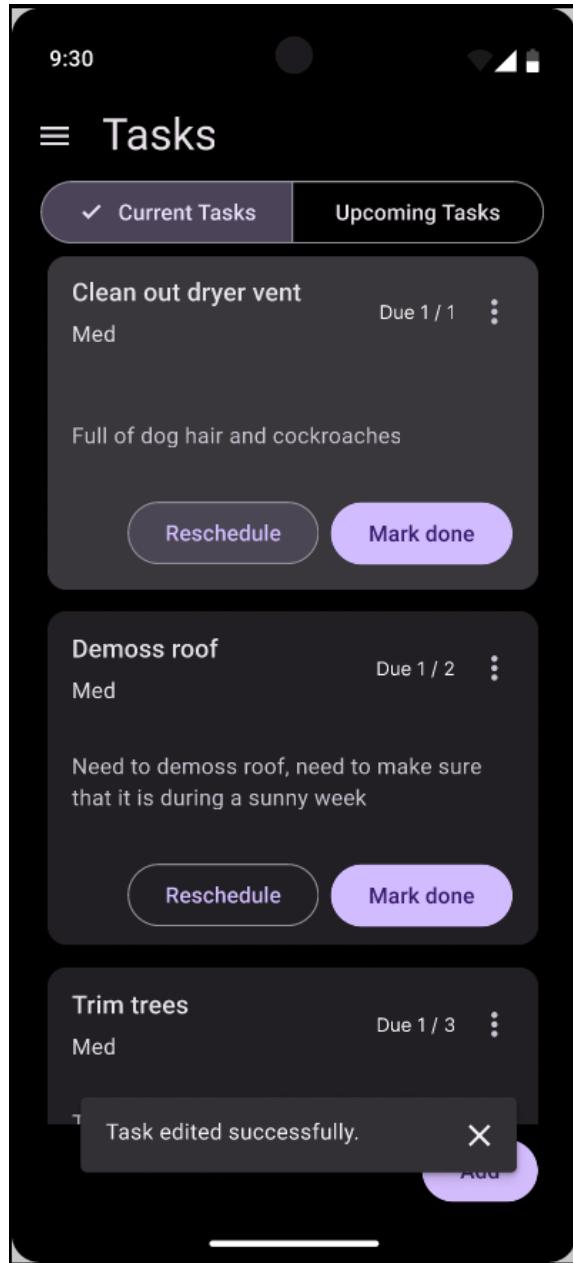


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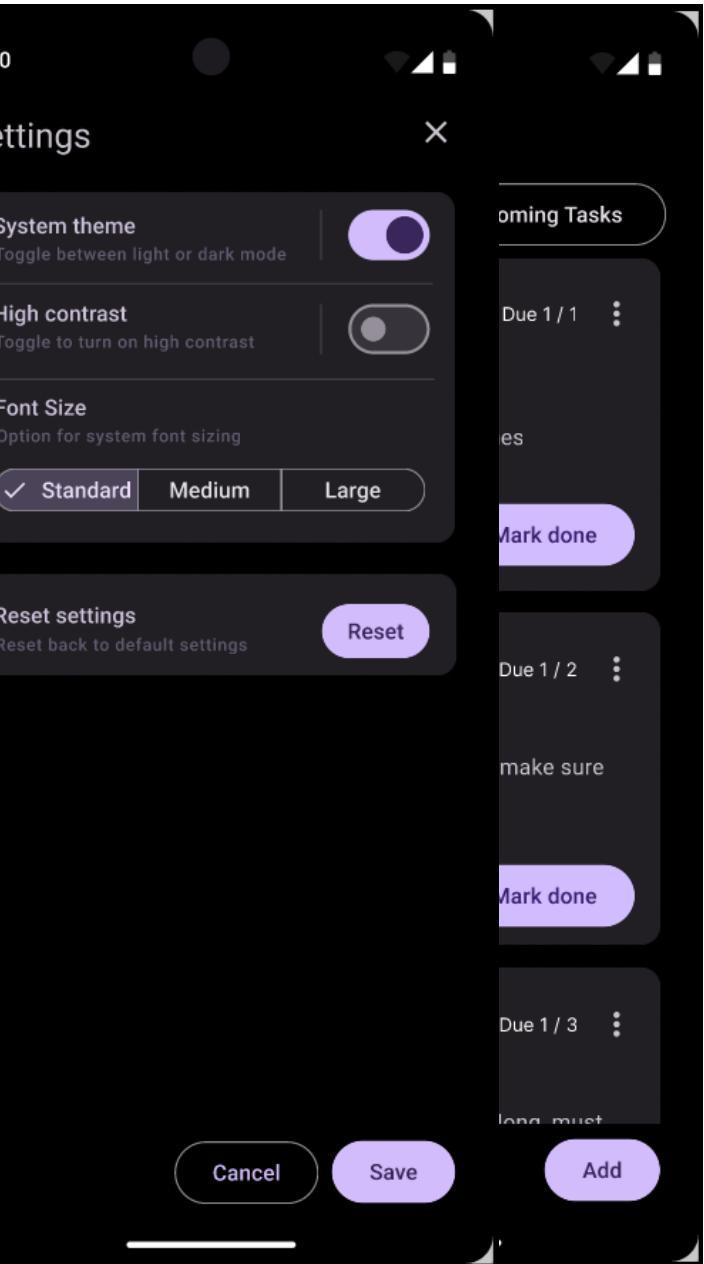
Final Presentation

Alex Schectman, Group 42



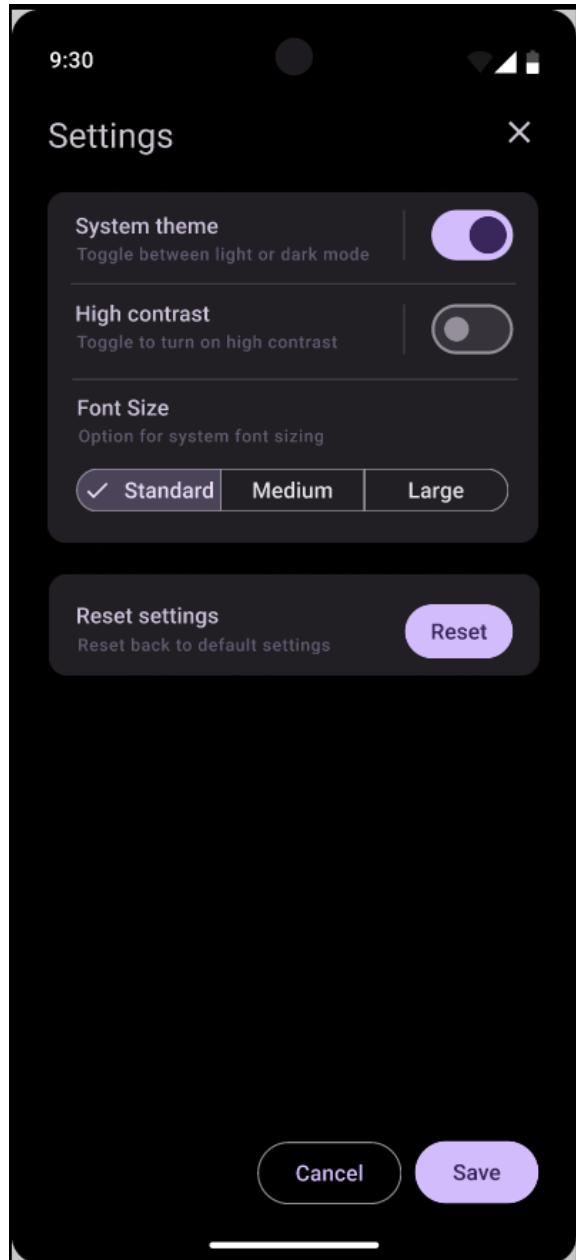
Snackbars

Alerts the user of any changes that have been applied (added a task, removed, edit, etc). Generated from formative research.



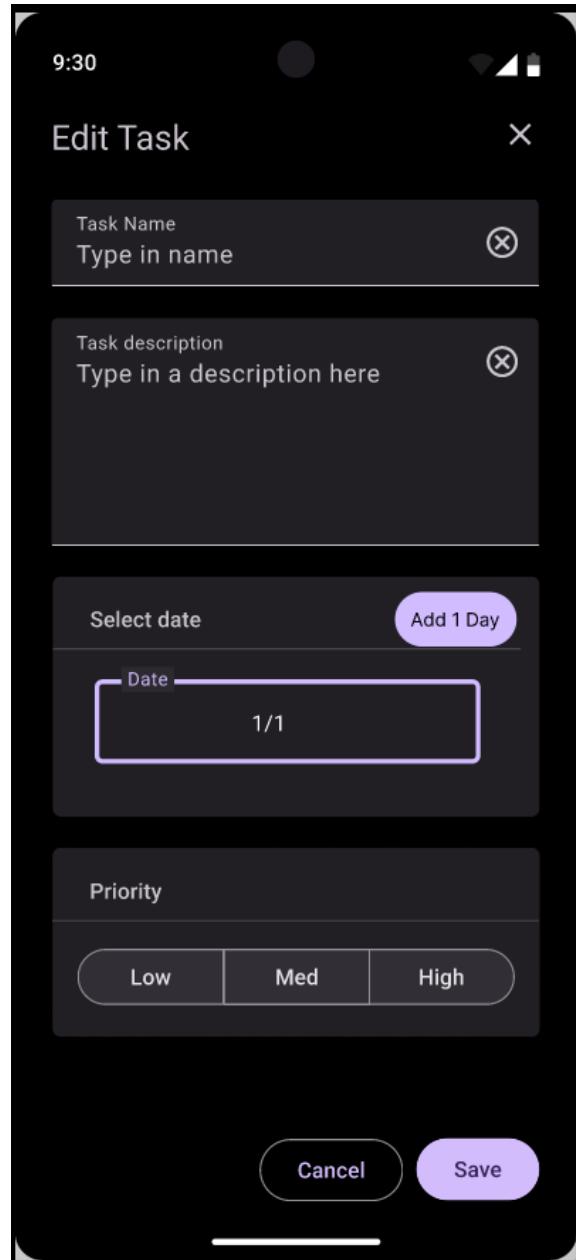
Alignment of elements

All UI elements are consistent and uniformly aligned to reduce any distractions. Generated from formative research.



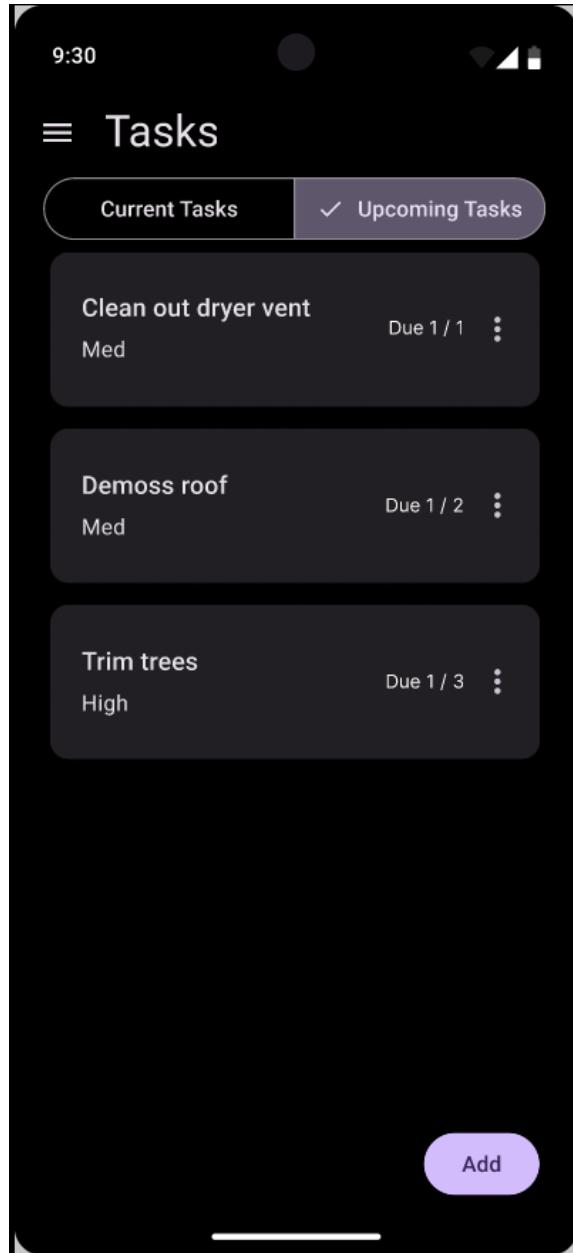
Descriptive Labeling

Clear, descriptive labeling or iconography is used to communicate functionality of interactive elements. Generated from formative research.



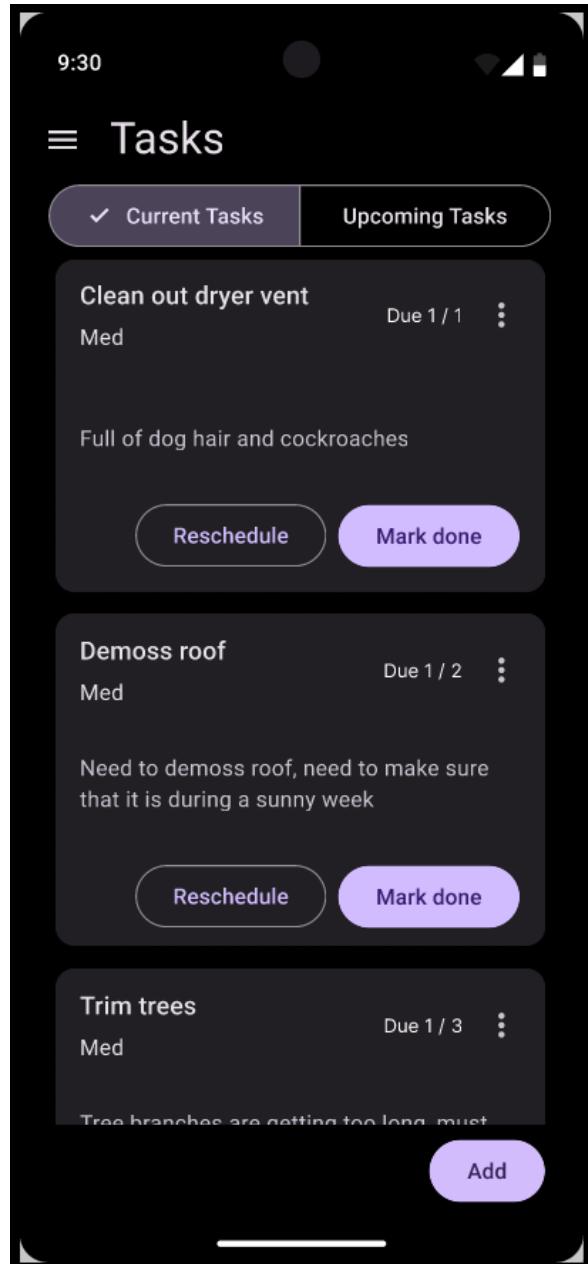
Date Format

Date format simplified to include only month and day. Generated from formative research.



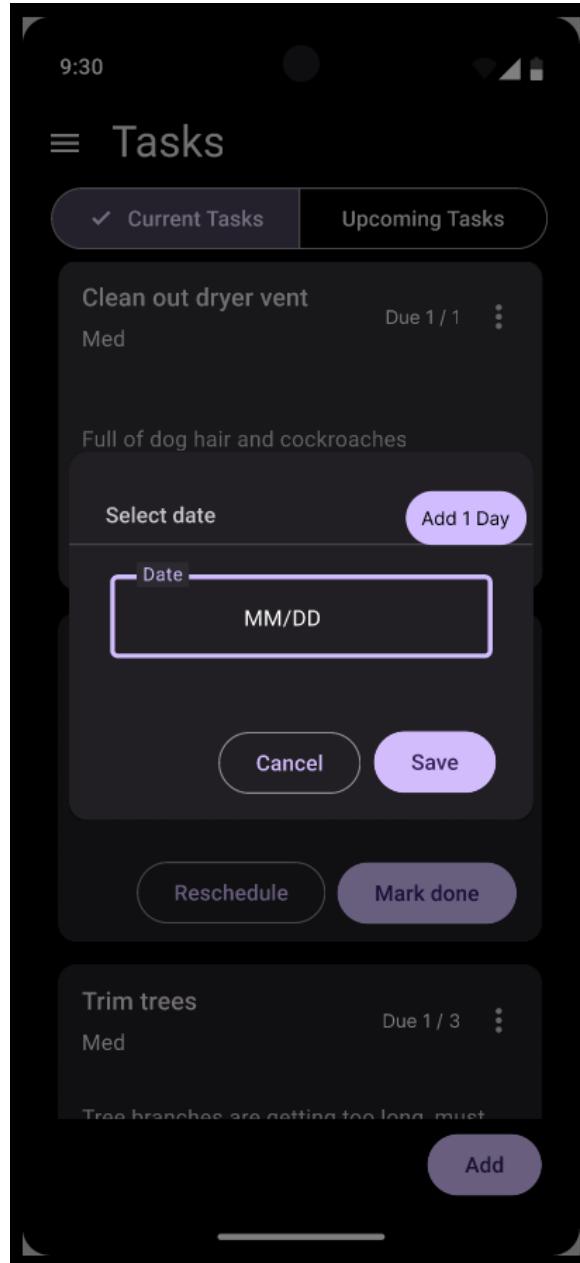
Simplicity

Minimize the level of unnecessary complexity – Tasks dynamically update for the user to push back all future tasks if the user is behind schedule on a previous task. This way, the user doesn't need to manually change the due date of all subsequent tasks should they encounter unexpected delays.
Generated from formative research.



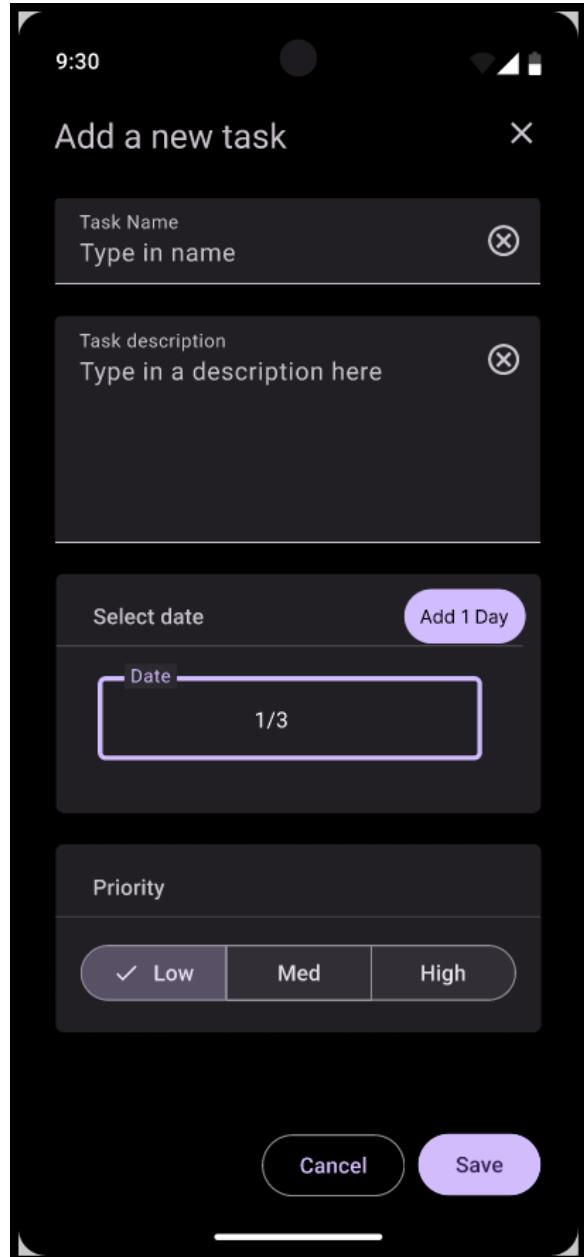
Unclutter

Avoid overwhelming the user with visual clutter – User is given the option to view tasks in a more detailed view, with view tasks at a time, or a more concise one that displays more tasks in total but less information per task at-a-glance ('Current Tasks' or 'Upcoming Tasks' home task views). Generated from formative research.



Quick Actions

Ability to quickly reschedule and mark tasks as done. Generated from formative research.



Priority Switcher

Simple, straightforward, highly visible priority switcher.
Generated from initial research.

Credits

Samantha Perona

Jared Yin

Joseph Sepe

References

Material 3 Design Kit | Figma. (n.d.). Figma.
[https://www.figma.com/community/file/10352036
88168086460/material-3-design-kit](https://www.figma.com/community/file/10352036-88168086460/material-3-design-kit)