

Hack some Thorns



- Problem Statement ID – 6
- Problem Statement Title - Frictionless Productivity Solution for Students
- Team Name: Mangoes



Team Mangoes



Name:Hrithiq Gupta
Stream:CSE(AI&ML)
Reg No.:230962300



Name:Akshat Pandey
Stream:CSE
Reg No.:230905032



Name:Aryan Vivek
Stream:IT
Reg No.:230911172



Name:Mohammad Tausif
Stream:CSE
Reg No.:230905330



Name:Aditya Sinha
Stream:CSE
Reg No.:230905218



ReFL3KT - The Frictionless and Seamless Goal Tracking Application

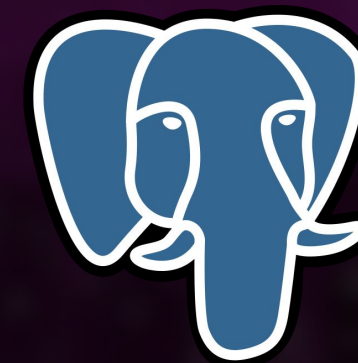
- Mobile application ensures easy accessibility and more mobility to software
- Includes features like:
 - Time tracking- Combines daily time logs with goal tracking to give users clear insights into how their time supports their goals.
 - Goal tracking- Maintains status and progress report on the goals set by the user
 - Adding the concept of LUBE points motivates the users in their journey towards their goals, by providing extra coins on a streak completion, goal completion, etc.
 - Maintaining a hierarchy of goals where each goal has multiple sub-goals, helping users knowing their exact standings by checking their progress towards the multiple smaller goals.
 - An AI-based priority system which prioritizes the goals for the user based on user's past history.
 - Goal Time Journal- Enables users to log daily time spent on goals, track tasks and activities, and reflect through journaling — all in one organized view.
 - Group Goals- Enables users to create shared goals, track collective progress, and stay accountable as a group.
- How it addresses the problem:
 - Integrates goal tracking and time tracking, reducing the burden on the user to manually maintain both systems.
 - Minimal manual input by reusing data (like recurring tasks/goals) and offering quick actions to reduce repetitive typing.
- Innovation and uniqueness of the solution
 - Combines AI-driven workflow automation with gamified goal motivation.
 - Ultra-fluid interface requires minimal setup.
 - Integrates journaling, analytics, and community for holistic self-improvement.



TECHNICAL APPROACH

We plan to build a mobile app as it is more accessible.

- Languages used - Python, Dart, SQL, Go
- Frameworks used - Flutter, Django
- Database - PostgreSQL
- Frontend - Flutter
- Backend - Django, Gin





FEASIBILITY AND VIABILITY

- Proven AI techniques make personalized scheduling technically achievable today.
- Rising edtech demand ensures strong student and institutional market fit.
- Main risk: initial engagement drop-offs common in productivity apps.
- Privacy concerns mitigated by transparent data controls and local processing.
- Pilot programs with universities generate credibility, feedback, and traction.
- Gamification, nudges, peer groups sustain long-term adoption and usage.



Impact and Benefits

- Clarity on time usage: Helps users clearly see how their time is spent and which goals it contributes to.
- Better self-awareness: Encourages reflection on tasks and emotions, fostering deeper self-understanding.
- Improved goal progress tracking: Makes goal progress measurable by connecting daily time logs to specific goals.
- Informed decision-making: Provides data-driven insights to help users adjust priorities and optimize time.
- Personal growth: Supports intentional living by aligning actions with long-term values and aspirations.
- Frictionless, fluid and intuitive user interface.