
There's a second benefit to this architecture as well: short-term planning. By forcing the user to being only able to plan for today and tomorrow, the user has a limited scope in their planning. We believe this is better than the commonly held belief of long-term planning. It's obvious that the more you plan in the future, the more events are uncertain. By being only able to plan in the next two days, the user has much more control of their schedule. Thus, users become much more accountable and can't make excuses regarding changes in their schedule, exercising more self-control.

For example, if I have a math test next week, I would put down in the app that I should read Chapter 5 at 4:00 PM tomorrow. Now, I'm setting the start instead of the end.

Peer review

For many students, what is arguably infinitely more motivating is other friends or classmates. So, we introduce the feature to create "friend groups." Within these groups, users can see what other friends are working on and will receive push notifications regarding their progress.

So, when the user is being unproductive and suddenly receives a notification that their friend has started math homework, they are incentivized to follow suite.

Technical Details

Front-end

Our front-end is built with React Native, a Javascript framework. It offers a clean and cross-platform solution to mobile development.

Back-end

Our back-end is comprised of a Google Firebase database. The basis of our choice is that Firebase is easily deployable and simple to use.

About us

Richard Liu: Was in charge of back-end and account authentication.

Jeffrey Meng: Worked on front-end development.

Howard Peng: Finished presentation, brochure, and mockups.

Nathan Wang: Worked on front-end development with Jeffrey.



focus

A new approach to the time-management problem.



“Current day to-do apps just aren’t working. It’s because they use a counter-intuitive methodology that just simply doesn’t cut it.”



There's a clear consensus on the cause of poor time-management.

Most seem to agree a lack of motivation and self-control causes poor time-management.

But the solution isn't working.

For heavy procrastinators, apps like Todoist doesn't work. That's because the approach toward time-management is wrong.



Maintaining goals

The common trend amongst most productivity apps has a distinct fallacy: the end mentality. Apps like Wunderlist and Google Calendar are focused on setting deadlines: when you should complete a task *by*, rather than when you start a task.

To us, this is flipped. As heavy procrastinators ourselves, what seems infinitely more intuitive and rewarding is a different approach to time-management: a *start* mentality, not an *end* mentality.

Our app introduces a new way to solve this.

Our apps forces the user to embrace a start mentality in its architecture. Moreover, we've adapted new solutions to this issue.

There's two key parts to our solution:

Immediacy and peer review. In our experience, these two components together is the key to solving procrastination.



Immediacy

Our app has an innovative new feature which forces the user to being only able to plan for today and tomorrow. Nearly every single productivity app from Habitica to Reminders force the user to enter a due date and functions through push notifications.

The problem with this is clear: these apps are forcing the user to think about the *end*, not the *start*. We believe that the solution to poor time-management lies in making sure we have a clear start.