



## Application Development Project Proposal

SCSV 3104 - 01

**Productivity Application**

**Group** : IRIS

**Project Title** : Personal Motivator App (POND)

**Project Manager** : Aimi Binti Rusdi (B19EC0001)

### Executive Summary

As individuals, especially when we have a lot of things to do, it is not easy to accomplish specific tasks without organization, we do not know how to start and end up letting something be done beyond our control. Missed deadlines, improper workflow and poor quality of work can lead to low self-esteem, so an application for productivity is what these individuals need! We come out with the idea to build a Personal Motivator App called '**POND**' to assist them in managing their time effectively. The proposed solution to this problem is to create an application where these individuals can manage their tasks well by customizing their own activities at their own pace.

Does your lifestyle seem to prevent you from enjoying your time due to too much work and things that need to be complete? Many individuals fail because they do not try to plan, set priorities and obey their tasks. So, doing a routine list check and stuff to do is the best way to enhance it. Moreover, application for productivity will not move on their own, it requires human encouragement to stand up and do all the work. Notifying and reminding the user to perform the task are all applications that can be made to help the users. Nevertheless, we come up with all the

interesting features that make it easy for users to use them efficiently. In addition, procrastination is not because you are unresponsive, it's become everyone's habit to put off doing something. Therefore, interesting alerts notifications are provided in this application to alert users of incomplete tasks in order to warn them of their future submitted activities.

The productivity application would target the people at all ages and intended as personal management. By allowing them to schedule upcoming activities such as setting appointments, assignment deadlines or bill payments and more, the calendar features in this app would enable them to set information about future dates. It enables users to arrange all these important tasks in this way, providing them with ease and the ability to improve in handling tasks. If settings are available, a reminder will be needed. Yes, in the application, we have alarms to warn users of what needs to be completed before a deadline. The reminder feature will notify you of important things to do and help you remember them. In addition, there is a list of activities that users want to complete on a specific day, they can write into a list of things to do. Task lists are where users can follow tasks in their pace, making it easier to prioritize tasks if you have a to-do list. This will ensure that you focus on the right track at all times. Reflection is the most incredible function supported by this app! After completing their assignment, users should write personal reflections to help them evaluate their success instead of only doing what they do. They will gain a deeper understanding of the challenges, feelings, strengths and shortcomings you have been through to complete the evaluation by writing reflections. Last but not least, in the real world, you deserve to be rewarded after working hard as well as with our apps. These apps will provide a very beautiful ecosystem well-prepared pool with fish, iris flower and more interesting and cute decoration for you to decorate the pool. Once you have completed your assignment, the Pond application will reward you for decorating your pool nicely. The outcome of this application allows users to monitor their progress in the iteration of their plans.

## **Problem Statement**

It is understood that motivation is a crucial push every student, worker or even an ordinary person needs to accomplish a certain task. Not everyone can easily become well oriented and diligent. Sometimes it is known as a very big step of change for certain people in creating new roles for themselves, new responsibilities and new challenges that need to be faced. One of the most common problems is that many people have struggled into reaching their new goals sometimes not knowing which step to take first or what task should be accomplished. In order to embrace these new changes, it is best to always start organizing their plans in any form that they are comfortable with such as a to-do-list, or even a calendar reminder. This is usually a difficult task because most people lack the discipline onto themselves which will lead to zero motivation into completing or even trying to achieve the required goals. Sometimes, getting rid of a certain bad habit such as nail biting, lack of water consumption or even a bad habit of smartphone usage causing late night sleeping can also be hard to quit. Of course, most people would have even tried starting in order to replace the bad habits with good ones, sometimes simply trying to remember in taking their prescription medications.

Unfortunately, even with a new plain planned schedule or timetable may not be strong enough to provoke self-motivation or it might be too boring to even get a head start. Moreover, after already making progress, keeping in check with constant push and updates is also not easy as sometimes they require an award after a completion. Not only that, some applications are also quite hard to keep track of one's progress especially if the user gets too lazy into updating it every day. This is why the created personal motivator application will change all these negative reviews into positive ones by having creative and attractive features that will be available for all kinds of platform purposes such as business plannings, habit checker, calendar checklist, a medication reminder and more! This may reduce the boredom of staying on one application after completion as there will be a digital reward after a certain progress is done which will be a completed digital ecosystem that is created by the user itself. This personal motivator application will be able to change many lives and create new possibilities.

## Goals

The goals of this project are as follows:

1. Create a pleasing and attractive user interface design.
2. Successfully construct a good login and registration system.
3. Make the application as user friendly as possible.
4. Develop a fully functional application.
5. Make the application able to support cross-platform using cloud technology.

## Objectives

The objectives of this project are as follows:

- Able to aid and support users to successfully reach their plans and aspirations by themselves.
- Cultivate discipline in users by not putting much pressure.
- Teach users to be well-organized in a way that is entertaining for them.
- Create a mindset that nothing is impossible.
- Draw out the true potential of a user.

## Outcome

### 1. Application

- a. Application to perform essential daily tasks in a more organized manner.
- b. Functions such as calendars, to-do lists, note-taking, organizing lists for categories such as business plans, project planning and reminders are available.
- c. User-friendly application with pleasant and cute interaction design to attract users.
- d. Give rewards to decorate their pond nicely when they accomplish their tasks.
- e. Multi-platform applications can be used on Android, iOS and Windows.
- f. Using cloud technology to store the data.

## 2. User

- a. Users can login with email.
- b. Insert their to-do list for a day.
- c. Set appointments in the calendar as reminders.
- d. Deadlines set to ensure in the calendar as reminders.
- e. Customize their routine activities.
- f. Write a self-reflection at the end of the tasks to reflect their activities.
- g. Decorate their pond nicely as they complete their tasks.
- h. Edit, save and delete the data that they insert.
- i. Provide behaviour impact and become more well organized after using the application.

## Needs, Approach, Benefits, Competitor (NABC)

Elements	Description
<b>Needs</b>	The need we are covering is to provide a creative and more active approach to routine and schedule management, as well as giving ample encouragement throughout the process so that clients are able to get in track of their regimen better. This can help people to be able to grow and improve themselves for the better in the long run and thus bringing a positive impact in their lives. Our target audience will be people of all ages and is intended as a personal use rather than collaboration.
<b>Approach</b>	For schedule management, we will provide a calendar which enables users to view their routine. Besides that, users are also able to customize features such as reminders from the settings section. The growth and progress of a plan is visualized as a pond that will get prettier as each goal is achieved, rather than just reminders that

	will come and go. When confirming that a task has been made, users need to submit a short reflection of how the task went. This allows them to summarize their journey better later when they have reached their goal, as well as to make them feel somewhat guilty and unaccomplished for cheating.
<b>Benefit</b>	Visuals play an important role in influencing an individual. By visualizing the progress, users are able to see where they are better. If they are following the plan well, they will see that every progress matters even if it is small. This also brings boredom out of managing tasks and the stress of trying to achieve something. Users will feel rewarded and satisfied upon unlocking new things.
<b>Competitors</b>	Our current competitor is the Forest app. To make our application different from Forest, instead of only being able to monitor phone screen time we make it more flexible and multipurpose by allowing users to customize their own routine to suit their own needs.

## Team Members and Roles

Name	Roles	Description
<b>Aimi Binti Rusdi</b> <b>(B19EC0001)</b> 	1. Project Manager 2. Application Developer	<ul style="list-style-type: none"> <li>- Manage the production of delivered requirements</li> <li>- Plan and monitor the project development</li> <li>- Prepare any follow-up action recommendations.</li> <li>- Does front-end and back-end developer for the system function.</li> <li>- Ensuring a normalised data structure for the application.</li> <li>- Help other teammates with interactive design.</li> <li>- Ensuring application is accessible web based and mobile based through cloud computing using Run Cloud.</li> </ul>
<b>Mirhanieza Binti Matharuzaman</b> <b>(A18CS0106)</b> 	1. UI/UX Designer 2. Main Developer 3. Application Developer	<ul style="list-style-type: none"> <li>- Design the application layouts according to requirements.</li> <li>- Update the application.</li> <li>- Solve code problems.</li> <li>- Act as front-end and back-end developer for the system function.</li> <li>- Integrating data from various back-end services databases.</li> <li>- Ensuring accessible data using Run Cloud.</li> </ul>

**Nuramyra Natasha  
Binti Ismailudin  
(B19EC0035)**



<p>1. UI/UX Designer 2. Application Developer</p>	<ul style="list-style-type: none"><li>- Write well-designed, testable, efficient codes using software development.</li><li>- Create layout and user interfaces using standard HTML/CSS/PHP codes.</li><li>- Integrating data from various back-end services databases.</li><li>- Ensuring accessible data using Run Cloud.</li><li>- Act as front-end and back-end developer for the system function.</li></ul>
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## Gamification Concepts

### Productivity App - POND

Gamification is the idea of incorporating game mechanics and methods of game design to involve and inspire individuals to accomplish their objectives. Gamification taps into the fundamental desires and needs of the impulses of users that revolve around the Status and Achievement concept. Pond productivity application helps users to gamify their daily routine and make their lives more productive as it assists users to manage their time more effectively. The use of conquering the gamification concept in POND is meant to remind users of the task they need to complete in order to accomplish their goal of completing tasks on time and achieving greatness. Moreover, the function of grasping the concept is to engage users to use POND.

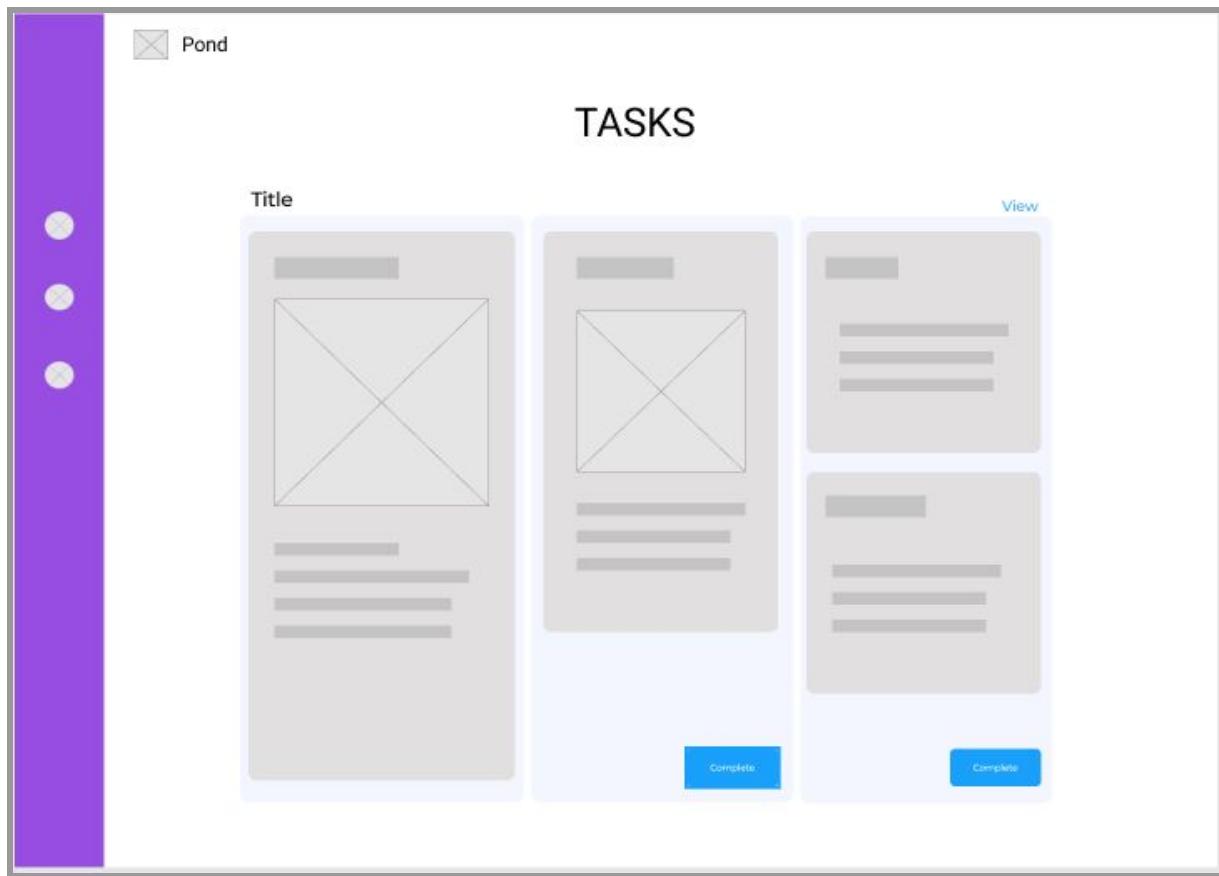


## GAMIFICATION CONCEPT



## 1. Goal

The goal of POND gamification is to engage users in using this application by enjoying the various features provided. In the meantime, our application provides a checklist or to-do list that will be inserted by the users themselves. Completion of the tasks on time will show a reflection feature to remind the users of them achieving their goals in a certain timeframe. This allows users to be more productive while achieving the goal to decorate their pond ecosystem attractively.



**Figure 1.** Task Screen for desktop app

## 2. Achievement

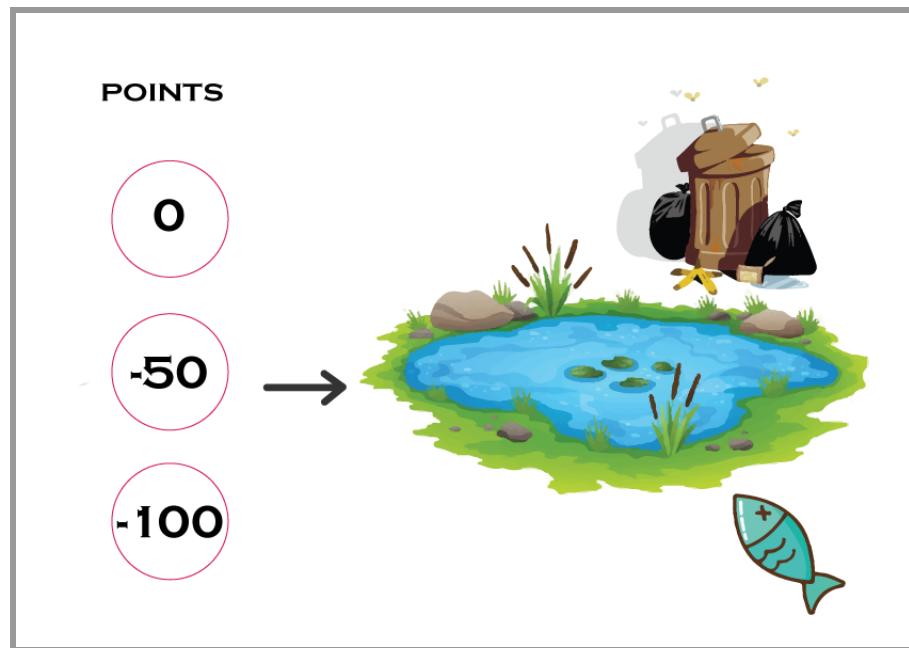
For achievement, the application would include three types of badges. Each badge achieved will be attached on the user's profile. The first level rank badges will be dependent on how many goals are achieved over time and the badge will have a range of stars depending on their level such as Novice, Intermediate, Advanced and Expert. Second level is if users have a frequency of getting a spot in the Hall of Fame. User's will be rewarded a Ruby badge if they acquired a spot three times, Topaz for six times and if they continue to maintain and track their work perfectly, Diamond will be on the ninth time users have reached the Hall of Fame. Lastly, for the Special rank, an Overachiever badge will be rewarded after completing all previous achievements.



**Figure 2.** Rank Badges in application and profile display.

### 3. Challenge

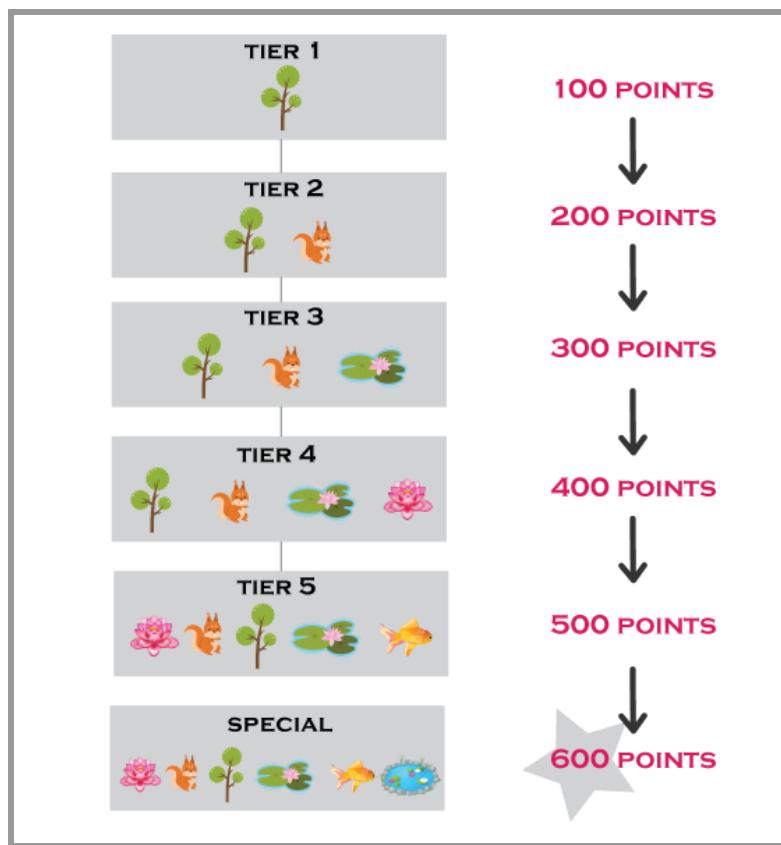
In POND, we have features like the Hall of Fame where users who keep maintaining their ecosystem attractiveness will have a spot in the feature. To maintain it, the challenge is to remain aware of the deadline of their tasks. If the accumulated point becomes negative for not taking care of their tasks, it is possible that the pond ecosystem will become dirty. For example, the first degree which is 0 points will cause the pond to be dirty. If it becomes -50 points, the living things in the pond will fall ill. However, there is still a chance to heal or reverse the effect. But if it reaches the third degree where it becomes -100 points, the probability of the sick living things will die and they cannot be saved.



**Figure 3.** Point deduction and game effect

#### 4. Reward

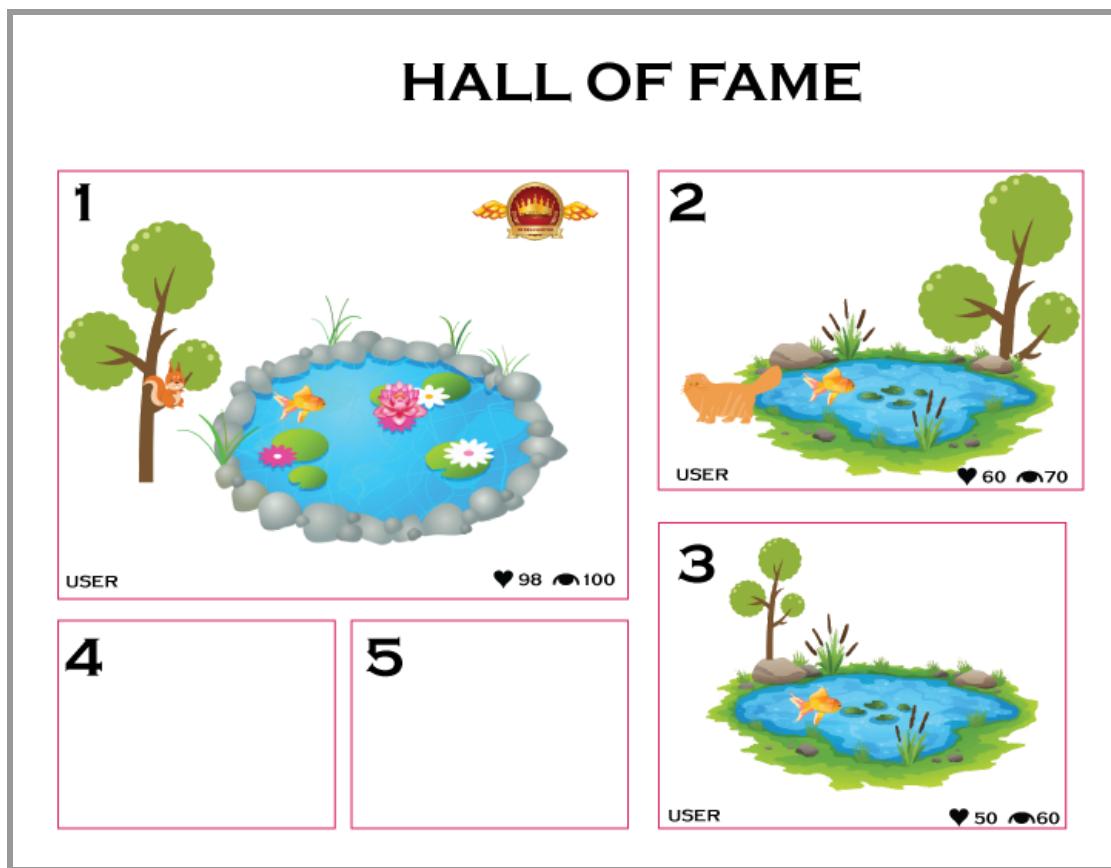
The concept of gamification for rewards to be used in POND is points that will be rewarded after the users accomplish their task to unlock five tiers. Each tiers will have their own specific point requirement. If the user completes their task on time 100 points will be awarded, however if the user completes the task earlier before the deadline 200 points will be rewarded. Moreover, what is more interesting is that there will be special tiers where the user can unlock many upgraded items for their pond with over 500 points. Users can collect all points to unlock tiers to get items from the Pond Shop, after that they can use those items to decorate their pond ecosystem using their creativity.



**Figure 4.** Tier rewards for item collection.

## 5. Competition

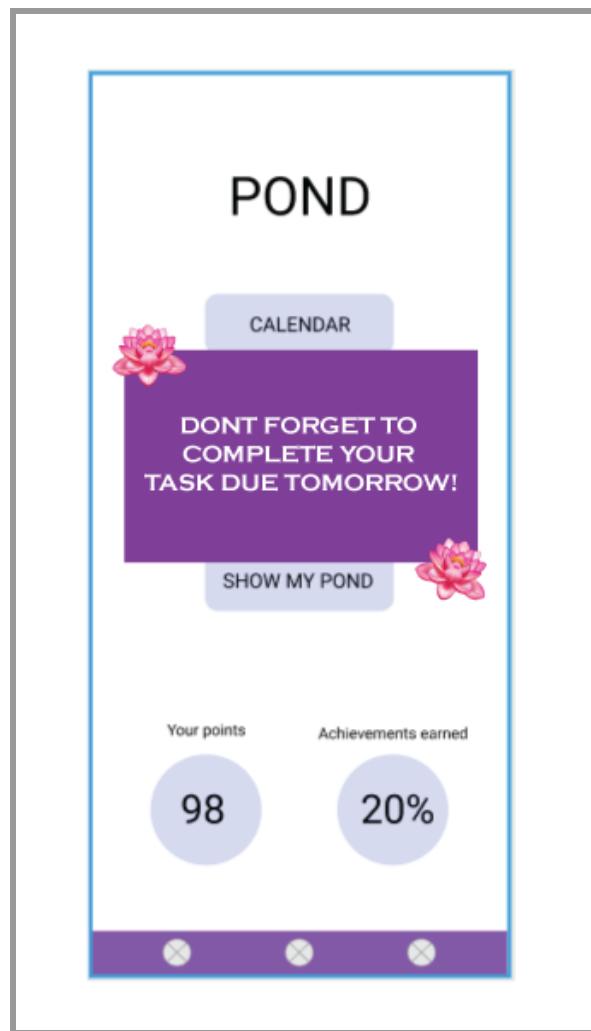
The concept of competition for gamification in POND will depend on the likes and views of the user's ecosystem publishing in the application. The pond app has the choice to publicize or private their pond creation. If users make their pond public, they have the opportunity to enter the Hall of Fame. Usually, users who earn badges at a certain level tend to have beautiful ponds and their pond will be displayed in the hall of fame. The Hall of Fame will only display top five user pond ecosystems.



**Figure 5.** Hall of Fame placing.

## 6. User engagement

The user engagement for the POND app is to ensure that users will continue to take care of their ponds as it is entertaining and appealing to have a pond ecosystem that has a variety of exciting lives such as flowers, fish, ducks and so on using e-platform. Of course, the layout of the Hall of Fame would engage the user's interest in using the application. A reminder will appear for the user and this will increase the engaging concept for the user.



**Figure 6.** Notification of task.

## **7. Learning**

In this application, user's will be able to learn to manage their time more effectively thanks to our applications notification features. Not only that, they are able to increase their creativity skills by decorating an ecosystem and learning from other user's success and reflections.

## **8. Improving Skill**

Improving skill gamification concept in POND will refer to how users strive to improve their management time in doing their task activities. To increase the time to complete their task, they need to always complete it on time or before the deadline, they will be rewarded by unlocking each tier. Indirectly, they have improved their skills to complete all activities as short of time as possible and not procrastinate.

## Appendices

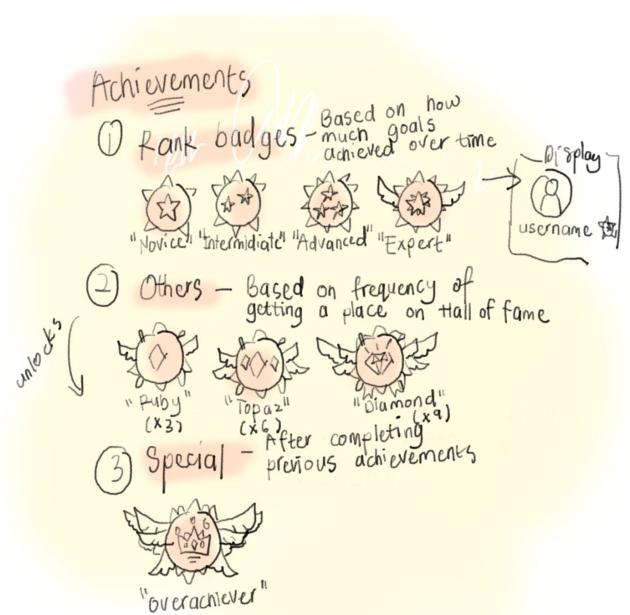


Figure 7. Sketch of Achievements.

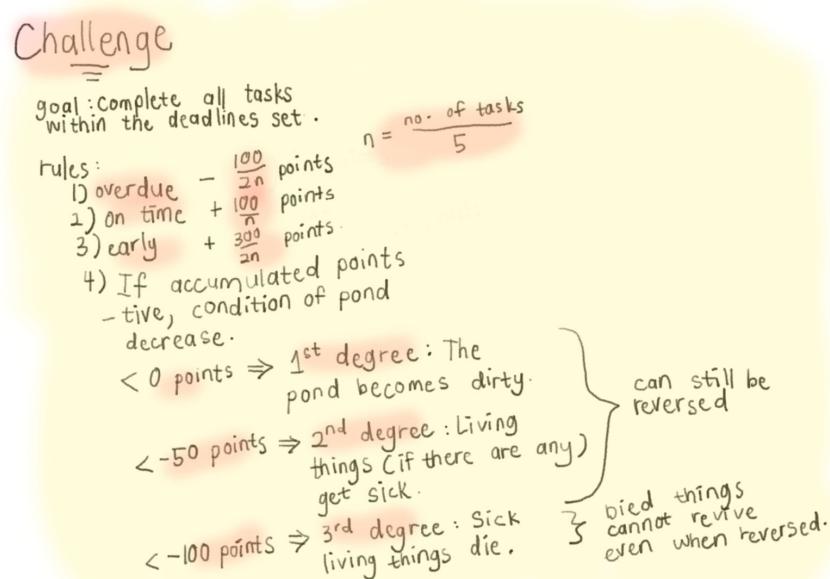
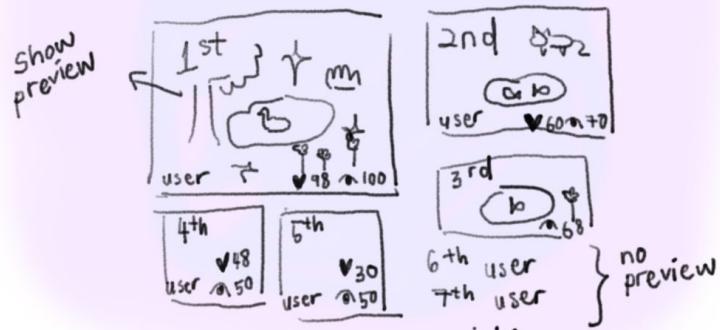


Figure 8. Sketch of Challenge Concept.

## Competition

- If user make their pond public, they have a chance to enter "Hall of Fame"
- Based on likes & views.

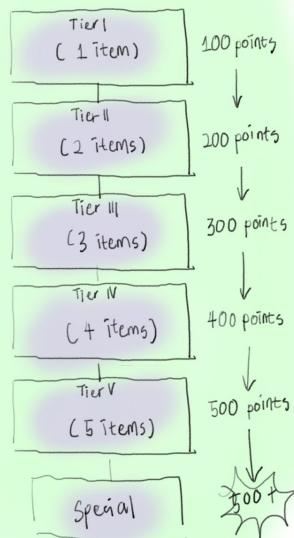
### Hall of Fame



**Figure 9.** Sketch of Competition Concept.

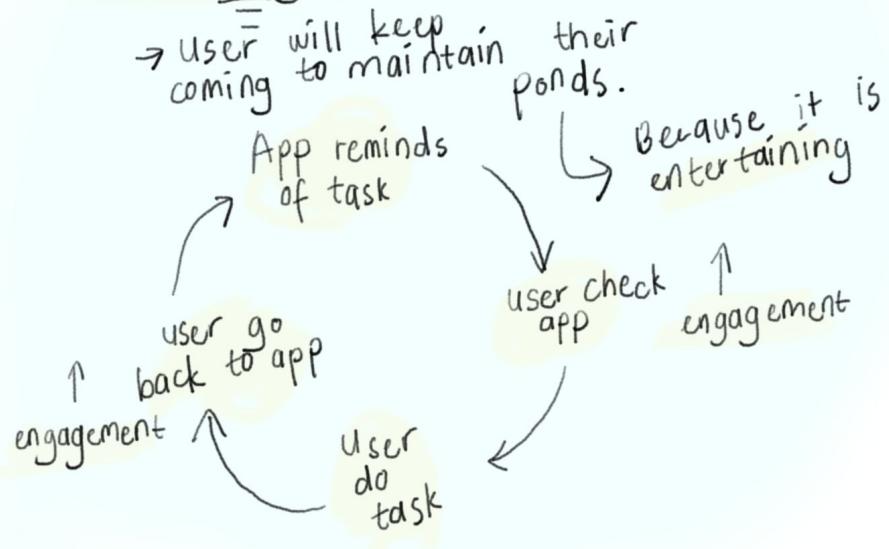
## Rewards

- Unlocked by gaining points
- Tiers contain items to decorate pond



**Figure 10.** Sketch of Rewards.

## User Engagement



**Figure 11.** Sketch of user engagement