- Short write-up (5 - 7 sentences) explaining:
  - The purpose of your app.
  - Target users
  - Why you chose your layout and colors
  - Challenges faced
  - Improvements you'd make with more time

This mobile application, designed to address the Productivity Paradox, functions as an integrated task and workflow management hub for knowledge workers like project managers and developers. Its primary purpose is to transition users from a "reactive" mode to a "proactive" one by centralizing automated tasks and visual project tracking. I chose a deep, dark-themed palette to reduce visual strain during long work hours and utilized high-contrast blue and yellow accents to establish a clear visual hierarchy for progress tracking and priority levels. One of the main challenges was simplifying complex data, such as "Lead Insights" and "Task Completed" heatmaps, into a mobile-friendly layout that remains readable on a small screen. If given more time, I would improve the prototype by adding a dedicated "Deep Work" toggle to trigger the proposed Digital Blocking feature and integrating a more robust notification system for Zapier-synced task updates.

Figma Prototype Link: https://www.figma.com/proto/O7A4mstTYyGpGHGZYFHi70/DeepFocus?node-id=1-2&p=f&t=P3MQw1f5eCL6x2Dh-1&scaling=scale-down&content-scaling=fixed&page-id=0%3A1&starting-point-node-id=1%3A2

Figma Design Link: https://www.figma.com/design/O7A4mstTYyGpGHGZYFHi70/DeepFocus?node-id=0-1&t=Yw5Tc71pQBwo2gg8-1

Github Link: https://github.com/jagulo/Elective-Laboratories/tree/main/laboratory%205/uiux-prototype