

# Nag-Droid (*not official*)

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## Problem Statement:

Most organizers require the user to input their own reminders meaning that the user was aware enough of the task to input it into his/her phone. Our organizer will also be able to remind the user of important tasks that they may also not have been aware of. (example changing oil, dust your house.)

## Project Objective:

Superior project user interface that is appealing which includes not being '*annoying*'.

## Reminder Feature – primary feature.

1. Reminds user of things they did not think of.
  - a. User is able to change frequency of these reminders.
    - i. User is able to procrastinate and be reminded again later.
    - ii. Can be reminded again at a specific date.
  - b. User is able to request to not be reminded again of specific object.
  - c. Also gives motivation to do task.
    - i. Feed your pet.  
- *not feeding your pets will cause them to starve.*
2. Allows user to input personal reminders.

## Nag me - *secondary feature*

Allows user to request something to do. If the user is bored it will give them something productive to do.

## Reminder-Base - relational database for reminders

- Some reminders have appropriate frequencies.
- Some reminders have are appropriate at certain times of day.
- Some things don't need to be reminded of. (Fill your car with gas)

## *Side ideas*

Anti-procrastination - Block apps like Facebook until a task is finished.

*Revolutionize the way you input date to a calendar.*

## Question to ask users:

*What would be your ideal organizer?*

*What would you expect from an organizer app like ours?*

*What are things you need to be reminded of? And what are the frequencies??? (rephrase)*

**Table Idea #1**

Name	Description/Quote	Schedule	Car	
Wash Car		true		
			true	

**Table Idea # 2**

- Smaller table within a table or a tree data structure within a table.