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Group 13

### Group Members:

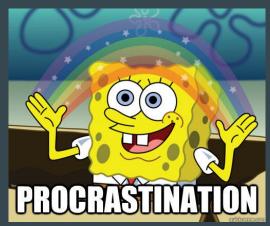
- Ali Darwiche
- Keith Wong
- Abderrahman Said-Alaoui
- Coffee 💝

Application Description:

A simplified daily task manager. The prime objective of this app is to determine how much personal time is left once all obligations are satisfied. This will be accomplished by keeping track of any daily or occasional obligations, and any activities that might be scheduled by the user.

Target Audience:

L33t procrastination aficionados, with a deep appreciation of their personal time.



### Application Functionality:

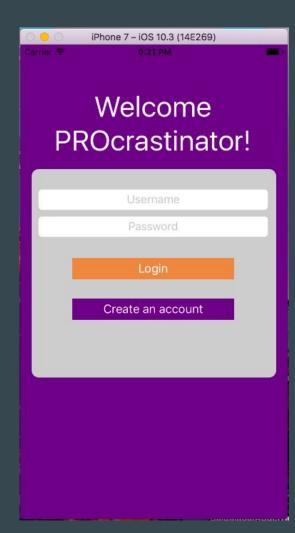
- Login / Accounts
- User configuration
- Add/Remove/Edit a task or goal
- Daily Tasks manager
- Current Task manager
- Weekly Tasks manager
- Keep track and update daily routine

### Application Challenges Experienced:

- Integrating both a Navigation and Tab Bar Controllers into one application
- Passing information between all the views
- Setting up an intuitive and easy navigation between views
- Designing the front end
- Storyboard merge conflicts :(
- Core data synchronization

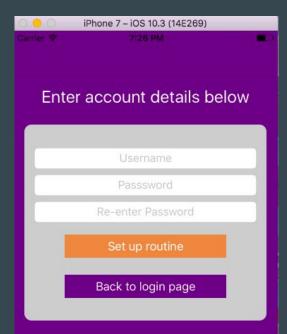
### Group Member Contributions:

- Keith Wong
  - Add/Edit/Remove Tasks/Goals
  - Tasks/Goals Details views
  - Weekly tasks view
- Ali <u>Darwiche</u>
  - Core Data
  - UI
- Abderrahman Said-Alaoui
  - Storyboard and segues
  - Controllers setup + testing/debugging
  - Login and Settings/Configuration



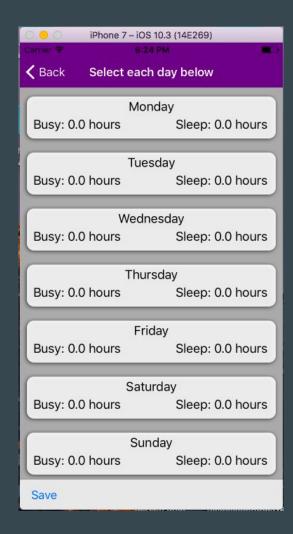
### Login Screen

- User logs into account using chosen username and password
- Create a new account, which leads the user to a screen to make a new account.



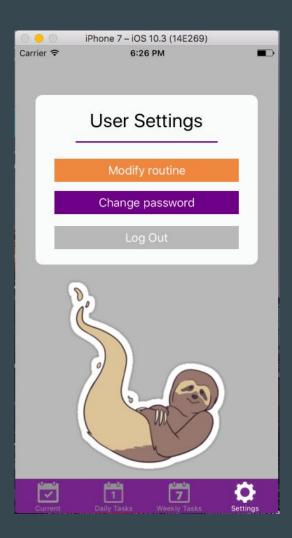
### Account Registration Screen

- User enters a unique password
- User enters and confirms the password
- Continue account set up by entering daily routine data
- Cancel account setup by pressing "Back to login page"



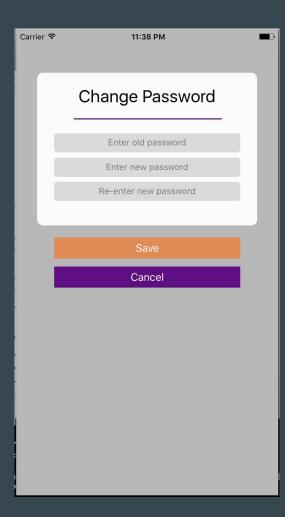
### Daily Routine Screen

- User is prompted to enter a rough value of the number of hours corresponding to their daily routine (sleep, work, classes, etc...)
- Data is saved through an alert controller each time a cell is selected
- User clicks save to finish account creation.



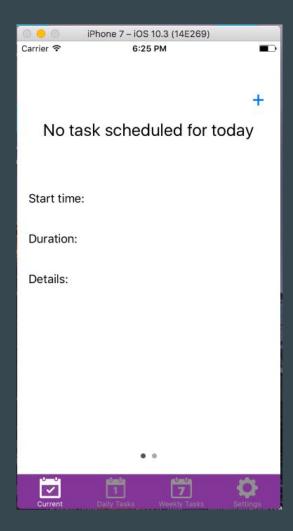
### User Settings Screen

• Provides the user with a way to modify the daily routine, change the routine, or simply log out from the current account.



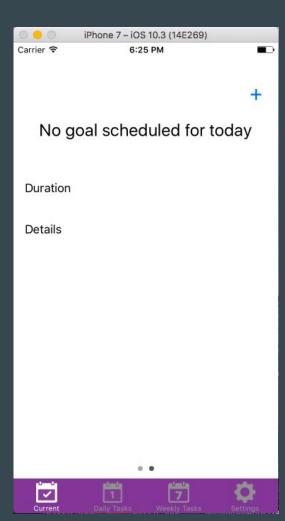
### Change Password Screen

- User must enter the old password (make sure no one pranks you bro)
- User enters new password, and confirms it through second entry.
- Users presses save to accept the changes, cancel to revert the changes.



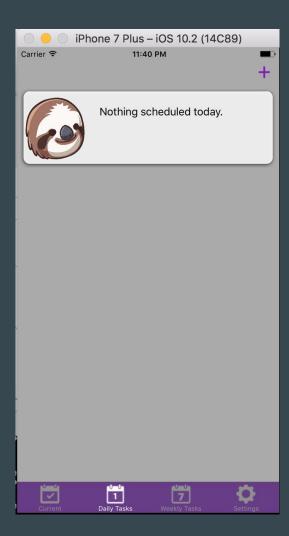
#### Current Scheduled Task Screen

- If the user feels like being productive today, the current task that needs the user's attention will displayed on this screen.
- Part of the tab bar controller for quick access.
- "+" button links to the view for adding a new task or goal
- Part of a page view controller. So scrolling left or right the user will able to see...



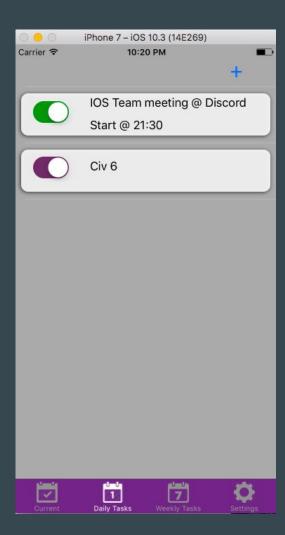
#### Current Scheduled Goal Screen

- Quick overview of the user would like to spend some of his/her time doing.
- "+" button has the same previously mentioned feature.



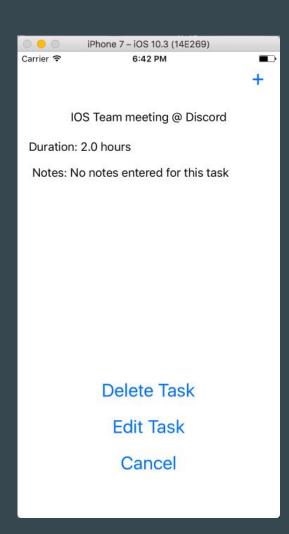
### Today's Tasks and Goal Screen

- Displays a list of task and the goal the user scheduled for today.
- Current display of a day with no task or goals scheduled.



### Today's Tasks and Goal Screen

- Example after scheduling a task and a goal.
- Switches serve at keeping track of what is accomplished and what is not.
- Switches are color coded. Purple for the goal, and Green for task.
- Clicking on each cell displays the details view of the selected goal or task.
- "+" button for adding a new task or goal.



#### Task/Goal Details Screen

- Displays the details of the selected task or goal.
- Possible for the the user to delete the task, or edit it.
- "+" to add a new task or goal to the schedule.
- Accessed from clicking on a task or goal from the current or selected day's table view



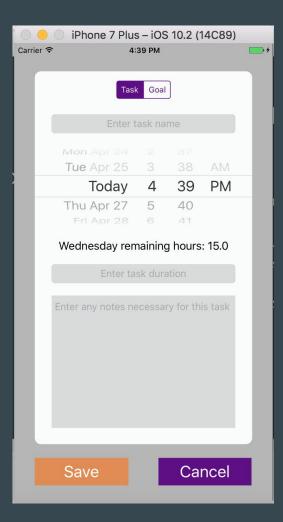
### Weekly View Screen

- Serve as a bird's-eye view of how busy some days are compared to others.
- Cells are color coded depending on how busy each day is.
  - Red = Very busy
  - Orange = Kinda busy
  - Green = Treat yourself!
- Progress bar is used as a visual aid of how much of the day is booked.
- Clicking on any day's cell will pull up a table of the respective day's tasks and goals.



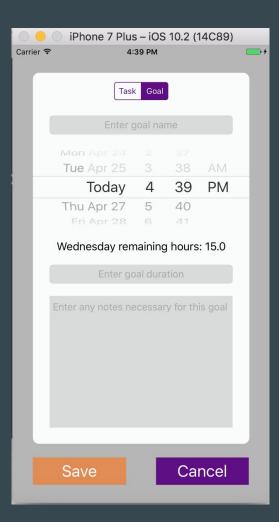
### Selected Day's Details Screen

• Same layout and features as the current day's tasks and goal list screen.



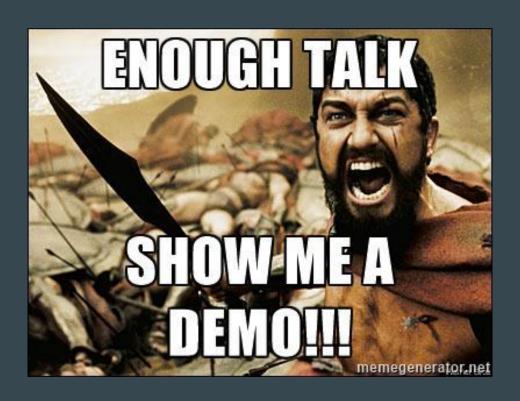
#### Add a New Task

- User fills some details related to the task that is about to be created.
- Name and duration are mandatory.
- Possible to add notes about the task if desired by the user
- Switch to adding a new goal by clicking on the segmented controller.



#### Add New Goal

Same features as the add new task screen.



Questions?