UNIVERSITY MALAYSIA TERENGGANU
FACULTY OF OCEAN ENGINEERING TECHNOLOGY &
INFORMATICS

[CSM 3114]
FRAMEWORK-BASED MOBILE APPLICATION DEVELOPMENT

Report Project 1
[Activity Minder Mobile App]

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Executive Summary of the Prototype

In the whirlwind of modern life, staying afloat amidst a sea of appointments, deadlines, and ever-growing to-do lists can feel like a constant struggle. Overwhelm becomes our unwelcome companion, stress our suffocating shadow. Yet, amidst the chaos, a beacon of hope emerges: Activity Minder, the mobile app designed to be your personal productivity guru.
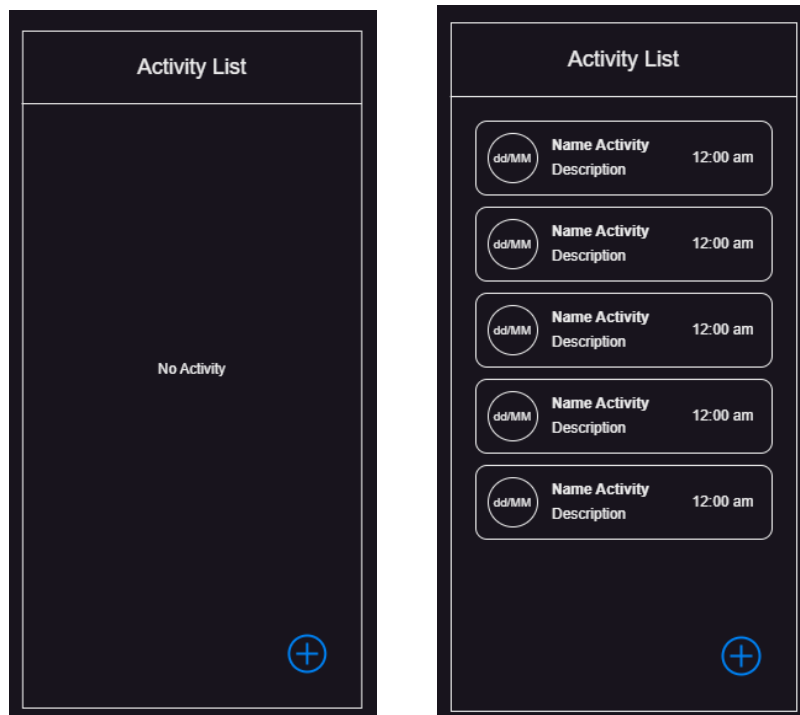
Activity Minder is more than just a digital planner. It's a revolution in how we manage our time and navigate the labyrinthine complexities of daily life. Its sleek interface invites you to effortlessly ditch the cluttered notebooks and scattered scraps of paper, offering a haven for organizing every task, deadline, and commitment. Think of it as your memory bank, ensuring nothing slips through the cracks and leaving your mind free to focus on what truly matters.

But Activity Minder's genius lies not solely in its organizational prowess. It nurtures your motivation, transforming progress into a tangible joy. Each completed task yields a satisfying click, a celebration of your accomplishments that shrinks your to-do list and fuels your sense of mastery. Watch your confidence blossom as you witness the tangible evidence of your efforts, a feeling that ripples outwards, enriching all aspects of your life.

Imagine saying goodbye to the anxiety of forgotten appointments and missed deadlines. Activity Minder empowers you to reclaim control of your time, transforming time management from a source of stress into a seamless ballet of clear schedules and timely notifications. Finally, you can conquer your day instead of wrestling with your calendar, leaving precious hours free for what truly brings you joy.

In the end, Activity Minder transcends the limitations of an app. It's a gateway to a life less harried, less stressful, and infinitely more productive. By embracing its simple yet powerful features, you'll shed the weight of overwhelm and step into a world of calm, organization, and accomplishment. Download Activity Minder today and unlock the potential to conquer your chaos, one meticulously planned activity at a time.

The Prototype Design

Activity List

No Activity

⊕

Activity List

| dd/MM | **Name Activity** Description | 12:00 am |

| dd/MM | **Name Activity** Description | 12:00 am |

| dd/MM | **Name Activity** Description | 12:00 am |

| dd/MM | **Name Activity** Description | 12:00 am |

| dd/MM | **Name Activity** Description | 12:00 am |

⊕

Add Activity

Name Activity

Description

Date: dd/MM/YYY   Choose Date

Time: hh:mm am   Choose Time

Add Activity

4

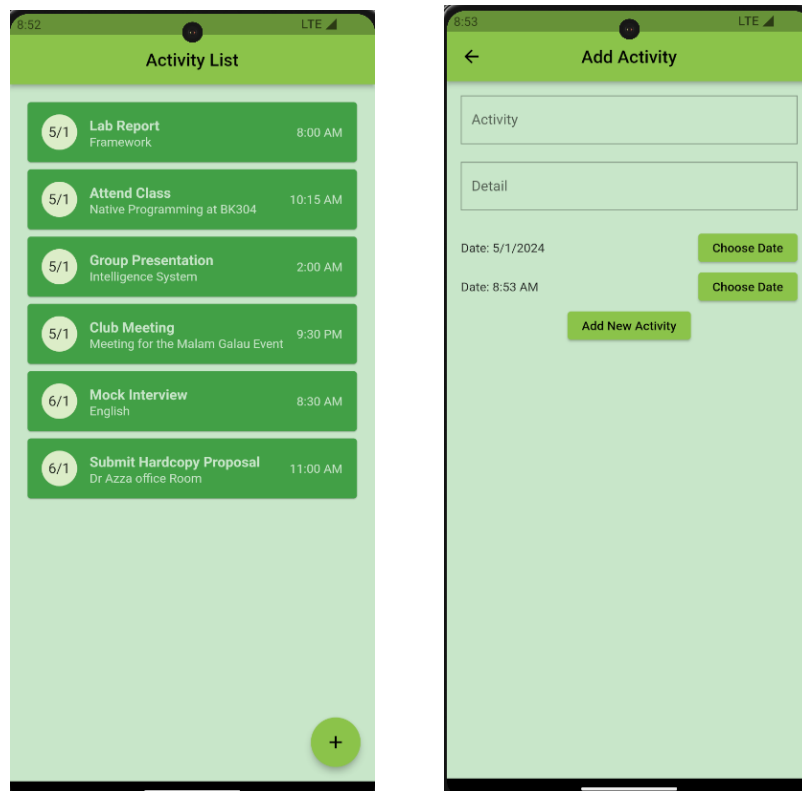## The UI for the Application with explanation

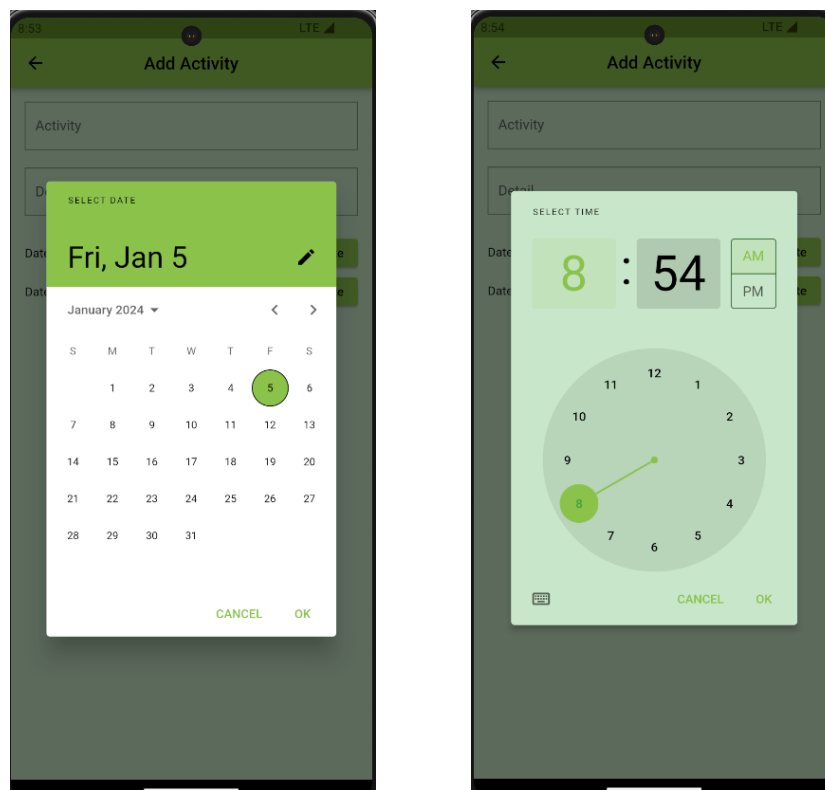*Figure 1: Main Page and Add Activity Page*

Figure 2: Date Picker and Time Picker

The figure 1 show the screenshot from the Activity Minder App. The left side is home page of the app and the right side is the add activity page. For the Home Page, this page shows the list of all the activity that the user key in. Focus at one of the lists given, the user will see the activity name, the description of the activity, date at right of the activity and time at left of this activity. If the user wants to delete certain activities, they can long press the activity that the user wants to delete and this app will show the warning message before the activity can be delete completely. Top of this page have application bar and have title name activity list to show the user this page is show the all activity. At the bottom right of the page have the add icon. This icon will navigate the user to the next page name add activity page to key in the activity details.

In add activity page, this page has two place to key in the data. The first place is to key in the activity and the second one to key in the details or the description of the activity. At the third and forth row in this page have date, time, the latest date and time and the button for both of the display. The function of button "Choose Date" and "Choose Time" is to display the calendar and watch for the user to choose and set the time for the activity. The display of the calendar(Date Picker) and the watch(Time Picker) can refer figure 2. The last one is the "Add Activity" button. When the user press this button, the app will navigate back to the home screen and update the list. The app will show new activity have been added into the list.

Potential Commercial value and the pricing of the prototype

In today's fast-paced world, juggling busy schedules and maintaining productivity is a constant challenge. Enter Activity Minder, a promising app poised to capture the hearts and wallets of anyone seeking a calmer, more organized life.

Activity Minder's strength lies in its ability to fill a crucial gap in the market. Existing apps often focus solely on scheduling, leaving users hungry for tools that boost motivation and track progress. Activity Minder bridges this gap by offering a unique blend of organization and encouragement. It's not just a to-do list, it's a personal cheerleader, helping you conquer tasks and achieve your goals.

But what makes Activity Minder truly stand out is its user-friendly design. The intuitive interface ensures seamless adoption for tech-savvy and novice users alike. And by prioritizing personal empowerment, Activity Minder positions itself as more than just an app, but a companion in your journey towards a more productive and balanced life.

So how can Activity Minder turn its potential into profit? A variety of monetization strategies are at play. The freemium model, offering core features for free and unlocking additional perks through in-app purchases, is a popular option. Subscription plans, tiered for different needs and storage capacities, are another avenue to explore. Additionally, partnerships with other productivity-focused businesses or integrations with popular calendar apps can further expand reach and revenue streams.

Pricing, however, is a delicate dance. Researching your target audience's spending habits and willingness to pay for similar apps is crucial. Analyzing the competition's pricing strategies can help you find a competitive edge. Remember, the price must reflect the perceived value Activity Minder delivers, while still covering development and maintenance costs.

The key to Activity Minder's success lies in adapting to the ever-evolving market and user needs. Starting with a freemium model allows for wider adoption and gathers valuable data to inform future pricing decisions. Offering trial periods gives potential users a taste of the full experience before committing to a paid plan. And most importantly, continuously monitoring user feedback and market trends ensures Activity Minder remains relevant and resonates with its audience, paving the way for a prosperous future.

Lesson Learned

My initial enthusiasm for developing a mobile app using a Dart programming language led to an unforeseen challenge, underestimated language learning needs. This resulted in significant delays and inefficiencies during the early stages of development. The steep learning curve and initial struggle with fundamentals caused team members to dedicate significant time to grasping basic syntax and concepts. This impacted initial development milestones and project deliverables, forcing adjustments to the previously defined timeline. This experience highlighted the importance of prioritizing thorough language acquisition before active development begins. Rushing into a project with a new language without sufficient prior knowledge significantly increases the risk of delays, frustration, and potential rework. To mitigate these risks and ensure a smoother development process, the following recommendations are suggested is dedicated learning time. Schedule dedicated time within the project timeline for team members to focus on language learning through online resources, tutorials, and structured courses. Community Support. Leverage online communities, forums, and experienced mentors for support and guidance throughout the learning process. By prioritizing language acquisition before commencing active development, teams can mitigate risks, improve efficiency, and ensure a more successful and smooth-sailing mobile app journey.

Conclusion

We've successfully completed the prototype phase of Activity Minder App, reaching a major milestone and proving the viability of our mobile app vision. The prototype functions as intended, meeting key user needs and exceeding expectations through agile project management and dedicated teamwork, we stayed on track and within budget, demonstrating our ability to deliver. From here, we move into exciting territory. User feedback from the prototype will guide us as we refine the app's features and functionality. We're eager to tackle upcoming challenges, from implementing advanced capabilities to ensuring a smooth launch. With continued focus and a data-driven approach, we're confident this app will soon become a successful and impactful mobile application. In short, the future is bright for Activiity Minder App. This is just the beginning of a journey aimed at empowering users and shaping the way they manage their activity in daily life.

Reference

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2. MindSea Team.(n.d.). Everything There is to Know About Pricing Strategies for Your Mobile App. mindsea. https://mindsea.com/mobile-app-pricing-strategies/

Github Link for project 1:
https://github.com/NzGhost7/Nz_Framework_Flutter/tree/main/project1