BlueCat

Interactive Productivity Manager ——
Team 2

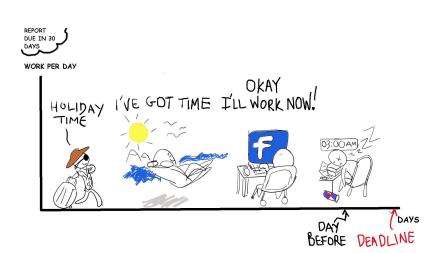
Project Idea Interactive Productivity Manager

Target Audience

- Students or workers who have problems meeting deadlines
- Procrastinators and people who get distracted easily

Goal

 Prevent users from procrastinating and help them to increase their productivity while staying happy



Quick Architecture

- Three separate features
 - To-do List & HW Mode / Location-Reminder / App-Blocking
- Common settings page
 - Controls settings for each function at one page
- Local Database using Room
 - Separate database for each function
- Foreground service
- App-blocking features
 - Location-reminder features



YOUR PROFILE



Display Name

1:16

Not set

Select Apps to Restrict

Maximum Time Limit

Block Duration

Smart Blocking ADD ME

HOMEWORK MODE

CENIEDAI

Todo

LOCATION REMINDER MODE

X

App blocking

Location

Settings

APP BLOCKING MODE

Project Schedule

Spreadsheet (Project Plan , Check up on the progress):

https://docs.google.com/spreadsheets/d/1QyvoBminOBTyXSOlePHeygPNn8a5bCXSTumpKnlcDBE/edit#gid=1533464390

Git Issues (Easy Daily Management): https://github.com/ywj7373/MC-group2/issues

What has been done

- Getting familiar with Android development with Kotlin
- Implement basic functionality of the project (details later)

What will be done

Implement the features that have not been completed yet (details later)

Project Schedule - Deviations

To-do List & Homework mode

Have not made basic version of motion detector

App blocking

- Step count feature for unblocking not fulfilled (not a core feature)
- Not implemented information notifications

Location-Reminder

- Notification alert not yet implemented
- Not implemented gamification

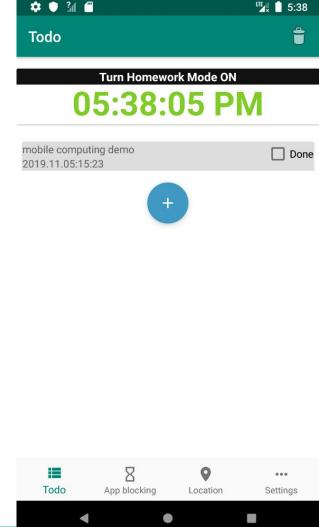
To-Do List & HW Feature

Common To-Do List functions

- Mark tasks done, undone
- o add, delete tasks

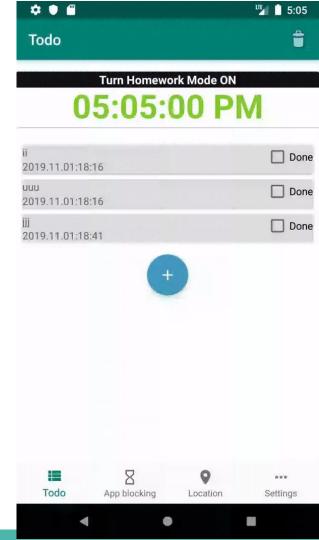
Homework Mode

- Homework mode activates instant app blocking on the list of apps set in the settings page
- Alarm goes off if a user does not check in before timer ends
- Alarm can be turned off by making some motions (shaking the phone 10 times or walk 30 steps around)



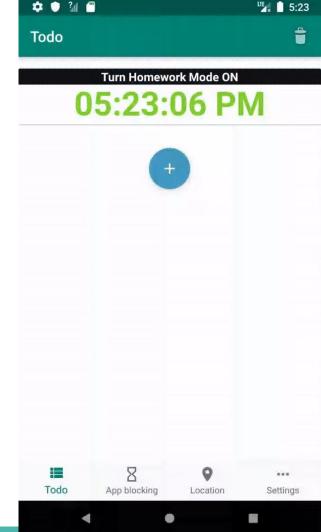
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Common To-Do List functions

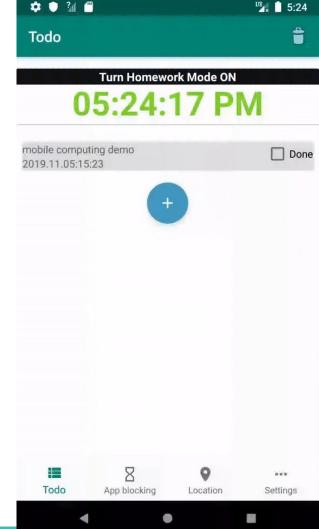
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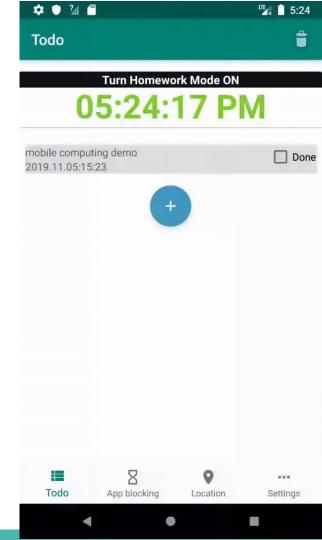
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Scenario

- Must finish Mobile demo presentation slides by tomorrow
- But, a new mobile game I've started playing is so fun.
- So, I block the game (add it to the blocked app list) and turn on Homework Mode
- I can't play the game until I turn off HW mode
- When I try to turn off HW mode even though I haven't finished my homework, I feel guilty because of the text that I have to type in.
- So, I keep working on the slides and finish them and happily play the game later :)
- If I fall asleep while doing the homework, the alarm wakes me up.



Going forward To-Do List & Homework Mode

Things to be implemented

- Stable Timer
- Send Notification 5 minutes prior to timer ends (with vibration)
- Make alarm go off as timer ends
- Use motion data to turn off the alarm

Expected technical challenges

- Keeping the timer going as the app goes to the background
- Detecting user motions

App-Blocking Feature

App Blocking Use Case

Without BlueCat











With BlueCat











- **User chooses custom preferences**
 - Select apps to block from app list
 - **Choose time limit for app usage (default 30min)**
 - **Choose block duration (default 5mins)**
- Usage access permissions
 - Requests for usage access permission
- App blocking
 - If you use a restricted app for more than the limit, it will block the app and redirect you to block countdown view
 - Resets usage timer if you take a break

Settings

9:37 🌣 🕛 🦱

YOUR PROFILE



Display Name Marita

APP BLOCKING MODE

Select Apps to Restrict

Maximum Time Limit

Block Duration

Smart Blocking ADD ME

LOCATION REMINDER MODE

HOMEWORK MODE





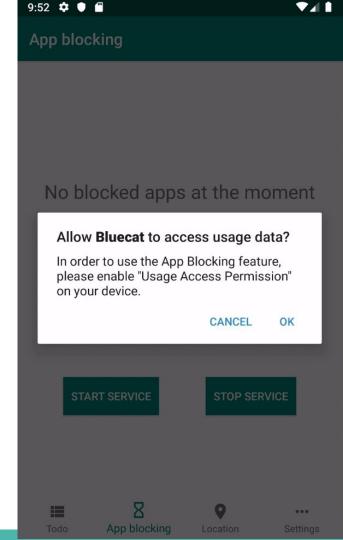




Location

App Blocking DEMO

- User chooses custom preferences
 - Select apps to block from app list
 - Choose time limit for app usage (default 10s)
 - Choose block duration (default 5mins)
- Usage access permissions
 - Requests for usage access permission
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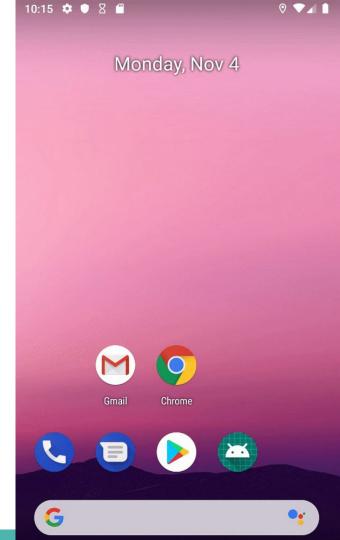


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App blocking

- If you use a restricted app for more than the limit, it will block the app and redirect you to block countdown view
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App Blocking Key Technical Challenges

Challenges

Block app based on app usage in a smart way.

Unblock the app after a set amount of time

Blocking multiple apps (each app needs its own countdown timer)



Solutions

Develop an algorithm based on different types of data from device to guess when user is procrastinating (yet to be developed)

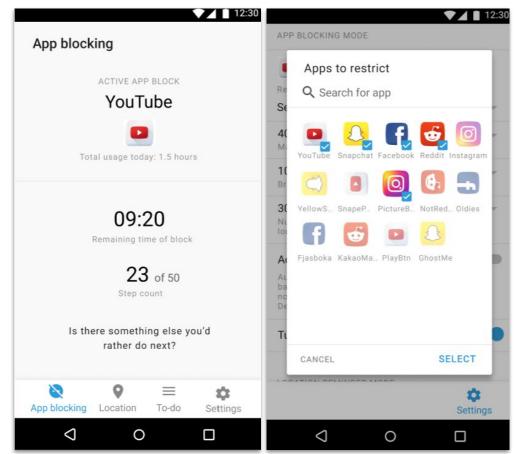
Remove app from blocking list after internal countdown timer finishes

Store a map containing the blocks for each app, display countdowns of all blocked apps

Going forward App Blocking

Things to be implemented:

- Block screen for multiple apps
- Notifications to inform user
- Pedometer feature
 - Prompt users to walk a number of steps in order to unblock app
- Smart blocking feature
 - Detects procrastination
 - Automatically blocks apps if you have items on todo-list (with warning)
- Setting to disable feature



Location-Reminder Feature

Location-Reminder Use-case

Without BlueCat



















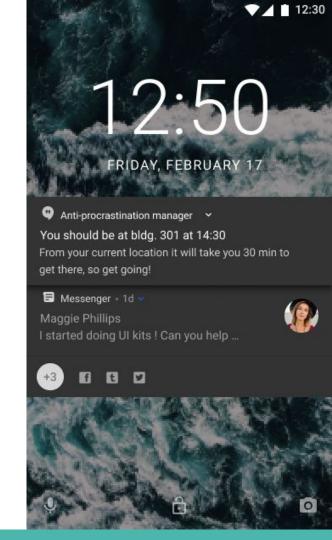




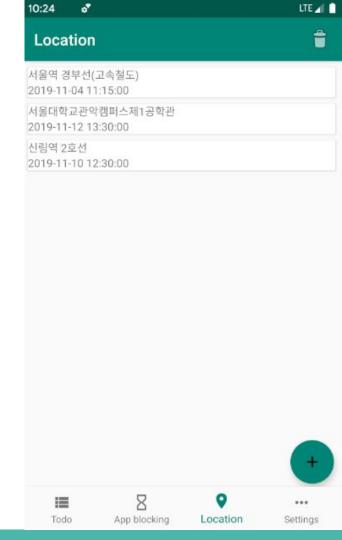


Location-Reminder Overview

- The app will set off an alarm based on your schedule
- It will consider your current location, and the travel time to your scheduled destination, to calculate when to set off the alarm
- For example, if you take 1 hour to reach your scheduled location, the app will alert you 1 hour + alpha beforehand!!
- No need to manually set an alarm every time!



- Adding Item to Schedule List
 - Can search location ← Used Naver Map API
 - Select either date or days
 - Save and Keep schedule ← Used Room DB
- Check every one minute
 - Call routine task every minute ← Used Receiver,
 Service(Foreground)
 - Get current position ← Used FusedLocationProviderClient
 - Estimate travel time ← Used ODSay API



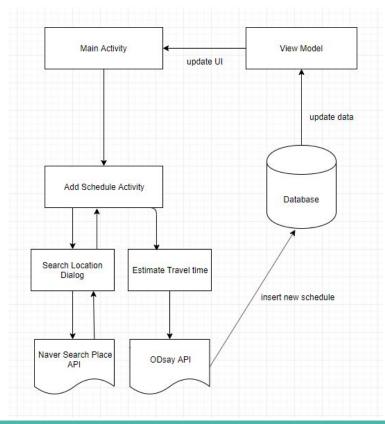
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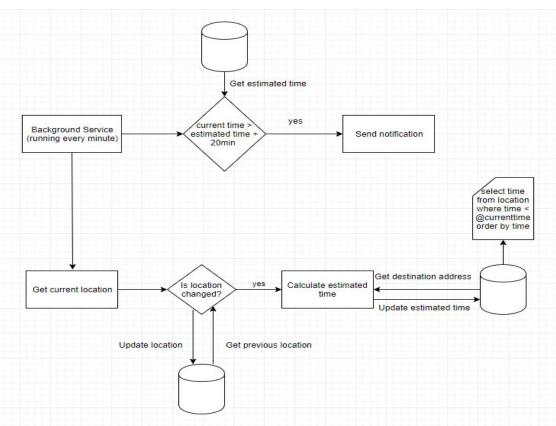
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2019-11-04 19:56:54.335 24440-24440/com.example.bluecatapp D/RoutineService: 0.0
2019-11-04 19:57:56.301 24440-24440/com.example.bluecatapp D/RoutineService: 0.0
2019-11-04 19:58:57.316 24440-24924/com.example.bluecatapp D/RoutineService: 2.0728724024724468
2019-11-04 19:58:57.319 24440-24924/com.example.bluecatapp D/RoutineService: Current Location Updated
2019-11-04 19:58:57.321 24440-24924/com.example.bluecatapp D/RoutineService: M울대학교관악캠퍼스제1공학관
2019-11-04 19:58:58.142 24440-24440/com.example.bluecatapp D/RoutineService: Connection to ODsay successful
2019-11-04 19:58:58.149 24440-24440/com.example.bluecatapp D/RoutineService: Estimated Time of 서울대학교관악캠퍼스제1공학관 changed to 23
2019-11-04 20:00:00.888 24440-24440/com.example.bluecatapp D/RoutineService: 0.0
2019-11-04 20:01:01.912 24440-24440/com.example.bluecatapp D/RoutineService: Current Location Updated
2019-11-04 20:01:01.913 24440-24440/com.example.bluecatapp D/RoutineService: Current Location Updated
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2019-11-04 20:01:02.599 24440-24440/com.example.bluecatapp D/RoutineService: Connection to ODsay successful
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Location-Reminder Activity Architecture



Location-Reminder Service Architecture



Location-Reminder Key technical challenges

Power consumption

- Used FusedLocationProviderClient ← Better battery usage
- Used inexact 1 minute check interval ← Synchronize with other services
- Minimize redundant operation

Android prohibit background location tracking

- Used ForegroundService
- Used FusedLocationProviderClient

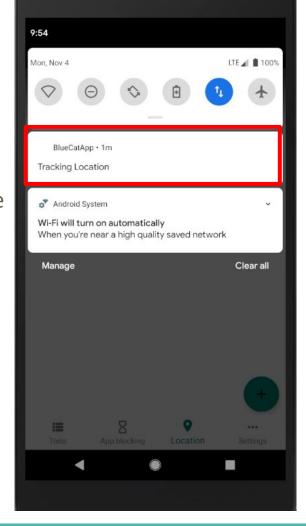
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Going forward Location-Reminder

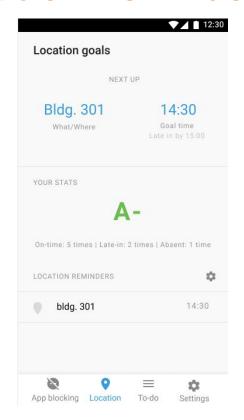
Not yet implemented

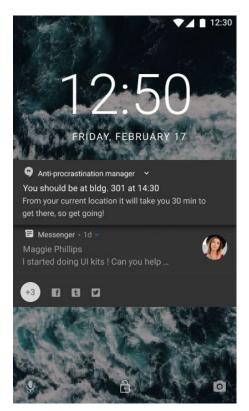
- Gamification
- Alarm or Notification*
- Multiple test cases
- Various settings (turn on/off, duration, result in english?)

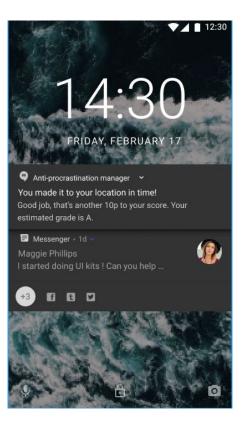
Things to improve

- o UI
- o Better ways to decrease power consumption

Location-Reminder Final Product

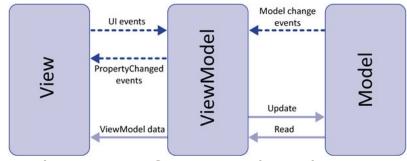






Key Takeaways from first part of project

- Intro to Android Programming with Kotlin
- Android MVVM pattern
- Usage of different APIs



- Implementation of foreground services to keep app functionality alive
- There is a lot of restrictions and APIs in Android that makes developing challenging!

Final Deliverable & Success Criteria

Todo List & Homework Mode

- Stable homework mode that keeps track of time while the mode is on.
- Send notification and fire the alarm at proper time.
- Accurate detection of user motions (shaking and walking)

App Blocking

- Successfully block selected apps based on settings configuration
- Unblock app after step count completed and/or timer completed

Location-Reminder

- Stable location tracking and travel time estimation
- Send notification and fire the alarm at proper time.
- Reward and penalize properly in gamification

