

HUMAN-COMPUTER INTERACTION ASSIGNMENT 02

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CLASS:

BCS-6

SUBMITTED TO:

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DATE:

10-APR-2023

Develop a Prototype of an Application using Prototyping Tools

The selected application is preferably to be your Proposed Final Year Project. Briefly explain all types of prototypes with respect to your selected application, except the working prototype.

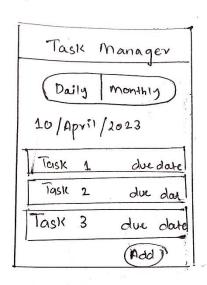
Our Final Year Project is a Productivity App, our mobile app aims to boost productivity by providing users with a range of features and tools to help them manage their tasks and stay focused on their work. The app includes a to-do list, a calendar, a note-taking feature, and a focus mode that blocks distractions and helps users concentrate. Users can set reminders, and track their progress. The app is designed to be user-friendly and intuitive, with a clean and simple interface that allows users to easily navigate and access all the features. Overall, the app is an essential productivity tool for anyone looking to optimize their workflow and get more done in less time.

Verbal Prototype

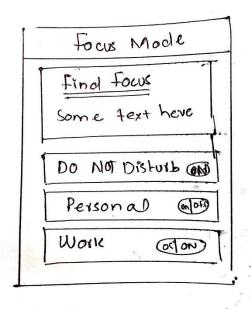
- 1. **Task Manager:** The app should have a task manager that allows users to create to-do lists, set reminders, and prioritize tasks. It should also allow users to track their progress and mark tasks as completed.
- 2. **Focus Mode:** The app should include a focus mode that helps users block distractions and stay focused on their work. It should block notifications, and provide a calming environment to help users concentrate.
- 3. **Calendar:** The app should include a calendar that allows users to schedule appointments, set reminders, and view upcoming events. It should also allow users to sync their calendars with other apps.
- 4. **Integration with Other Productivity Tools:** The app should integrate with other productivity tools such as email clients, task management software, and project management tools. This can help users streamline their workflow and avoid duplication of effort.
- 5. **Note-taking:** The app should provide a note-taking feature that allows users to take notes in a variety of formats such as text, images, and voice recordings. The app should also provide the option to organize notes into categories and search for specific notes.
- 6. **Analytics:** The app should provide analytics that allows users to track their productivity over time. It should include information such as the number of tasks completed, time spent on each task, and overall productivity trends.
- 7. **Pomodoro Timer:** The app should include a Pomodoro timer that helps users stay focused and productive. It should allow users to set a timer for a specific amount of time and provide breaks in between work sessions.
- 8. **Habit Tracker:** The app should include a habit tracker that allows users to set goals and track their progress. It should provide visual feedback to encourage users to stick to their habits and make progress over time.

Paper Prototypes

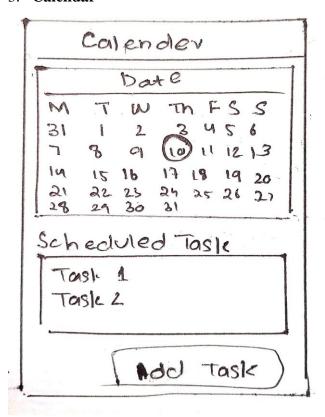
1. Task Manager



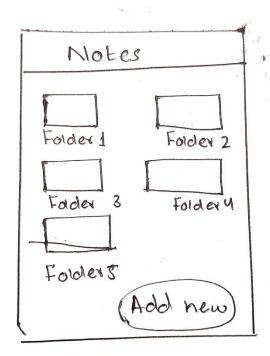
2. Focus Mode



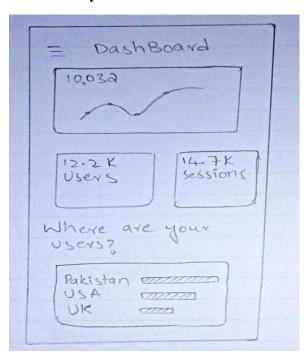
3. Calendar



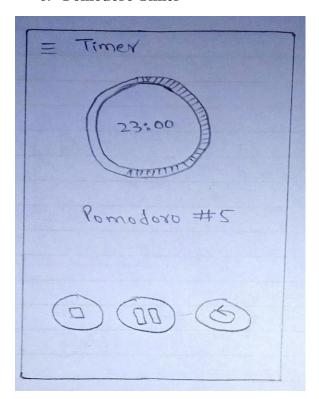
4. Note-taking



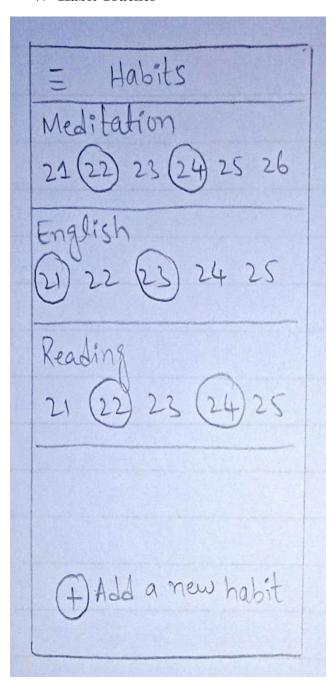
5. Analytics



6. Pomodoro Timer

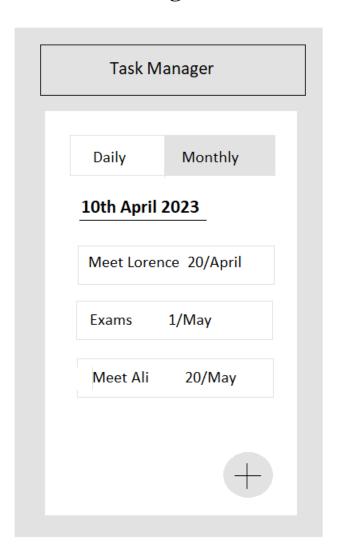


7. Habit Tracker

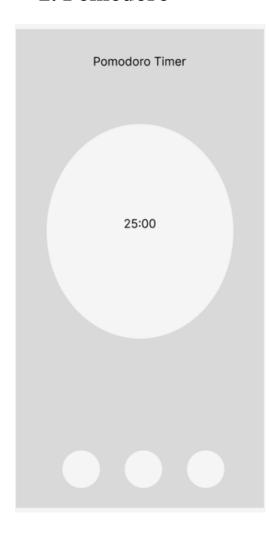


Interactive Prototypes

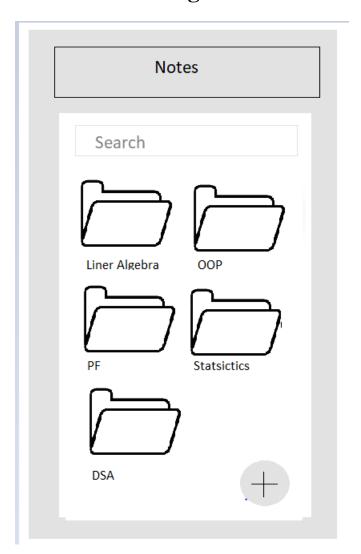
1. Task Manager



2. Pomodoro



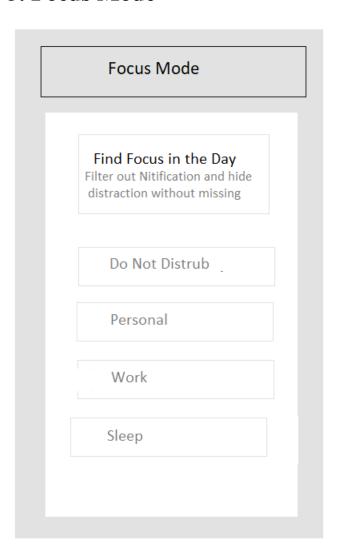
3. Notes Taking



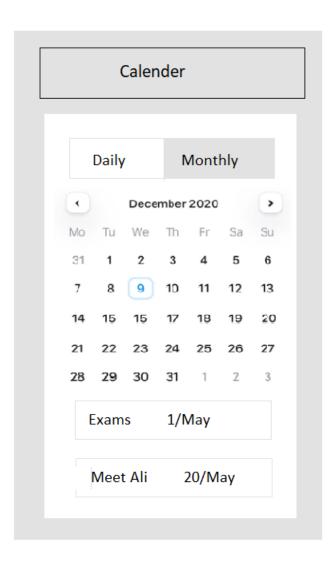
4.Habbit Tracker

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Engl	lish						
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Rea	ding						
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Spo	ort						
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		En	ter a	ne	w h	abit	

5. Focus Mode



6. Calendar



7. Analytics

