05430 Final Project *Deliverable 4*

Cheyu Tu

# Screen sizes to test (width \* height)

1. Macbook Air: 1280 \* 832
2. iPad Pro (landscape): 1366 \* 1024

# Part 1

The purpose of my website is to people with a productivity app on their devices with a landscape screen. This app can track their time spent on their work, give them incentives to focus more**,** and remind them to stay away from distractions during work.

Through my website, I wish to convey the message that although working and studying may be exhausting, it should not discourage people. People can use this app to increase their efficiency and get a sense of accompaniment while they are working.

I also added some features to make the website interesting and engaging. The website is designed with a universe theme with calming colors. Also, it gives the user a “gift” – an interesting quote – each time they complete a focus session.

The targeted audiences of this app are people who frequently use landscape screen devices like laptops and iPads. They are likely to be students and workers.

# Part 2

The homepage will be the first page loaded as the user opens this webpage. On the bottom part, there is a “collection” button that stores the “treasures” the user discovered on their journey of focus. I will explain it later. The main functionality on the homepage is that the user can enter the amount of time they want to focus on in minutes. It should be 10-180 minutes, otherwise, the app will alert the user to re-enter a time. The user can also choose not to enter a time -- the default time will be 25 minutes if there’s no input. Then, they can also enter a description about what to focus on to record and remind themselves. This input is also optional. After entering all the information they want, they can click the play button to start the focus session.

After pressing the play button, the user will proceed to the focus-in-progress page. They can edit the description of this focus session. They can also pause, resume, or quit during a session. After the countdown stops, they will proceed to the focus-end page.

At the focus-end page, the user is encouraged (but not required) to rate their productivity during this session, so that they can better reflect on their work and make improvements later. The description can also be edited on this page.

If the user reaches this focus-end page after they quit in the middle of a session, they will return to the homepage after clicking on the “Continue” button. However, users will generally reach this page after the countdown stops. In this circumstance, they will be given a treasure after clicking on the “Continue” button. On the treasure page, clicking on the treasure will guide the user to the page called “collections” which showcases all their treasures. Clicking on the “Continue” button will directly lead the user back to the homepage.

# Part 3

I used the GSAP tool from <https://gsap.com/> to create smooth animations. I first knew this tool when I was researching about ways to implement the countdown, and I’m impressed by the fancy animations that this tool could create. Therefore, I want to learn about this tool and start using it for simple animations on my website. I used it to enlarge and shrink several buttons when the cursor hovers over them. Although the animation is not complex, using GSAP does save my time in implementing this animation by a lot, and effectively signifies to the user that a button is hovered. I also discovered that enlarging the button seems to be more effective, visually attractive, and easier to implement than other ways of signifying, like changing the button’s color, design, etc.

# Part 4

The biggest change I made in my prototype is the several pages after a session ends. Originally, the user will be presented with the information (time, description) of their session, some encouraging sentences, and the treasure altogether in one page. However, I realized that this is too much information, and my two participants in the usability testing all ignored the treasure and found this page confusing. Therefore, I decided to separate the ending pages to rate productivity -> directly to the homepage or discover a treasure -> select on treasure then directly go to the collection page; if doesn’t select on treasure, then directly to the homepage. I think this process will make more sense.

# Part 5

Since I have multiple pages and a lot of information to be used across pages, I need to repeatedly update and save almost everything each time the user enters a new page. The logic of implementing this is not difficult, but it’s very likely to include bugs because it requires a lot of detail. I spent a lot of time debugging the functions related to storage.