

DayTask App

By: Alexander Williams



2024

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A20	B	C	D	E	F	G	H
	start	finish	Task	Category	Date	Start Time	End Time
1	start	finish	Task	Category	Date	Start Time	End Time
2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	wash dog	errands	2024.08.29	10:00	
3	<input type="checkbox"/>	<input type="checkbox"/>	clean room	errands			
4	<input type="checkbox"/>	<input type="checkbox"/>	pay credit cards	errands			

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What It Does

The DayTask application's purpose is to log tasks that the user would do during their day. When a user starts a task, they first select the task's category (example: 'errands') and then pick from a task list. When done, they tap the finish button to mark the task completed. This data would then be pushed to an online cloud based spreadsheet (example: Google Sheets) where each task would be chronologically ordered. The spreadsheet's values would all reflect from the user's watch interactions. The values would be editable for new tasks, lists, and corrections, which would all synchronize within the DayTask application.

Potential Users

Since the DayTask application is a comprehensive task and time management tool designed to track and categorize daily activities, it could be useful for the following users:

User Type 1: Student



Students using the DayTask app can find ways to balance their studying, class attendance, homework assignments, extracurricular activities, and socializing events. This gives students satisfaction by giving them greater opportunities for accountability in order to track how they are spending their time on studying versus all other activities. This could help in enhancing their productivity and workload management which could lead to better learning outcomes.



User Type 2: Freelancer

Freelancers often juggle multiple projects, start client meetings, and run personal errands (example: shopping at the grocery store.) They may need to find a way to best track how their time is spent through these various tasks in order to manage their productivity more effectively. The satisfaction for the freelancer would result from them easily categorizing and logging their activities throughout the day while providing deeper and detailed insights into how they allocate their time. This could help with time management and better scheduling habits.

Requirements

- **Log Activity:** Ability to start and stop activities using a visual interactive interface.
- **Customizations:** Users can edit and customize their category area slices and tasks.
- **List and Section Support:** Tasks can be turned into lists and fall under section headers.
- **Breaks Ability:** Ability to log breaks and transitions between different activities.
- **Spreadsheet Export:** Export activity to a spreadsheet with timestamps, tasks, and durations.
- **Synchronization:** Ability to edit values between interfaces with changes reflecting in all apps.
- **Data Visualization:** Provide visual representations like conditional formatting to spreadsheet.

Similar Applications and Inspirations

1. Toggl Track

Toggl Track focuses on time tracking which allows users to log time spent on tasks and gain insights and reports. DayTask app operates similarly with collecting activities and their time, but is initially designed without the ability to produce graphical data with insight reports.

2. Habitica

Habitica is a productivity app designed to gamify a user's tasks and personal goals so that they become more fun. It offers a rich customization structure to alter tasks, goals, and other habits.

DayTask seeks a similar feeling in order to capture the joyful aspects of completing tasks.

Designs

Design 1



Design 2

Usability Criteria

Design 1's slice wheel interface provides a unique and modern design meant for pleasure.

However, it may be less intuitive for users to operate due to smaller fonts and less touch target area. Design 2 is more practical. Its easy navigational list with intuitive placement and larger texts for activity logging make it more consistent and predictable based on universal design principles. Users are offered more utility and learnability with Design 2. Imagine a scenario of a teacher's busy daily schedule. Such scheduling requires reliable uniformity, legible instruction, and timing. All of this is familiar with Design 2's list interface. Teachers would be able to see in clarity the timing of each different categorization with a bold font face. The top to bottom list feature also reflects the nature of many careers that follow the same interfaces too.