

Are You Kitty Me -- User Manual

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Are you kitty me is a comprehensive, multi-purpose and user-optimized app which functions as a combined solution to productivity management, vocabulary memorization and self-control. It connects multiple demanding features and creates an unique interactive system where user's motivation is preserved with an adoption of digital cat. Each part of the app serves for a special purpose, allowing user to organize the corresponding activities of cat(i.e the user), thus increasing user-based productivities.

Background

As a team teemed with international students who had prior experiences with memory loss over miscellaneous vocabs, we were surprised to see the lack of vocab app aimed at helping user with memory enhancement. Additionally, the minimal existing apps on the market are usually dull which undermine user's motivation gradually. Therefore, out of previous sufferings with vocab memorization and love for languages, our team decided to develop a vocab learning app that appeals to user.

Aside from vocab, we also recognize that phone addiction is an universal problem. Every student, including us, has experiences of being distracted by their cell-phone. This sort of distraction evidently reduces our productivity. Since the app we came up with is based on usage of phone, we can't ensure that the user will have enough self-control to remain on their initial task (studying). That being said, productivity management feature will come handy. Therefore, our team deemed that our app, instead of restraint to solely vocab learning, should be a multi-purpose app that includes productivity management and vocabulary learning as features, thus promoting productivity, efficiency and comprehension in both. Moreover, the importance of health to productivity leads to an intense discussion between two members in our team. Eventually we have decided on including steps(using Google fit) to facilitate healthy lifestyle

Our team is well aware that the user might lose interest as the time goes on if all of the features are performing separate. We came up with an intriguing idea that the user can "adopt a cat" (a.k.a start his journey of being productive) and "earn coins"(a reward system for learning vocab), then the user will be able to "feed it"(through purchasing in the store feature). If the user fancy just studying without distraction from their phone, we provide a feature where the cat is sleeping and does not like being disturbed(a timer). This way of design ensures the connectivity and generality of functional use, maintaining user's interest and motivation thoroughly.

Below we have the implemented features and corresponding user-story:

Adoption allows the user to create their own user profile represented visually by an cartoon cat. Since usually user only wants one specific profile instead of multiple, the adoption page will create this profile with default settings, allowing the user to adjust it to cater to their personal need and it will never appear if the cat is already set up. Although this feature was designated to hold limited functionality, it provides user the availability to organize their own systematic routine. (User Story: Cat Lover)

When entering Stats, the user will be expecting to have a visual sense of his/her achievements in exercising, vocab studying and focusing throughout the day and over range of weeks and months. The Stats activity realizes this desire of user and provided a elegant animation of the user's achievements so far. Furthermore, the user will be able to switch to week/month view and slides through a wide range of time to observe long-term achievement. This feature provides positive feedback for the user to incentivize more effort in being productive. (User Story: Workaholic)

Store presents an interface for the user to purchase food for the adopted cat. As specified by user stories, in order for the cat to keep healthy and in good mood, the user has to use his virtual money to buy food from the store. For now, the user can choose from 6 items in total. After selecting the items, the user clicks "checkout" button in the bottom to put the items in the user's inventory. (User Story: Cat Lover) Correspondingly, the user can feed the cat. Holding the finger on the cat, a small window will popup, and a list of items in the user's inventory will appear. The user can either swipe or click on arrows to change focus on which item he or she wants to feed the cat. When clicked on the item, the cat will eat it and its health and mood will increase correspondingly. Tap anywhere else, the popup window will disappear. (User Story: Cat Lover)

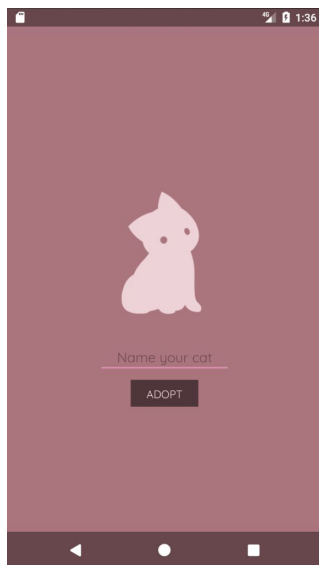
Since one of the main goal is to be as appealing as possible, *Are You kitty me*, though offers the common feature of productivity app: Timer, has its unique functionality associated with "focus" and "consistency". The timer itself is symbolized by the cat's sleeping. The user "put the cat to sleep" by applying the study time of the user accordingly. Whenever the user is trying to exit the app (the window) such as switching apps, reentering home screen, etc, a push notification with countdown will be sent to remind the user to come back to the timer page. Timer will stop if user does not come back in 5 seconds (before the countdown ends). When timer is running, the user can pause and resume the timer at any time but still cannot switch out of the timer page for more than 5 seconds. The user can also choose to cancel the timer, yet the cat's sleep will be disrupted and its mood will be deducted. Upon successful completion of a focus task, the cat's health and mood will both increase. That being said, the distraction of the phone will be eliminated through all kinds of reminder of the "cat". (User Story: Phone Addict)

As the main feature of *Are You Kitty Me*, Vocab provides diverse methods to advance user's solid and firm memorization of vocabularies. Compared to the other features in this app, Vocab's various technique is not visually available to the user. For example, our app employs Ebbinghaus's forgetting curve, by which we make the user review certain word if user's memory

of that word, reflected by the curve, is below a specified limit. The app currently offers four vocab books(dictionaries) for user to study, we have French, German, Spanish. The user will choose their preference when they first launch this app. After the book is chosen, the background will run task to set up the database to keep track of progress and comprehension level (reflected by learning curve). Then the user will have three options: to study new vocabs (combined with reviewing words), to just review or to browse through the words they learned, hasn't learned and in progress. Since the vocab learning progress is heavily bound to user's profile, the program will dynamically and periodically update the User class, thus foster comprehensive learning of user. (Language Lover, Procrastinator)

The Settings page enables the user to design his/her customized experience while using our app. The user can set the cat's name and upload profile picture (future functionality), or set his/her daily goals in vocab learning, steps, and focus time. This feature provides user the freedom to make their own goals, and work towards them in the pace that they prefer. (General app user, Android User)

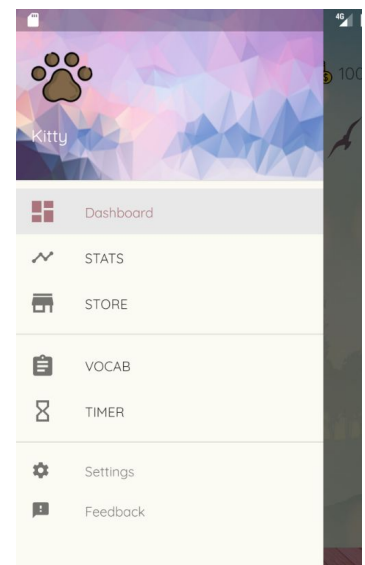
Application Instruction:



1. First Time using *Are You Kitty Me?* Name the cat whatever you wanna name your kitten and hit adopt! Now you have your cute cat to accompany you when you study! Note that we only have limited cat for adoption, so you won't be able to adopt another next time you open it. Anyway, hope you take good care of it.

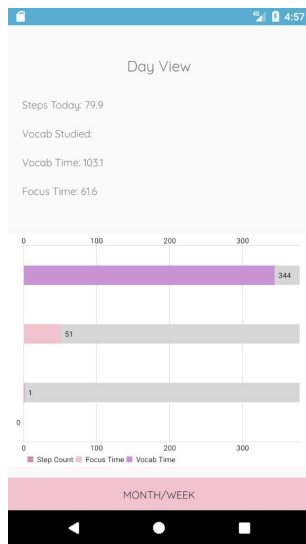
2. Here is your cat! Cute, isn't it? From this window's top left corner, you can see two circle denoting the cat's mod and health rate. Since a cat has to be

fed, the top-right corner indicates the your current possession of coin, which you will need for purchasing food from the store. The bottom-right corner is the menu button. After being pressed, a navigation menu will appear from the left-hand side, allowing you to do subsequent tasks mentioned above.



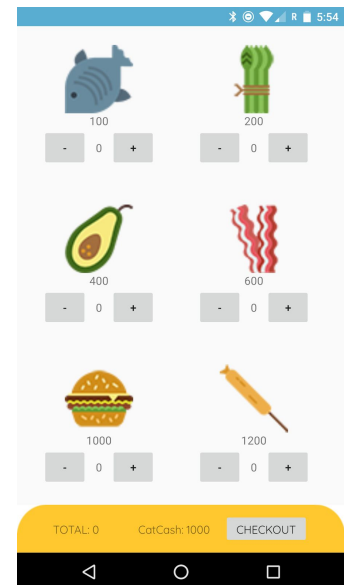
Dashboard, evidently, returns to the previous page where the cute cat is sitting on. Long pressing on the cat will show a popup. User can select food to feed the cat.

Then here come the main features of *Are You Kitty Me*.



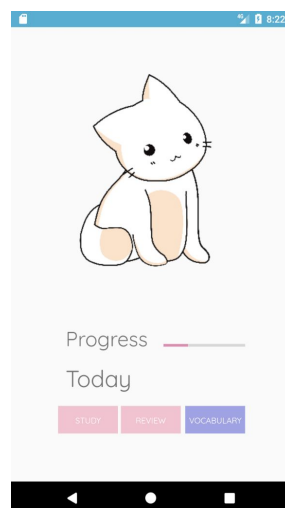
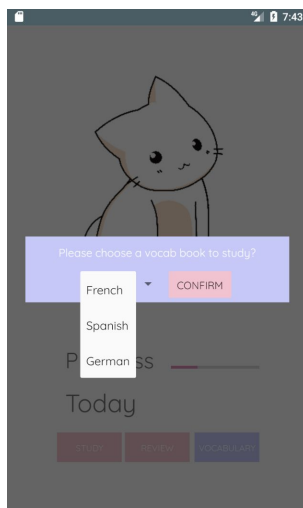
3. Starting from the top to the bottom, **Stats** gives an overview of your daily, weekly and monthly achievement.

4. To add items into the cart, the user will tap on the buttons below the food icon. Tapping on the “+” will increment the amount and “-” will decrement. For now, the store contains 6



items: fish, asparagus, avocado, bacon, hamburger, and corndog. The amount of mood the items will restore is directly proportional to the price of the price of the item.

To increase mood amount, the user will have to feed the cat with food items that has a price more than 1000.



5. If this is the first time you have ever been directed to the vocab portal, you will be asked to choose a vocab book you want to study. As stated above, *Are You Kitty Me* offers three languages.

STUDYING	NOT STARTED	STUDIED
les petits pois (m)	peas	
Plein	full	
le poisson	fish	
la pomme	apple	
le porc	pork	
Prendre	to take/have (food)	
le régime	diet	
le repas	meal	
le riz	rice	
Sain	healthy	
Sans	without	
la saucisse	sausage	
Sauf	except	
le sel	salt	



After you pressed confirm button, the app will stall for 3 or 4 seconds since the backend needs time to process your request to prepare the content for you.

If the background finished operating, you will see the cat again (yeah!) with the progress bar and three buttons.

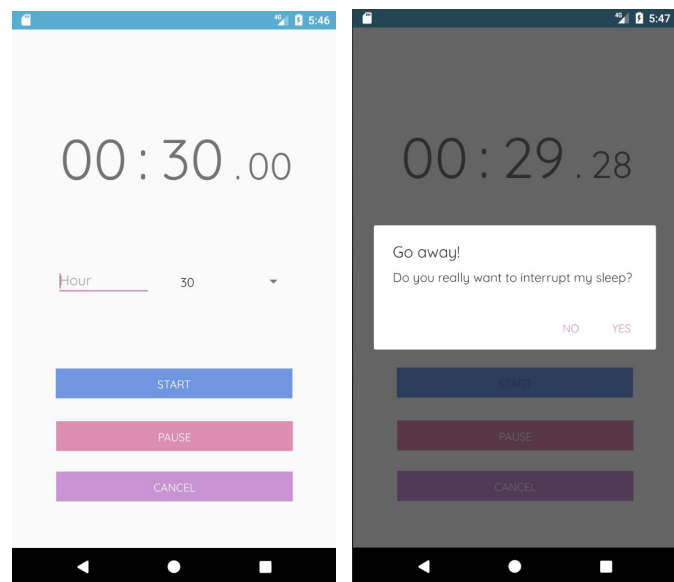
The progress bar displays your current progress in learning this book (to how many words out of the whole book you have studied). The three buttons are “Study”, “Review” and “Vocabulary”. Vocabulary button will direct you to a new page, as shown to the first picture ->. This page displays the vocabulary list of the vocab book, dividing into three different lists(the words you are currently studying, the words you haven’t started studying and the ones that you are sure you comprehended).

The study and review button navigate to the same page where the word is displayed on the top with four options as multiple choice. If you got it wrong, the right answer will be marked, then you can proceed with “next” button. If you got it right, the page will go directly into the next word.

We also provide the option that if you have known this word very well, click the “know” button, the app will categorize this word as known so it won’t show up as review word.

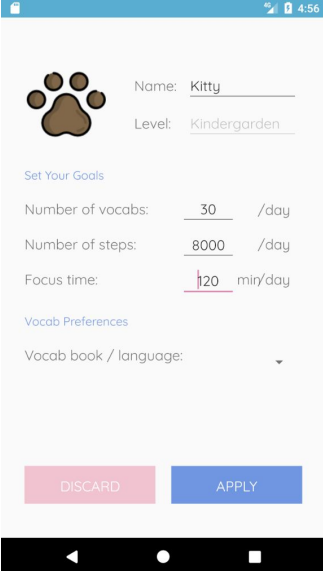
Do not know has the similar functionality but its functionality is the same as getting the wrong answer.

6. Once the timer page is displayed, you will see a default time set at 30 min. You can change this by entering hour in the text input box on the left (leave blank for 0) and choose minute from the drop down menu on the right. After you have selected the focus time, you can click the START button to start the timer. Be careful when you do this, as the cat’s mood will be deducted if you cannot keep focus for the entire period. Then, the timer will start counting down. In the meantime, you can pause the timer by click on the PAUSE button, then a dialog box will pop up to



remind you that you can only stay on this timer page. When you want to resume the timer, click on the RESUME button (previously named PAUSE) and the countdown will continue. If you want to cancel the timer, you can click on the CANCEL button, a dialog box will pop up to confirm with you if you really want to exit. If you choose YES, then timer will be cancelled and cat’s mood will be deducted. If you switch out of the page when the timer is not finished, then you will be given 5 seconds to come back before the timer cancels automatically. If you made it to the end without cancelling or exiting, then the cat’s mood will be increased and so does its health.

7. The setting page is simple and straightforward. you can modify the information that you want to change by click on the text box and change its value, or by selecting desired value from the drop down menu. After you are done with all your changes, just click the APPLY button and your changes will be saved with a toast saying “changes applied”. If you decide not to keep the changes, you can also click DISCARD and the values will be reset to the current settings.



The screenshot shows a mobile application interface for a cat's settings. At the top, there's a status bar with a battery icon, signal strength, and the time 4:56. Below that is a header bar with a paw print icon and the text "Name: Kitty" and "Level: Kindergarten". The main content area is titled "Set Your Goals" and contains three input fields: "Number of vocabs:" with a value of 30, "Number of steps:" with a value of 8000, and "Focus time:" with a value of 120 minutes. Below these is a section titled "Vocab Preferences" with a dropdown menu labeled "Vocab book / language:". At the bottom, there are two buttons: "DISCARD" (pink) and "APPLY" (blue). The bottom of the screen shows a black navigation bar with three icons: a back arrow, a home circle, and a recent apps square.

Field	Value
Name	Kitty
Level	Kindergarten
Number of vocabs	30 /day
Number of steps	8000 /day
Focus time	120 min/day
Vocab book / language	[Dropdown]