

# Final Project Proposal – Time Wallet

## Project Description

Time Wallet is a mobile application designed to help users manage and track their time as if it were money. Each minute represents a valuable unit that can be spent or saved. The app aims to enhance productivity, focus, and self-awareness by visualizing how users “spend” their time and encouraging them to use it wisely.

## Group Members

Anas Serag Abdelmajed Elmakawy  
Hams Mohamed Ramadan Mahmoud  
Maha Gamal Nasr El-deen Nada  
Rawan Tarek Mahmoud Mohamed  
Sara Fadi Saber Mahmoud  
Ahmed Essam Abdelsattar

## Team Leader

Anas Serag Abdelmajed Elmakawy

## Objectives

- Design an intuitive and visually appealing mobile interface.
- Provide a seamless and efficient user experience for time tracking.
- Encourage better time management through reports and gamification.
- Apply professional UI/UX design principles to ensure clarity and usability.

## Tools & Technologies

**Design Tools:** Figma, Adobe Illustrator

**Research & Documentation:** Notion, Google Forms

**Project Management:** Trello

**Testing & Prototyping:** Figma Prototype Mode

## Milestones & Deadlines

### 1. Research & User Insights

Conduct user research, create personas, and identify key pain points.

**Deadline:** Oct 15 – Oct 20, 2025

## **2. Wireframing & UX Flow**

Develop user flows and low-fidelity wireframes.

**Deadline:** Oct 21 – Oct 25, 2025

## **3. Visual & Interaction Design**

Design the full UI with typography, color palette, and visual components.

**Deadline:** Oct 26 – Nov 3, 2025

## **4. Prototype & Testing**

Build the interactive prototype and conduct usability testing.

**Deadline:** Nov 4 – Nov 8, 2025

## **5. Final Presentation & Documentation**

Prepare the final case study and present the prototype.

**Deadline:** Nov 9 – Nov 14, 2025

## **KPIs (Key Performance Indicators)**

### **1. Research & User Insights**

- Conduct user interviews and surveys.
- Create detailed personas and journey maps.

### **2. Wireframing & Prototyping**

- Develop clear and consistent wireframes.
- Ensure alignment with user needs and project goals.

### **3. Usability & Testing**

- Identify and fix UX issues based on feedback.
- Achieve at least 80% user satisfaction during testing.

### **4. Visual & Interaction Design**

- Maintain a consistent and visually appealing design.
- Ensure smooth and intuitive user interactions.

### **5. Final Presentation & Documentation**

- Present a functional prototype.
- Deliver a professional case study summarizing the process.