



Developers:
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Community Need

- **80-95%** of students struggle with procrastination (Science of mind, 2024)
- **50.4%** of teenagers have 4+ hours of daily screen time (NHCHS, 2024)
- **76%** of children do not assist with daily chores (Daily Mail, 2018)

Competitors

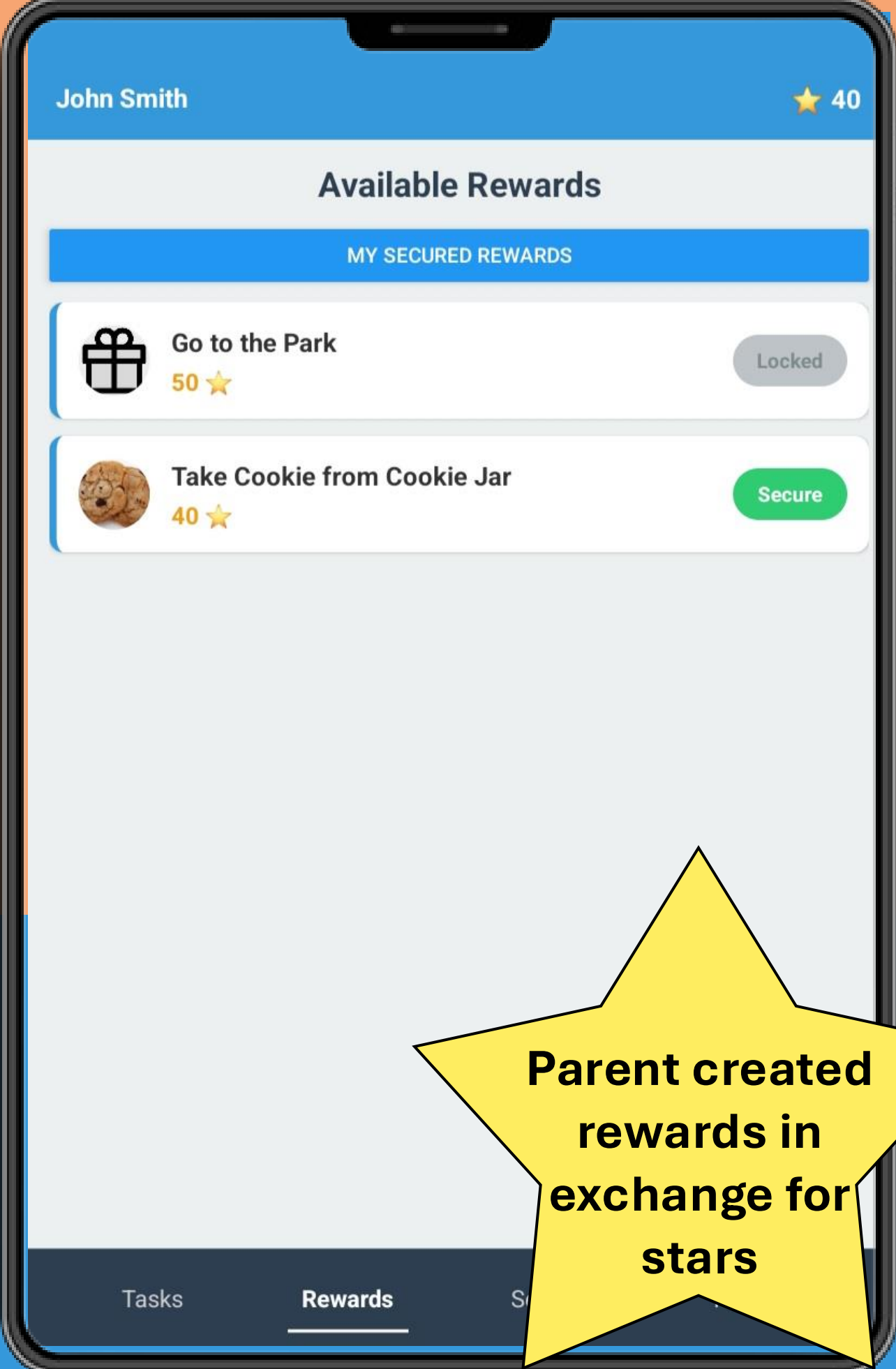
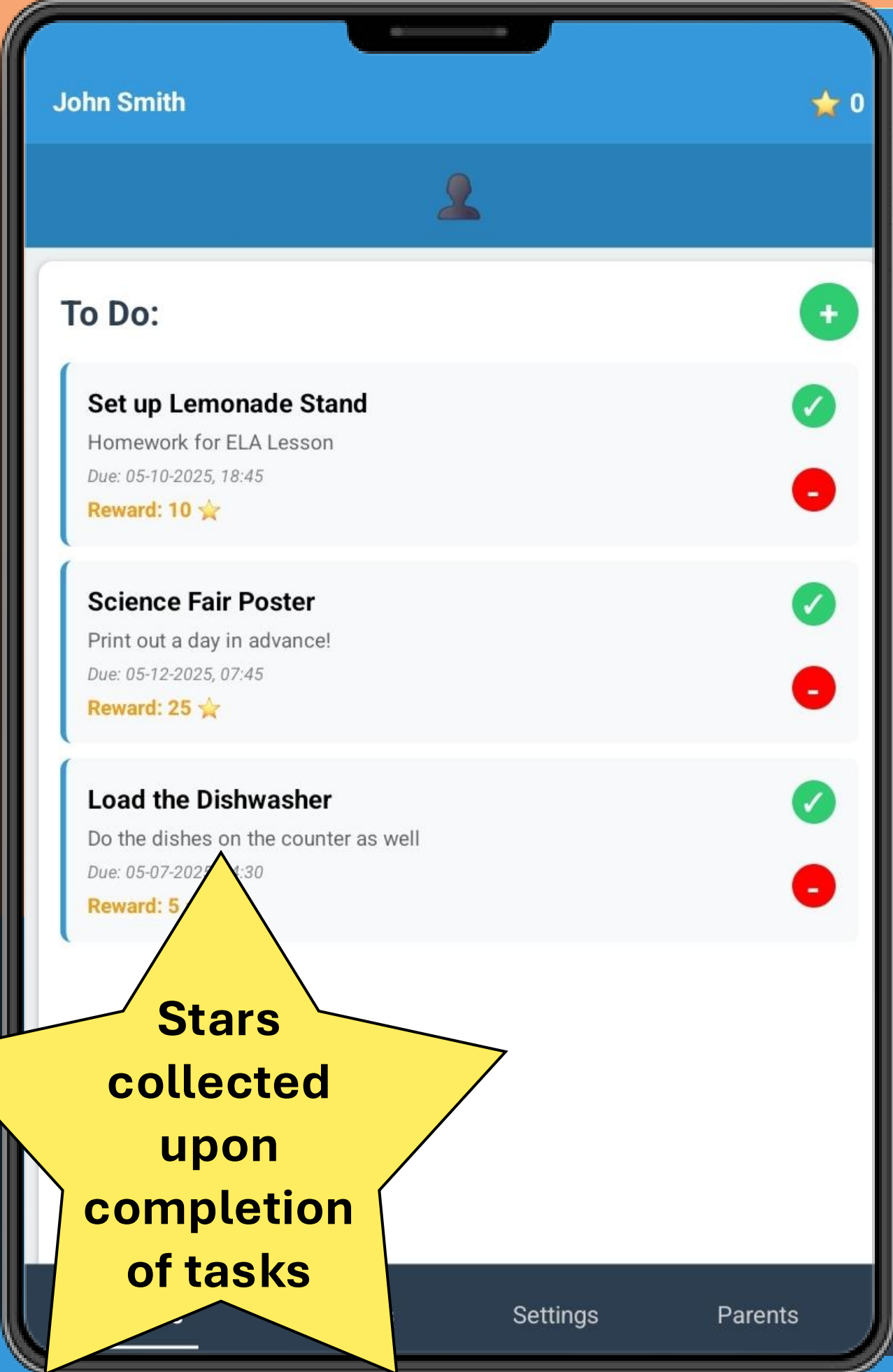
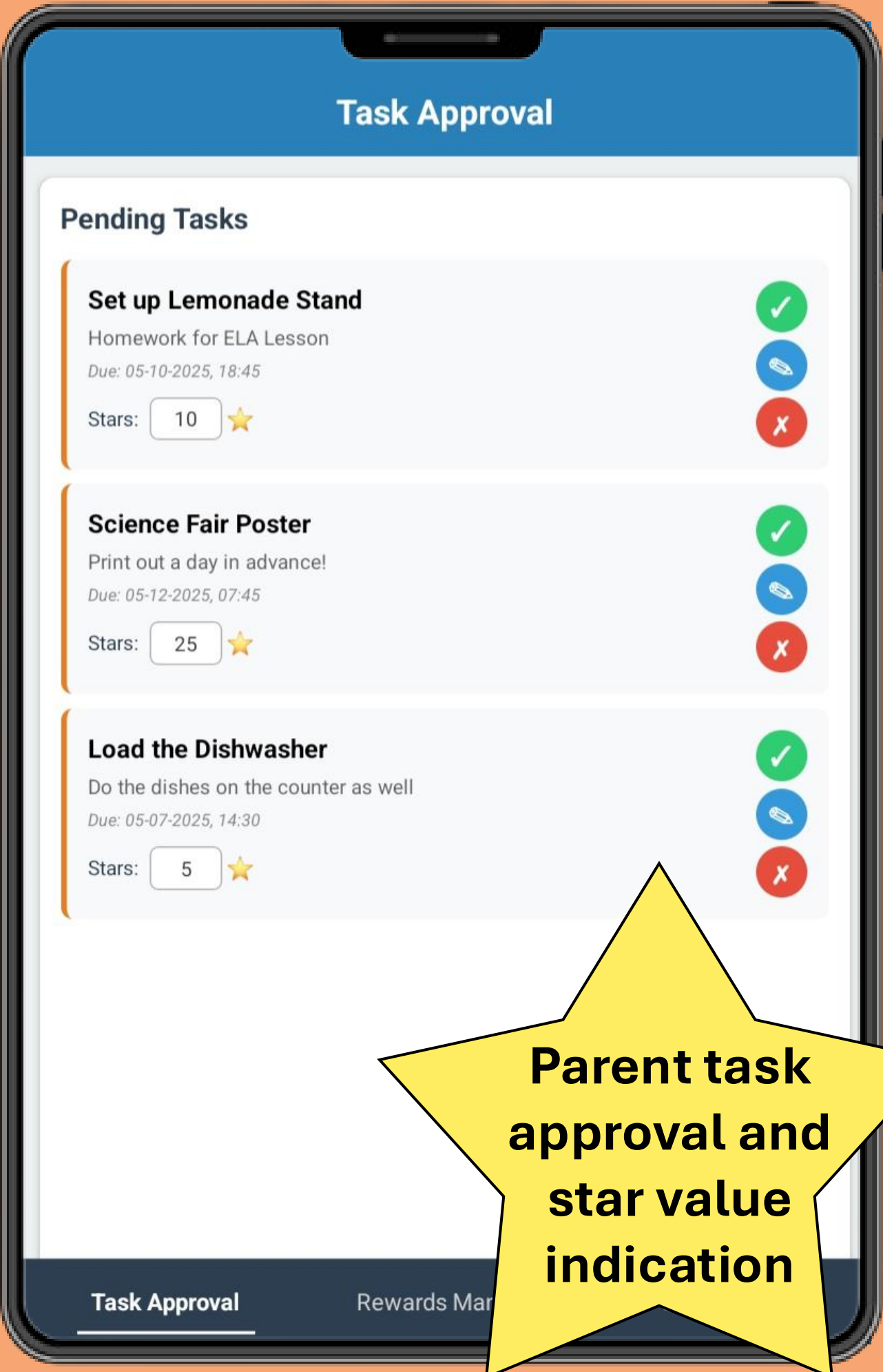
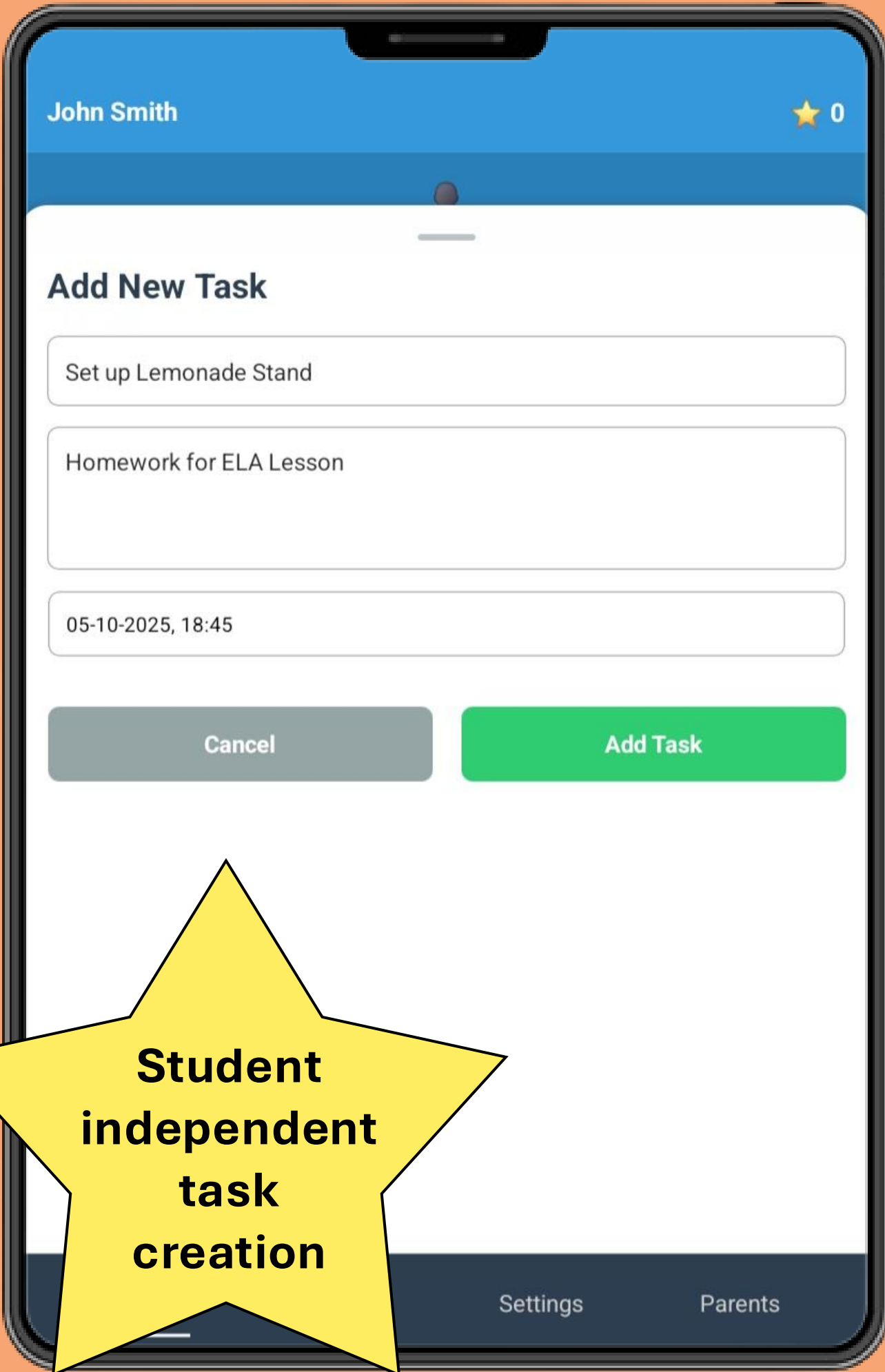


Target Audience

- **Young students** (elementary and middle school age)
- **Parents**



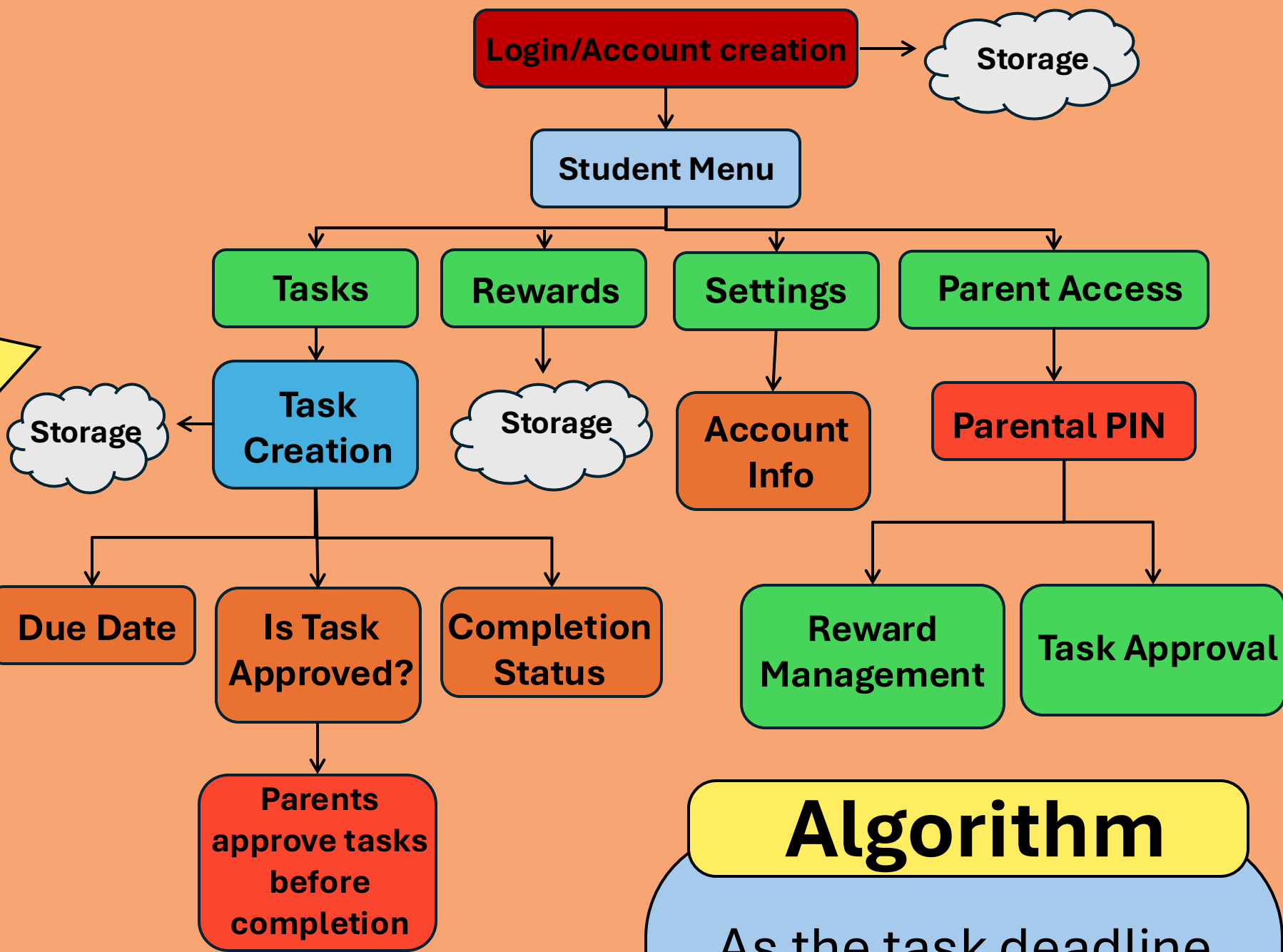
Key Features



Our Solution

- Gamified app for **developing responsibility**
- **Positive motivation** for task completion
- Geared towards **kids**

Architecture



Algorithm

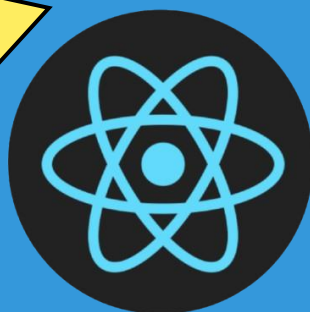
As the task deadline approaches, students will earn **less stars** for that task.
If due date is passed, you only get half of the stars.

Otherwise:

$$\text{Stars} * \left(1 - \frac{\text{elapsedTime}}{\text{dueDate} - \text{createdTime}} * \frac{1}{2}\right)$$

Future Work

- Notifications
- App customization
- Separate parent application
- System for verifying task completion



Expo

