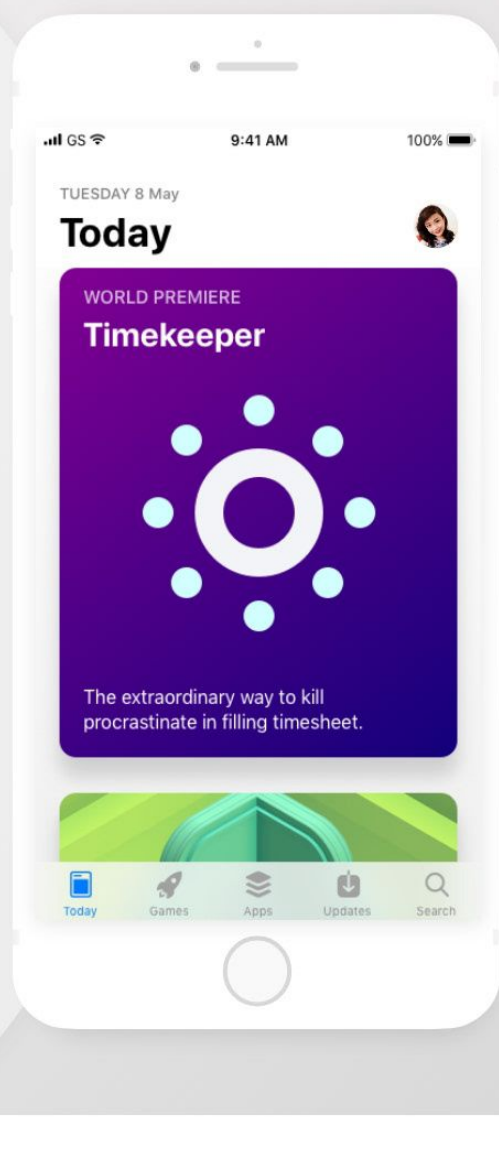


# TIMEKEEPER

Gamification of Timesheet entry



## The Problem

Everyone likes to procrastinate filling timesheets as it is never an enjoyable experience. It's a challenge to remember the details of time spent on various official activities. How can we make this activity non-boring and fun.

## As Solution

We wanted to design a mobile app called TimeKeeper, that will help the employees to fill in work hours accurately and efficiently on a daily basis and they can share the timesheet to their colleagues.

We gave them an option to edit the hours if they had made any mistakes. They will also receive a gentle reminder if they have missed to fill in the timesheet for an event which is already present in their Calendar.

## PERSONA



Naren (26), UI Developer

Bio: Lives in Hyderabad with his friends even his family stays just 15km away in the town. He doesn't like to travel much in the traffic. He's wants to spend his time efficiently on something productive.

### Attitude

He's a cool and calm headed guy with a positive attitude towards life and a hyperactive human.

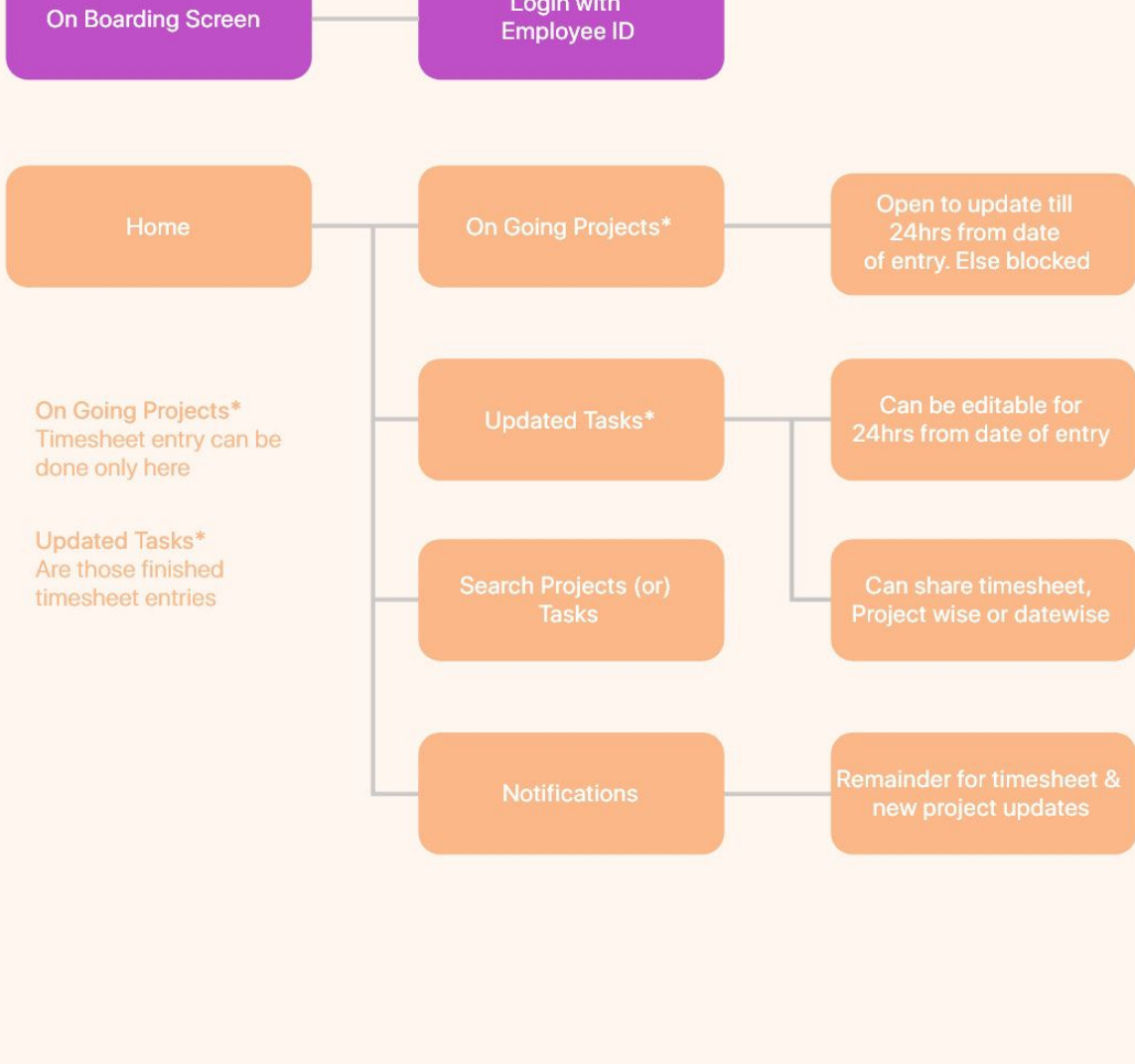
### Behavior

He uses a smartphone for snippets of news and gaming. He uses mobile to check emails and responds through mobile, usually. He tried using a couple of task completion apps and felt bored with just updating the tasks.

### Goals

Looking for a motivation in the app on completing the task. Should Feel to open the app to complete the task. Looking for a clear distinction between completed and ongoing projects.

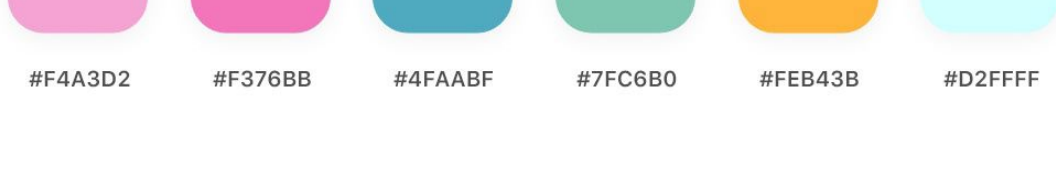
## USER FLOW



### Primary Colour

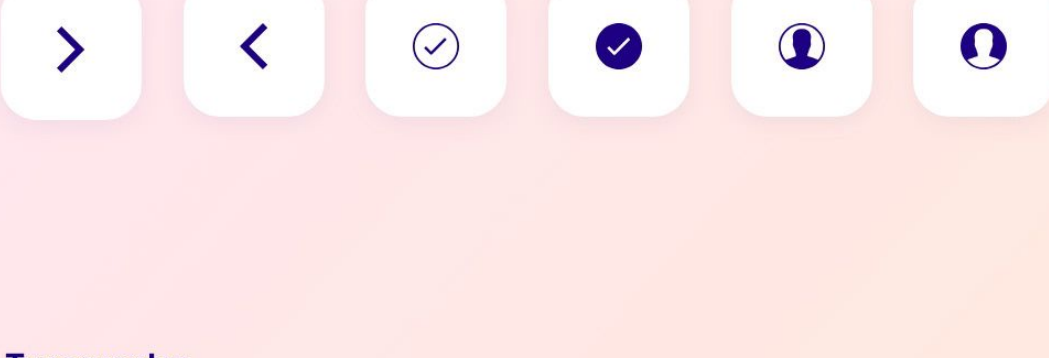


### Secondary Colour



## VISUAL ELEMENTS

### Iconography



### Typography

#### Heading

SF Pro Text – Medium  
17pt / #000000 / ch –0.41 / line 22

#### Body

SF Pro Text – Regular  
17pt / #000000 / ch –0.41 / line 22

#### Caption 1

SF Pro Text – Medium  
15pt / #000000 / ch –0.24 / line 20

#### Caption 2

SF Pro Text – Light  
11pt / #000000 / ch 0.07 / line 13

#### Callout

SF Pro Text – Semibold  
16pt / #000000 / ch –0.32 / line 21

## CONCEPT

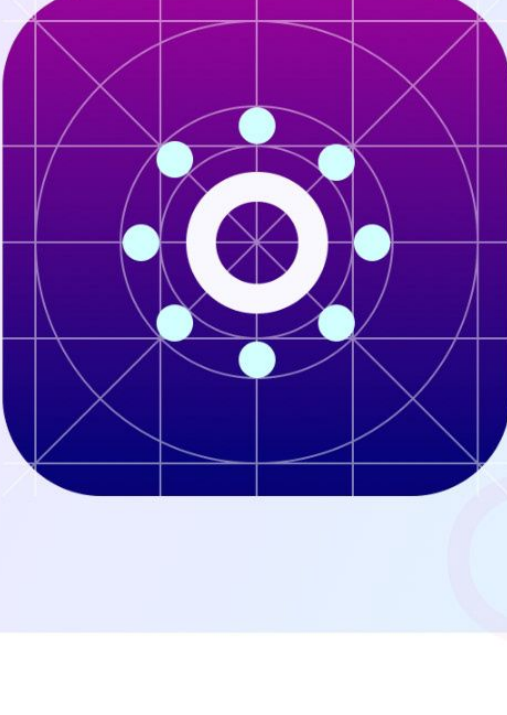
### Logo Concept



Clock

Game

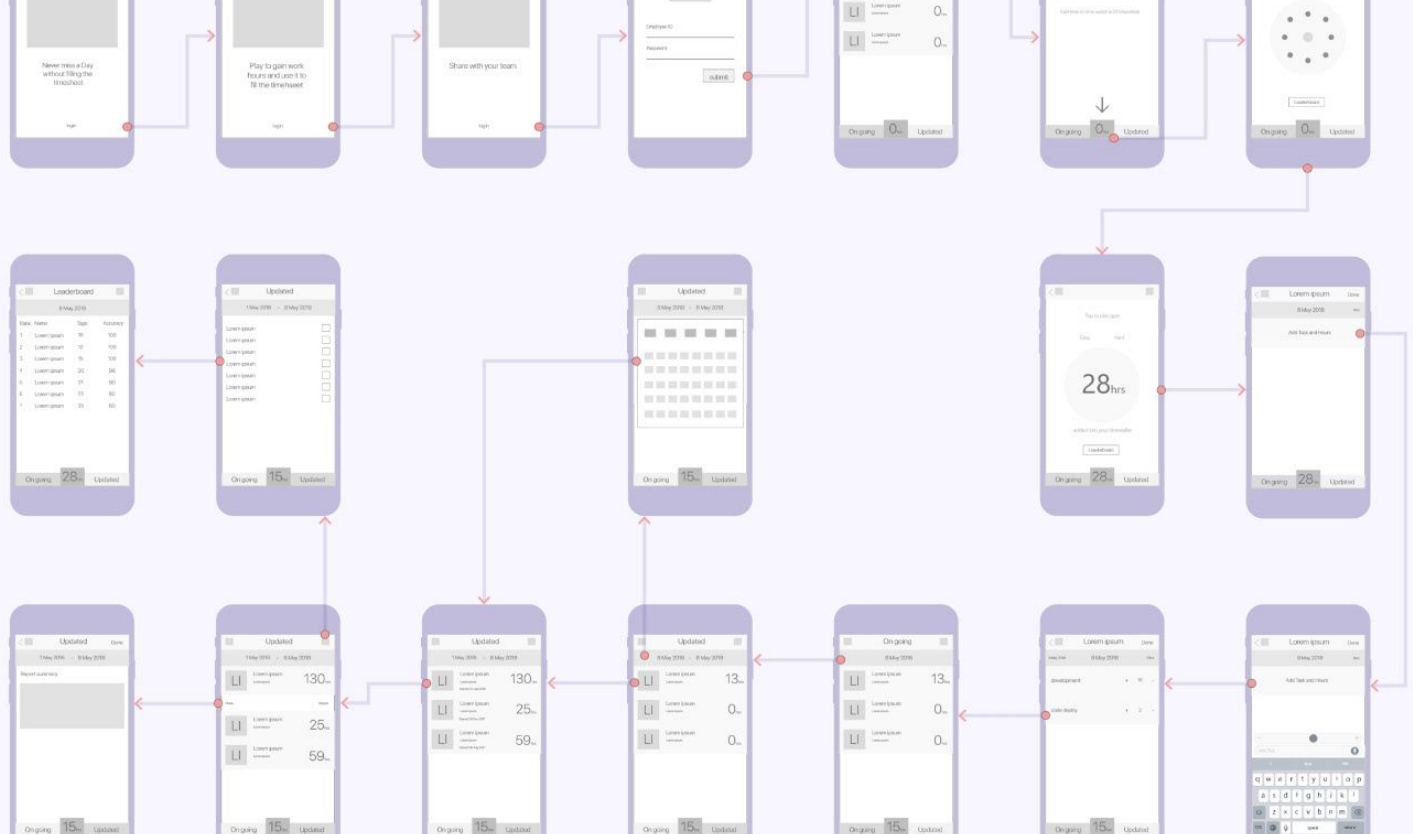
### Logo Design with Grid

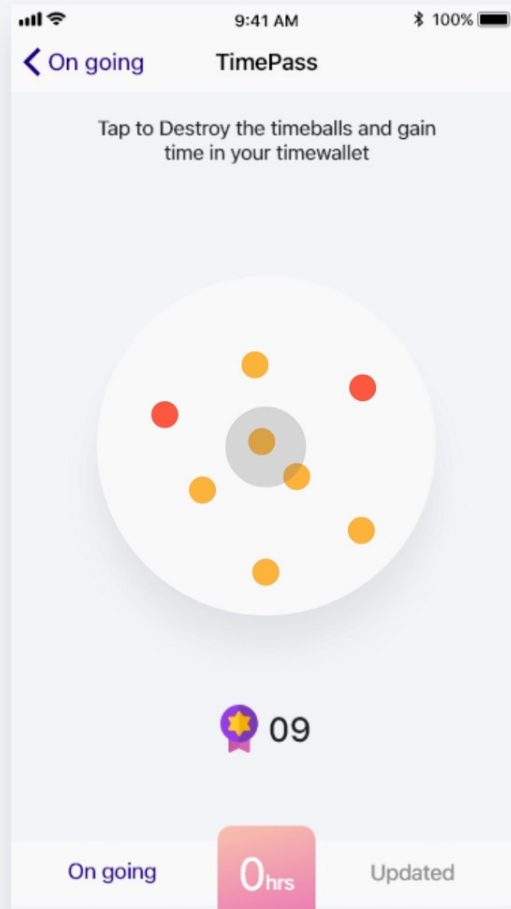


### Logo



## WIREFRAMES





## Logic for the Game

Tap and blast the balls to add hours to Timebank, Maximum limit of hours that could be added into the Timebank is 24.

If an employee fills the timesheet with hours gained, he can again play and add the spent hours to the Timebank.

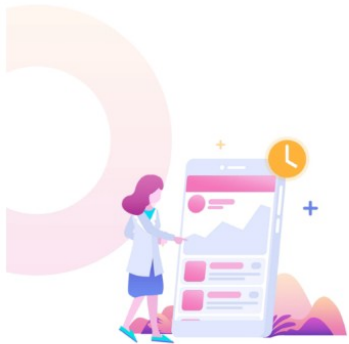
Employees receive a notification to fill the timesheet at the EOD and the next morning.

The time has to be filled for a particular project on that day or the next day else it will be locked and can't fill the timesheet without supervisor permission.

Leaderboard shows the top employee who has accurately filled in hours and their respective rank.



# Onboarding and login



Never miss a Day without  
filling the timesheet

Skip



Play to gain work hours and use  
it to fill the timesheet

Skip



Share timesheet with  
your team

Skip



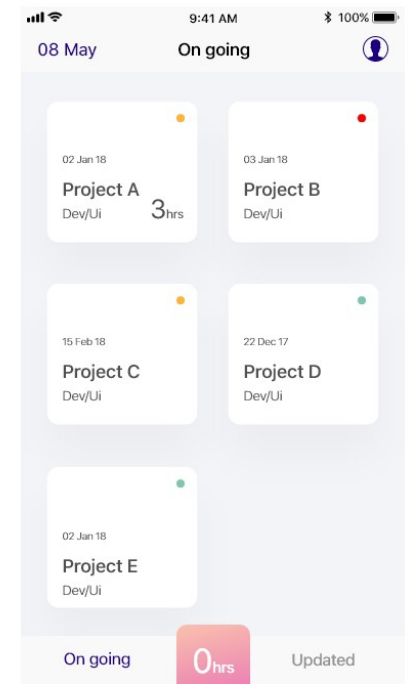
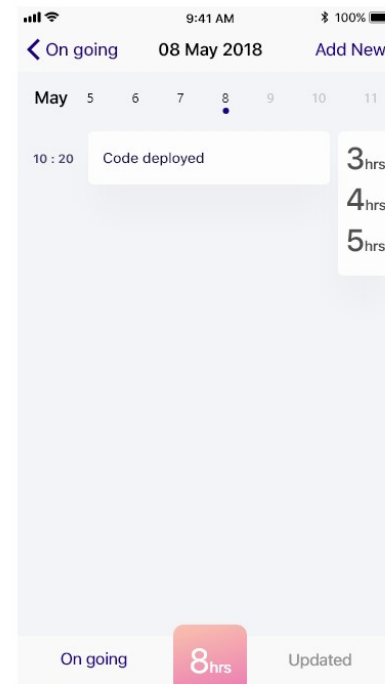
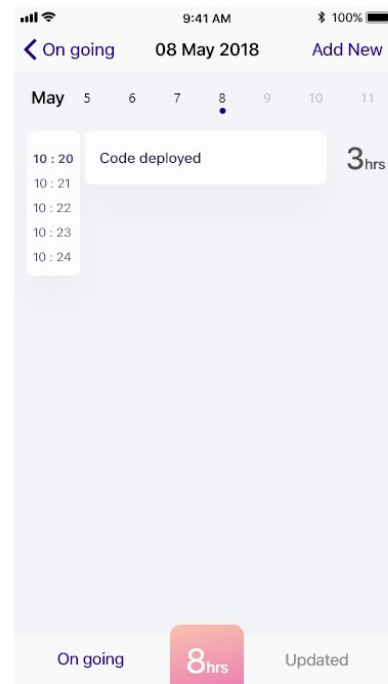
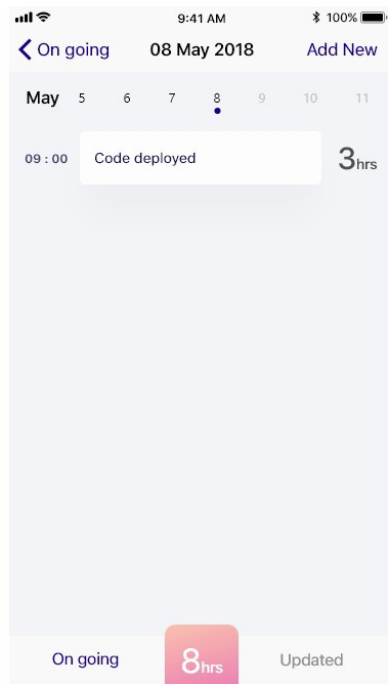
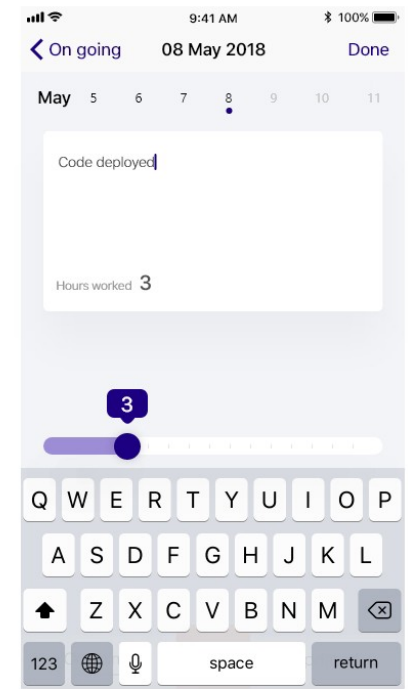
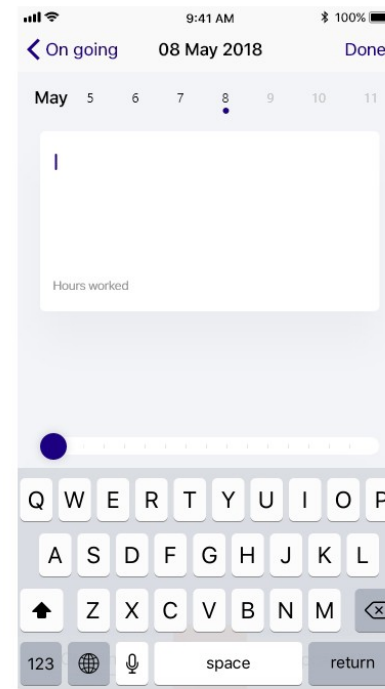
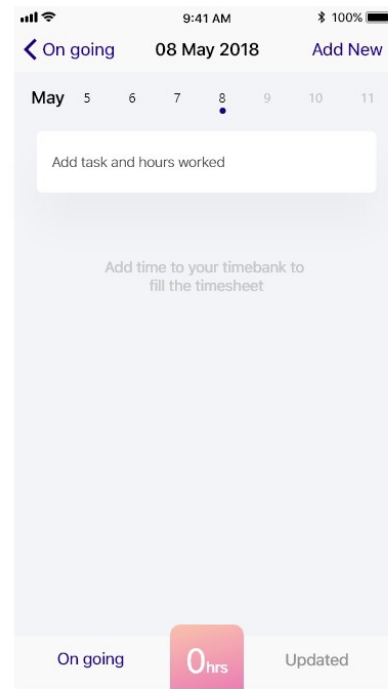
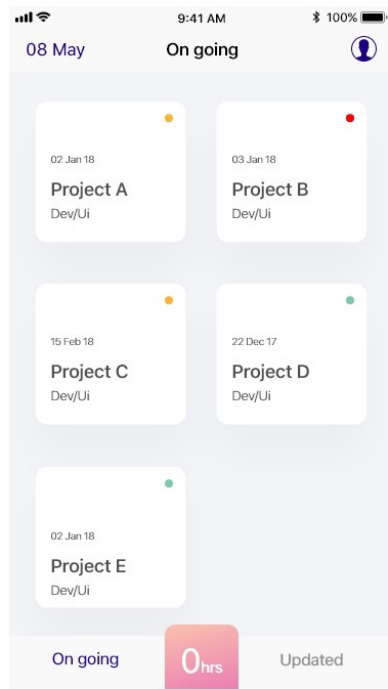
Employee ID

Password

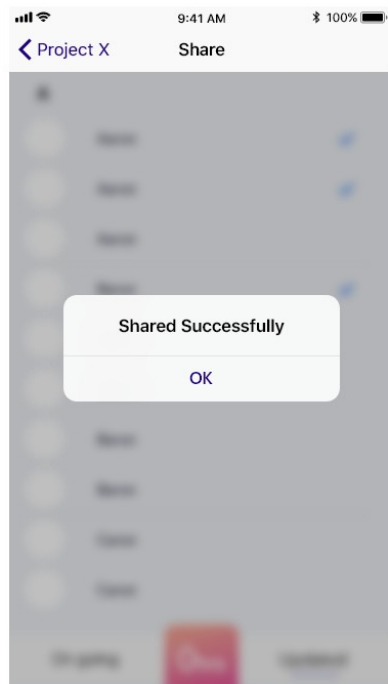
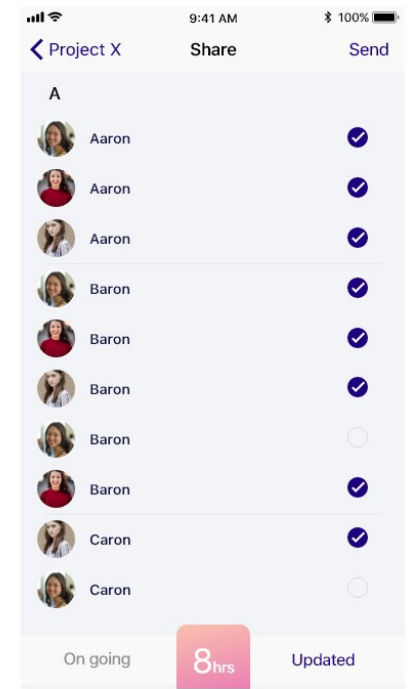
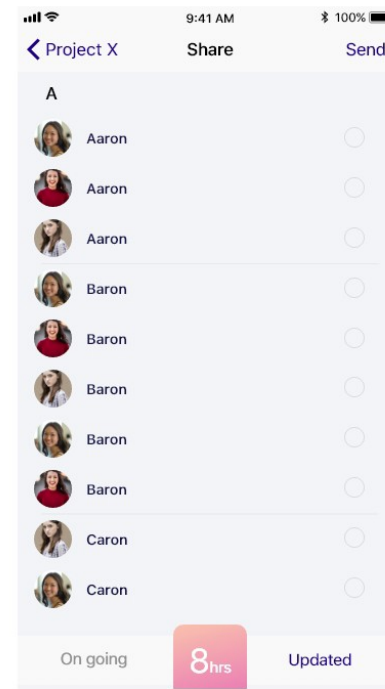
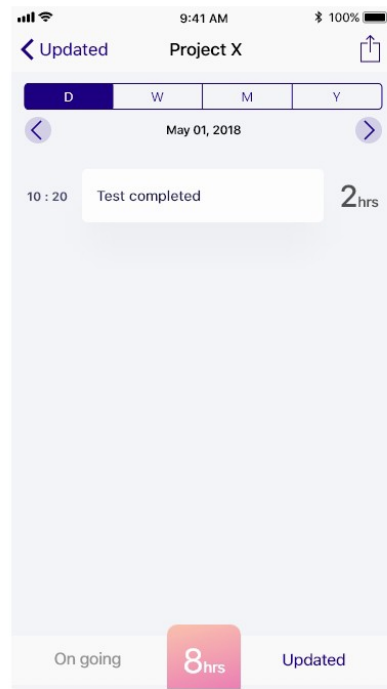
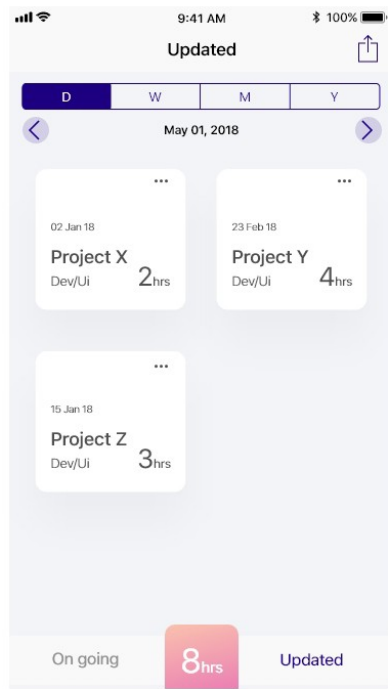
Login

[Forgot password?](#)

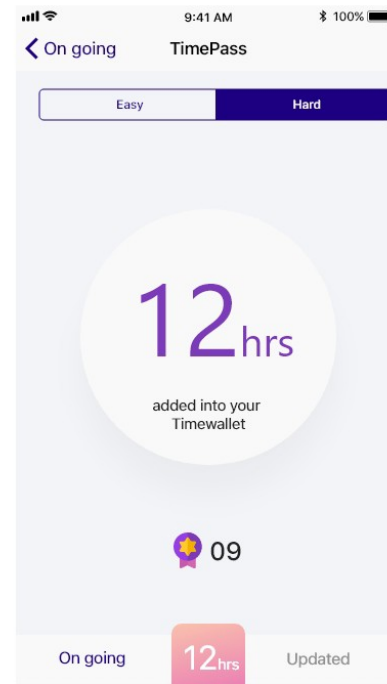
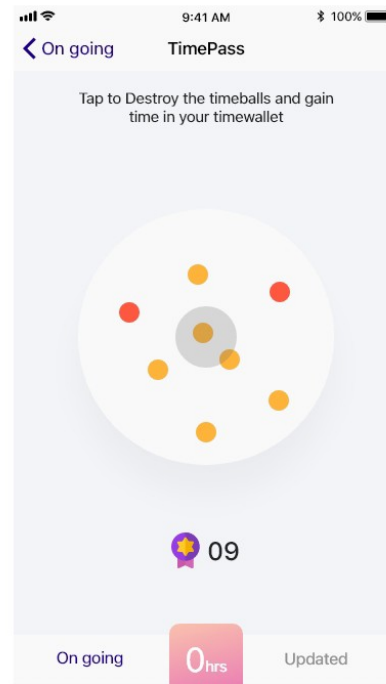
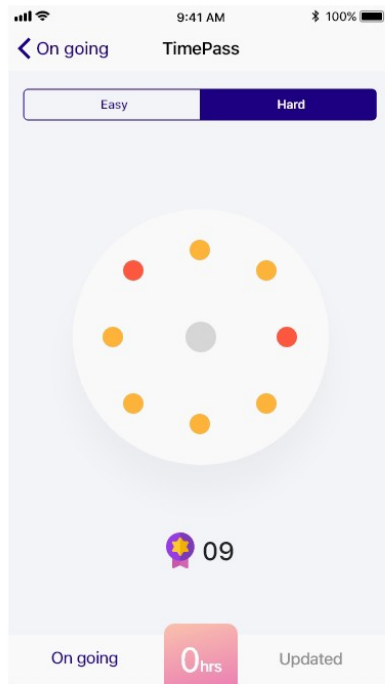
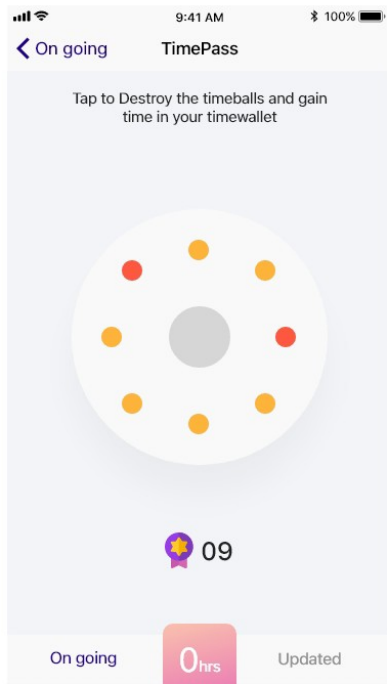
# Timesheet entry for on-going project

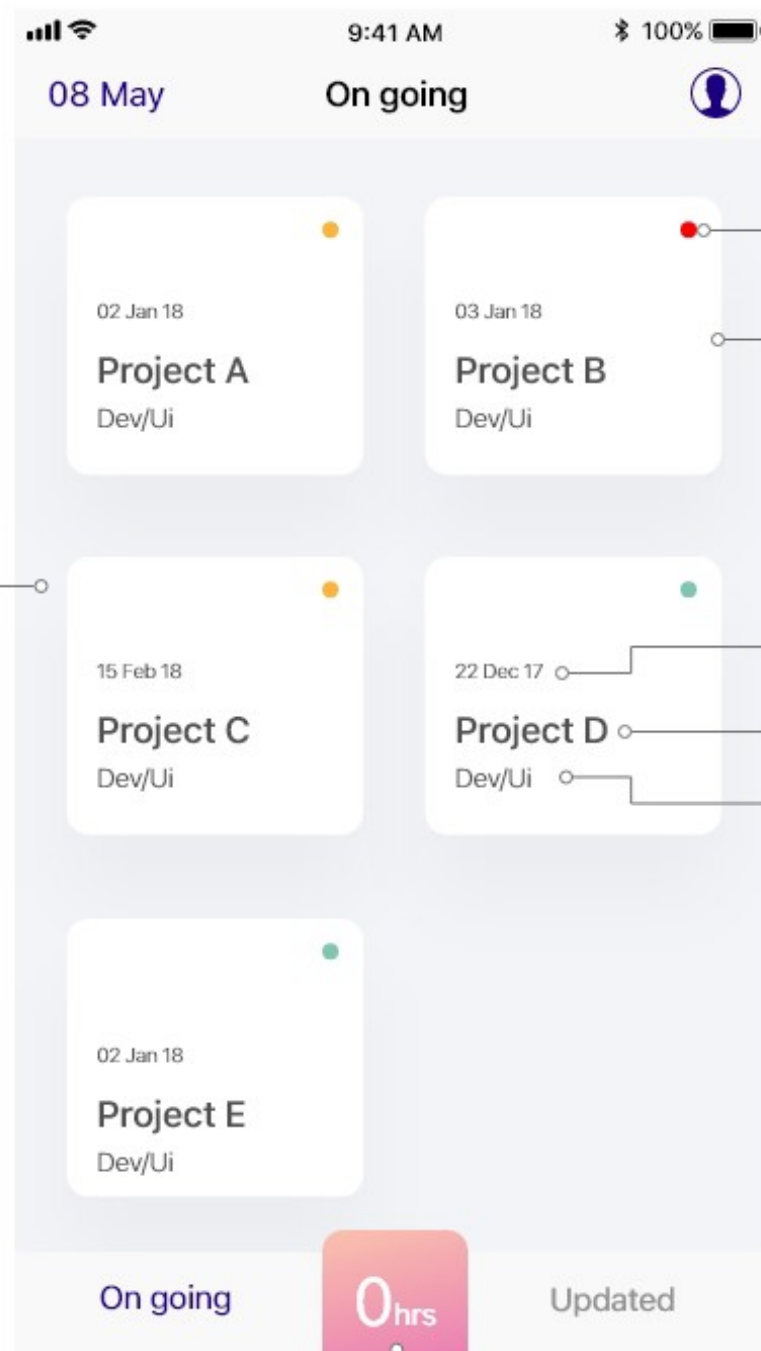


# Sharing Timesheet from Updated entries



# Playing game to gain Time





08 May

On going



02 Jan 18

**Project A**

Dev/Ui

03 Jan 18

**Project B**

Dev/Ui

15 Feb 18

**Project C**

Dev/Ui

22 Dec 17

**Project D**

Dev/Ui

02 Jan 18

**Project E**

Dev/Ui

Fill: #FF0000

Fill: #000000  
Shadow: X 0 Y 30 B 40

Fill: #F2F4F7

Fontsize: 10px  
SF Pro Text Light

Fontsize: 18px  
SF Pro Text Medium

Fontsize: 13px  
SF Pro Text Light

On going

0 hrs

Updated

Fill: Gradient  
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#EB7CB4