

Storybook Tracker



Basic concept: Instead of tracking their time with a regular old time-tracking app. User will be kept track of by a „magical storybook“, where each page/double-page stands for a day in their „adventure“. Each day will list the daily activities done on that day and for how long. Maybe, we can also add a short text, written by the storybook (Note: These will probably be a list of predefined sarcastic remarks on the users/ main characters „adventures“, depending on their activities that day. Example: „I am sure that our main character did wondrous things on this day, but none are as of yet written down in these texts“).

The first pages in the book, just like in a regular book can be a navigation tool to navigate to the wanted „page“ (day) or „chapter“ (week/month). But we can also add diagrams depicting the users overall progress, just like books sometimes have a map at the beginning of a book. Another good location for the „summary“ of our „main characters“ (users) „adventures“ (tasks), would be the back of the book.

1. Implementing time-tracking apps:

- **Target Group:** Students, that love books (too much) and want a (hopefully) more fun way to keep track of their time
- **Different time-tracking visualisations:** Different time visualisations depending on where you are in the book. One large overall visual at the beginning of the book, One for the whole week at the beginning of each chapter, One for each day at the beginning of each page.
- **Add automatic reminders:** A reminder if its afternoon and the storybook has not heard of any of the adventurers adventures yet, A reminder if the book thinks you had enough of the „coding adventure“, ... (Here we would have a really great opportunity to play around with custom sounds/voice recordings and haptic feedback to fit our storybook theme. E.g. the sound of a book violently closing)
- **Visualise a start-and stop-timer:** A simple start and stop set-up on the current page is sufficient
- **Statistics that show how much time you spent on each task:** see Different time-tracking visualisations

2. Managing tasks of time-tracking app

- **Allow users an easy way of time-tracking their task:** In addition to a simple start and stop timer, users should be able to plan upcoming tasks on their current page and choose the adventure type
- **Users can edit, delete and move tasks:** Kind of like editing a book before publishing it?
- **Mark tasks and projects as complete:** So it is a finished adventure?
- **Add support for repeating tasks:** The storybook remembers what kinds of tasks the main character usually has to complete during their adventures
- **Provide search feature:** Just like in iBooks there is a search icon at the top left
- **Support for tags:** I have no clue how to elegantly incorporate this into the app. Maybe its just an option you can chose on the current page

3. Offering a great user experience

- **Accent color schemes:** Users can chose between different color schemes that influence the color of the chapter titles and the diagrams and maybe the color of the book cover?
- **Support dark mode and dynamic font sizes:** Obvious, see iBooks for inspiration
- **Onboarding experience:** When starting a new adventure book, we of course first need to learn about our adventurer