



Tawjeeh Application

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ABSTRACT

Most of us have tasks that we surely need to accomplish, and we have goals to reach, both need planning in the short-term (daily) and long-term (the next five-year goals).

Usually we have difficulties in managing and following through on tasks for two reasons:
1- Not knowing the straight fast ways.
2- The execution of these methods is hard and contains many details that are difficult to write daily.

Therefore, there is a need for an effective and at the same time an easy application for daily follow-up.

There are apps to manage daily tasks, but they don't tie you to your big goals and they lack the scientific methods and offers weak user experience. That what motivated us to work on this project.

INTRODUCTION

Tawjeeh is an android mobile application with local database which aims to enhance the productivity of the users by helping them keep on tracking goals tasks and pair them with daily tasks.

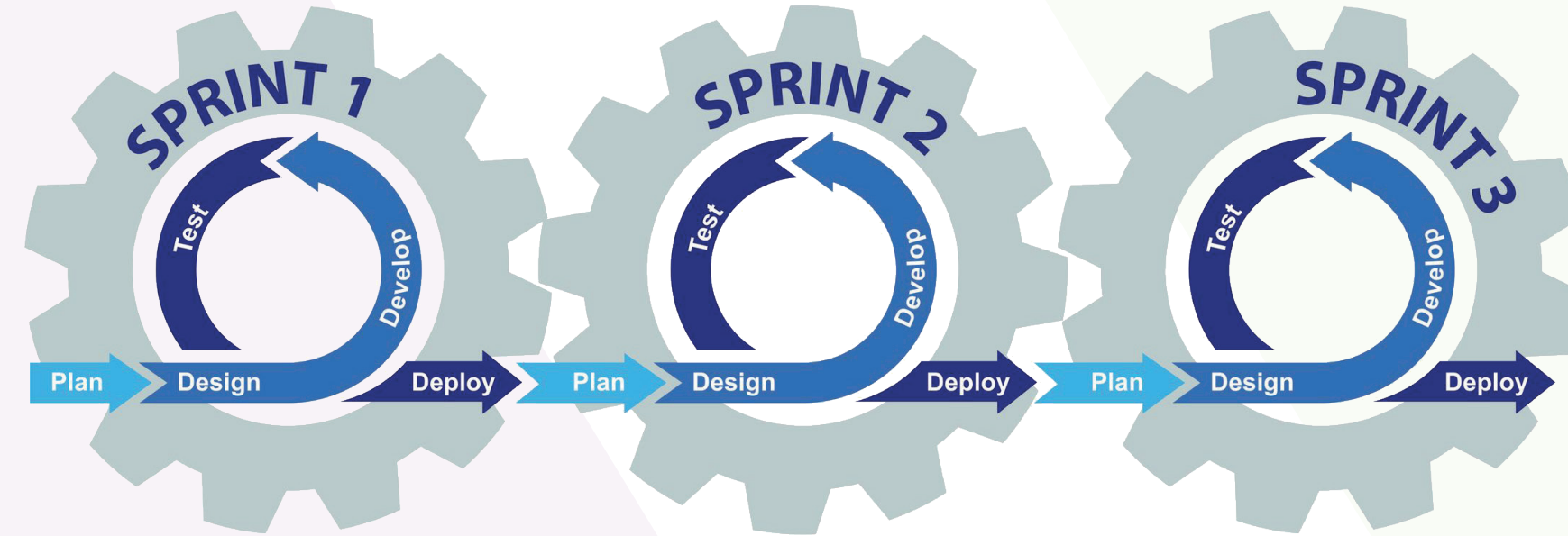
The application employs effective scientific methods like "gamification", "1,2,3 priority method", and offers many features such as easy UX/UI, and the ability to pair long-term tasks with daily tasks.

Objectives

- 1 Provide effective approaches to manage tasks based on scientific methods.
- 2 Create an application with a super friendly user interface and good experience.
- 3 Make the process of achieving goals more fun and addictive.
- 4 Save time and avoid the hassle of applying task management methods on paper.

METHODOLGY

We worked on the project using (Agile Methodology) which is a way to manage a project by breaking it up into several phases(Sprints)



ARCHITECTURE

- 1- Front-end: "React-Native"
- 2- Local Databases: "SQLite"
- 3- Mobile App Environment: "Android"

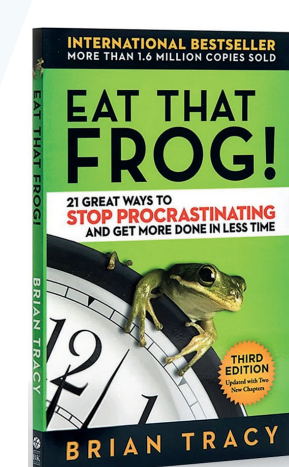


TOOLS

- 1- UI/UX Design: "Figma"
- 2- Coding and Debugging: "VS Code"
- 3- App emulator: "Android Studio"
- 4- Team Task Management: "Trello"



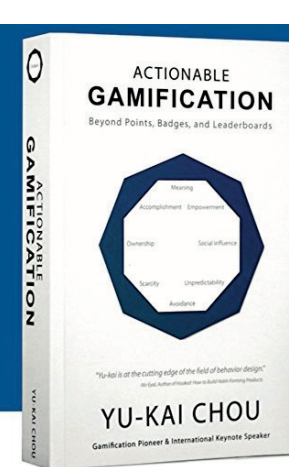
REFERENCES



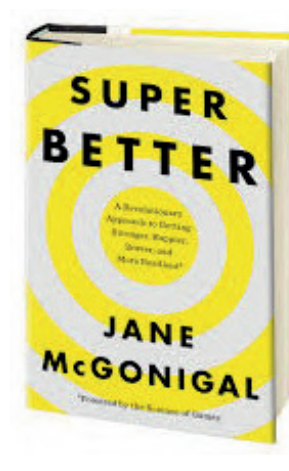
1- "Eat That Frog":
The idea of arranging daily tasks, and starting with the difficult task, then the easiest.



2- "The 12 Week Year":
We were inspired by the idea of planning for 12 weeks, instead of 12 months.

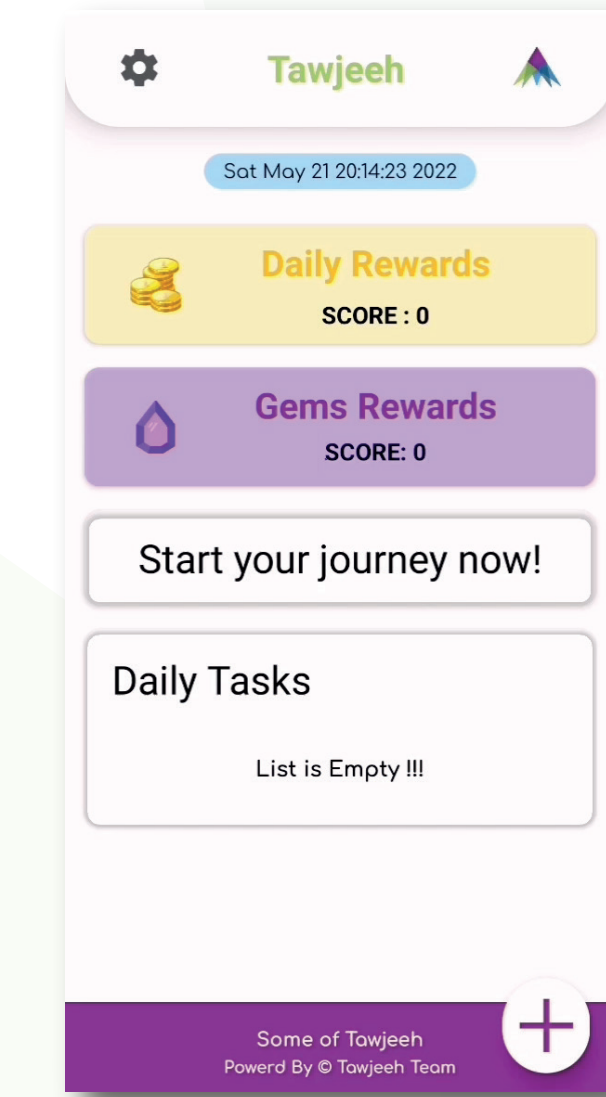


3- "Actionable Gamification":
The book was our main reference in understanding what gamification is and its basic principles.

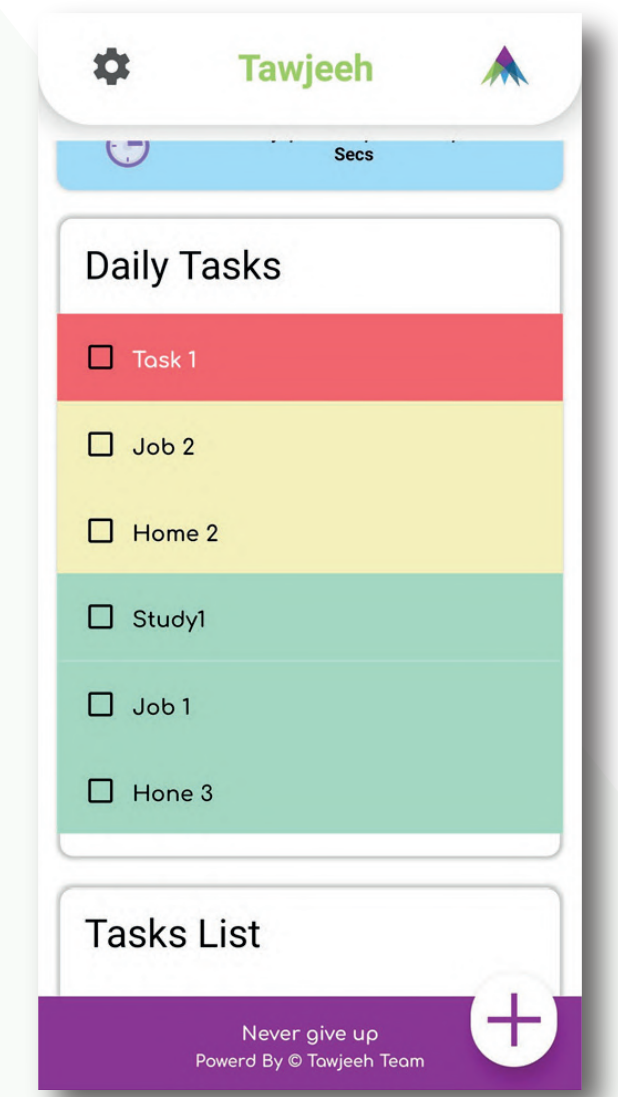


4- "Super Better":
This book contains practical models and more examples to implement the gamification system.

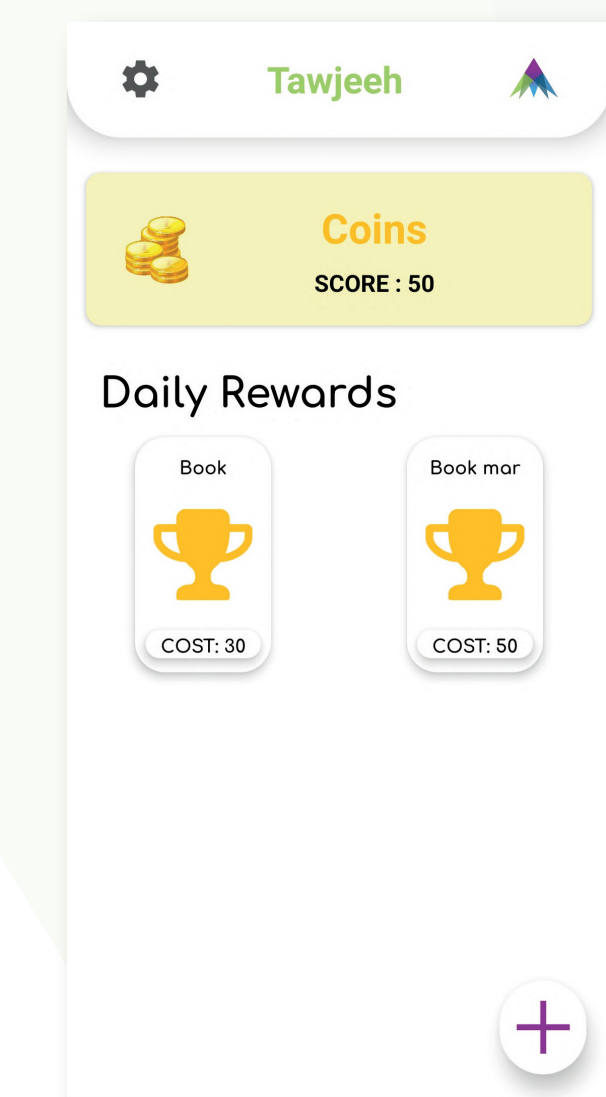
Main Interfaces



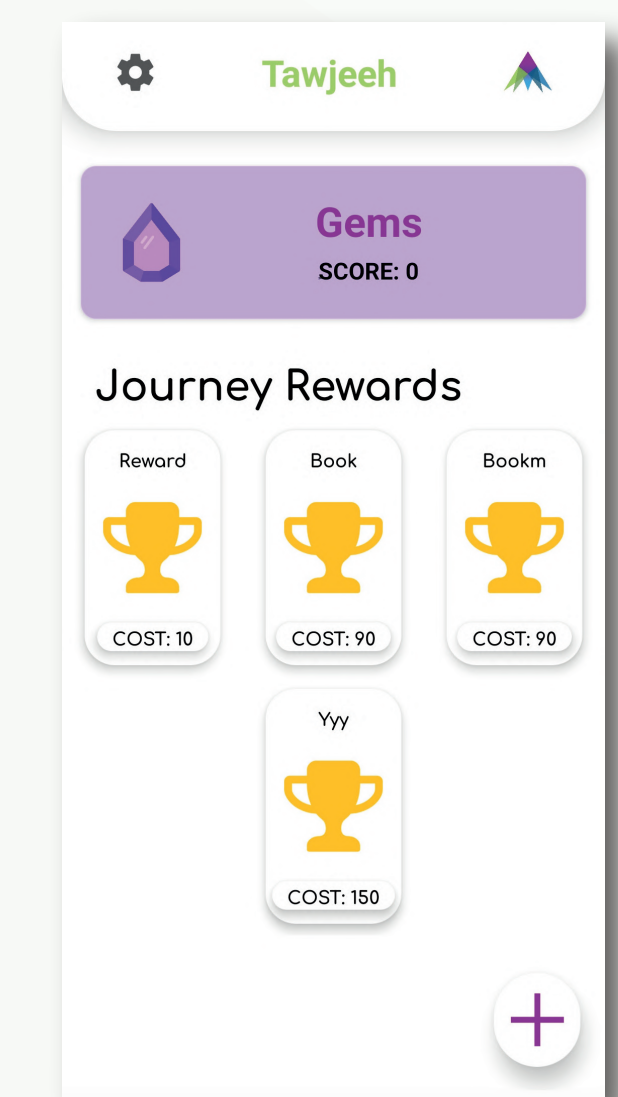
"Homepage"



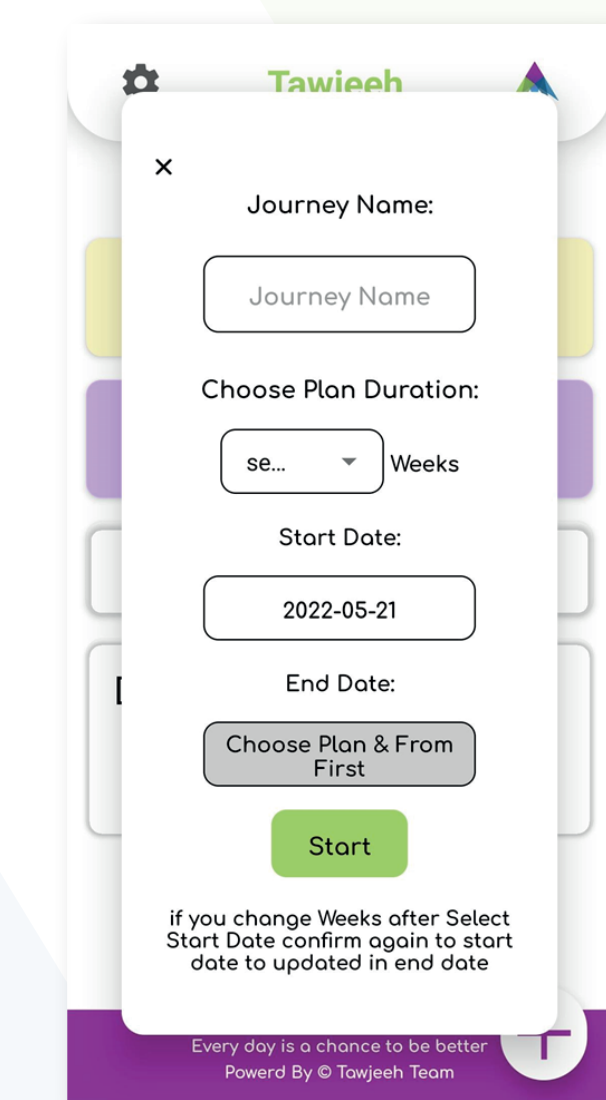
"Daily Tasks"



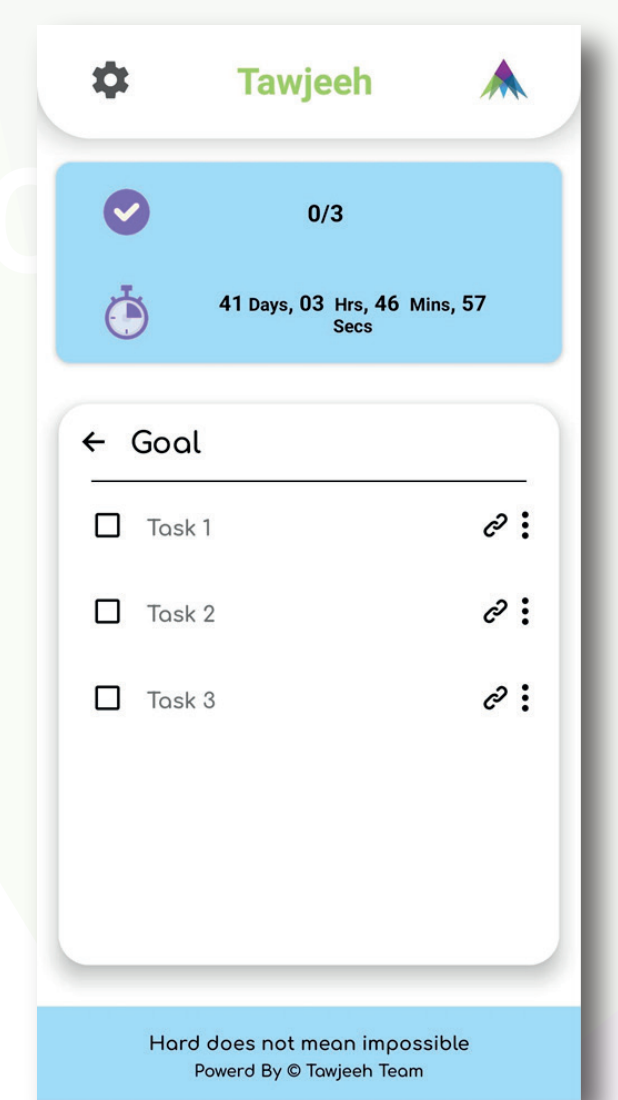
"Coins Rewards"



"Gems Rewards"



"Setup Journey"



"Journey Page"

CONCLUSION & FUTURE

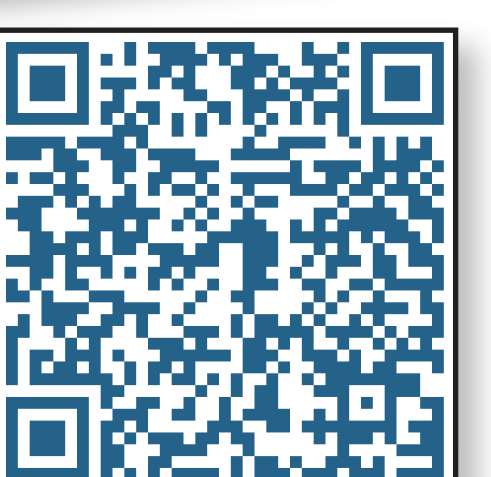
Tawjeeh application helps you to develop an effective plan based on scientific foundations To achieve your goals and ambitions

Where the application takes you step by step, starting from drawing goals, to assigning tasks, following them on a daily basis, and keeping you motivated to implement them through the gamification and prize system.

In the future additional features will be added Where you will be able to compete with other people who are pursuing their goals You will also be able to follow others to find people who share your goals.

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