COSC345 Assignment 1

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Team Introduction

In our group is Blake MacDade, Jacob Gear, Jakob Harvey and Sam Fern. To say much thought was put into the creation of our group would be a lie - we just happened to be sitting next to one another at the right time. While this does make us a group of four programmers each of us do have some skills that will hopefully benefit the team. While none of us are exceptional artists both Blake and Sam have some 3D modeling/rendering experience. Along with this both Blake and Sam studied the COSC360 Game Design paper so have some experience working on a group project (specifically using Git).

What we are going to build

We have decided to build an app that encourages people to set themselves tasks and then motivates them to complete them. This app aims to prevent the user wasting as much time. The user will have a UI that allows them to be able to set tasks they want to be completed and tick them off once done. The user will also set a time they want these tasks to be completed by. The app will remind the user when a tasks due date is approaching through a notification. We will incentivise the user to continue setting and completing tasks by rewarding completed tasks. The reward will be the ability to upgrade and add to a virtual garden - the user will be able to add animals, plants and other additions. The garden will start out empty with nothing in it, but as the user completes tasks they will be able to make more and more additions. The garden growing will allow users to see how their habits are improving and will give them motivation to continue setting themselves goals. We understand that this app would be very easy to cheat and receive all the rewards quickly and easily. But we are entrusting in our users that they will understand the purpose of this app is not to just grow a garden but to improve their daily lives and the visual rewards of the garden is just to see how much progress they have made.

How we will build it and how long it will take

We are going to build our app using Kotlin in Android Studio. We have split the building of our app into three phases to align with the assignment due dates. Within each phase is a subset of weekly goals to keep on track with completion of the app.

Alpha (May 31):
Creating and completing tasks
The base functionality of the app will be completed. Users will be able to add tasks, set a day/time for the task to be done by and mark tasks as completed. Tasks completed before the set due date will be tracked and displayed. The user will be able to switch between the 'setting task' and 'garden' tabs, but the graphics and the UI will be very basic and unfinished.

Beta (August 20):
Upgrading scene and UI design

Users will now be able to spend their in-app currency (tasks completed) on unlocking and upgrading objects for their garden. The apps UI will be designed and implemented, however graphics for the garden may be unfinished.

Final Release (October 8):
Final debugging and scene design
All bugs will be fixed, and the graphics for the garden will be fully completed.
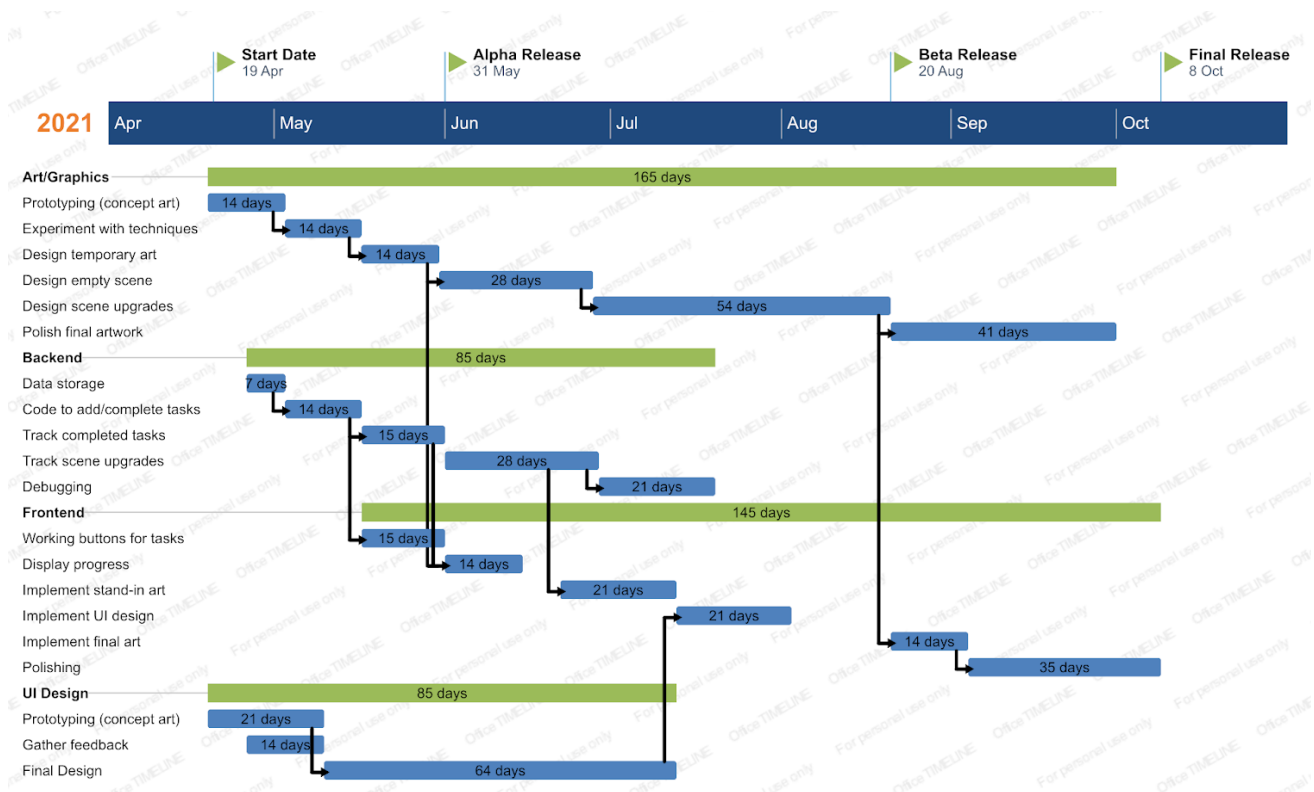
What already exists that is similar to our app

A similar app to our app that exists is Forest by Seekrtech. This app allows a user to set a time limit to focus on a single task while a tree grows on the screen. Once the time limit is up your tree gets put into your own forest and you receive coins. But if you click out of the app at any point while the timer is still going, your tree dies.

Our app implements a similar idea - the user is rewarded with a visual representation of their progress that motivates them to complete tasks.

Our app differs from Forest as it is not fixated on just a single task for a period of time, instead our app focuses on stopping the user from wasting time throughout the day/week/month/year by keeping track of all the users tasks and giving rewards if they complete their goals within the time limit they set themselves. Our reward system also differs from the Forest app, as the Forest app gives users rewards for focusing for a set period of time whereas our app gives rewards for completing tasks.

Apple Reminders is similar to our app such that the user can very easily add tasks and mark them as completed. Our app will be as simple to use as this, with the user being able to

easily add and delete tasks. Our improvement compared to Apple Reminders will be that our app motivates the user to complete more tasks using the reward system and entertaining graphics as mentioned above.

Our target market / Why our target market will be interested

Our target market will be interested in our app because it takes the simple concept of goal setting and checking off tasks and provides a reward system with appealing graphics.

Our target market is anyone who wants to use their time more effectively or motivate themselves to complete their set tasks. This is likely students and adults who are struggling to motivate themselves. According to the Telegraph a survey done on 2,000 adults, we spend, on average, 218 minutes procrastinating every day, which amounts to 55 days of lost time each year - Telegraph. Our app's goal is to help get some of that time back by putting more structure and discipline into people lifes. Many students/adults procrastinate as they become overwhelmed with daily tasks they need done causing them to lose motivation. This app will allow these people to have more structure in their lives as they can see everything they need done right in front of them. Another reason these people procrastinate is due to distractions by technology such as (phones, consoles, etc). This app will help the user improve their discipline as the time limit set to complete the task will give them a deadline forcing them to complete the task or they will miss out on potential rewards and/or make themselves feel woeful as they failed to complete another task.

Our in game currency will reward the user for completing as many tasks as possible. This incentivises the user to break down large tasks into smaller ones in the app so they can gain more currency. "*Breaking tasks down helps us to see large tasks as more approachable and doable, and reduces our propensity to procrastinate or defer tasks, because we simply don't know where to begin.*" - Melissa Gratias. This means users will be more likely to complete tasks using our app as they have an incentive to break tasks into smaller ones.

Our app will have an easy to use UI as users (especially older ones) can be easily scared off by complicated setups. Our app will also be free, and have appealing graphics.

References:

- https://www.telegraph.co.uk/lifestyle/wellbeing/mood-mind/11422554/How-to-stop-procrastinating-now.html#:~:text=The%20study%2C%20published%20by%20the,of%20lost%20time%20each%20year