

OnTop

Make every part of your day productive

Concept Video and UI Sketches

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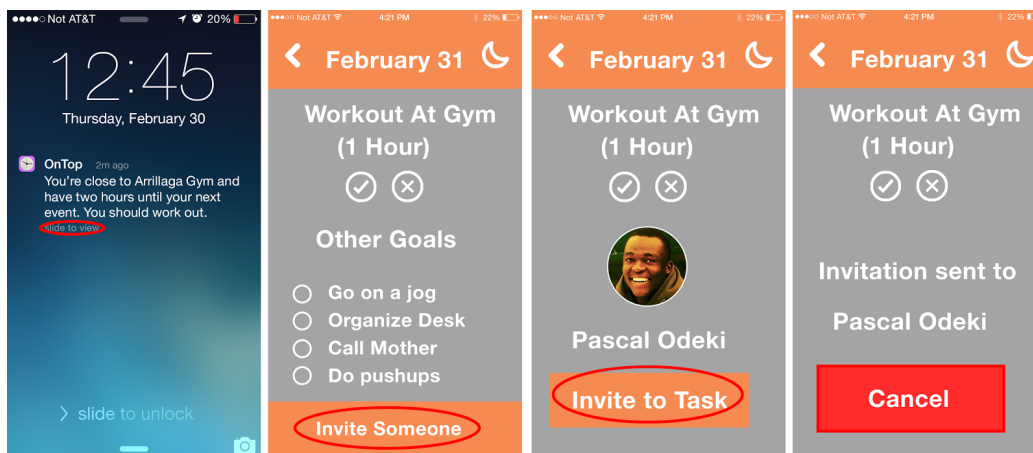
Documentation/Website: Pascal Odek

Problem and solution overview

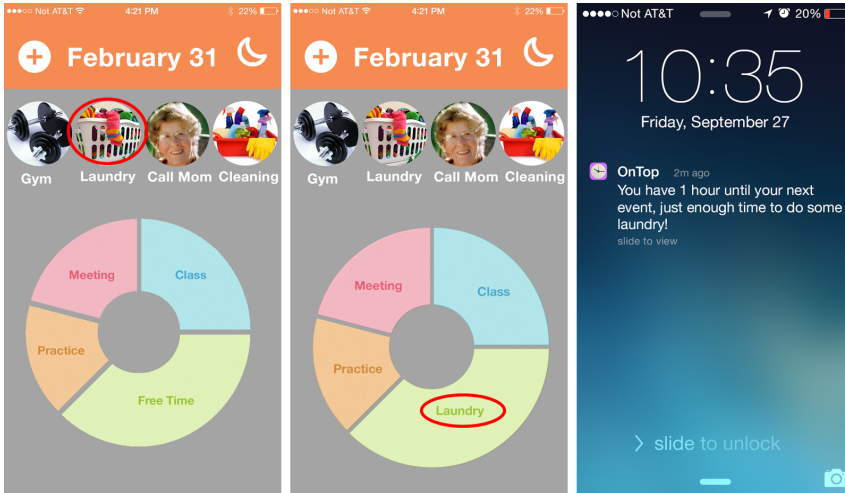
Many people make the excuse they "don't have time" for many tasks, for example working out and doing laundry. But despite their excuses, there are often many empty pockets of time in the day at variable hours that would actually accommodate these workouts and other forms of self-improvement. Goals and schedules can be integrated with these open pockets of time to make people improve themselves. Many apps are designed to only take up small parts of peoples' days, e.g. when sitting on the toilet people might play Angry Birds. But what if they did useful, productive things in that time? Enter OnTop. Our proposed solution will find these open pockets of time and show them to the customer, also suggesting tasks to do at that time based on location and preset goals. Using this product, the user will be able to accomplish more in a day and stay on track for those goals.

UI Sketches and Storyboard

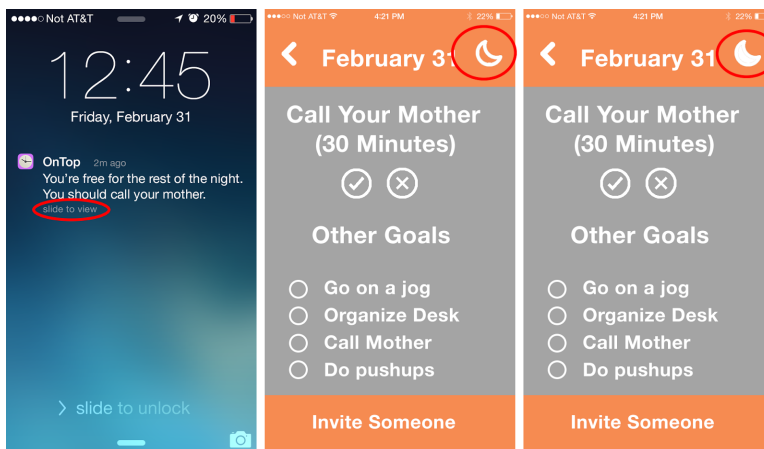
UI Sketches and StoryBoard for Phone platform



Inviting someone to complete a task with you.

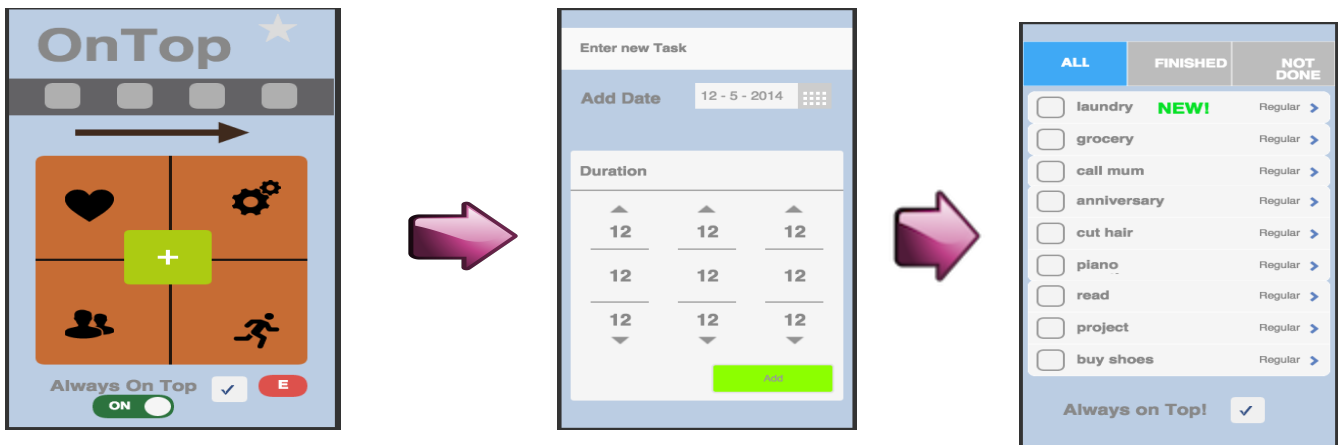


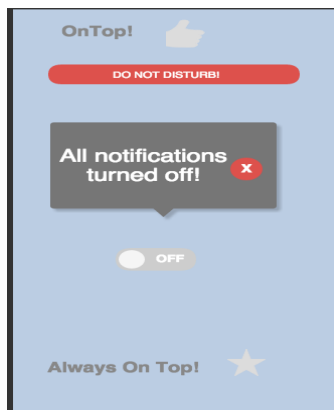
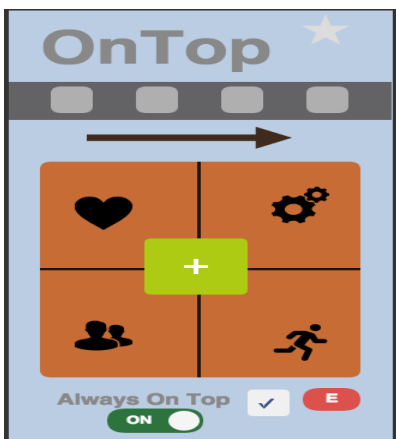
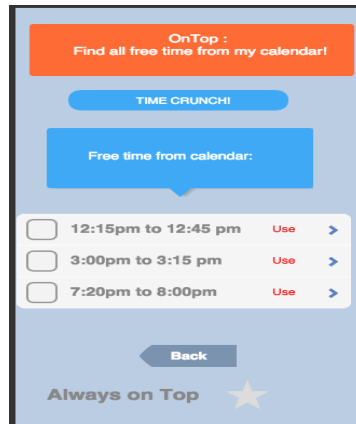
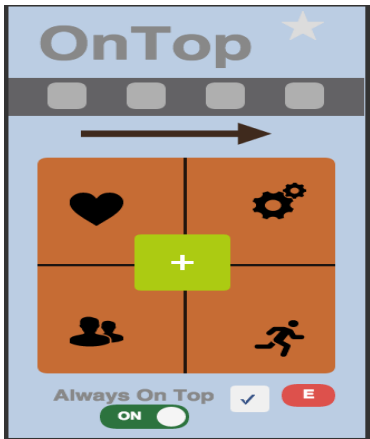
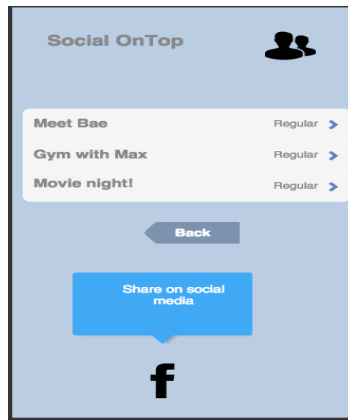
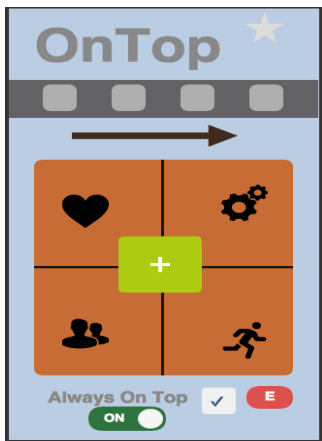
Adding a frequently-used task to your schedule.



Putting the app on "sleep mode" where the user will not be reminded to complete tasks

UI sketches and Storyboard for wearable devices





Selected Interface Design

After discussing both the UI interface designs, we decided to go with the phone platform. The wearable platform is good, but it seems to be a small screen for editing the schedule. The wearables might be good for the notification task, but the mobile phone gives an all round better platform. We can see more details on the phone platform. Also phones are used by a larger number of people, giving it a larger market share than wearables. So the system will have a higher chance of being used by more people if we base it on phone platform. These are some of the reasons behind our decision. On the other hand, we have not totally discarded wearables as a viable platform. In fact we might integrate the two basing our system on the cloud platform so that the user can use any of these platforms to access it.

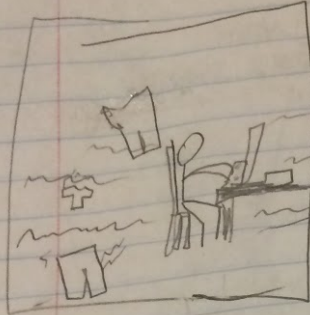
The interface design on the phone would be very simple to use. To summarize the functionality:

1. On the home screen we would have the top section devoted to most frequent activities like laundry, gym etc so that the user can add them to his schedule very easily.
2. The schedule for the next couple of hours will be displayed as a pie chart.
3. Also there would be a sleep button, to stop the system on any emergency condition.
4. If the user wants to add a new task, it would lead him to a new screen with different task categories like organisation, health etc. We would also have a custom task category if the user's need does not fit into any of the other categories. Clicking on any one of them would open up a list of different tasks in that category, like gym, running, biking etc for health. The user easily selects the task he wants to add to his schedule.

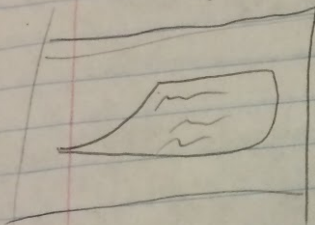
All these features make it an easy to use system that is flexible according to the user's needs and handles emergencies.

Video Storyboard

Protagonist = Matt

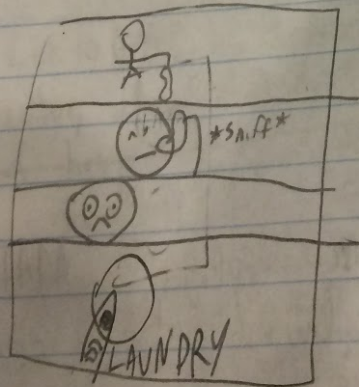
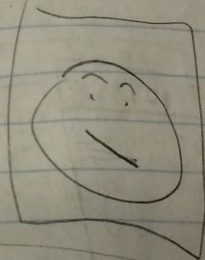
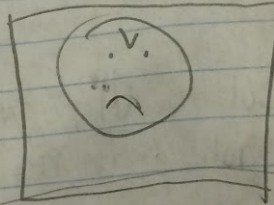
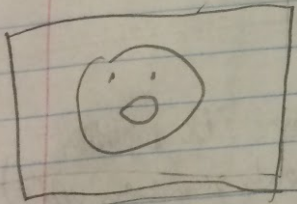


MATT is working alone on his COMPUTER in his DARK, MESSY Room. He looks unhealthy & unhappy. DIRTY CLOTHES & FOOD everywhere. His PHONE rings with a message from his GIRLFRIEND.



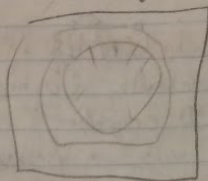
cut to PHONE SCREEN.

Girlfriend: "You're a slob. We're done."
"You should get OnTop of your life."
MATT is surprised then arrogant / mad then curious.
He opens OnTop.

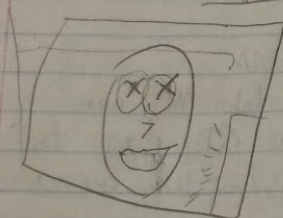


MATT looks around & picks up his DIRTY SOCKS, sniff's & gimmies.
He presses the LAUNDRY BUTTON on the UI.

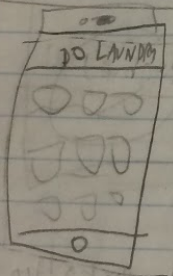
4) Cut to logo OnTop.



5) Fade to MATT who is DROOLING & ZOMBIE-LYED on his COMPUTER. He is clearly not doing anything vs.F.

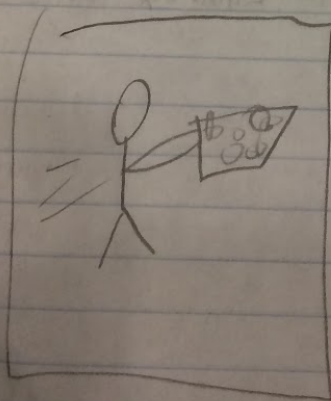


6)



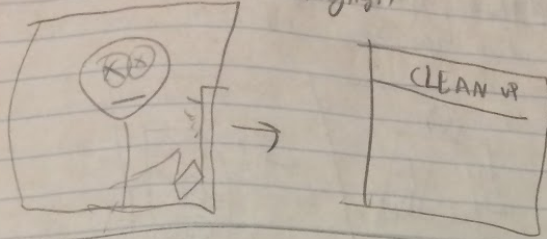
Cut to UI, MATT Sees "DO LAUNDRY" notification, Presses it (Details screen comes up?)

7)



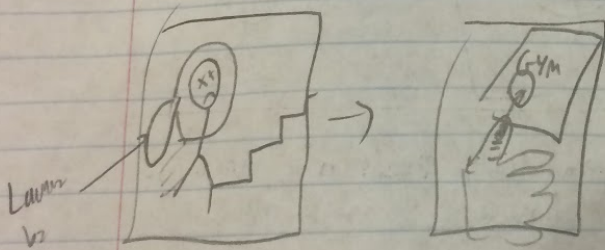
CHICKEN DANCE plays. MATT does laundry at 8x speed

8) Reuse scene (6), Sans dirty laundry. (Still @ 8x speed, CHICKEN DANCE physics.)



9) MATT sits in the room doing work & the JUNK slowly vanishes (time-lapse).

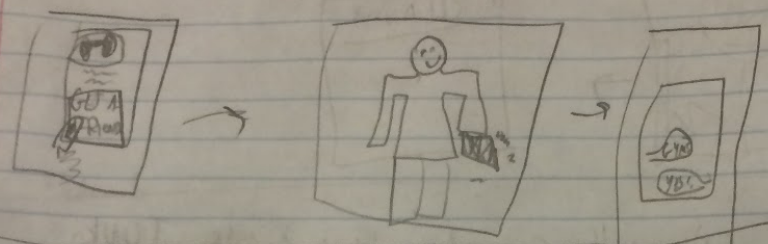
10) MATT struggles to take clean laundry upstairs. Decides to add GYM to his activities.



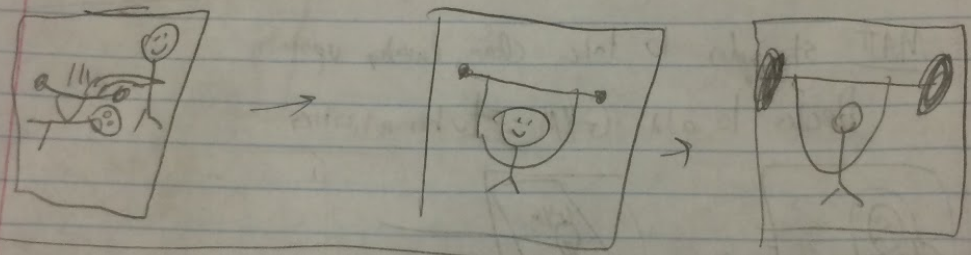
11) Cut to GYM. MATT enters & immediately goes to BENCH PRESS, where, alone & without a spotter, he loses control of the BARBELL & has to be helped by a GYM OFFICIAL who tells him to get a spotter.



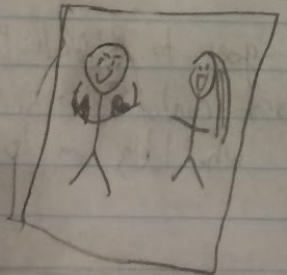
12. MATT presses a button on the DETAILS screen of his app. Cut to SPOTTER, who receives a text from MATT: "Want to Lift Weights from '4pm-5pm' PAXAL Sarda"



13. Cut to GYM, where MATT again loses control of the barbell but SPOTTER saves him. Cue ROCKY THEME + montage of adding weights.



14. MATT, now super swole & confident, meets an attractive GIRL and asks her to dinner. She nods enthusiastically.



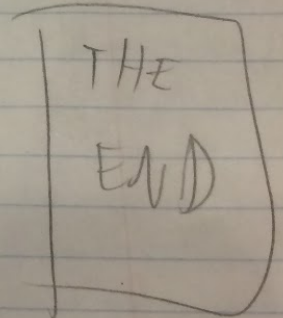
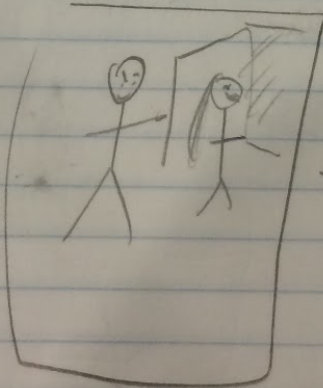
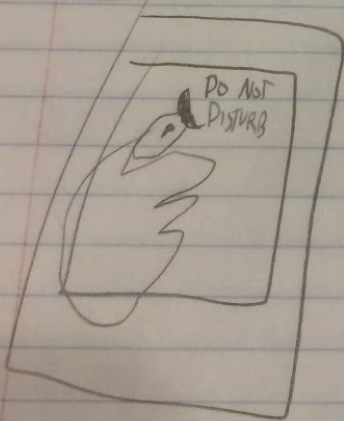
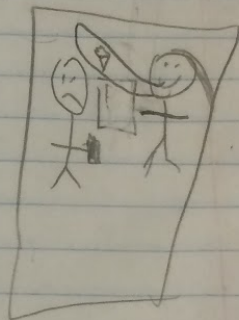
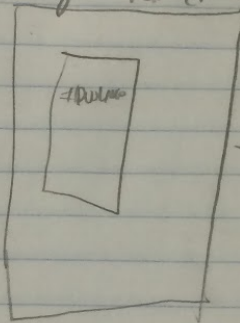
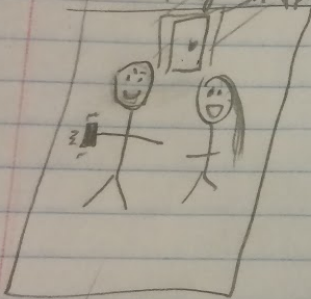
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Cut to DINNER, where MATT & GIRL clearly hit it off.



16

Cut to OUTSIDE RESTAURANT. MATT is talking to GIRL when the app notifies him to do a language lesson. He looks to the GIRL, who ~~not~~ so subtly drops a hint about ice cream. MATT looks back to his PHONE. He grins & presses the DO NOT DISTURB button. They happily go on to get ice cream.



Concept Video

While working on the concept video, the most difficult part was finding a good idea or story that could depict the utility of our system in such a short period of time. The flow of the story should be continuous. We needed to choose a story that could depict all 3 features of the system clearly. In the end we did come up with such an idea. Our video was able to depict all the important aspects of the system in a smooth, easy to follow manner. On top of that we were able to add humour to make it more interesting to the user watching it. Each step of the video making process took around 3-4 hours, making the entire process about 10-12 hours.

Links to our video are

<https://www.dropbox.com/s/5p3gtu415246ieo/OnTop%20Demo.mp4?dl=0>

<http://youtu.be/iXke0BBqTOs>