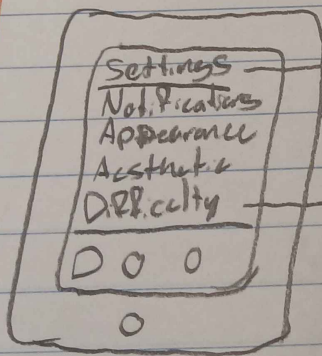


- allows user to add "daily quests"
- app reminds them when necessary
- when all are completed, added to a "streak"
- add leader boards to encourage better habits?



Makes app more personalized

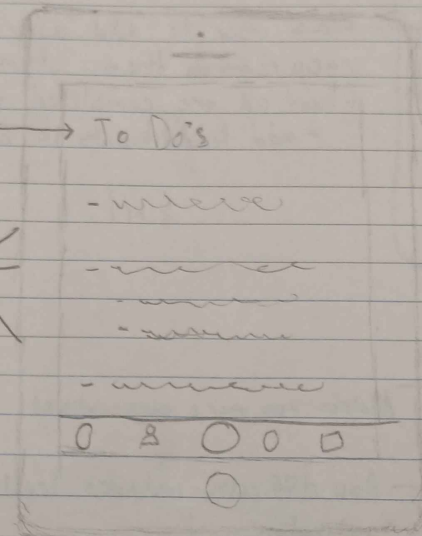
App difficulty indicates level of "roughness" in motivation

- Easy = soft reminders
- Hard = angry / "tough love" (works for some people)

What the user wants to achieve

→ To Do's

User inputted to-do's



Allows user to import files to be processed by app to become automatically scheduled

→ Imports

As PDF

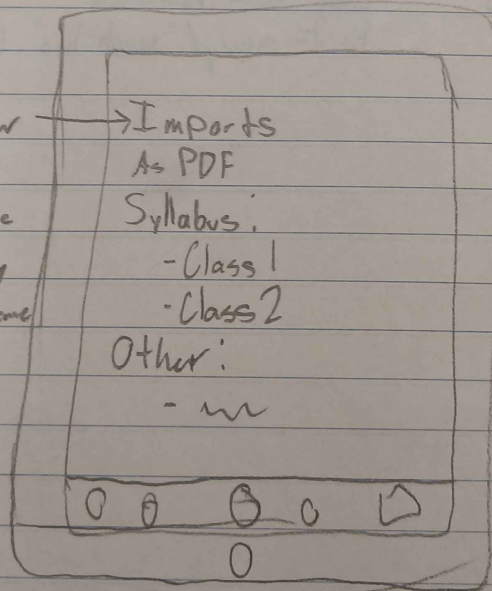
Syllabus:

- Class 1

- Class 2

Other:

- m



→ Class syllabuses into automatically processed "To-Do's"

— Other PDF pages into "To-Do's" (For work, etc)
- Apple calendar/reminders apps can be imported