# **Milestone 1**

**Team**: Destructinator

**Team Members**: Pham Quang Minh (Orbitee 1) & Nguyen Ngoc Linh Chi (Orbitee 2)

**Project name**: Task calendar

**Platform**: Android

**Proposed level of achievement**: Project Gemini

## **Motivation:**

Having difficulties concentrating because you had been overly distracted by the games/social media on your phone? You are not alone. This is a deep-rooted social problem, with special impacts on students that should concentrate on their studies. Thus, our project aims to rehabilitate the study habits of students using the Task calendar app that can:

1. Increase productivity and efficiency.

2. Improve self-awareness of task at-hand.

3. Prevent smartphone addiction.

## **Functionalities:**

1. Provide a daily To-Do List in a timetable format, assigning the time to each task, to prioritize and organize the tasks.

2. Re-schedule some tasks to the next day to alleviate the overly-heavy workload.

3. Records the study/gaming time of the user in the form of a chart for user evaluation.

4. Alarm to notify user of impending tasks.

5. Be able to import schedule from Google Calendar.

6. Provide gamification to engage the user (e.g., users can choose an avatar and gain reward points).

## **How is it different compared to other apps? Our app:**

· Integrate task manager into the calendar to optimize time management

· Provide extra details of task list (e.g., difficulties, importance and required time).

· Offer automatic task scheduling based on smart computing algorithms.

· Provide gamification to engage users.

## **Plan:**

### **June:**

· To learn basic Java and Android Studio to create the App.

· To discuss functionalities, algorithms and UI/UX layout.

· To create prototype and the algorithms.

· To implement cloud database.

· To test and debug the program.

### **July:**

· To seek peer and user feedback.

· To test and debug in daily-life device (hand phone) or emulators.

· To enhance the program with extra function (will depend on availability of time).

· To improve design (e.g., layout, environment and character in gamification).

· To finalize and launch the app.

## 

## **Project log:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date | Task | Orbitee 1 (h) | Orbitee 2 (h) | Note |
| 14/5 | Liftoff day 1 | 8 | 8 |  |
| 15/5 | Liftoff day 2 | 8 | 8 |  |
| 29/5 | Project planning | 5 | 5 |  |
| 30/5 | Learning basic Java | 2 | - |  |
| 31/5 | Writing milestone report | 2 | 4 |  |
| 02/6 | Learning basic Java | 4 | - |  |
| 03/6 | Writing milestone report | 6 | 4 |  |
| 16/5 – 03/6 | Learning basic Java and Android development | - | 9 | roughly 30 min per day |
| Total | | 35 | 38 |  |