

Introduction:

The objective of the user interviews was to collect direct insights from potential users. While focusing on the users pain points, habits, preferences, and needs, allowed us to gather valuable insights into these areas. The interview with Scarlett provided this. Scarlett is 12 years old and has just entered her first year of middle school. She prefers to manage her tasks independently and finds in person reminders from her parents bothersome. She mentioned how she would rather receive tasks remotely through an app, allowing her to manage her responsibilities. Although Scarlett uses the Notes and Reminders app on her phone, she claims that these lack customization and tend to be boring in color. However, she says it is easy for her to find what she is looking for. She likes the idea of interactive features, such as a virtual pet and mini-games. She thinks that this would make completing tasks more enjoyable and motivating. She likes the idea of being able to take her virtual pet anywhere she goes compared to her pets at home whom she has to leave when she goes out. She provided examples of what the virtual pet could consist of including a mini-game of golf or being able to communicate with her pet. These features would encourage her to finish her tasks while adding an element of fun to her daily routine. However, Scarlett said that she would not want to take too much care for her virtual pet as it would frustrate her.

The interview with Avalon provided insights into her preferences, challenges, and goals related to task management and virtual pet features. She currently utilizes a notebook and her Notes app to write her tasks. This serves as an issue for her since there is no organization, no color, and she often ignores or forgets to do certain tasks. Her goals include improving her organization, finding motivation through engaging features, and completing tasks rather than ignoring them halfway through. Tools like the Notes app, she finds herself rewriting the same to-do lists repeatedly which she finds inefficient. She prefers a balanced approach to task organization, combining structure for tasks such as weekly check-ins or whenever necessary. Avalon finds gentle reminders from a virtual pet more motivating than typical notifications from other reminder applications. She emphasized that she would rather not be bombarded with reminders about completing her tasks. Instead she would like time-specified notifications throughout the day. She also mentioned how it would save her time and free up her mental space if the app could recognize specific tasks she does frequently, like grocery shopping every Friday night. Avalon agrees that being rewarded with a virtual pet could be fun and taking care of it often would also be motivating to get her tasks done. Avalon continues to state that she thinks that combining a virtual pet and a to-do list could be encouraging for anyone, especially kids. In such a case, she personally would value productivity functionalities of the app more over the virtual pet. She wishes for an app to be user-friendly and effective in helping her stay organized. Features like customizations, organizational structure, and a reward system would encourage consistency over instant gratification. She suggested that users earn rewards over a few days rather than immediately. Her main concern with the virtual pet aspect is if it becomes too

distracting, taking away from the app's primary focus on productivity. Overall, Avalon would like the virtual pet to enhance task management without it becoming the sole focus.

Amy, a parent of young children, shared insights on how a time management app with a virtual pet reward system could fit into her family's routine. First, she discussed how she organizes her family's tasks and how she manages her full time career and teaching her kids responsibilities. Amy is a 42 year old librarian and geographer with a busy schedule as a working parent of two children. Her daily routine revolves around managing her children's needs while balancing her full-time job. She stated how her mornings are usually hectic as she focuses on getting her kids ready for school. After work, her evenings are filled with picking up her children, coordinating after-school activities, preparing dinner, and doing her children's bedtime routines. Her schedule can be described as consolidated with little room for flexibility. One of Amy's biggest challenges is helping her children understand the concept of time and urgency of complete tasks. Another challenge is coordinating her children's schedules, including doctor's appointments, extracurricular activities, and school. She currently uses a calendar and Microsoft To-Do to stay as organized as possible, but she finds these tools imperfect. For example, syncing her children's sports schedules with her calendar has become a technical issue, so she often feels overwhelmed by the volume of tasks she needs to manage on different platforms. Amy's primary goal is to create a system that encourages her children to complete tasks independently, without constant reminders. She likes the idea of rewarding her children for taking initiative. She does not allow her kids to have smartphones, so she is interested in an app that works on different devices. Amy also emphasizes the importance of balancing screen time with productivity. She suggests the app could offer small incremental rewards, such as 5 minutes of interactions with a virtual pet instead of a long screen time. She believes this approach would keep her children engaged without overdoing it with their screen time. One last concern is about privacy. She claims that many apps ask for kids' information in order to create an account or profile. She does not feel comfortable risking her kids' privacy and data and wishes to find an app that finds a way of not needing that information for her kids to have their own profiles. To sum up, Amy is looking for a tool that is both functional and adaptable in order to help her family to stay organized and to teach her kids responsibilities.

The interview with Charlie helped us gain further insight into middle school aged children's pain points and potential features that our app should provide. Charlie is 14 years old and will be heading to high school next year. He does not play games often and does not own a phone, though he believes he will be given one once he begins his high school journey. He has owned a tortoise in the past and expressed how they wished to one day have a pet, though they have concerns over what kind of pet and the space that is required to own one. Charlie doesn't use any form of scheduling app or notes, and instead prefers to simply remember what is required of him. He believes that school does not help them develop their time management skills, and that they are simply given due dates and told to figure it out in their own time. He

likes the idea of milestones for school work and believes they could help motivate him to do his work instead of procrastinating, but believes it is too much work to set milestones himself and keep track of progress. His list of chores to do changes day by day and would love to have a way to know which tasks are expected of him a day ahead of time as sometimes he already planned to do something else which then is postponed because of unforeseen chores. He expressed concerns on whether virtual pets would be distracting and would wish to do something like minigames with the pet, rather than just being something that is simply there. He does not care about customizing his pet and would rather prefer a large variety of possible pets to be picked from, with the ability to switch which pet he is taking care of easily. He complained about app UI's and how he wished that they were very simple and intuitive to use. He uses social media often and likes it when something like a streak is kept track of and motivates him to continuously come back along with the social features of the apps.

Aline is a 17 year old in high school and is planning on going to higher education. During her interview she shares some insight into their daily life and some potential pain points that our app may help alleviate. She uses her phone throughout the day and uses it mostly to play games during her free time. She doesn't have any techniques for scheduling her time and basically just attempts to remember everything that she needs to do and the due dates of each item. Her school gives her a physical schedule, but she doesn't use it as it is extra weight in her backpack that is already heavy, and she dislikes constantly having to update the schedule. She has tried using the notes app on her phone to keep track of their schedule several times but tends to stop after a couple of days after forgetting, or being lazy to keep the schedule up to date. She enjoys customization options when playing games as they are a way to express herself, however she enjoys playing gacha games the most and likes having different characters and showing them off to her friends. She likes doing quests in these games and showing the rewards to others, and plays everyday to keep the daily streak going as the streak gives her rewards at certain numbers. She did express frustration when her streak is ever broken and mentioned that duolingo's streak method was one she enjoyed where if you completed quests and such you could buy a streak freeze as a contingency when she was busy or forgot one day. She also shared that she felt like teachers did not do enough to check in with them and their work, this lack of checking also meant that she could procrastinate until right before an assignment was due. She wants to create like checkpoints for herself but as her teachers make it difficult for her to figure out how much she should have completed at any given point she doesn't make them out of laziness. She is also given chores to do spontaneously by her parents and complains to them frequently as they don't care whether she was busy or not, she felt like if given a list of tasks remotely and a due date she would be less frustrated as she would be able to plan around the chores.

The interview with Michael provided useful insight into the daily routine of a college and possible preferences within this market. Michael is a 19 year old in their second year at UCSD and is pursuing a bachelor's degree in Business economics. He uses a Google Docs to write due

dates, tasks and important information that he would like to have on hand. He tends to procrastinate a lot and be lazy about completing home tasks, especially when it comes to midterms as he tends to focus on that, falling behind in other classes. He finds it hard to emphasize important due dates in his Google Doc despite making certain texts larger and bolded as it doesn't really register as something important when glancing over the doc. He also struggles separating tasks into different categories and importance levels, with his Google Doc only having tasks separated by the appropriate class and this sometimes causes him to miss things as he will glance over it and something important could be in between less important items making him miss it. He enjoys playing games and enjoys customization, especially in a game like Roblox. He expressed disappointment in games like League of Legends where their reward for completing quests was very minimal, and feels like they should be rewarded with skins for the characters of the game. He also stated that he enjoyed having a wide variety of skins for the characters he played, rather than having a skin for other characters that he may not use very often. He sees the progress of chores that other people in his dorm do and it motivates him to stay on top of things, with him typically setting aside Sunday to access and complete chores as they are needed. He likes the idea of incorporating a reason to check a notes app everyday like a streak or pet as they tend to be very spartan and rely on you to be self disciplined enough to continue using these apps. He said he would most likely be attached to this virtual pet as he tends to grow attached to things he uses online like the accounts that he used for games.

Le is a 56 year old parent of two children and provided insight into how a time management app could be helpful in teaching her children and organizing her family's chores. She talked about how she managed her children's needs and responsibilities in the past while balancing housework. She was generally very busy getting her children ready for school, sending them to and picking them up from school, managing any after school activities they had, housework, cooking, and reminding her children about their chores. Her schedule was very full so she didn't really teach her children anything about time management and left it entirely up to them how and when to do their tasks. The challenges she faces with such a schedule are remembering all of her tasks and making sure her children complete their tasks. She currently uses the Notes and Reminders app to keep track of her tasks but she had trouble motivating her children. Le is interested in an app that would help her manage her schedule and assign her children tasks remotely as well as how this system could be used to motivate her children to complete their tasks. She didn't really understand how a virtual pet could help nor is she interested in any extra functions the app could have other than as something to keep track of her schedule and remind her of the things she needs to do. Overall, she is looking for a functional app that would help her manage her time and tasks and that of her children.

Yair is an 11 year old boy in the sixth grade. He was able to provide some insights as to how he manages his chores and the struggles that come with it. Overall chores are not his favorite thing to do as you could imagine. He feels that an app that has this pet simulator can

help him keep on top of all of his chores and homework. While he only uses his physical planner to write down his homework and the Canvas app, he overall doesn't find those to be very helpful when planning his schedule. Being able to level up or customize a virtual pet is something that would encourage him to finish everything. He has also expressed interest in competing with his siblings for extra points on certain tasks as it can create a fun and competitive environment for finishing such things like the dishes, vacuuming, or general cleaning. He also likes the fact that he can do all of this remotely rather than his parents asking him to do it constantly. While homework has been something he has struggled with staying on top of since entering middle school, he feels like having reminders and notifications to complete assignments is something that could help him with managing his time. Having his parents and older sister to keep tabs on these events will help him see what he needs to get done and when it needs to get done.

Sarah is a 45 year old mom who works a full time job at a construction company. She has two children and manages her time through Outlook's calendar, notes on her phone, and physical post it notes. While she has been able to manage her own time, she sometimes finds it difficult to manage her own schedule with her children's schedule. Given the heavy workload of her job, she has a hard time remembering her children's school schedule. As well as any extracurricular events they have outside of school. She likes the idea of having an app to encourage her children to stay on top of their school work and chores. She feels like her daughter who plays a lot of roblox would really like the idea of a virtual pet that you can level up and take care of. While her daughter is still young, she would really like to incorporate different rewards she can give to her for completing homework and chores. The feature she really is interested in is being able to see both her schedule and her children's schedule side by side. She feels like this will give her the ability to not forget any important events that she or her children have. Also having the ability to remotely distribute tasks from multiple devices is something she has expressed interest in. Overall Sarah seems to be very interested in the app and the potential it has to both convenience her life, as well as help her teach her children some valuable time management skills.

Blanca is a 21 year old chemical engineering student in her final semester at her university. She manages four classes, around six students for tutoring, and works in an on campus lab. She has quite a bit on her plate, and staying on top of some things can be difficult for her. She mainly uses google calendar for her hours for school, tutoring, and lab. Where she will also use a planner for her to do list. Crossing off some items such as homework, chores, and keeping track of her tutoring payments. While she has been able to keep up with all of this, it can sometimes be difficult managing two different forms of tracking her planner and to do list. She showed interest in our proposed app as she believes that the interface of google calendar could improve and be updated to show items in an effective manner. She also likes the convenience of having everything in one app so she can access anywhere at any time for whatever she needs. Some concerns she has are with the shareability of the calendar. She currently uses google calendar to keep track of her and her boyfriend's work and school schedules. While this app has

an overall focus on children and their parents, she fears the app might not be as compatible. Another concern she has is with the satisfaction of completing tasks. She very much enjoys the satisfaction of physically crossing off tasks she has to get done. While the pet feature is not something she is particularly interested in, she is willing to try it out to see if it fits her style of keeping up with her tasks. Overall she is open to trying something new and thinks our purposed app has a lot of potential.

Patrick is a 27-year-old mechanical engineering student in his second year. Alongside his studies, he works a part-time job, making time management a crucial skill he is continuously improving. To keep track of his schedule, he recently started using a journal, along with his iPhone 14 Pro Max for reminders about due dates and tests. While he finds these tools helpful, he sometimes finds manually inputting tasks tedious, especially for non-recurring events. He enjoys spending time with his pet, Ty, and occasionally dresses him up in funny costumes. He has some familiarity with virtual pets, such as Tamagotchis, and finds the concept of using a digital pet to encourage task completion intriguing. While he acknowledges that gamification could help maintain engagement, he is also concerned about potential distractions. Something mentioned was that reminders are essential for Patrick, but he prefers a limit of two to three per day to avoid frustration. He values personal growth and self-discipline over external rewards, often setting personal academic challenges to reinforce his learning. However, sharing his progress with close family members, especially his parents, is important to him. Knowing that his achievements bring them happiness is a significant motivator. He wants customization options for reminders and recurring tasks but prefers a simple interface that doesn't feel like a chore to use. While he doesn't need external rewards for motivation, he is open to subtle gamification elements that encourage consistency without being intrusive.

Jed is an 8 year old boy in the third grade. Jed primarily relies on the Calendar app to keep track of his schedule and upcoming tasks. He finds the app helpful for receiving reminders, though he doesn't use any other personal management applications. Jed mentioned that he tends to procrastinate but ultimately manages to complete his tasks and maintain good grades. However, he admits that playing games during class and feeling sleepy makes it difficult to focus, and he often reviews the material at home to catch up. Jed enjoys playing co-op mobile games, especially first-person shooter (FPS) games and Brawl Stars. He prefers customization options that allow him to choose languages and adjust the controls and sensitivity settings for a better gaming experience. When asked about a virtual pet feature, he expressed interest in leveling up mythical creatures like dragons and unicorns. He believes that starting with one pet and unlocking others as he progresses would make the experience more engaging. Although Jed's biggest motivation to complete tasks comes from external factors, such as keeping up with his smart friends or peer influence, he prefers to avoid competition with friends or siblings because it is discouraging. As his parents rarely check on him, having trust in him to manage his responsibilities, Jed values flexibility in completing chores and would appreciate a system where

he could choose when to complete tasks with a clear due date. Jed feels that an AI providing suggestions based on his task completion rate would be helpful, as long as it doesn't overwhelm him with too much information at once. Overall, Jed's feedback suggests that a reward system involving virtual pet's evolution could keep him engaged. However, Jed's emphasis on the likelihood of a time management app becoming monotonous is worth addressing to strike a balance between motivation and avoiding distractions.

David is a 39 year old dad who works as a salesman. He has two sons and a daughter. Currently, David doesn't tell his children to do chores as the oldest son sometimes voluntarily helps the chores for parents. For the younger children, he often needs to manage their schedule by giving direct instructions, as they are still in elementary school. One of the challenges David faced in motivating their child to complete tasks was particularly schoolwork. Younger kids used to argue or express reluctance when asked to do homework. David notes that elementary school kids may struggle to understand the importance of time management, making it difficult to instill these habits at an early age. As a result, the parents have to remind their child almost everyday to finish homework before watching TV or following a consistent routine for showering. David doesn't currently give incentives to encourage task completion but provides a fixed monthly allowance unrelated to performance. He believes that it is very difficult to keep a child engaged using an app, then acknowledges that its effectiveness depends on how fun it is with gamified elements, such as the level up/unlocking feature of pets or in-game currencies for purchasing pet food and items. David would rather not set priority tasks as long as it enables the children to complete every upcoming task on time. David also expresses concerns about screen time, highlighting issues such as potential eyesight problems and phone addiction. Therefore, promoting responsible screen use is essential, given the increasing dependence on technology in today's generation.

Max is a 22 year old college student in his fourth year, pursuing a Computer Science degree. The common uses of his Samsung S23 are reading, listening to music, and texting friends. When it comes to managing his schedule, he relies on Google Calendar, where he blocks out time for studying and other tasks. However, he finds it frustrating to constantly adjust his schedule because it is difficult to determine how much time he should dedicate to specific tasks. This constant readjustment makes scheduling feel like an annoying and repetitive task. This indicates that the user would benefit from an app that helps with time estimation for tasks. Max admits to struggling with time management and procrastination. He believes that incorporating some form of reward system, particularly intrinsic rewards, could help maintain motivation. For example, as a musician, he finds motivation in hearing a completed song after working on it. A potential scheduling app could incorporate rewards that mimic real-life incentives to help users stay on track. Additionally, Max finds satisfaction in physically crossing off completed tasks, as it provides a sense of accomplishment. He sometimes keeps a small notebook for tracking even minor tasks, reinforcing the importance of visual feedback in a productivity tool. Notifications

are a major concern for Max, as he finds them intrusive. He prefers to have options that can enable or disable virtual pets in settings. This suggests that a scheduling app should offer customizable notification settings, allowing users to choose how and when they receive reminders. Regarding motivation, Max enjoys visual and collectible rewards. He plays a game where rare items serve as a form of status, and he believes that having unique, unlockable items in an app could be an appealing reward system. Moreover, he wants to keep his progress private rather than share it with others to value privacy and avoid sharing accomplishments and negative reactions from others.

Quan is a 34 year old software engineer and he has one sibling. He currently manages his schedule using the Notes and Calendar apps on his phone as well as his memory. He doesn't have much trouble managing his schedule other than occasionally forgetting his tasks. He thinks that the concept of virtual pets and using them to help manage your schedule would help keep people engaged but he doesn't think he can form an emotional connection with them since they are just computers. Quan also prefers that an app be straightforward and not have too many features because it would be confusing otherwise. He doesn't want to spend too much time getting used to the app. When it comes to sharing what he has done with his family and friends though, he would prefer not to do it since he doesn't like it. Overall, he wants a straightforward app that's easy to use and is open to having some of the gamification elements such as the virtual pet.

Alex is 23 years old and is currently unemployed. He currently uses alarms and the calendar to keep track of his schedule. The only struggle he has in managing his schedule is forgetting some of his tasks. Otherwise, he generally doesn't have any frustration regarding keeping track of his tasks. He thinks interactive features in the app could be distracting but having a virtual pet like a Pokemon would be interesting. He also thinks that it would be interesting if the pet could evolve since it would be boring to take care of it otherwise. He prefers that the app be straightforward with little to no features since he is only using the app for its functions and not for entertainment. Overall, he prefers a simple, straightforward app that is easy to use and won't be too distracting.

Insights:

The interviews revealed several pain points and key features that users desire in a time management app. Users emphasized the need for a simple and intuitive interface that allows for easy task tracking without feeling like they have chores to complete. Many expressed an interest in dynamic to do lists that update in real time. This will allow users to view and plan for upcoming chores, plans, or other responsibilities. The real-time feature is more valuable for those managing multiple schedules, such as working individuals, parents, or students with busy lives. Another feature that seems to be highly wanted is customization. Users not only want the ability to personalize the app's appearance through themes or color coordination, but also to have a

variety of virtual pets available for the app's gamification aspect. Gamification elements, like virtual pets, received positive feedback in which users believe it would increase their engagement, especially with children. However, there are concerns that these features could



become distracting if not carefully managed. To address this, the app should include time limits on time spent interacting with virtual pets to prevent them from overshadowing the app's core purpose of task tracking. Next, there is a need for flexible task scheduling, where users want the ability to adjust tasks that change daily and appreciate customizable reminders. However, they emphasized that reminders should be limited to avoid being overwhelmed with notifications. Incorporating a balance between flexibility and control is crucial to meeting the needs of users who juggle ever-changing responsibilities. Another key insight is the demand for social and collaborative features. Many users want to share

progress and coordinate schedules with their family members. This feature is more appealing to parents managing their children's tasks and extracurriculars. Task satisfaction was another feature many find encouraging. Incorporating visual celebratory markers or progress bars, would help users be more interested in finishing their tasks. Overall, the interviews highlight a range of user needs and preferences. By focusing on simplicity while offering customizable options, supporting collaborative use, balancing gamification with practicality, we see the app serving diverse groups of people. These insights provide a clear direction for refining the app's features and improving user satisfaction across different lifestyles and needs.

Goal Statement: Our goal is to create a fun and engaging time management app for young adults and children who struggle to keep track of tasks, making scheduling easier and more enjoyable through interactive features like virtual pets and gamification.

2. Persona Development:

Amanda is a 40 year old marketing manager who works full-time. While she occasionally works remotely, her role typically requires her to be in office several days a week. Every day is a challenge to balance her career and family life. Amanda is married with two young children, Sally, age 5, and Dylan, age 7. Her children go to school and are heavily involved in extracurriculars. She encourages her children to take on more responsibility at home, by allowing them to do simple tasks such as setting the table, folding laundry, and loading up the dishwasher. Amanda strives to maintain a healthy work-life balance while ensuring her children are well-cared for and responsible. Amanda is motivated by her desire to be both successful in her

career and at managing her home life. Amanda believes in positive reinforcement to motivate her children but also recognizes the importance of structure and consequences. She utilizes a calendar to keep track of all her personal and family tasks. However, she struggles to find a concrete system that works for her entire family. She often feels stretched thin, trying to meet the demands of her job while being present for her family. For her kids, she dislikes having to repeatedly remind her children to do their chores. She would prefer a method, specifically an application, where it allows her to customize to her needs. However, as for her kids, she is interested in finding something to motivate them to do their chores without having to nag them. If she were to use an app for this, she worries about privacy and security of her children's data. She is concerned about the amount of personal information some apps ask for. Technology plays a huge role in Amanda and in her family's life. She does not plan on giving her kids a smartphone until later in their young adult years. Hence, the kids utilize their parent's phones or their tablets. Thus, Amanda would find it ideal if she could find an app that has incorporated functionality for multiple devices, so that her kids could have access to checking off completed tasks easily. She values convenience and wants the app to seamlessly integrate into her family's routine and above all, keep her children on top of their responsibilities. When it comes to time management for her family, Amanda expects certain features on any method of to do lists. First, she wants a way to reward her kids without having to bribe them, more on the entertainment side. Next, privacy and security are essential, so she would like an app where it does minimal to no data tracking. Parental controls are another need where she expects it to offer flexibility, allowing Amanda to set age-appropriate tasks and adjust rewards based on each child's individual progress. Lastly, Amanda does believe notifications could help remind her children to do their tasks, but also thinks too much reminding will not do as much good. Ultimately, Amanda seeks a solution that is convenient, secure, and engaging for her children. She seeks a tool that integrates seamlessly into her family's routine, reduces her mental load, and keeps her children on track with their responsibilities.

Joey is in middle school who values independence, organization, and fun. Since he is a couple of years from entering high school, he thinks it's good practice to get a grasp on his time management. He currently uses the notes app and reminders app that came in his phone already. He finds that these apps do the bare minimum in helping him keep track of his responsibilities. His notes app lacks organization and customization, so he feels like he does not complete his tasks because he can never seem to have structure. He manages his daily tasks, such as homework, chores, playdates, and extracurriculars, well enough but occasionally needs reminders to stay on track. He prefers to receive reminders through his phone than in person. For example, he does not like being nagged by his parents to get things done, as he finds it intrusive. He wishes his parents could send him tasks remotely to allow him to manage his responsibilities independently. While Joey is pretty organized, he feels that there's room for improvement. He likes the idea of being able to color coordinate his tasks by importance or by type of activity. This allows him to visualize and prioritize his tasks. Given his age, his parents do not believe in

rewarding him for completing his chores or responsibilities. Since he doesn't receive rewards for completing tasks, he thinks that some sort of interactive feature, like a game or competition, would give him an incentive to complete what he needs to get done. For example, Joey has other siblings and they can get competitive. He enjoys the idea of beating them in completing tasks first. He imagines a system where he can track his progress on tasks and compare it with his siblings' progress. This adds an element of fun and friendly competitiveness to get responsibilities done. Ultimately, Joey is looking for a tool that combines independence, fun, and organization to help him stay on top of his tasks while making the progress engaging.

Paloma is a 20 year old senior in college studying environmental engineering, while on the side tutors to make some extra money. Her schedule gets very busy managing up to ten tutoring sessions and 16 units at school! Currently she uses google calendar and small notes in her planner to keep up with all of the tasks she has. Some of the positive things with these modes of keeping track are the accessibility of google calendar. She likes that she can access her google calendar on any device with her login. With her physical planner, she likes that she writes and crosses off tasks throughout the day. This gives her some satisfaction when completing a task. While this has been a sufficient way to keep track of her schedule, she finds that managing her time can still be difficult as she can often forget small events or chores at random due to the inaccessibility of her planner at times or the weaker user interface of google calendar. She likes the concepts of having both a to do list and calendar in the same app to help her with managing everything. While the idea of a personalized virtual pet is not the leading thing that she is interested in, she does seem intrigued by the idea and is potentially considering using it to help her feel encouraged with her tasks. She is also interested in the idea of sharing the app with someone. Having a partner who can have both of their schedules side by side to see how many events they have and when is the best time to spend time with each other. A complaint that she had from her other calendar is that, when sharing a calendar with someone else, overlapping tasks do not look very good and can be hard to see. She has also expressed the liking of a simple interface, but features that allow for some customization with notifications and repeated tasks. Overall she is looking for a calendar app for her phone that she can easily customize her tasks and events without having to worry about a bad interface, or inaccessible. She wants to be reminded about events coming up within days or sometimes hour(s) beforehand.

Marc is a 52 year old man that works varying shifts overnight at the port. He has a 17 year old son who is a senior in high school and has had a hard time managing his preparation for college and his part time job at the local grocery store. Given their current situation, both are very busy and have limited time to discuss their schedules, chores, and events. Given that they struggle to keep up with each other's schedules, they often do not know when they will see each other. They will send each other's schedules in advance through text, but it is extremely unorganized and they will forget simple things like taking out the trash, dishes, ect. Because of this Marc worries about when his son should be home, at school, or at work. Marc does not use

any mobile apps for keeping track of his chores. He uses mental reminders and traditional ways to keep track of his tasks. While it does help he will often forget things Marc has expressed interest in an app that can help manage him and his son's schedules and chores. Allowing them to have a centralized place for them to share each other's schedules would really make both of them very happy. It would also allow for his son to keep up with his busy schedule managing his part time job, college applications, school schedule, and homework. As for Marc, this will give him some relief that his son has been managing his schedule even though he has to work at unconventional hours. This app will also allow him to take time off for important dates like graduation and his first day of college. While his son is soon to be an adult, he still enjoys the pet simulator feature as it allows him to feel engaged and encouraged to do such chores like taking out the trash and doing the dishes.

3. Use Case Scenarios:

Use Case Scenario 1: User is struggling with their increased workload during a busy period and neglects updating and checking their current scheduling app.

Joey is going to school during finals week. He is being driven to school by his parents and looks at his phone to look at the notes app and the schedule that he is keeping on it. He is having trouble keeping his notes app updated with the increased workload as he forgets checking it throughout the day because of the lack of a reminder system in place. Furthermore, because of this in frequent checking, Joey is having trouble organizing his tasks by category and importance as the notes app offers little to no organizational customization options, and is unable to keep track of what topics he plans to cover on a day and the topics he has already reviewed. Joey would ask his parents to keep track of his schedule for him, but feels like it would be giving up his independence and freedom in his schedule. He also refuses to ask his parents because he dislikes their constant reminders about his schedule as they worry over his ability to keep track and complete the tasks they give him, along with the tasks he must complete for school. He insteads decides to use our app, with the reminders sent by the pet being effective in keeping the schedule in the app updated and checked often. He also finds it easier to keep track of topics studied and whether or not he should revisit the topic based on when it was last marked as studied on the calendar.

Use Case Scenario 2: Users are having difficulty getting their kids to do their chores as the kids are not rewarded for completing chores.

Amanda is having trouble getting her kids to do their chores, and continuously nagging them about the chores adds more tasks she has to keep track of. She dislikes giving them rewards as she is trying to instill good time management habits into her kids. She feels like it would promote independence and a better sense of responsibility within her children if she could make the chore progress feel more fun and engaging for the kids, rather than feeling like something that they are forced to do. She then downloads our app and asks her children to also download

the app as something to try as a family. She tends to give them a list of chores through the app and when to do them, as well as providing the rewards the kids want through the game, incentivising them to do their chores by making them feel more fun and engaging.

Use Case Scenario 3: A user wants to easily share their schedule with other users so they make plans with each other easier.

Paloma is attempting to make some time with their significant other for a date night but is having trouble finding a time that works for both of them. They are both very busy taking a large amount of units this semester and both are working part time. They are attempting to share their schedules through their current google calendars but are unable to find time because the messy layout on their current apps make it difficult to see when they are both free. They download our app and can view each other's schedule easily and cleanly making it easier to pick a good time for the both of them.

Use Case Scenario 4: A user wants to know about another user's schedule so that the initial user knows what the other user is doing and can help them.

Marc works an unpredictable night shift at work and worries about his son while at his work. He is worried about whether or not his son is keeping up with his workload and part time job as he prepares to enter college next year, and whether or not his son needs him to pick him up from school or his job. They try to share their schedules through text but tend to be disorganized, leading them to not know what the other is doing at any point. They download our app and share each other's schedule cleanly and easily, allowing Marc to be present when needed in his son's life as he is able to plan his work schedule around his son's schedule. Furthermore, Marc is assured that his son is practicing good time management practices by knowing his schedule and feels like he does not have to worry about his son at college next year.

Use Case Scenario 5: User wants to share a chore list with another user or users so they can complete them without needing to directly communicate.

Marc and his son have drastically different schedules and rarely see each other in person as he works the night shift. There exists a lot of chores around the house that they have agreed to share but as they have busy and unpredictable schedules it is hard to coordinate a schedule for both of them to follow consistently. They try to plan at the beginning of the week by sending their schedules to each other over text but as their schedules often change and the texts are very disorganized it leads to some chores not being done throughout the week. They both download the app and Marc creates a chore list that both of them have access to and allows them to pick a chore to do in free time. The app also helps provide them with some structure and organization, as well as incentivising them to check on the app often as the pet helps promote a more active approach to time management.

Use Case Scenario 6: User wishes to customize their schedule with color coding and grouping tasks together

Joey is using his notes apps for his scheduling but wishes that the notes app was organized better as similar tasks tend to not be grouped up, leading to potential confusion later when they are checking their app. They can change the color of text and its font for this purpose but find it to be an annoying and time consuming process for a schedule that they have to update often. They download our app and in the calendar portion are quickly able to group tasks together, marking the more important or urgent tasks with a special marker so they know what to focus on.

Use Case Scenario 7: User wishes that they would be able to have through notes on their calendar app, allowing for more flexibility in their scheduling.

Paloma uses her Google calendar but wishes that she could combine some of the notes that she has put on her physical planner onto the Google calendar. She wishes to continue using Google calendar to have access to her schedule easily but does not want to give up the intractability of her physical planner, but wishes her physical planner was easier to keep up to date and easier to customize. She then downloads the app which allows her to retain the accessibility of Google calendar while being able to take notes in the same app.

Use Case Scenario 8: User wishes that they would be able to track the progress of a task by breaking it down into smaller portions.

Paloma is a fairly organized individual and wishes that she would be able to keep track of the parts of completing a task without creating multiple tasks. She uses Google Calendar and does not wish to have her calendar flooded with parts of a complete and due date for each new part. She merely wishes to understand what is required to complete a task and be able to mark it's completion so that he can understand her progress on the wider task and what tasks are to be completed until she is done. Paloma then installs the app and makes use of its calendar feature and note taking features to have more detailed notes on what is required for a task, without setting due dates and reminders for each individual part.

