KOGNIZANE

NAME OF ORGANIZING SOCIETY: Konnexions

NAME OF THE COORDINATORS: Priyanshu Jha, Swasti Mishra

DATE: 17/03/24

PROBLEM STATEMENT:

Design a simple mobile app that assists users in setting and tracking personal goals .The app should allow users to create, manage and monitor their goals, providing motivational reminders, progress tracking and a simple interface for goal setting and accomplishment. The interface should be aesthetically pleasing, intuitive to navigate, and follow best practices for user experience (UX) and user interface (UI) design.

Phase 1: CLARITY OF DESIGN

1. All registered teams start in Phase 1, focusing on concept development and initial prototype creation.
2. Clear design: There should be a clear idea of the design, it should be visually appealing at the same time emphasizing simplicity, seamless navigation between screens.
3. User Interaction: Participants as you dive into app development, prioritize crafting a seamless user experience. Your app's success hinges on its UX - intuitive navigation, quick loading times, and engaging design are essential for captivating and retaining users.

Phase 2: GOAL CREATION AND USER FRIENDLINESS

1. Information Architecture: Define a logical and intuitive layout for the app interface, ensuring equipment controls are readily accessible and organized in a way that mirrors natural user expectations.

2. User Friendliness: to all participants, it's crucial to emphasize user-friendliness in your app development project. An intuitive, easy-to-navigate app not only enhances user satisfaction but also boosts retention rates and success. Focus on creating a seamless experience with straightforward navigation and clear design to ensure your app stands out in user experience.

CONCLUSION

This App Dev event will enhance students to explore this domain and it will be great of them to study regarding this from the beginning which will help us thus Konnexions as the IT WEB SOCIETY of KIIT to organize events specially App Dev events in the near future as well.

OUR SPONSORS:

INSTRUCTION FOR PARTICIPANTS:

1. Upon receiving the problem statement, participants are encouraged to create their own individual repositories on GitHub.
2. After creating their repositories, participants will need to log in to the provided link using their unique IDs that have been assigned to them.
3. The system will verify the provided unique IDs. Upon successful verification, a notification email will be sent to the associated team. An additional One-Time Password (OTP) will be required for final authentication.
4. Once authenticated, participants can begin their session using their Gmail address, unique ID (PID), team name, and arena information.
5. After successfully entering their session details, participants will be directed to the dashboard.
6. Upon reaching the dashboard, participants will encounter the problem statement. Additionally, based on their selected devices, they will be provided with specific API details including token, URL, type, and range.?
7. Participants are required to regularly push their work to their individual GitHub repositories at an interval of 2 hours.
8. Participants will have access to their work within the dashboard until 12 PM, marking the conclusion of Phase 1.
9. Participants will have a break from 2:00 PM to 3:00 PM. 10.
10. Participants are informed that Phase 2 will begin promptly at 4:00 PM and conclude at 6:00 PM.
11. Please note: Attendance is mandatory for all participants in both Phase 1 and Phase 2