

**Developers:**

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**Overview:**

The basis behind the Scheducation project was to create a new age agenda app, primarily for students. What separates Scheducation from all the other scheduling apps on the market is that unlike other apps, it would be aimed toward students and would provide easy ways to organize school tasks and projects. Most scheduling apps currently on the market are outdated and have clunky interfaces. They are usually not visually appealing, nor do they draw the attention of the user. On the other hand, Scheduation is the direct opposite. It is designed to have a sleek and beautiful aesthetic and be visually appealing. It is also intended to draw the attention of the user, and keep them interested. The goal of Scheducation is to be easily accessible, beautiful, and effective.

The app works by allowing the student to log their upcoming homework and project assignments and the date they are due. After these assignments are logged, the student can manually set reminders and alerts that will notify the students when the assignments are close. To separate and distinguish the type of events the student inputs, they are allowed to color code and label the different types of events separately. This allows for a simple and straightforward breakdown of future assignments, while adding a visually appealing feature. One of the most effective features of the Scheducation app is its widget integration. Where most scheduling apps go wrong is that they lose the interest of the user extremely quickly. Students usually use these app for a couple days and move on. By the time a couple days have passed, the student forgets they even own the app anymore. Scheduation utilizes widget integration to combat this problem. It allows the students to see their various assignments without opening the app, and grants easy accessibility. By easily swiping left on their home screen, they can see these assignments and easily jump back into the Scheducation app.

Despite all these great features, designing the Scheducation app was extremely difficult. It was both mentally draining and was highly demanding. The reason for this was because there were several software compatibility problems when making the app. For example, when the app developers attempted to build the app using xcode, this was shown to be impossible because only one member of the team possessed a Mac. In order for a windows computer to run xcode, there would be need to be a series of long installations. As a result, this option was quickly thrown out. On the other hand, when the team attempted to make the app using android visual studio, this was nearly impossible for the Mac user. Similar to xcode on a windows computer, running android visual studio on a Mac would take a series of long installations. To combat this problem, the team decided to use Visual Studio Xamarin, which is compatible with both iOS and Windows hardware.

Behind the scenes of the Scheduation app, there were many small algorithms used. One algorithm that really stood out was using a dynamic pointer for notes and calendars. This entailed linking the calendar dates and the entered notes to an array, in order to store the data there. While this wasn’t extremely difficult to do, it took awhile for the members of the group to completely understand how it worked. It was a weird concept that took a lot of examples in order for the group to learn it adequately.