Done!

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Overview

Success is what one demands. To be successful people set goals. Goals require consistency. Failing to be consistent takes the pleasure out of the work. Since every goal realization requires coming out of the comfort zone, a positive pressure and consistent motivation is mandatory. Contributing towards the same, one needs something that creates a positive pressure and inspires at each step of the ladder. Generally, a goal gets suppressed between the will to do and the pressure to complete it.

This app has everything that one requires in the goal setting and achieving phase. Generally, in such applications we write our goals and get a few reminders. This app takes this idea one step forward. It isn't just to keep a record of your goals and give you clumsy reminders that are easy for you to ignore.Rather it acts as a companion for your goal achieving process. It uses various techniques that push you towards the enforcement of your goal. This goal setting app is made in such a way that a person can fully analyze his/her goals and divide it over a time span. This application makes goal-achieving process organized, sorted and fun through journaling, unlocking surprises, daily progress report, helpful suggestions and acknowledgement.

Happy Goal Setting :D

App Specification

- **FULLY CUSTOMISABLE** : Measure and track anything and everything. Follow your own schedule and track your goals. From what days to work on and at what time. Everything can be personalized. Can set multiple goals and organize it according to the user.
- **WHY** : Setting a goal will require you to fill in "Why do you want to achieve this goal" basically what is your driving force. This information will be used for motivating the person throughout the goal achieving process. Like if the task is not done for the day this "WHY" message shall be popped up. It will act as a positive pressure and keep the user motivated.
- **DAYS** : The days are fully customizable. Either the user can set the number of days like daily, 5 times a week, 2 times a week or may be 2 times a month. It all depends on the user and the app shall provide the random set of days accordingly.Or one can specifically mention the days such as Tuesdays and Thursdays every week.
- **TIME** : You have to set in time slots. Either the user can just provide the time slot like 2 hours and the preferable phase: Morning, Afternoon, Evening and Night time. (Can select more than one option) and the app will randomly generate the time slot. Or the user can himself/herself provide the time slot.
- **PRIORITY LEVEL:** There will be 4 priority levels A,B,C,D and the person needs to choose the priority level while setting the goal.
- **REMINDERS** : One reminder at night showing your tasks for the next day and one reminder half an hour before the task. This one will show your "WHY" too. And one at night showing the overall day's tasks done and what is next for tomorrow. The night reminder shall be given half an hour after the last task for the day is done or this time can be set by the person itself.
- **CALENDAR**: Every goal will have a different calendar marked with all the days and time slots as set by the user. Also there will be one common calendar that shall show all the deadlines of the goals and their daily tasks.
- **CHECKER** : It is analogous to maintain streak but it does not require doing the task daily. It is like the value of the checker will increase by one if the task when scheduled is completed. If it isn't done within 24 hours of the scheduled time, the checker will reset to zero. Checker stats shall be shown on the calendar too.

- **TREAT** : When a quarter(25%,50%,75%) of the goal is achieved the user is awarded with a "TREAT" for that goal. This treat can be used to exempt the task of that goal for a day. It is a reward for religiously moving towards your goal. The treat won't break the checker though. The treat can be used within one week span.
- **TREATOS** : Treatos are the points that will be given in such a way that when finally the goal is achieved it add up to 1000.(For example to achieve a goal you worked 5 days a week for 10 weeks. Then each day 20 treatos will be awarded if task is done.) Also let's say a daily task for a goal awards x points. Then x/4 points shall be deducted if the task isn't completed.These treatos can be used either to buy checker freeze or buy treats.(The price of the treats will be high inorder to keep the essence of it.)
- **STUBBORN NOTIFICATIONS** : You can slide the notification only when one of these two options is chosen. One is 'Done' and the other is 'Remind me in 1 hour'. In this way, the task will be completed or reminded again and again unless it is completed. So ultimately you have to complete the task. Though if a person fails to perform the task due to some emergency, then a third option 'Adjust' will be available after 7 hours of the scheduled time. When a person chooses to adjust then
- **ADJUSTABLE** : If the person is not able to complete the task of the day for the specific goal due to some emergency, then a third option "ADJUST" will be available after 7 hrs of the scheduled time. When the user chooses to adjust he/she shall be shown his/hers calendar and asked to instill this extra day according to his/her comfort.But 1/4th of the expected treatos points shall be cut, so that this "Adjust" feature could not be exploited.
- **JOURNALING** : It is really important to see where one is heading in a long term goal realization process. Maintaining a Journal is highly helpful for the same. The frequency of journaling is customisable. Either it can be done every time the task is done or say after every 10% completion of the main goal. Reminders for the same will be given. Self Evaluation shall be absolutely guaranteed this way.
- **MESSAGES**: Motivational messages shall pop up once the app is opened. Also congratulatory messages shall be shown on the screen when you complete a task.This will keep the user motivated.
- **STATISTICS**: Progress stats shall be available showing how much is done , how much is left in terms of no. of days, percentage and graphs. Also progress stats will be shown as daily,weekly or monthly.

How It Works

- Set your goal.
- Mark the priority level
- Input your motivation
- Set deadline
- Set frequency of days and the time slots.
- Customize the reminders according to yourself.
- Analyse daily and watch your points increase :)

Milestones

MONTH ONE

This month will be used to learn the basics of Android Development. This month will include basic pages with buttons their navigations and a few backend functions. So need to learn Android Studio and get good at JAVA. I will start by making the base of home page. It shall include navigation buttons like "New Goal" , "My Goals" , today's calander showing today's tasks. A motivational quote on the screen. The calendar will be a dynamic one on which shall be worked later.

This month shall be entirely focussed on the goal setting process. After the basic home page is made, the page to which "New Goal" navigates shall be developed. This page shall ask the user different questions about the goal setting process like the goal, its motivation and the deadline. A set frequency button on that page will be there. Next the Set frequency page is developed. It includes setting no of days,time slots, etc. Next a function need to be developed that will provide user with random days and time slots according to the preferences given by the user (like what phase of the day, or say any day except Tuesday) etc. After this shall develop the "My

Goals Page". This shall have a list of all my goals. Basically these will be the buttons each with the name of the goal. Next these Goal pages need to be developed. It includes the option to edit the goal and also entire information about the progress on that goal. The calendar link for the goal will be on that page too. It shall have progress stats on the page too along with the number of treats and treatos. So basically this month will be invested in making all the pages of the application and interconnecting them.

MONTH TWO

This month shall be invested on making the calendar and in short making the app dynamic and self updating in nature. It will start with making the calendar and all its color combinations. Syncing the data given by the user into the calendar. Next Reminders. Syncing the notifications with the user input, and developing the options provided in the notification (done, one hour, adjust). Developing the tasks of all these three options. The calendar shall have general holidays information also so it can be kept in mind while choosing the days. Next the treatos will be made. They shall be linked with the done button and shall be shown on the calendar too. It will be used as a data for graphs and progress. The checker will be developed next. It shall be shown on the calendar in the form of circles using proper color combination. The progress page will next be developed using this data.

MONTH THREE

This month will be used in making the journal page, that shall include notepad and drawing too. Next the content for motivational quotes and when would they pop up.Also the store need to be developed, where one can buy checker freeze and treats with treatos.Within 1 week of this month, my aim will be to complete the development process with entire syncing and setting up of timings of notification etc. The second week shall be utilized on the content. The names and lines to be written on different pages. The last two weeks shall aim on the final design of the app. The colours, placing, fonts,shapes etc of the application.

About me

I am Aarushi Vij, 2nd year Applied Mathematics. I have learnt C++ and JAVA upto a decent level. Also I have learnt basic HTML and CSS. Though I am ready to learn anything that would help make this application fully functional. I always wanted a fully personalized goal setter app and now I am getting a chance to make one! Sounds fun :) Besides this I am a mystical Potterhead, love to explore various topics of the world and learn something new from everything and everyone :D

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