

Runloop releases Dunit! - An OpenFeint enabled To Do List for iPhone

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London based iPhone development outfit Runloop Ltd today announces Dunit! 1.0.1, their simple, yet feature rich task management app for iPhone and iPod touch devices. Developed to break the To Do list mold, Dunit! is the first non-game/entertainment app that integrates OpenFeint, and addresses common pitfalls found in other tasks management apps on the iPhone. All tasks are listed in one section so users are constantly aware of what needs doing.

London, UK - iPhone development outfit Runloop Ltd today is pleased to announce the release of Dunit! 1.0.1, the first non-game/entertainment app that integrates OpenFeint. Dunit! is a simple, yet feature rich task management app for iPhone and iPod touch.

Runloop developed Dunit! to break the To Do list mold. Dunit! addresses common pitfalls found in other tasks management apps on the iPhone. All tasks are listed in one section so users are constantly aware of what needs doing; tasks are ordered and grouped smartly so users can focus on what's important first. Adding tasks on the iPhone can be fiddly and time consuming. Dunit! includes a number of methods to enter multiple tasks quickly and effortlessly, even allowing users to copy lists from other apps.

Tagging enables users to quickly focus on a specific group of tasks. Users can enter repeat tasks without cluttering up their task list. Once a user marks a repeat task as complete Dunit! will create the next task for them at the repeat interval they have selected. Also Twitter integration has been included within Dunit! giving users the opportunity to let their followers know how productive they are. Users can send tweets on task or achievement completion.

Runloop believes that adding collectible achievements to a To Do list app will provide increased incentive for users to remain productive. Integrating OpenFeint allows users to compete against their friends and colleagues. Points are earned by simply using the app to get things done.

"There are a lot of people that have never read David Allen's Getting Things Done. For them a full blown GTD app is overkill." says Lead Developer, Daniel Wood. "Gamers need to get things done too."

Device Requirements:

- * iPhone and iPod touch
- * Requires iPhone OS 3.0 or later
- * 3.7 MB

Pricing and Availability:

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the App Store in English, German and Finnish in the Productivity category.

Runloop:

<http://www.runloop.com>

Dunit! 1.0.1:

<http://www.dunitapp.com>

Purchase and Download:

<http://itunes.apple.com/us/app/dunit/id348942671?mt=8>

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

Video Demo:

<http://blip.tv/file/3285458>

Media Assets:

<http://www.flickr.com/photos/runloop/tags/dunnitapp/>

App Icon:

http://farm5.static.flickr.com/4064/4396812586_094b0a96b7_o.jpg

Runloop Ltd - a small, London, UK, based development outfit - is focused on producing visually stunning utility apps that benefit the end user directly in their day-to-day lives. Concentrating mainly on Healthcare & Fitness / Sports apps, Runloop have recently branched out into Productivity with their latest app, Dunnit! Copyright (C) 2010 Runloop Ltd. All Rights Reserved. Apple, the Apple logo, iPhone and iPod are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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