

Title: Time management application with integrated chat and gamification features (maybe if I have enough time)

Topic: time management app that helps you track your activities throughout the day using various time management tools such as prioritizing tasks, reminders etc.

Different views like day calendar, week and month will be available to the user, each of them being able to be modified by the user (adding, deleting tasks, events etc), a color scheme would be available to differentiate between a random day or the current day so the user can't switch them by mistake.

Also, a shared calendar will be provided for the app users. 2 or up to 10 people (still deciding on the max number) will be able to create a shared calendar and a chat will automatically be created with all the members of the shared calendar.

The shared calendar will be automatically filled up at creation with the time slots occupied and available for the users (the actual tasks of the users won't be available, the other users will see just that the time slot was occupied).

The users will also be able to exclude members from the shared calendar for a better visibility.

For tasks such as "getting groceries" or something similar I would also like to open the notes application and display for example the note that has the subject "groceries" (I don't know yet if this is possible or not so the actual implementation is up for debate).

The gamification part would include some kind of tracker that will encourage you to complete more tasks and maybe compete with other people using the app into getting more things done. Different notification and challenges will be displayed as alerts or notifications such as "get moving", "do 10 push ups", "drink a glass of water" and so on that will help the user get extra points for their own progress or if they are competing with someone. Some will be available in the application (as defaults) and the user can have the option to customize them or add to the challenges list.

Tasks can be assigned different priorities so the user can arrange it in a priority order, also a task is going to have a title description, possible associated note, possible reminder, approximate duration and approximate difficulty so the user can have a clear view of what he has to do and when should they complete the task.

The application will be written in flutter, available for android devices, and it will use firebase (for now) due to its fast access, and real time synchronization which is optimal for the shared calendar feature of the app.

The chat might also contain different commands available for the user so that they won't have to switch from chat function to calendar in order to add an event or a reminder, for example "create event: date: time etc" and the event will be stored in both the shared calendar and also in the personal calendar of the user that used the command, the other users would have to confirm the event so that it could be added in their personal calendar as well.

At the moment I lack further information regarding the architecture of the project. The thesis document would contain of course detail regarding the application, why I used flutter over other available

frameworks and also why firebase ( if I choose to continue with that). The architectural part will also be included such as various use cases, requirements and diagrams.