

Project: OnZone

A local productivity app that helps students in Egypt stay focused, beat distractions, and build better study habits with meaningful rewards.

GitHub Link: <https://github.com/OnZone-App/OnZone>

Team Members:

- Ziad Ibrahim (Team Leader)
 - Ahmed Emad
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 - Peter Girgis
 - Mina Saed
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Expected Timeline (Design Thinking Framework)

Phase 1 – Empathize & Define (Aug 19 – Sept 5)

- Conduct research on existing productivity apps (local + global).
- Surveys + short interviews with Egyptian students to identify real pain points.
- Define clear problem statement(s).

Phase 2 – Ideate (Sept 6 – Sept 20)

- Brainstorm possible features & solutions.
- Prioritize features (must-have vs. nice-to-have).
- Initial sketches & low-fidelity wireframes.

Phase 3 – Prototype (Sept 21 – Oct 15)

- Create mid/high-fidelity UI mockups in Figma.
- Design localized UX (Arabic text, local payment flows).
- Add accessibility-friendly design choices (contrast, text size options, simple navigation).
- Internal testing within team.

Phase 4 – Test & Iterate (Oct 16 – Nov 10)

- Usability testing with small group of students.
- Collect feedback & iterate on flows.
- Specific testing for accessibility (font readability, dark mode, screen reader compatibility).
- Prepare polished final prototype.

Phase 5 – Finalize & Present (Nov 11 – Nov 19)

- Create final design deck & clickable prototype.
 - Document research findings, personas, accessibility considerations, and design process.
 - Prepare presentation/demo.
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Accessibility Features

To ensure inclusivity, OnZone will integrate (if technically possible) :

- Adjustable text size with clear Arabic typography.
- High color contrast and optional dark mode.
- Simple navigation flows for ADHD-friendly use.
- Compatibility with screen readers and voice commands.
- Optional focus sounds (Quran recitation, white noise, soft background).