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GitHub URL:

Project Description

Title (Name): TimeHero

Logo:

Concept: Earn Screen Time by Completing Productive Actions- Productivity App

Elevator Pitch:

Imagine an app that helps you take control of your screen time while motivating you to achieve more. You set a limit, and we keep you on track. Want more screen time? Complete beneficial tasks across different categories like fitness, learning, or mindfulness, and earn extra time. Stay focused with built-in tools like timers and notifications. If you leave the app while a task is running, we detect it to keep you honest. Join groups, compare your earned time on a leaderboard, and turn self-improvement into a friendly competition.

Michael Persona:

- Michael, age 17, is a high school student in Baton Rouge, LA. Michael is a student who often struggles with motivation and tends to procrastinate. As a typical teenager, he has many tasks to complete throughout the week such as schoolwork, extracurricular activities, and a strong pull spending time on his phone. He finds it hard to stay on top of tasks and manage his screen time effectively. Michael tends to push off tasks until the last minute, which often leads to stress when deadlines approaches.

- Michael sees his friends achieving their goals while he sits back procrastinating on his phone. Michael wants to better himself and wants to find a solution to his absurd procrastination.
- Michael found TimeHero that could help him better structure his day, like task management that allows a limited screen-time regulation. This would allow him to break down tasks, and manage his goals.
- TimeHero offers a structured approach that can help Michael address his procrastination and improve his ability to manage his screen time, while also helping him achieve his goals in the long-run.

Avery Persona

- Avery, age 10, is a primary school student that goes to Baton Rouge Elementary School. Avery spends most of her time on her phone rather than playing outside with her friends and doing homework.
- Avery's parents are active, healthy conscious individuals who believe in a balanced lifestyle. They believe too much screen time could negatively affect development in everyday activities, especially school. They understand the importance of limiting screen time to ensure a healthy development, but they also believe Avery should be able to have fun on her own in a controlled way.
- Growing up in the digital age, Avery is very proficient with using touch screen devices such as smartphones and tablets and the mobile application they provide access too
- Avery spends a large amount of her freetime using smart devices.. As a result, Avery's parents are looking for a productive solution where they could limit the amount of screen time on Avery's device but in a way that encourages her to be productive.
- Avery's parents found TimeHero that seems to align well with their goal, as it rewards productive behavior with additional screen time. This would engage Avery in activities like walking and doing her homework to earn time for using her favorite apps. Just like her parents, Avery is balancing her digital life with more active pursuit.

User Stories

- As a student that is currently failing in academics, I want a tool that helps me be academically productive with my time.
- As a parent of a child with high screen time, I want a way to limit their screen time that seems less abrasive than a hard limit.
- As a child, I wanted a way to connect to my friends and compete to see how much extra screen time each of us earn each week.
- As a person that struggles with focusing, I want a tool that guides me to being more productive.
- As a person that spends too much time on their phone, I want a tool that motivates me to do productive and healthy tasks that involve less screen time, such as exercise activities.

SUBMIT FROM HERE DOWN AS SEPARATE ASSIGNMENT

Functional Requirements
1. Users should be able to set a baseline screen time, and complete tasks that add to this time
2. User should have a link that brings them to the setting app to update this screentime with guided instructions to update their screen time
3. Users should be able to join groups with their friends and track daily screen time earned
4. Users should be able to have timer tools to notify how much task progress the user has or has left to complete.
5. Users can create a profile to login to the app and have their earned screen time tracked and associated with this profile

Nonfunctional Requirements
1. Users should be able to create a leaderboard group of at least 30 members
2. Users should have enough tasks to earn at least 5 hours of extra screen time a day
3. The app should respond to the device theme and automatically select a light or dark mode
4. Initial Load time of application should not take more than 5 seconds

5. Usernames should have a character limit of 20

6. Project should meed 508

Use Case
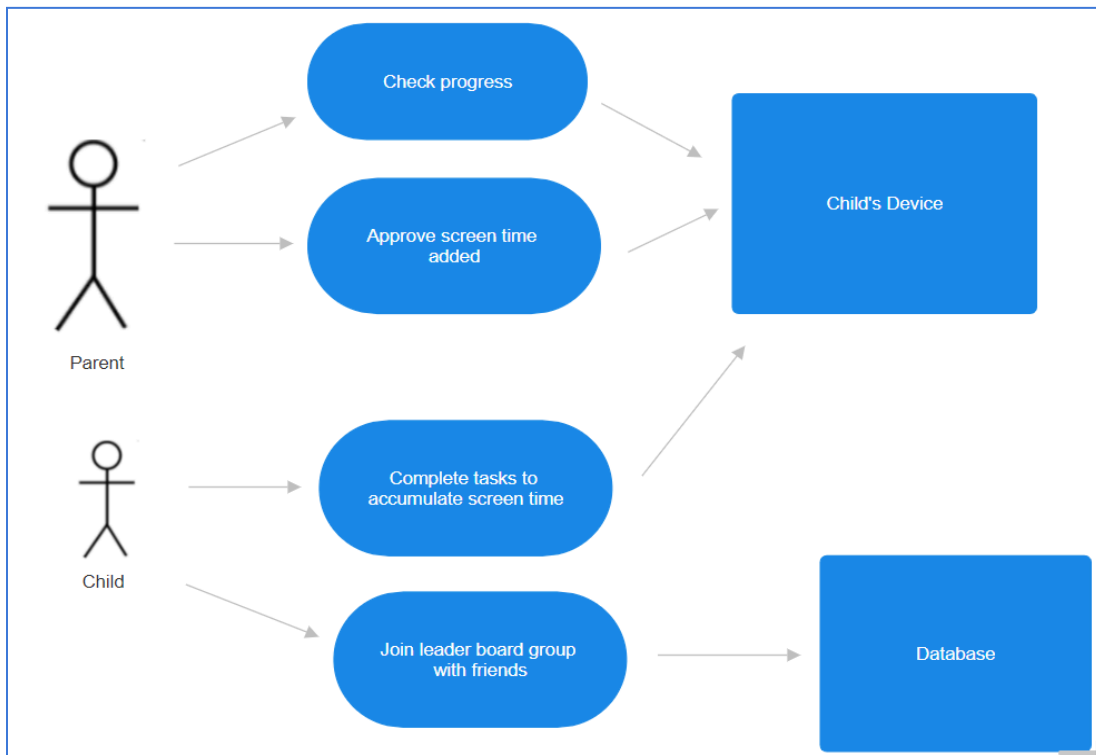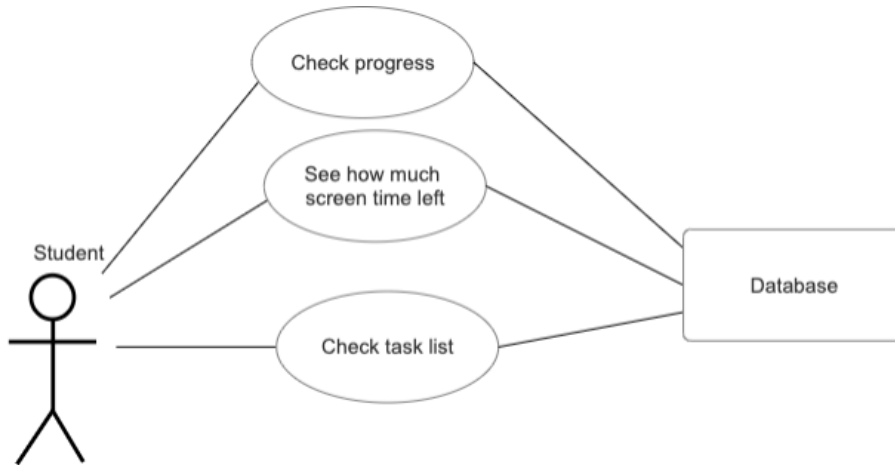
Idea 1: Earn Screen Time by Completing Productive Actions- Productivity App

- **Possible Names**: ScreenSaver or **TimeHero**

- Users impose a strict screen time limit on themselves within the settings

- The app presents users with beneficial tasks of different categories, where once completed they can accumulate extra screen time

- Goal: Allow users to limit their screen time, and provide incentive to earn screen time by doing actions that benefit themselves

- Features

    - Track screen time earned

    - Suggest tasks that users can tackle that can increment the screen time earned

        - Provide simple tools such as timers that show up as notification to help with this

        - Pseudo Screen lockout, detect if user leaves app while timer is active

    - Leaderboard by joining groups to compare hours earned

- Personas

    - Michael, age 17, is a high school student in Baton Rouge, LA. Michael is a student who often struggles with motivation and tends to procrastinate. He finds it hard to stay on top of tasks and manage his screen time effectively.

- **Goals**:
    - **Improve Motivation**: Michael wants to find ways to motivate himself to complete tasks and manage his screen time better.
    - **Use Simple Tools**: He prefers tools that are easy to use and don't require much effort.
    - **Set Achievable Goals**: He needs clear and achievable goals to help him stay on track.

- **Challenges**:
    - **Low Motivation**: Michael often lacks the drive to start or complete tasks.
    - **Procrastination**: He frequently delays tasks and struggles with time management.

- **Technology Usage**:
    - **Devices**: Uses a smartphone and laptop for social media, gaming, and schoolwork.
    - **Apps**: Prefers apps that are straightforward and require minimal effort.

- **App Features**:
    - **Simple Task Suggestions**: Provides easy-to-complete tasks that don't feel overwhelming.

- **Motivational Reminders**: Sends gentle reminders to help keep him on track.

- **Easy Tracking**: Simple tracking of screen time and task completion.

- **Minimal Effort Tools**: Tools that require minimal setup and maintenance.

- **Personality**:

  - **Lazy**: Struggles with motivation and tends to procrastinate.

  - **Needs Structure**: Benefits from clear, easy-to-follow systems and incentives.

- **Needs**:

  - **Motivation Boosters**: Features that encourage and reward minimal effort.

  - **Easy Interaction**: Simple and low-effort interactions to keep him engaged.

- **Avery, Age: 10**
  - Location: Baton Rouge, Louisiana
  - Background:
    - Avery is a primary school student who enjoys interactive games and tech. She's eager to manage her screen time and loves friendly competition with friends.
  - Goals:
    - Track and manage screen time
    - Complete fun tasks to earn more screen time
    - Use timers with notifications for reminders
    - Compete on leaderboards with friends
  - Challenges:
    - Balancing screen time with other activities
    - Staying focused and avoiding distractions
  - Technology Usage:
    - Uses a tablet for games and schoolwork
    - Enjoys engaging, game-like apps
  - App Features:
    - Screen time earned tracking
    - Task suggestions for earning time
    - Timers with notifications

- - - Pseudo screen lockout to stay on track

      - Leaderboards for friendly competition

    - Personality:

      - Curious and competitive

      - Likes structure and rewards

    - Needs:

      - Engaging and interactive content

      - Clear rewards and progress tracking

      - Effective time management tools

- Scenarios:

  - Michael, high school student

    - He just finished school and is scrolling through his phone. He knows he has a math assignment due by midnight, but he just can't find motivation to get started.

    - Michael then gets a notification from the TimeHero app "Hey Michael! Earn 30 minutes of screen time by walking outside for 10 minutes and get started on your homework."

    - The TimeHero app provides a simple task checklist for his homework. As he completes his homework, he earns more screen time minutes

  - Avery, elementary school student

- ○ Avery's parents find that she has a very high screen time and want to find a way to limit her screen time in a way that she will agree to
- ○ Avery's parents install the TimeHero app and impose a screen time limit on her device,
- ○ Each time avery reaches the screen time limit she visits the app and completes any of the recommended tasks in order to earn more screen time which her parents are able to update
- ○ She invites her friends to a created group so they can see their earned time on a leaderboard
- User Stories
  - ○ As a student that is currently failing in academics, I want a tool that helps me be academically productive with my time.
  - ○ As a parent of a child with high screen time, I want a way to limit their screen time that seems less abrasive than a hard limit.
  - ○ As a child, I want a way to connect to my friends and compete to see how much extra screen time each of us earn each week.
  - ○ As a person that struggles with focusing, I want a tool that guides me to being more productive.
  - ○ As a person that spends too much time on their phone, I want a tool that motivates me to do productive and healthy tasks that involve less screen time, such as exercise activities.

Market Analysis:

- Target Audience**:** Parents who want to manage their children's time. Younger demographics who need help with focusing on their tasks and want to compete with their friends.
- Competitors: Todoist, RescueTime, Toggl Track, Remember the Milk
  - Todoist - Features include adding tasks, setting reminders, a calendar view, task list and board, filtering tasks by work/personal, and team collaboration. Users can add labels, filters, and sorting to create the workflows that suit them. Includes one-off or recurring tasks.
  - RescueTime - Features include automatic time tracking, even offline, without manual entry. Also has detailed reports on where the time is spent.
  - Toggl Track - Cloud-based platform, with a timer, has timesheets, reports, a calendar, project management, and customer relationship management tools.
  - Remember the Milk - Allows users to create multiple task lists. Added tasks can be edited to include various tags, fields, locations, and an integrated Google Maps feature allows users to save commonly used locations. The tasks can be postponed, and the app informs users the number of times the task has been postponed.
- Commercialization Plan:
- **Elevator Pitch:**

- **Introducing TimeHero**– the ultimate app to help you manage and optimize your screen time! TimeHero is designed for all ages, combining fun and functionality to keep you engaged and on track. For kids, it turns task completion into a game, with rewards and leaderboards to spark motivation. For teens, it offers simple, easy-to-use tools and gentle reminders to boost productivity and manage screen time effortlessly. With built-in timers, task suggestions, and a competitive edge, TimeHero transforms screen time into a productive and rewarding experience. Download TimeHero today and start your journey to better screen time management!

https://github.com/NoodleOfDeath/react-native-screen-time-api/issues/6