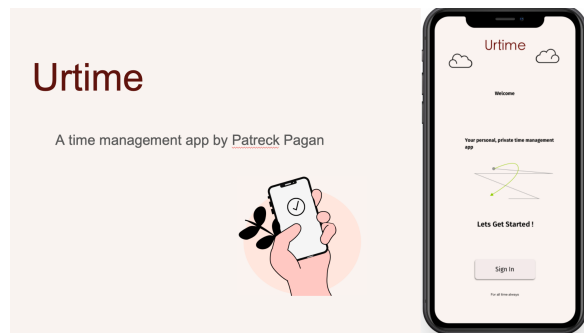Patreck Pagan

Overview

This is a Time management app where I challenge myself to design both Android and iOS versions of the same app. Design patterns and trends centered on practicality, making it a native mobile app.

The product is meant to help users to make better decisions and habits , with being able to visually see where their time during the day is going and properly manage it.

* Key Features: The features are guided by your objective. Which include in order for the app to meet its objective.

Visualize time goals, Setting up events, Tracking routes made, Data self tracking

The main functions of Urtime is, timing how much time they spend online either work or entertainment, event dates set up,, Reports and visuals graphs

When? Every day, it would be running, for example, checking how much time they spent on social media or watching youtube videos. Or how much time they spent working or studying at the end of the day so that the user can set goals to spend their time more efficiently. Often we wonder where the time goes; well, this app answers that question to have a more productive and fruitful life.