

README

Our prototype is designed to give users a taste of the app. The overall color scheme has not been finalized but all of our button placements and functions are intended to be final.

Some limitations of the platform:

The gestures, such as swiping and moving objects, are not available on the web version of this product, so all of our gestures have been broken down into mouse clicks. In reality, the user will swipe between present and past calendar screens in order to move through time, and left swipe the drop down menu to return to the home screen. The user profile creation screen is also mainly symbolic, filling in the answers for you when you click anywhere on the right side of the screen because this app cannot handle advanced user input like text. Finally, we would want users to be able to long hold tasks to quickly edit their time, however since this app doesn't allow for long hold, we instead only included the advanced editing option that is much more point and click friendly.

We were also unable to make an infinite amount of screens, and as a result, a lot of the functionality of the sliders has been removed. The only screen that allows slider movement is the task creation screen when entered for the first time through the task/event/goal creation wheel. All other sliders are there as symbols of what would be possible on a full prototype.

Building off that, we also had some trouble keeping in app-continuity on this platform. For example, we would want our app to be able to move from a 3-day view, add a task, and then upon returning to the home screen, maintain that 3 day view. Because this app doesn't have the capability to remember a user's favorite screens, the prototype always returns to the week view, instead of what you previously selected. Furthermore, the drop down menu doesn't work from the task/goal/event creation screens because it would require a ridiculous amount of screens simply to edit settings in the middle of editing a task. A hi-fi prototype will definitely include this, but we felt that for now, we would focus the user on task creation and editing, instead of giving them the ability to access all of the apps functionality from every possible screen.

Last but not least, this prototype lacks actual machine learning. In the full scale model, the app will use a user's work patterns to change its scheduling tendencies and many of the defaults in the prototype will be customized to the user. For example, a task will not always have a preference to be scheduled in the morning, it would depend on the user's input. Also, the locations of the sliders on the timelines will change based on how far in the future users tend to plan things, or how long tasks tend to be. In this prototype everything is essentially for one user who never changes their habits, simply a symbol of what our app could do if it were actually running code.

Overall the prototype is a good representation of how we want the full scale app to flow in the future. All of the main UI is represented here, and a Hi-Fi prototype would mainly smooth out the kinks I described above. Enjoy!