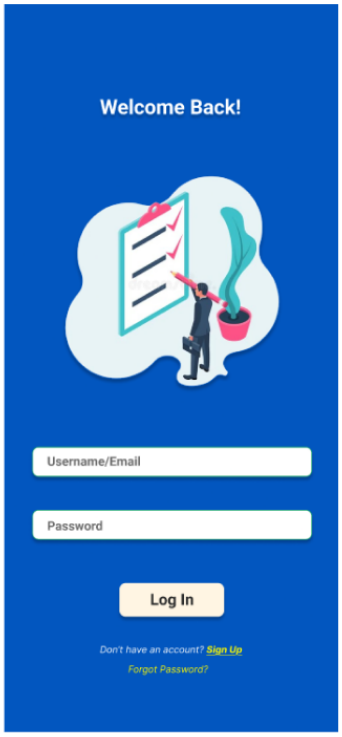
Heuristics Evaluation	Utilizes usability experts to evaluate the interface systematically according to established usability principles (e.g., Jakob Nielsen's 10 heuristics) in order to reveal insightful, potential design flaws.
Participant Survey and Feedback	Obtains qualitative and quantitative responses from users themselves provided through surveys, interviews, or usability tests to describe the user experience, potential issues, and potential improvements.

Table 2.

MindSet Mock-up/Prototype

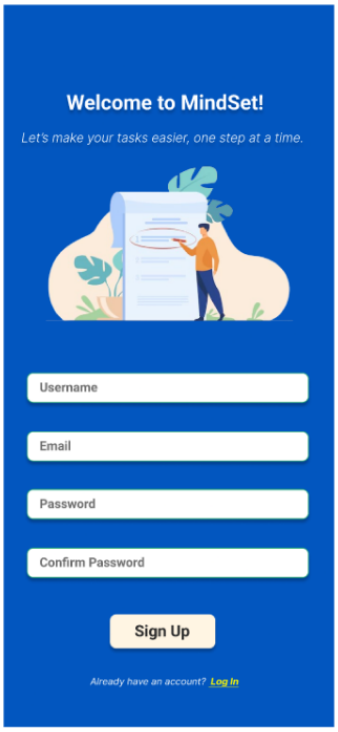
Landing Page

The MindSet app's landing screen introduces the brand, highlights its value as a task manager, and provides clear "Login" and "Sign Up" options.



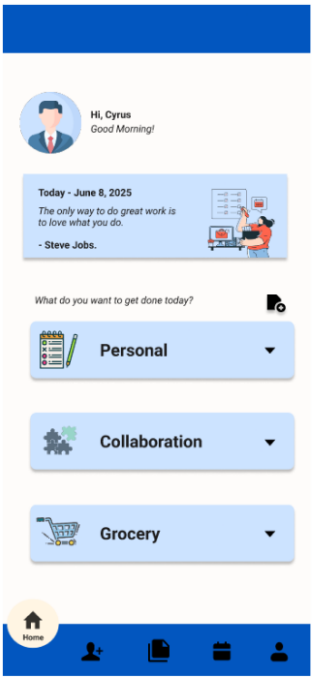
Login Page

A login screen includes a greeting, input fields for credentials, a login button, and links for account creation or password recovery.



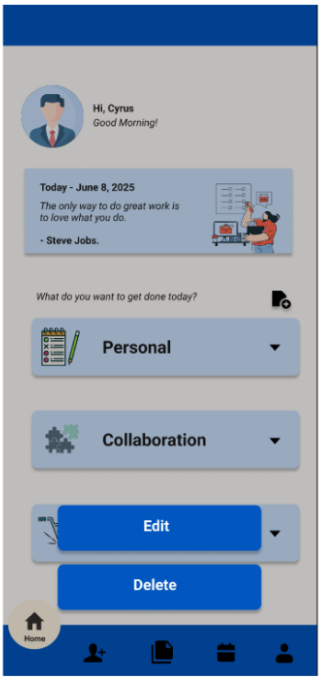
Sign Up Page

A serif typeface with decorative strokes is used on a sign-up screen that includes a welcome message, input fields for registration, and action buttons.



Dashboard

A personalized task app dashboard displays a user greeting, today's date with a quote, and expandable task categories. A bottom nav bar offers quick access to other features.



Personal Edit/Delete Button

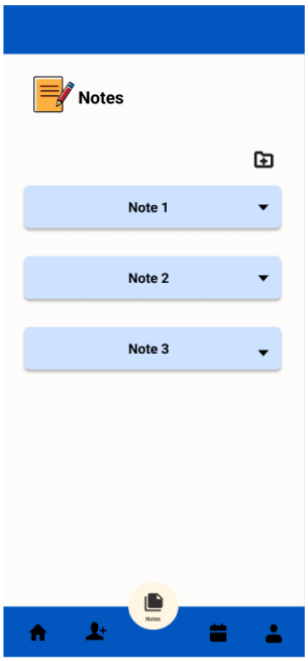
The expanded "Personal" category shows "Edit" and "Delete" buttons, letting users quickly manage or remove tasks like "Grocery."

Add Task Category

A mobile dashboard shows a blue "Add Task Category" overlay with a button, allowing users to create custom categories beyond the default options.

Add Friend

The "Add Friend" screen features a search bar for finding people, a "Friend Requests" section with "Accept" and "Decline" buttons, and a bottom nav bar for app navigation.

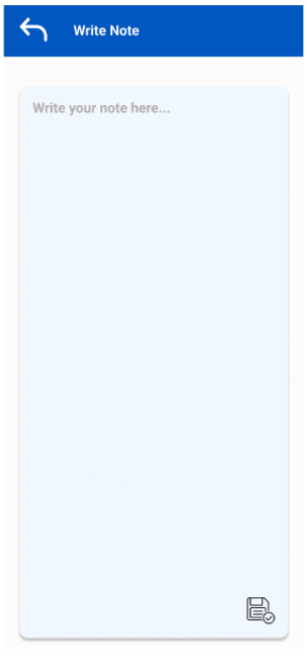


Notes Page

The "Notes" section displays a title with an icon, a folder icon for organization, and a list of notes with dropdowns for actions like edit or view. A bottom nav bar shows other app features.

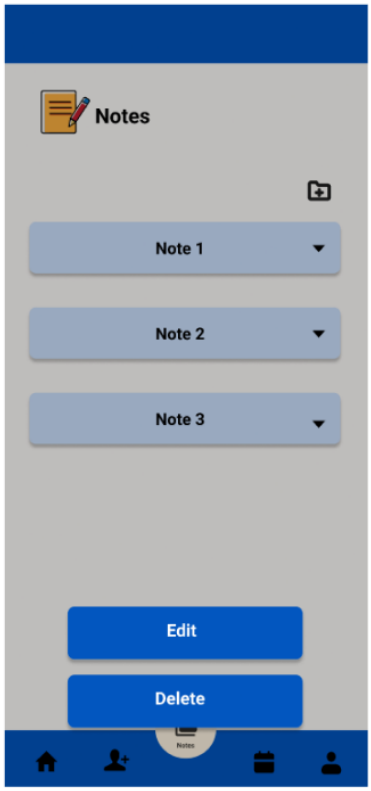
Add Notes Button

The "Notes" section shows an overlay with a "Notes Title" input and an "Add Note" button, letting users quickly create new notes.



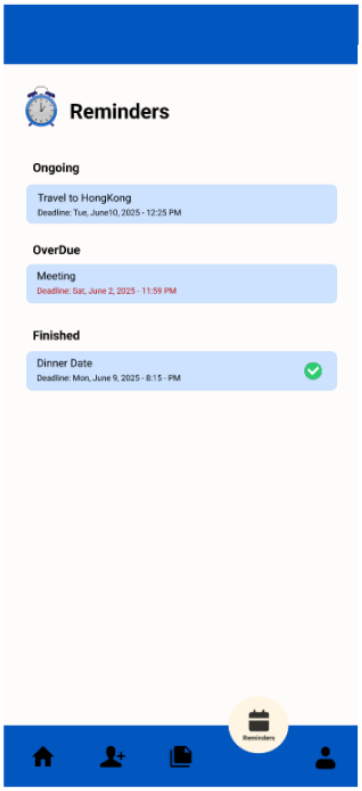
Note Sample 1

The note-writing screen features a "Write Note" header with a back arrow, a large text box with a placeholder, and a save icon to store the note.



Note Edit/Delete Button

On the "Notes" page, expanding "Note 1" reveals "Edit" and "Delete" buttons for quick modification or removal.



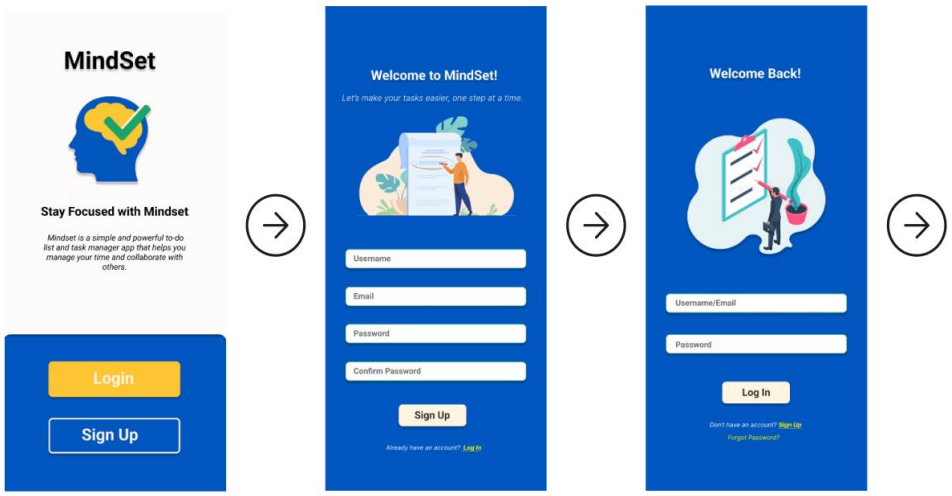
Reminder Page

The "Reminders" page sorts tasks by status Ongoing, Overdue (in red), and Finished with titles and deadlines. The bottom nav bar shows "Reminders" as the active section.

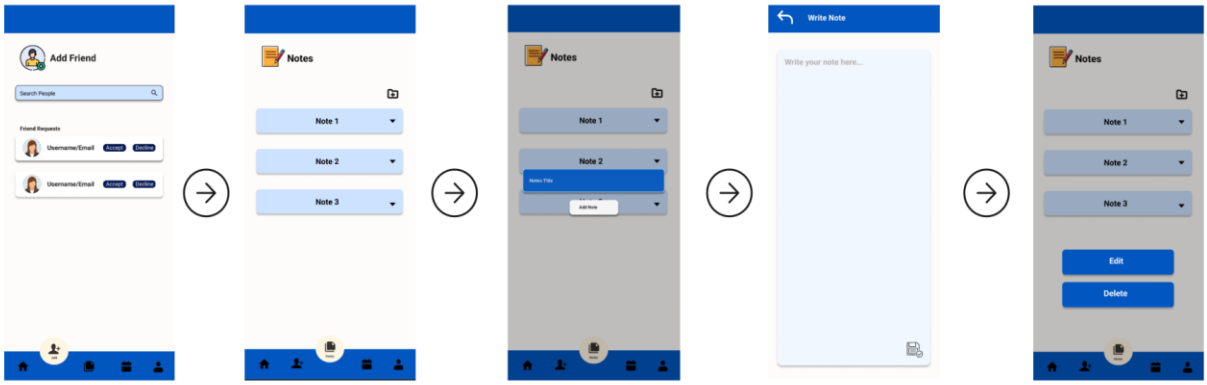
Profile Page

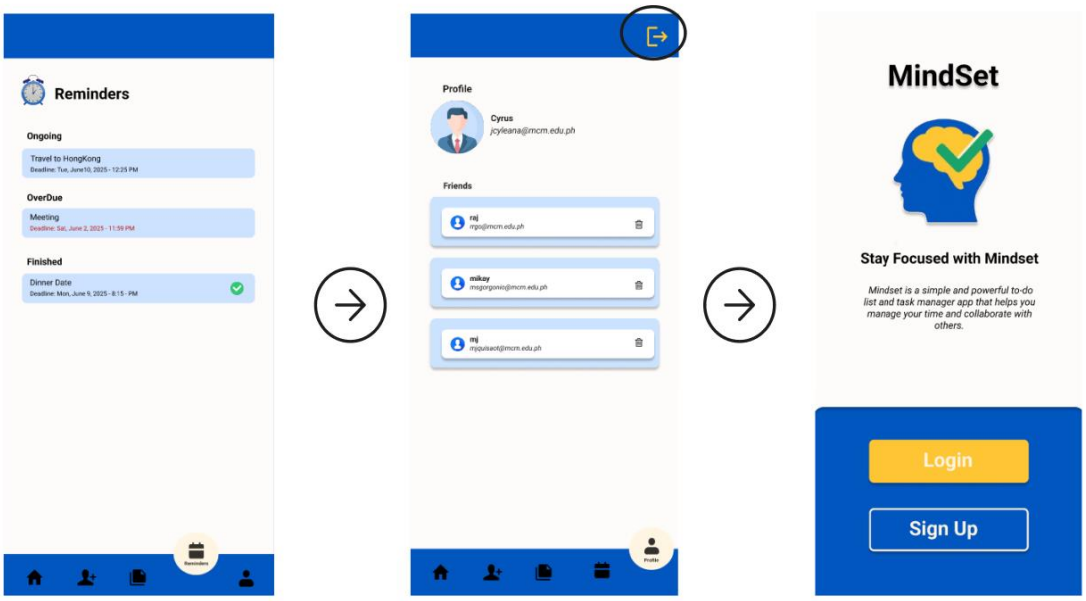
The profile page for "Cyrus" displays his name, email, and a "Friends" list with names, emails, and delete icons. The profile tab is highlighted in the bottom nav bar.

Prototype Flow




Hi, Cyrus
Good Morning!
Today - June 8, 2025
The only way to do great work is to love what you do.
- Steve Jobs.
What do you want to get done today?
Personal
Collaboration
Grocery
Home
Add Task Category
Add Category


Add Friend
Search People
Friend Requests
Notes
Note 1
Note 2
Note 3
Write Note
Write your note here...
Edit
Delete



Rationale

The team chose Figma to create the MindSet prototype because it is a free, web-based interactive tool that allows both team members to collaborate in real time. Figma makes it easy to design, present, and share app prototypes with users, especially during remote work and online classes. It also allows for quick updates based on feedback, which is useful during early testing. However, Figma has its limitations: it requires an internet connection to save progress, and on larger screens, small interface buttons can be harder to use.

Changes to the Requirements

In terms of system requirements, the Android devices core requirements have remained untouched. However, there was an adjustment in addressing usability. The team paid less attention to usability and more towards if the app had enough intuitive and user-friendly capacity. Using the 10 Usability Heuristics as an inspiration, the prototype design was further refined for the following heuristics.

- **Minimalist design**
- **Recognition over recall**
- **Consistency**
- **User control and freedom**
- **Flexibility and efficiency of use**

Additionally, some online features were removed (e.g. real-time auto sync of data) due to time limitations in working. The downloadee was shifted to ensuring that the app was still easily understood by users who had never used the app before, which meant that automatic online features were not needed at the prototype stage.

Prototype Tasks

The tasks in the **MindSet** prototype are divided into three main sections: **Main Interface Tasks**, **Task Management Tasks**, and **Collaboration Tasks**. These tasks were chosen to evaluate how well users can interact with the core features of the app.

Task List by Section:

- **Main Menu Task**:
  - Enter and exit the prototype to evaluate accessibility and flow.
  - Assess how easily users can navigate the main interface.
- **Folder and Quiz Tasks**:
  - Create new files and folders to test content creation features.
  - Edit existing files to evaluate how smoothly users can update content.
- **Folder Tasks**:
  - Delete files or folders to ensure users can manage and remove items effectively.

Rationale for Task Selection:

These tasks were selected because they align with the prototype's design goals:

- **Ease of Navigation**: Ensuring that users can move through the app intuitively.
- **Support for CRUD Operations**: The prototype allows users to **Create**, **Read**, **Update**, and **Delete** content, which are essential functions for productivity and content management tools.

Roles

Developer / UI Designer Member	Task(s)
Mikaella Summer Gorgonio	Shares the same responsibilities: tracking task interaction times, documenting user experiences, and guiding participants through their assigned tasks.
John Cyrus Yleaña	Assists in observing user interaction, evaluating visual consistency, and recording user feedback for further design improvements.
Raymund Raj Go	Responsible for recording the time participants spend on each task section, observing and noting their experiences, and clearly communicating the tasks to be performed.

Table 3. Team Members Tasks

Main Menu	Within 1 minute or below	Highly Acceptable	Successful
	Above 1 minute	Not Acceptable	Unsuccessful
Input Fare Task	Within 5 minutes or below	Highly Acceptable	Successful
	Above 5 minutes	Not Acceptable	Unsuccessful
Notes	Within 3 minutes or below	Highly Acceptable	Successful
	Above 3 minutes	Not Acceptable	Unsuccessful
Tasks	Within 4 minutes or below	High Acceptable	Successful
	Above 4 minutes	Not Acceptable	Unsuccessful
Collaboration Features	Within 4 minutes or below	High Acceptable	Successful
	Above 4 minutes	Not Acceptable	Unsuccessful

Table 4. Time Interpretation

Table 4 shows the results of the timed tasks during Online Testing. The data shows that the Participants were overall able to accomplish each task sections with promising completion time. With this result, the prototype is interpreted as successful in all three (3) task sections.

Heuristic Evaluation

1. Visibility of System Status

The prototype uses visual feedback—such as confirmation dialogs when adding tasks and progress overlays during loading—to keep users informed about the state of their actions.

2. Match Between System and the Real World

Realistic, context-relevant icons (e.g., folders, notes, reminders) and simple labels like “Add Task” and “Write Note” align well with user expectations in task management

3. User Control and Freedom

Screens commonly offer a clear back arrow or “Cancel” button. However, there’s inconsistency with undo functionality—it's visible in notes and tasks but missing in the reminders flow.

4. Consistency and Standards

Buttons, icons, and screen layouts are uniformly designed throughout the prototype. Shared UI patterns (bottom nav bar, overlays, dropdowns) maintain predictable behavior.

5. Error Prevention

Modal confirmations appear before deleting important items like categories or notes, helping prevent accidental deletions. Still, there’s no safeguard against creating empty entries.

6. Recognition Rather Than Recall

Users can tap to expand task categories and notes and can visually locate actions like “Edit” or “Delete” without memorizing their locations—boosting immediate recognition.

7. Flexibility and Efficiency of Use

The prototype’s quick-add overlays (for tasks, notes, categories) and bottom navigation provide shortcuts for frequent actions. However, no power-user features like swipes or long-press options are visible.

8. Aesthetic and Minimalist Design

Screens are clean, with ample white space and minimal visual clutter. Overlays highlight key actions effectively, delivering an uncluttered experience.

9. Help Users Recognize, Diagnose, and Recover from Errors

Deletion modals include clear instructions (“Are you sure?”) and confirm on-screen when an action is done. But error scenarios like invalid entries don’t yet display helpful guidance.

10. Help and Documentation

The prototype lacks visible help features or tool tips, which might leave users unfamiliar with advanced or hidden interactions unsure about how to proceed.