

# OnTime

## Project Overview

**OnTime** is a productivity and social engagement platform designed to help students, particularly university students, manage their time better while maintaining social connections. The platform gamifies the scheduling process by allowing users to create personal schedules and upload proof of task completion in the form of photos. Friends can then validate these tasks through a voting system, contributing to a competitive leaderboard.

## Target Audience

The primary target audience for OnTime is university students who are looking for a fun and engaging way to improve their time management skills. These students often face the challenge of balancing academic responsibilities with social activities, and OnTime aims to help them build positive habits through social accountability and gamification.

## Key Features

1. **Personal Schedule Creation:** Users can create their schedules, specifying tasks they need to complete. The system encourages them to stick to their schedules by requiring photo evidence of task completion.
2. **Photo Validation:** When users start a task, they take a photo as proof of their activity. This photo is shared with their friends within the app.
3. **Voting System:** Friends can upvote or downvote the photo submissions to validate the authenticity of the task completion. The voting affects whether the user receives points for the task.
4. **Leaderboard:** Users earn points based on the successful completion of tasks. The leaderboard tracks these points, fostering a competitive environment where users can see how they rank against their friends.
5. **Security and Privacy:** The platform uses Werkzeug Security for password protection and the SQLite3 database for storing user information, ensuring data security and integrity.

## Future Features

1. **Mobile Application:** Developing a mobile app version of OnTime to provide users with more convenient access.
2. **Achievement System:** Introducing badges and achievements to motivate users further, offering visual rewards for consistent task completion.
3. **Dynamic Point System:** Implementing a more nuanced point system where points vary based on the type and difficulty of the task.

4. **Notification System:** Adding a notification feature to remind users to complete their scheduled tasks, helping them stay on track.