



GO ME!

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MAKE YOUR LIFE A GAME, THEN BEAT IT!



PROBLEM

No scheduling or to-do applications aim to enhance your productivity or well-being



SOLUTION: GO ME!

Go Me! is a dynamic 3-in-1 productivity app that brings together the successes of popular calendar, task management and social media apps and adds game-changing, never-before-seen

features to maximize your overall productivity. With the help of Go Me!, it is simple to watch your life change right before your eyes.

MAJOR FEATURES



First Ever Dynamic Schedule

Collaborative Tasks & Activities



Detailed Time Analyzation

'Gamifies' Your Daily Life



Suggestions & Notifications

Location History & Daily Recaps



USERS

Producers: Companies promoting activities

Consumers: Anyone!
Primarily marketed for younger users (20-30 years old)

DESIGN REQUIREMENTS

Functional Requirements

- Dynamic Schedule
- Location and Movement Recognition
- User Collaboration
- Notifications
- Life and Activity Recommendations
- Social Media
- Game-like Features
- Progress Tracking and Analysis

Non-Functional Requirements

- Scalability to 100,000+ Users
- Modern and Minimal Design
- Security Backed By Google
- Information and Location Privacy
- Clear/Easy to Use
- Meant for All!

Operating Environment

- Mobile devices
- Android mobile
- iOS coming soon!

Engineering Constraints

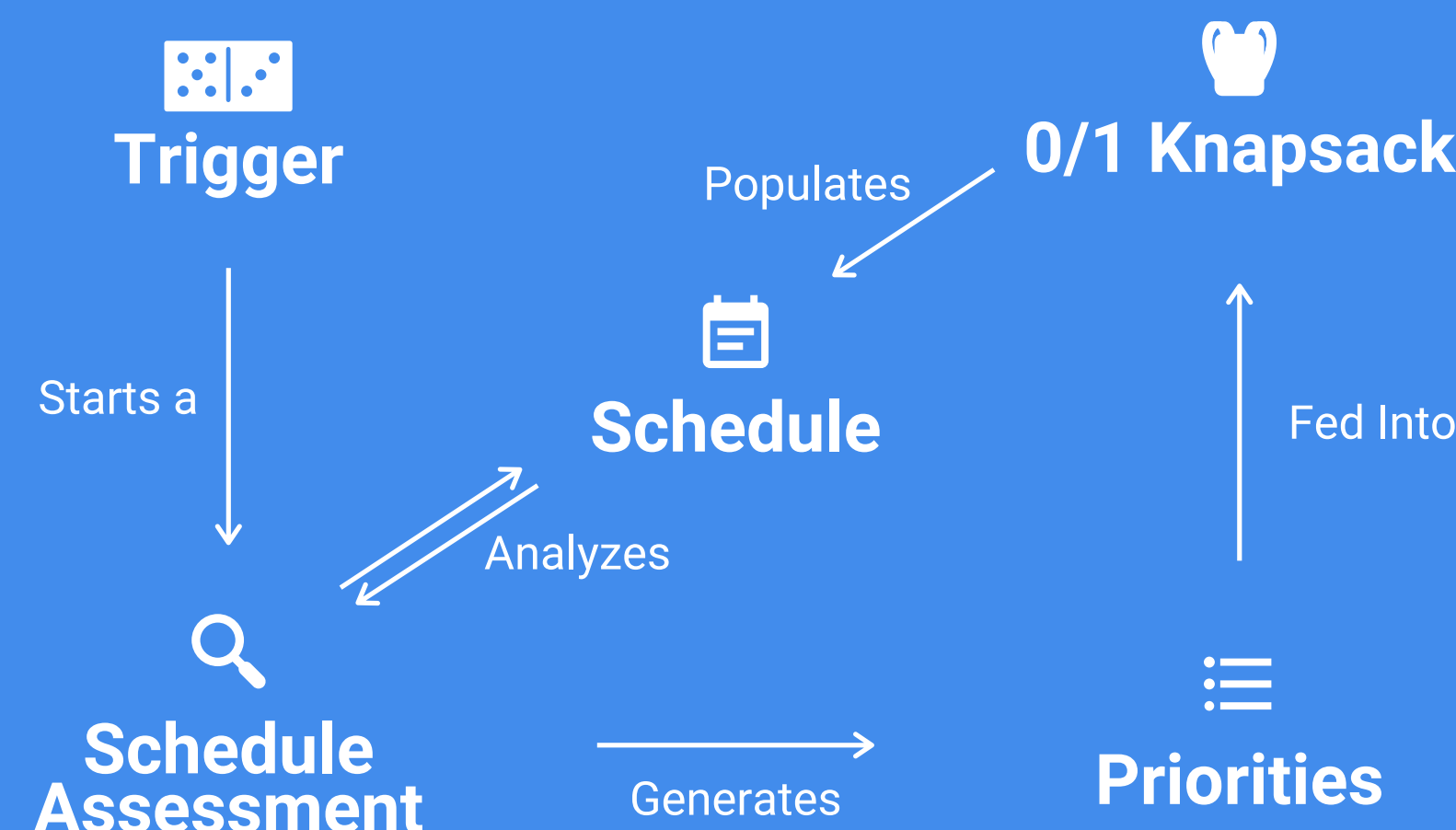
- Development Time

DESIGN APPROACH

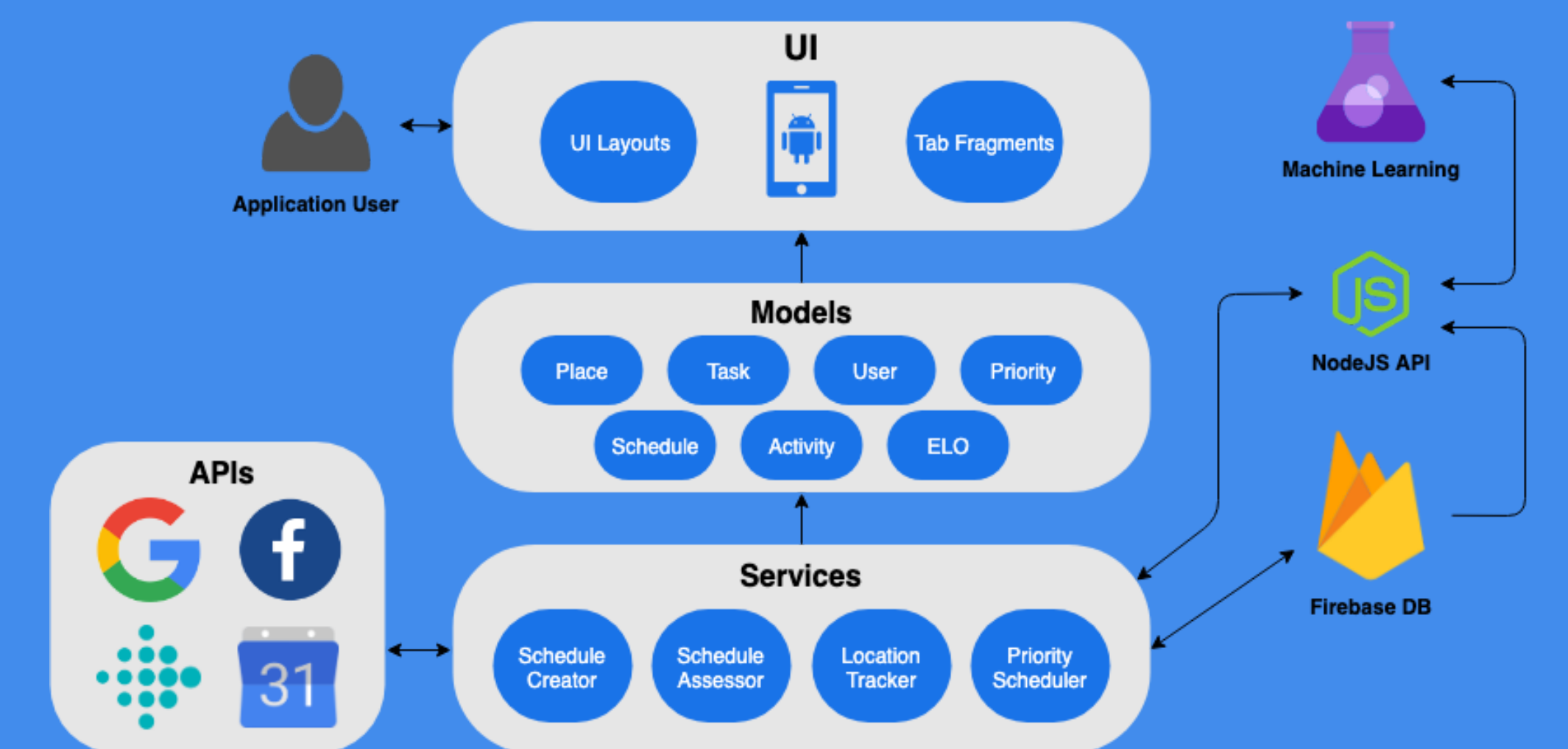
How It Works

1. A user's action triggers a schedule update
2. Analyze the user's time with an assessment
3. Generate priorities to emphasize certain activities
4. Run a 0/1 Knapsack algorithm to schedule items
5. Populate the user's schedule

Concept Sketch



Block Diagram



TECHNICAL DETAILS

Technologies & APIs

Technologies



APIs & Libraries



Communication



TESTING

Simulation Testing

- Efficient way to test our dynamic schedule
- Creates fake users and randomly schedules activities/tasks
- Tests algorithm against 1000s of scenarios

Jenkins Server (CI)

- Locally hosted continuous integration testing pipeline
- Tests full build and run process using the app-debug.apk and alerts us on error
- Connected to git to test each update