

Group Proposal 2

Mamadou Diallo

Tacory Bey

Project: FocusNFLOW

Project Summary:

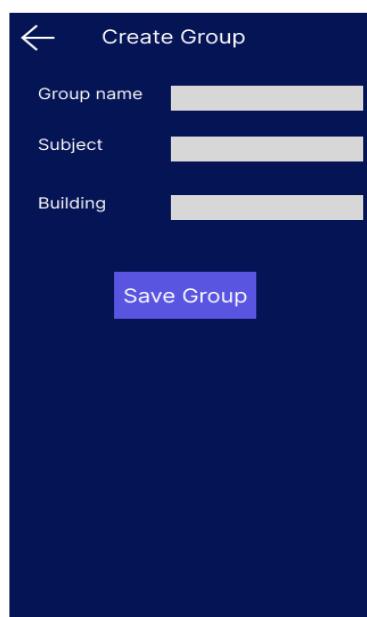
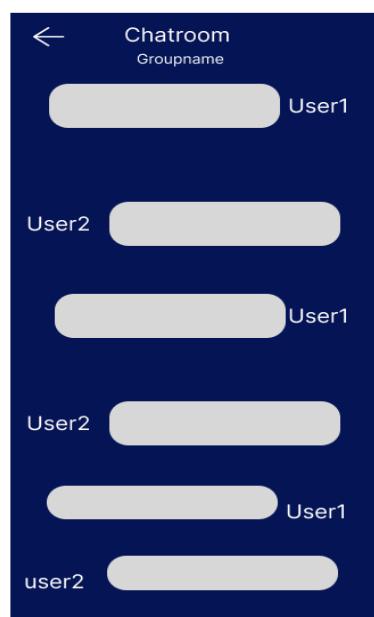
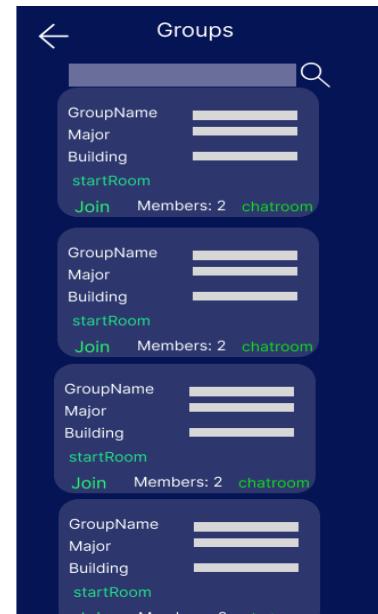
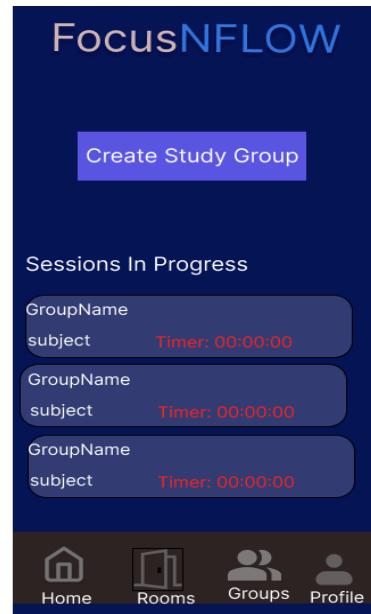
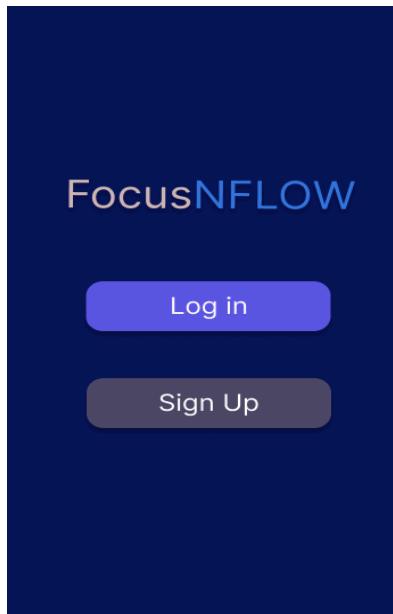
FocusNFlow is a campus study-organizer application designed to streamline academic collaboration and improve productivity for students. The app provides real-time access to study room availability, tools to form study groups, scheduling features, and a shared productivity timer. By centralizing these resources into a single platform, FocusNFlow reduces the need for scattered communication and helps students organize their study routines more efficiently.

Git Repo:

<https://github.com/corybey/focusNflowproj>

Wireframe:

Visuals



The wireframe outlines the structure of major interactive components, including authentication, room-finding modules, study group organization, group chat interface, scheduling screens, and collaborative timers. Each screen is visually separated using cards, clear labels, and navigation buttons to maintain a consistent and efficient user flow.

Functionality:

- **Launch → Authentication Screen**

When the user opens the app, they are greeted with a campus authentication screen. Logging in verifies their student identity and redirects them to the dashboard.

- **Dashboard → Study Room Finder**

After authentication, the user can navigate to the study room finder to view a live map of available campus study rooms, updated in real time with capacity and status indicators.

- **Dashboard → Study Group Formation**

Users can transition into the group formation screen, where they can either create a new study group or join an existing one based on classes, subjects, or open invitations.

- **Study Group → Group Chat**

After joining a group, the user enters the chat screen, enabling them to communicate with group members, share location details, or coordinate

items like study materials.

- **Group Chat → Study Session Scheduling**

Users then move to the scheduling screen to propose or accept meeting times, view group availability, and finalize when and where the study session will occur.

- **Scheduling → Shared Study Timer & Goals**

When a session begins, the user can open the shared timer screen, which synchronizes a Pomodoro-style study timer across all group members and displays collective goal progress.

Iterative Design:

- **Navigation Test**

Users should be able to navigate from authentication to any major screen without error or delay.

Improvement: Optimize routing and prevent broken navigation paths.

- **Button Response Test**

Buttons across room finder, group formation, and chat should trigger the correct actions immediately.

Potential Improvement: Add confirmation messages and error prompts to enhance clarity.

- **Data Synchronization Test**

Room availability, chat messages, and group schedules should stay consistent and synchronized in real time across all devices.

Improvement: Strengthen backend listeners and caching logic.

- **UI Feedback Test**

The interface should visually respond to taps, scrolls, and screen

transitions with smooth animations.

Potential Improvement: Improve layout responsiveness and introduce light/dark mode themes.

- **User Testing Feedback**

Early testers should easily locate features like room finder, chat, and scheduling from the dashboard without confusion.

Potential Improvement: Simplify button labels, reorganize dashboard sections, and increase visual hierarchy.