

Daily-Do

Daily to-do list and productivity app

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Overview

Daily-Do is a goal-tracking application that provides users with a convenient way to monitor their daily tasks. The app enables user to pick from four common categories of daily tasks, namely *Payment*, *Shopping/Groceries*, *Fitness* and *Chores*. In each category, users get to add new tasks, edit and/or delete existing tasks, or mark tasks as “completed”. The user’s progress is reflected by the number of tasks completed and the remaining tasks at hand. In addition, users have the option to set a timer in order to track their time spent for each category of task.

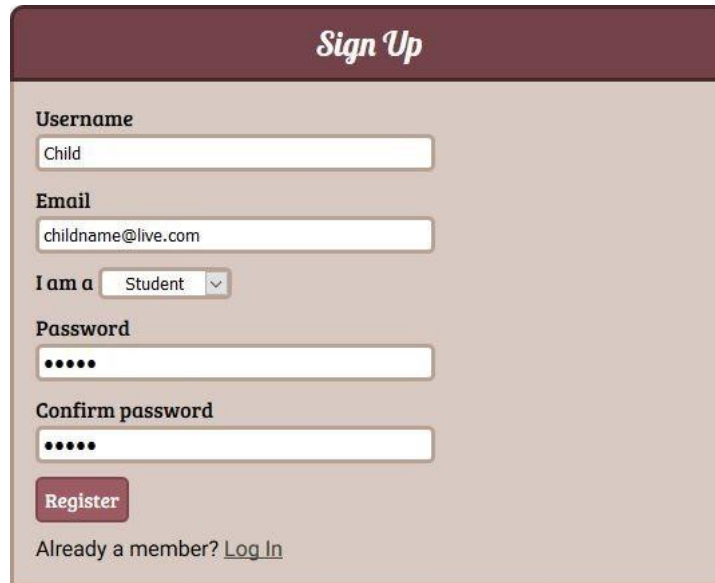
Moreover, the app supports two user types, namely *Parent* and *Student*. A *Parent* will have access to view their child’s progress simply by entering their child’s username during registration. The *Parent* however will not be granted privilege to add new tasks or overwrite any of the tasks that the child or *Student* has created. A *Student* on the other hand, will be granted privilege to all task operations such as adding new tasks, editing, deleting and marking tasks as completed, as well as tracking the time spent.

Instructions To Run Daily-Do on localhost

1. Download and extract Group07.zip file
2. Copy the *codes* folder into your *htdocs* folder in your XAMPP installation directory.
3. Start the Apache and MySQL server in the XAMPP control panel.
4. Enter `localhost/codes` in your browser.
5. Locate and click on `login.php`. You will be directed to Daily-Do's login page.
6. You can click on "Register" to start with a new account or
7. To login as an existing user, an account for both parent and child user has been created for demo purposes. The following are the account credentials:
 - a. Child/Student User
 - i. Username: Child
 - ii. Password: Child
 - b. Parent User
 - i. Username: Parent
 - ii. Password: Parent
8. That's all, have fun!

User Registration

- Student Registration

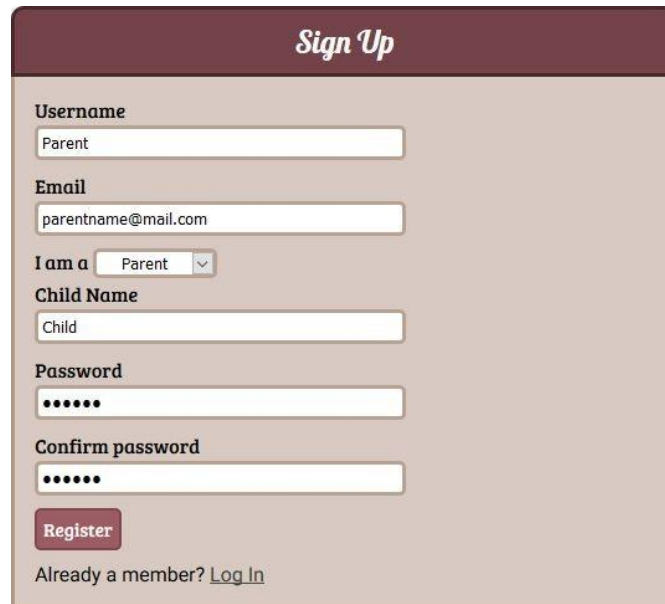


The image shows a 'Sign Up' form for a student. The form has a dark red header with the text 'Sign Up' in white. Below the header, there are five input fields: 'Username' with the text 'Child', 'Email' with the text 'childname@live.com', 'I am a' with a dropdown menu showing 'Student', 'Password' with five dots, and 'Confirm password' with five dots. Below the input fields is a red 'Register' button. At the bottom, there is a link that says 'Already a member? [Log In](#)'.

Figure 1: Student sign up form.

The student registration form requests input data from a new user and puts into use this information as account credentials for the user to login and use the application as they see fit. The data requested are the user's username, email, whether they are a student or a parent, their password and their password again as confirmation. It also provides a redirect link to the login page to redirect users that already have an account.

- Parent Registration



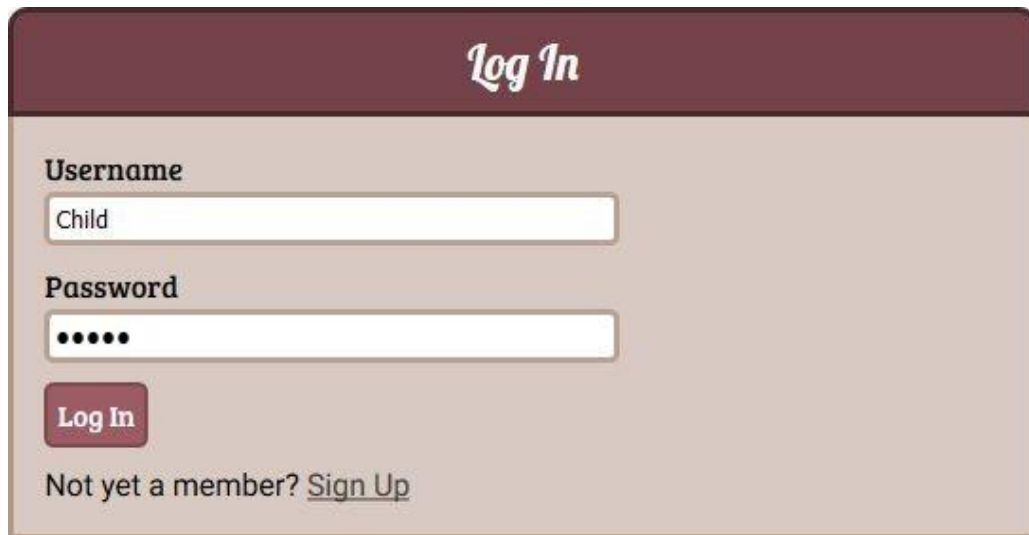
The image shows a 'Sign Up' form for a parent. The form has a dark red header with the text 'Sign Up' in white. Below the header, the form is divided into several sections: 'Username' with a text input field containing 'Parent'; 'Email' with a text input field containing 'parentname@mail.com'; 'I am a' with a dropdown menu showing 'Parent'; 'Child Name' with a text input field containing 'Child'; 'Password' with a text input field containing six dots; and 'Confirm password' with a text input field containing six dots. At the bottom of the form, there is a red 'Register' button and a link that says 'Already a member? [Log In](#)'.

Figure 2: Parent sign up form.

The parent registration page possesses much similarities to the student registration page. The only difference is when the parent option is selected instead of the student option, the form will change to request the username of the child. This then forms a link between the two accounts for the parent's supervision over the child's account.

User Login

- Student Login

A login form with a dark red header bar containing the text "Log In" in a white, stylized font. Below the header, the form has a light beige background. It contains two input fields: "Username" with the text "Child" and "Password" with five black dots. Below the password field is a red "Log In" button. At the bottom, it says "Not yet a member? [Sign Up](#)".

Log In

Username
Child

Password
•••••

Log In

Not yet a member? [Sign Up](#)

Figure 3: Student login form.

After registering an account, the user can use the entered information to login into the application in order to use the page alongside all its features. In case the user provided the wrong credentials, an error will appear indicating so.

Once the user has logged in, they will be redirected to a new page where the user may begin using the application for its provided features.

Daily-Do

Manage your daily tasks

Payments

Groceries

Fitness

Chores

Welcome, *Child*

Payments

25%

1/4 completed!

ITEM

Enter an item...

+

Set reminder?

In Progress

Task	Edit	Delete	Completed?
→Pay hostel fee			✓
→Pay phone bill			✓
Pay car installment			✓

Completed

Task	Delete
Settle camera rental	

Timer

Start Timer

End Timer

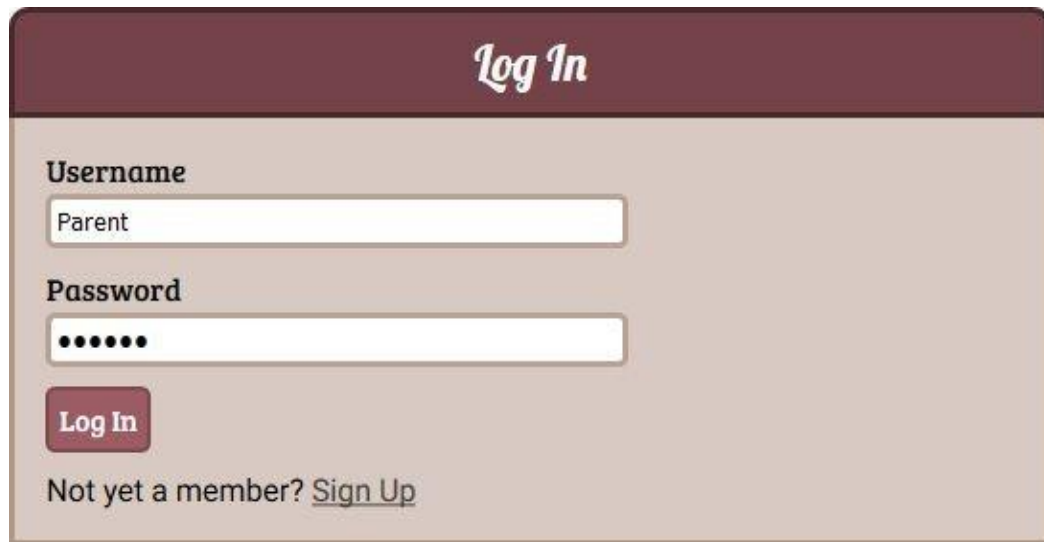
Elapsed time: 28 second(s).

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Home | About | Sitemap

Figure 4: Student landing page.

- Parent Login

The image shows a login form for parents. It has a dark red header with the text "Log In" in a white, stylized font. Below the header, there are two input fields: "Username" with the text "Parent" and "Password" with a masked password of seven dots. Below the password field is a red "Log In" button. At the bottom, there is a link that says "Not yet a member? [Sign Up](#)".

Log In

Username
Parent

Password
•••••••

Log In

Not yet a member? [Sign Up](#)

Figure 5: Parent login form.

Similar to Student login, the login page for Parent requires input for username and password. An error will appear when the parent enters the wrong credentials into the form.

Once logged in, the parent is not allowed to provide changes, add or delete the tasks on the student's page. Instead, they are simply allowed to only see the tasks and progress of their child.

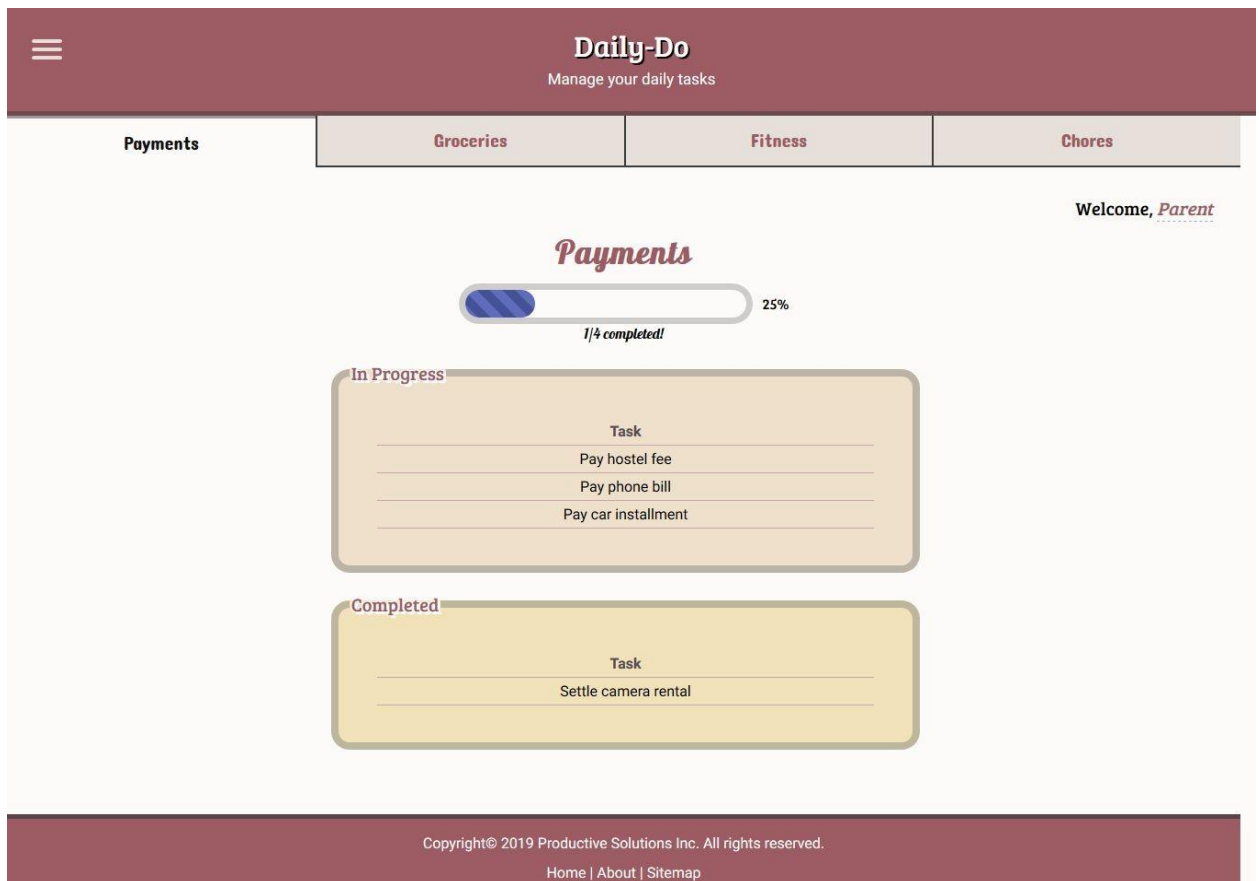


Figure 6: The page which parents are redirected to after logging in. The parent's page cannot add, edit or delete tasks. They are only allowed to view the progress and tasks of the student's account.

Task Operations

- Choosing Task Category



Figure 7: The task list is separated into four different categories — payments, groceries, fitness and chores.

There are four task categories: payments, groceries, fitness and chores. Depending on their task, the user may choose a relevant category and proceed with task operations.

The following task operations are limited to use by Student users only.

- Adding Tasks

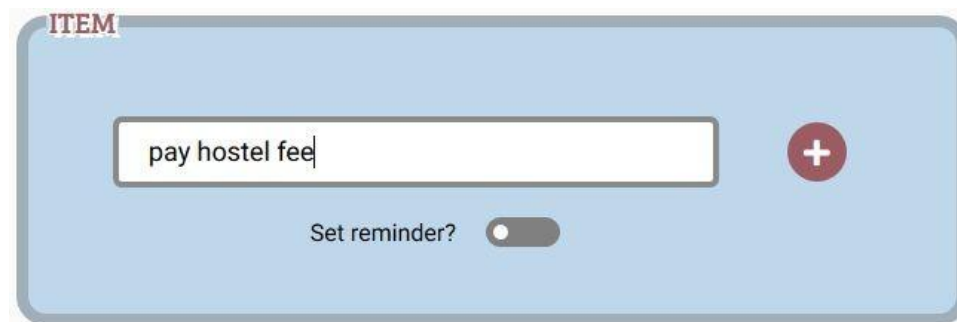


Figure 8: The plus (+) symbol allows the user to enter new tasks into the task list.

When a task comes up, the student may choose to enter it into the application so it can be recorded into the database. The student has the option to set a reminder for the task being created. Once this is done, it will appear in the ‘In Progress’ container to be displayed.

- Editing Tasks

The figure shows a three-part interface for editing tasks. The top part is a blue box labeled 'ITEM' with a text input field containing 'Enter an item...', a red '+' button, and a 'Set reminder?' toggle switch. The middle part is a tan box labeled 'In Progress' containing a table with two rows of tasks. The bottom part is another blue box labeled 'ITEM' with a text input field containing 'Buy baby carrots', a red button with a document icon, and a 'Set reminder?' toggle switch.

Task	Edit	Delete	Completed?
Buy 2 cartons of milk			✓
Buy carrots			✓

Figure 9: Editing an example task “Buy carrots”.

In case the user wants to make adjustments to a task, users are granted the opportunity to edit the task by clicking the pencil icon available at the side of the task list. The add button will now toggle to update/save button. After the update button is clicked, the task will be updated to reflect the changes made.

The figure shows a tan box labeled 'In Progress' containing a table with two rows of tasks. The first row is 'Buy 2 cartons of milk' and the second row is 'Buy baby carrots'. Both rows have a pencil icon for editing and a trash icon for deleting, and both are marked as completed with a checkmark.

Task	Edit	Delete	Completed?
Buy 2 cartons of milk			✓
Buy baby carrots			✓

Figure 10: The updated task reappears in the “In Progress” container . The pencil icon indicates the icon to edit the tasks.

- Deleting Tasks



The screenshot shows a mobile application interface with a header 'In Progress' in a pink box. Below it is a table with four rows of tasks. Each row has an 'Edit' icon (pencil), a 'Delete' icon (trash can), and a 'Completed?' status (checkmark). The tasks are: 'do bicep curls', 'run 10 laps around the field', 'go swimming with friends', and '30 min cardio at gym'.

Task	Edit	Delete	Completed?
do bicep curls			✓
run 10 laps around the field			✓
go swimming with friends			✓
30 min cardio at gym			✓

Figure 11: The trash can icon indicates the button to delete tasks.

When no longer needed, users have the option to dispose of an unneeded task. This can be done by clicking on the trash can icon at the side of the task. Once it has been clicked, the task will be removed from the list and from the database.



This screenshot is identical to Figure 11, but the last row, '30 min cardio at gym', is highlighted with a light blue background to indicate it is the task being demonstrated for deletion.

Task	Edit	Delete	Completed?
do bicep curls			✓
run 10 laps around the field			✓
go swimming with friends			✓
30 min cardio at gym			✓

Figure 12: Example demonstrating deletion of a task



This screenshot shows the task list after the deletion. The '30 min cardio at gym' task has been removed, leaving only three tasks in the list.

Task	Edit	Delete	Completed?
do bicep curls			✓
run 10 laps around the field			✓
go swimming with friends			✓

Figure 13: The deleted task will be removed from the database and consequently from the list from which it was deleted

- Adding Reminders

The image shows a user interface for a task management application. The top section, titled 'ITEM', is a light blue rounded rectangle containing a text input field with the placeholder 'Pay hostel fee' and a red circular icon with a calendar symbol. Below the input field is a toggle switch labeled 'Set reminder?' which is currently turned on (green). The bottom section, titled 'In Progress', is a light orange rounded rectangle containing a table with three rows of tasks. Each row has columns for 'Task', 'Edit', 'Delete', and 'Completed?'. The tasks listed are 'Pay hostel fee', 'pay phone bill', and 'pay car installment'. Each task has an edit icon (pencil), a delete icon (trash), and a checkmark in the 'Completed?' column.

Task	Edit	Delete	Completed?
Pay hostel fee			✓
pay phone bill			✓
pay car installment			✓

Figure 14: The slider underneath the task title form will let the user decide if they want a reminder set or not.

The reminder feature is used to provide an alert message to the user every time the page is accessed. Whenever the user enters the page, the alert message will come up to remind them of important tasks. It will also appear in a different colour and will have an arrow beside the text to indicate its prioritisation compared to other tasks present.

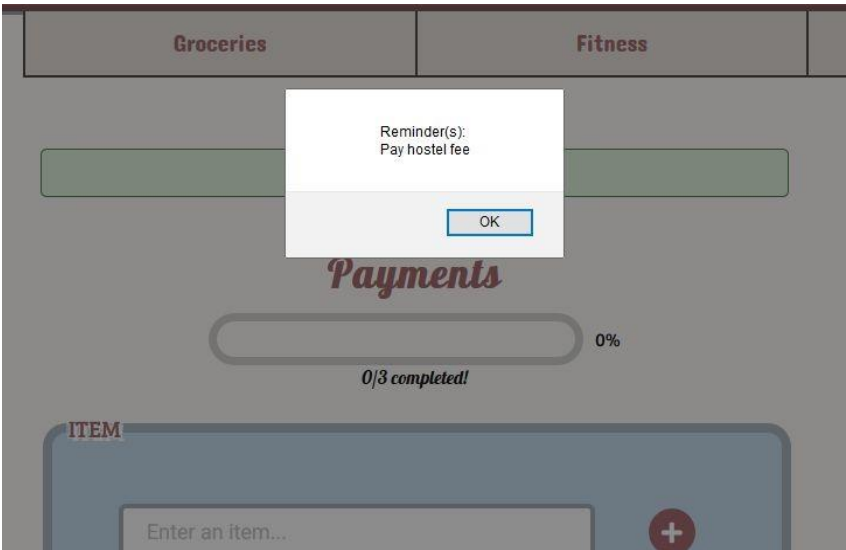


Figure 15: An alert box with the reminder list pops up every time the page is refreshed.

In Progress			
Task	Edit	Delete	Completed?
→Pay hostel fee			✓
pay phone bill			✓
pay car installment			✓

Figure 16: Tasks set with reminder appear in red.

- Marking Tasks As “Completed”



Figure 17: The “check” icon indicates the option to mark the task as “completed”..

Once the “check” icon has been clicked, the task is transferred to the “completed” container.

The task that has been placed into the “completed” container, will have only one icon that appears next to it; the “deleted” icon. This means if a task is “completed”, then the task cannot be reverted to its original state and only has the option to be deleted.

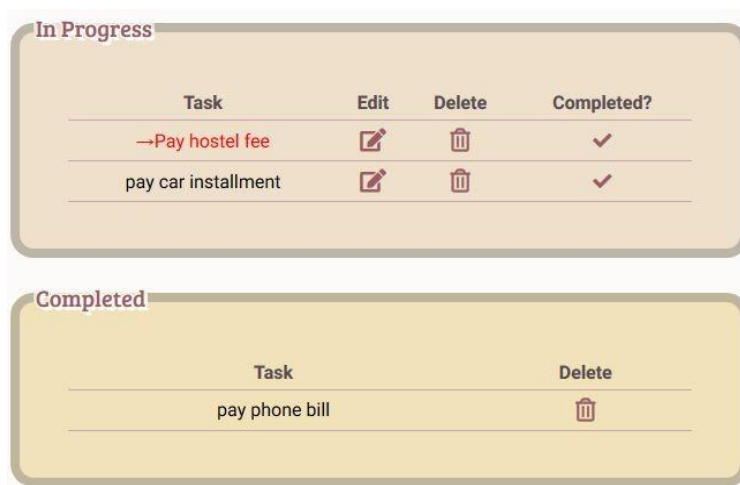


Figure 18: All completed tasks are placed in the “completed” box section.

Navigations

- Home

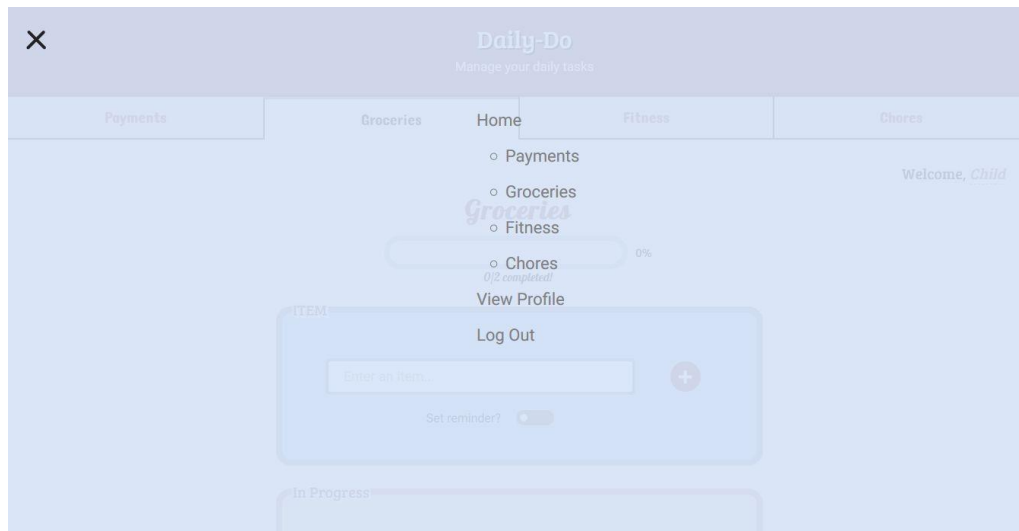


Figure 18: The home directory can be found by clicking the top left hamburger menu icon.

The home navigation screen provides a directory to all the pages available on the application. It serves to work as an easy way of accessing all of these pages regardless of which page the user is on.

- View Profile

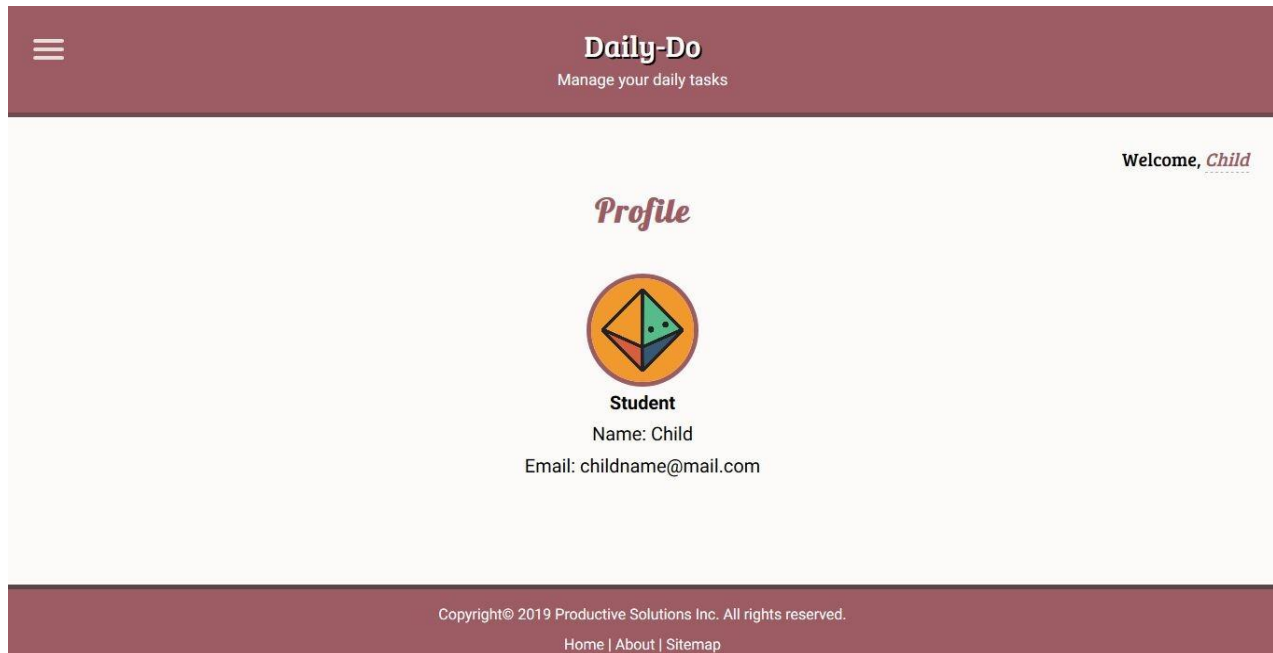
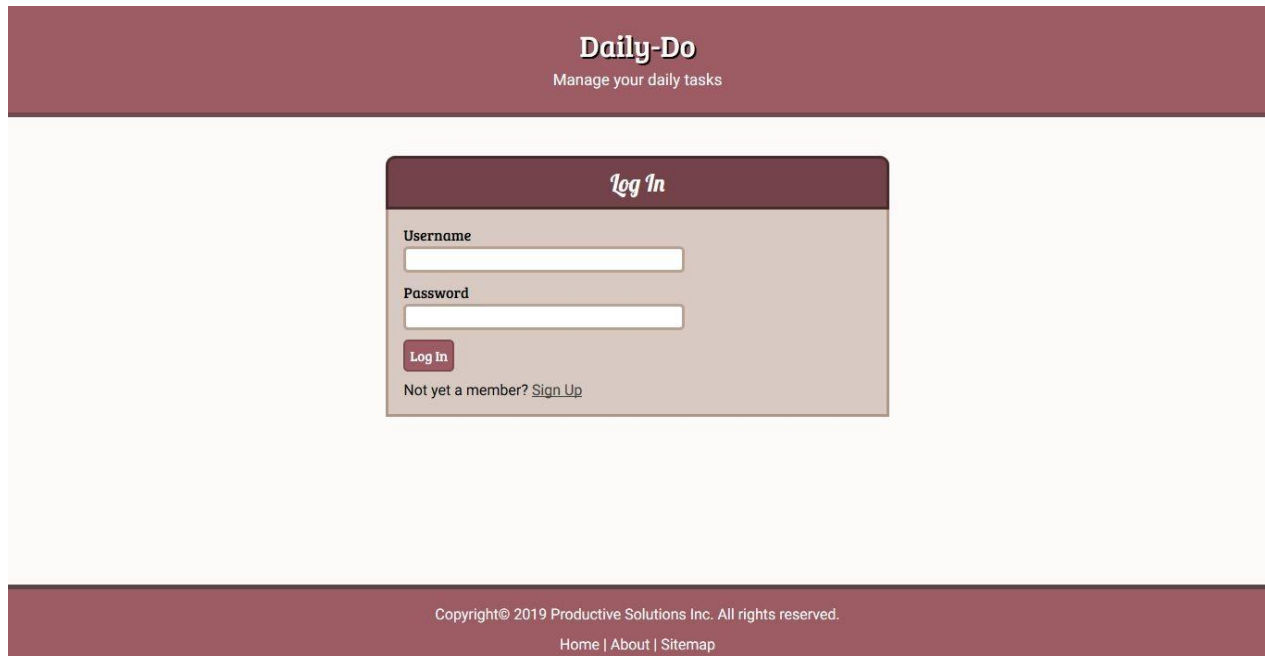


Figure 19: The profile page as it appears to users, regardless if a parent or a student.

The profile page displays the user's username and associated email for the user's view. This can be used for informing the user which username and email is being used for that specific account.

- Log Out



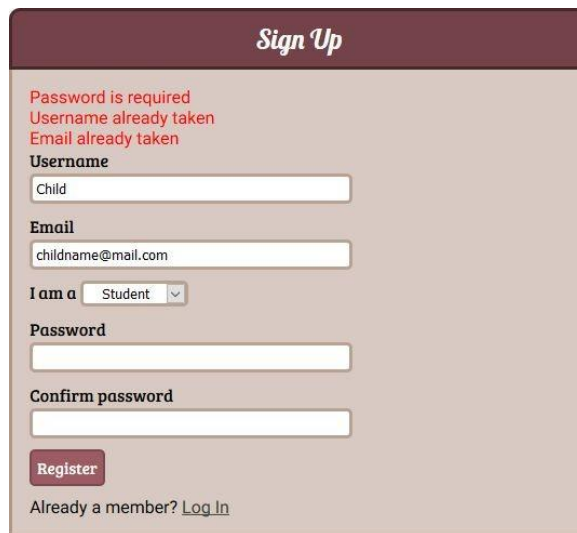
The screenshot shows the login page for 'Daily-Do'. The header is maroon with the text 'Daily-Do' and 'Manage your daily tasks'. The main content area is white and contains a login form. The form has a maroon header with the text 'log In'. Below this are two input fields: 'Username' and 'Password'. There is a 'Log In' button and a link to 'Sign Up' for users who are not yet members. The footer is maroon and contains the text 'Copyright© 2019 Productive Solutions Inc. All rights reserved.' and links to 'Home', 'About', and 'Sitemap'.

Figure 20: The logout link redirects users to the login page.

The user may choose to logout once they are done with their session by locating the logout link at the home directory. The user will then be redirected back to the initial login page.

Additional Features

- Form Validation



The image shows a 'Sign Up' form with a maroon header. Below the header, three red error messages are displayed: 'Password is required', 'Username already taken', and 'Email already taken'. The form fields are: 'Username' (text input with 'Child'), 'Email' (text input with 'childname@mail.com'), 'I am a' (dropdown menu with 'Student' selected), 'Password' (text input), and 'Confirm password' (text input). A maroon 'Register' button is at the bottom left, and a link 'Already a member? Log In' is at the bottom right.

Figure 21: The error only appears when specific criterias are not met. In this case, a password has not been entered, a used username and a used email is trying to be used to make an account.

Form validation is implemented to verify and inform the user if there is an error found in the information being entered. In this application, it can be found in the sign up and login forms. It is used to indicate whether the system detects any issues found with the data entered — e.g. a username that has already been used, wrong account credentials entered, et cetera.

- Progress Tracking

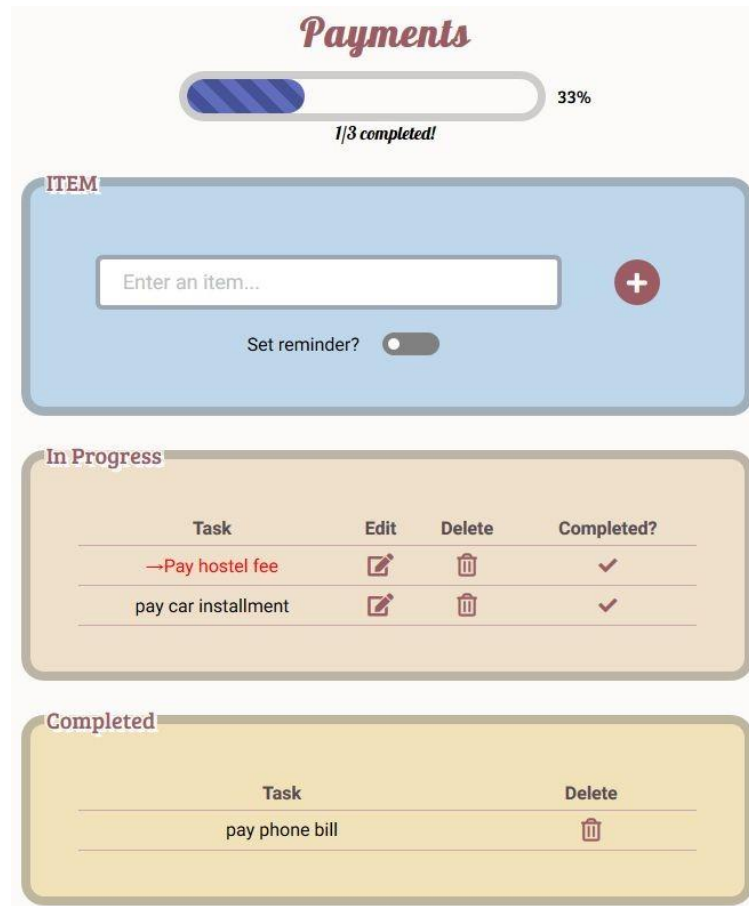


Figure 22: The dynamic progress bar provides a visual indication of the user's progress.

The dynamic progress bar updates according to how many tasks that have been completed and the total number of tasks in a particular category. In addition, the tracker also contains textual information about the number of tasks completed.

When each task from the “in-progress” is marked as “completed”, the page will refresh to update all the necessary information including the progress bar.

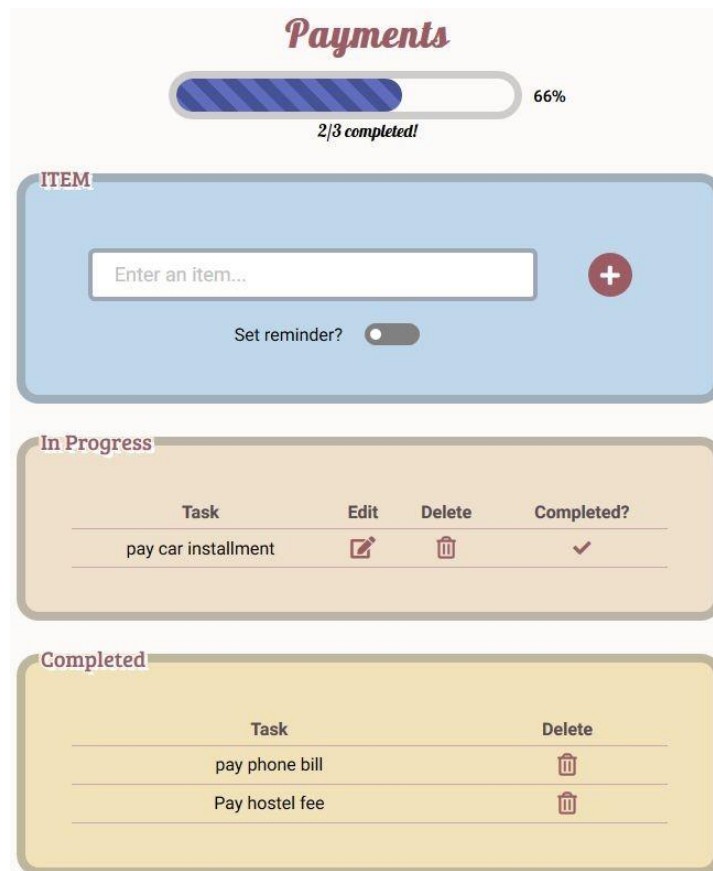


Figure 23: The progress tracker is updated when tasks are added, deleted or marked as “completed”.

- Timer

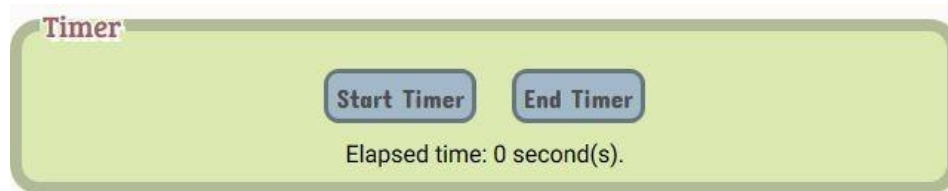


Figure 24: Initial state of timer.

Student users have the option to set timer for each category of task. Upon starting the timer, users are free to logout and login again to resume their session and end the timer at any given time to view the amount of time spent to finish tasks in a particular category.



Figure 25: Upon starting the timer and ending the timer after a period of time, the timer displays the elapsed time for task category page.

- Responsive Design

The application implements responsive design whereby elements in the webpage are resized according to the viewport size of the devices.

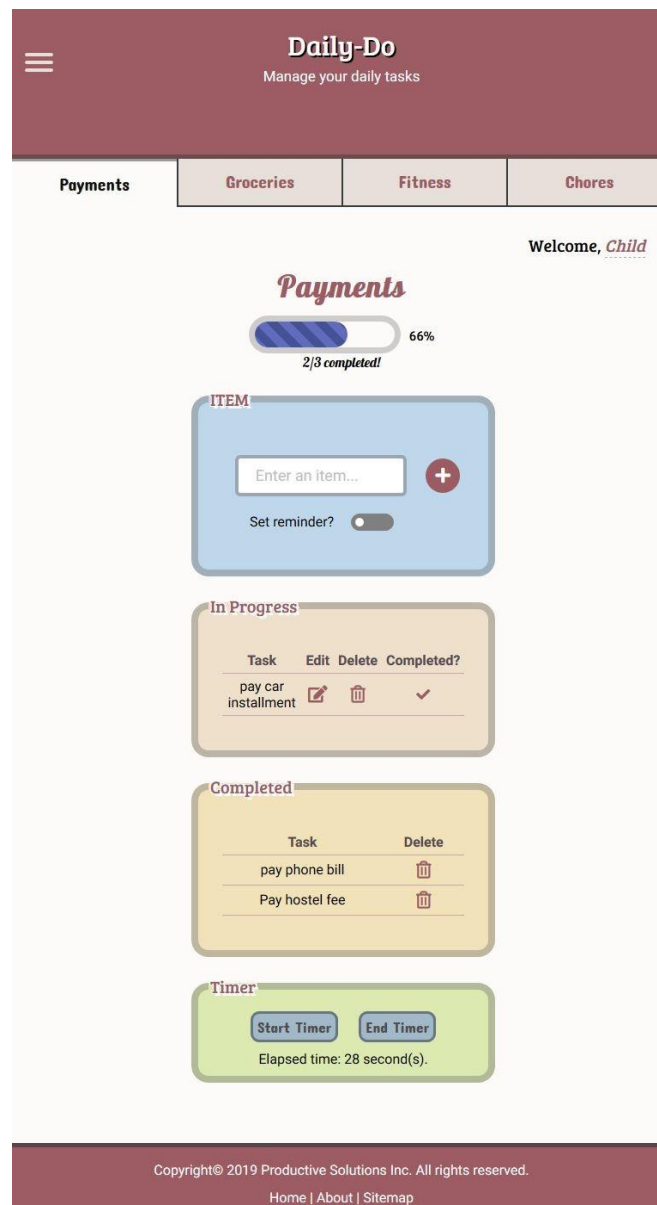


Figure 26: Mobile view of the website in an iPad (768px x 10240px).



Figure 27: Mobile view of the website in a Google Pixel 2 XL (411px x 823px).

Referee View

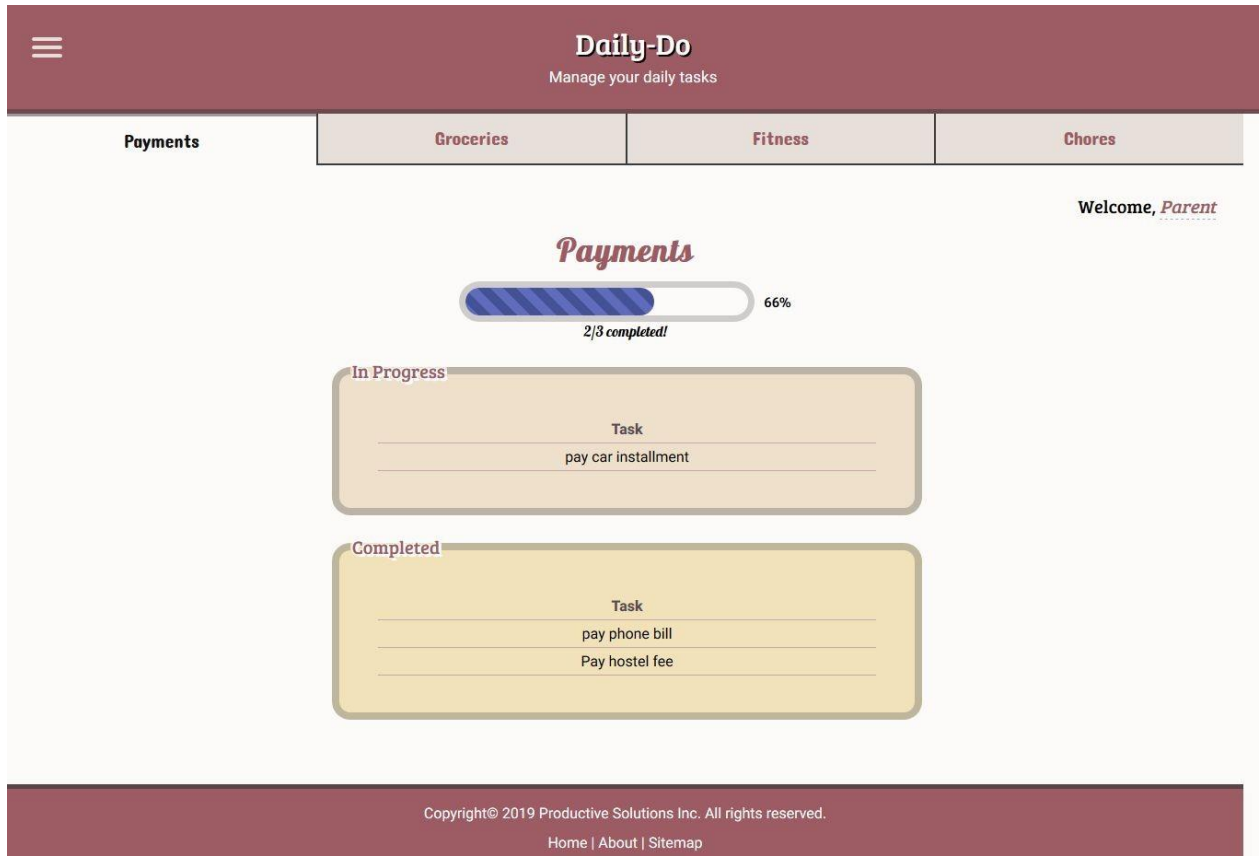


Figure 28: The user interface from the point of view of a parent.

A Parent will act as a referee who will be able to monitor a Student user who is their child. They will have access to view their child's progress simply by entering their child's username during registration. The Parent user however will not be granted privilege to add new tasks or overwrite any of the tasks that the child or Student has created.