

Zones of Emotion

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Document Objectives

The purpose of this document is to provide detailed documentation regarding the application you will be building for your Prime Solo Project. It should include such details as:

1. All Features described, how the app works
2. Technology stack used (Frameworks, Libraries), including any 3rd party APIs/web services
3. Milestones and rough schedule
4. Assumptions made during the scoping process

Application Overview

Zones of Emotion is an application which allows users to share information regarding their emotional state, at any given time. The application allows individuals to send their current zone and emotion to the client who has access to the data history. This application's target market is special education teachers.

User Overview

This application will be written with three tiers of users in mind.

The Admin: Any person who is overseeing a particular school district or local area.

(Few to no features included for this level yet)

The Client: Any person who is monitoring a group of users to synthesize results. In the short term, this will be an application for teachers; however, it could also include therapists or social workers as well.

The User: Any person inputting data to be reviewed by the client. For the scope of this applications development, we will be sorting the users into three classes. These could be expanded later. Low, Base, Advanced as defined below.

Low

Users are...

- Over the age of three years
- They have a young developmental age and understanding of basic emotions
- Could have verbal **or** adaptive communication
- This group would likely be defined as young or users with profound needs

Base(MVP group)

Users are...

- Over the age of 12 years or emotionally advanced
- In regular classes with their peers
- Getting direct help for specific learning skills.(reading, math, etc....)
- Not profoundly disabled
- Possess average to typical communication skills

Advanced

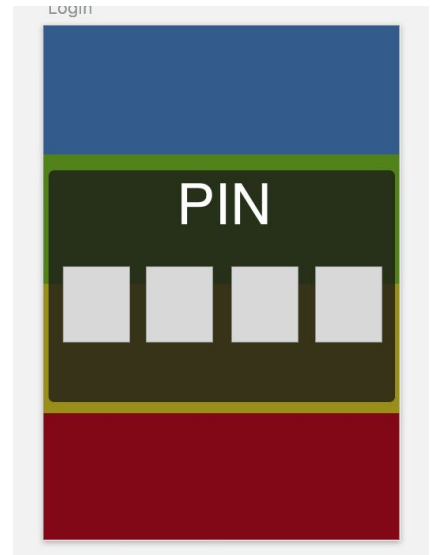
Users are...

- Typically over the age of 16 years or emotionally advanced
- Aware of emotions to an advanced degree
- Considered masters of base mode and are ready to independently reflect on their emotional triggers and responses

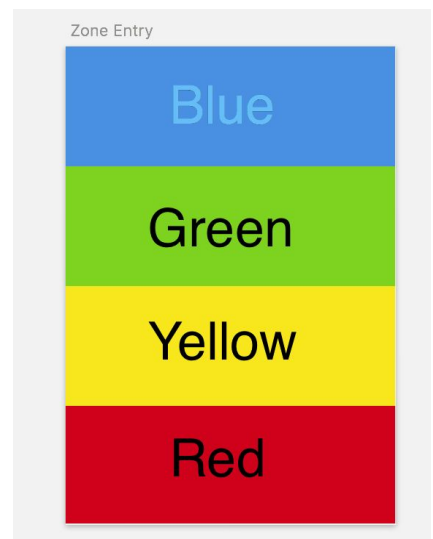
Application Features

User side.

Simple user login. MVP! Would include unlimited tries as security is not a major concern. There is no data to view from this side. The pin is selected by the client and similarly reset by the client.



Page for zone. MVP! Each color and word combination is a button which the user will click/touch to select the prescribed emotional zone. The colors conform to the Zones of Regulation Framework and curriculum and the words will be written there to allow greater accessibility.



Page for emotions. MVP (Once an emotion is selected the data will appear on the database for later consumption.) Each square above is a button that the user again interacts with via click/touch. The top four log an emotional state. The bottom left goes back. The bottom right sends a notification to the responder(determined by client) via email.



Page for self calming strategies. 1st stretch goal. On this page, the user is presented with a number of quick strategies to address any emotion they are dealing with. This could range from calming strategies, to a simple acknowledgment of positive emotions. On some of strategies pages, there will be an alert my responder button. In general, all strategies will simply be displayed.



Create a version for users with higher functional abilities. Changing page for self calming strategies to two input fields labeled Cause and Response. Responses will be saved to the database. 4th stretch goal.

Create a version for users with lower functional abilities. Only login and colors page are used and data is submitted after the colors page is selected. 5th stretch goal.

Give the client the ability to set the level for each student and update it at will. 6th stretch goal.

Create an Admin user level. This level would allow the Admin to set up clients and move users from one client to another. The admin would also be able to see all students timelines and current status. 7th Stretch goal.

Client Side mock ups:

settings page

Welcome

Please Login

Username:

Password:

The client side login will be different from the user login. The page is formatted to match the zones of regulation website. Once logged in, the headers will match the colors the admin sets up. This is the stretch goal. For now, all admin headers will display as purple. The client will be required to set a 16 character password. In exchange they will be given unlimited attempts to login. Additionally if a client misentered the password an error window will appear advising the password does not match what is on record. If you have forgotten your

password please contact your system administrator. Their username will be their work email. If this is the client's first time using the system, they will hit the register button. On that next screen, they will enter a registration key (monetizing the product) which will be unique to their organization. They will then enter their email and password, and then be taken to an empty version of the next screen. It shows add a user. MVP!

<http://www.zonesofregulation.com/index.html>

students landing page

Welcome *Admin/username*

Students

Student 1 name, 10/1/2017	Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00
Student 1 name, 10/1/2017	Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00
Student 1 name, 10/1/2017	Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00
Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00
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Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00
Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017 10:00
Student 1 name, 10/1/2017	Student 1 name, 10/1/2017 10:00	Student 1 name, 10/1/2017	+ Add a User

All users current state at a glance with auto refresh. On this page, the client can review all of their assigned user's most recent entries, go into the client settings, view each student's history page, and add a user. MVP!

Settings Page

Welcome *Admin/username*

Update Admin Info:

Email:

Password:

Client Settings Page. On this page the client can update their email information and their password. MVP!

add a user/user history

User

Home Log Out

Update:

PIN: New PIN

First name: Last name:

☐ Low ☒ Base ☐ Advanced

Responder email:

Update

History:

Date and Time	Zone	Emotion	Cause	Response	{{Client}} Notes
11/1/2017 10:01AM		Angry			
10/31/2017 8:45PM		Annoyed			User Advised sibling playing loud bad music(country)

Ability to add/register a user. MVP! (entered by the add user button visible in the current state view. Or by selecting a user’s button on the current view.)The application will provide the client/admin the ability to add a user and update the user’s info. At page load for an existing user the fields will populate and the put request will just overwrite all the fields so any changes will be added. The changes will take effect when the update button is clicked. They will then stay on this page until the admin touches the Home button at top of the screen. In addition to updating the user’s info on this

page, the client can also see the user’s history of entries chronologically.(sub goal add a calendar filter.)

Ability to flag and add notes to individual user’s history. 2nd stretch goal. This will allow the client to add pertinent information to the students time line and save it for historical viewing later.

Automated emails when a user enters a red zone. 3rd stretch goal. Each time a user enters a red zone, or selects the alert responder button, an email will be sent to the responder email as defined in the user’s history page.(See photo above)

Project Milestones and Schedule

(Milestones are completed, working features from the above listing. Think carefully about the order you will need to build things and when you expect to be done with them. The purpose of this section is to consider the overall timeline and how much work really needs to get done. The Due Date is your best guess and may change.)

Milestone (feature)	Estimated Due Date
Front End Ui built	9-13-2017
Admin MVP built	9-15-2017
Deploy to Heroku	9-15-2017

User testing for front end ui	9-18-2017
Stretch goals in order	9-18-2017 to 9-22-2017
Present project	9-25-2017

Browsers

(Consider which browsers your target audience(s) will be likely to use and list them here. If you're targeting mobile-only, your list should note the mobile version of the browsers.)

Application will fully support browsers listed below. All browsers or versions not listed below are considered out of scope.

Browser Name	Version
Chrome desktop	60.0.3112
Chrome mobile	Most current.

Assumptions

(Assumptions are facts you are basing your work upon. Usually they have to do with 3rd party services or things beyond your control. The purpose is to identify those things that will seriously jeopardize your ability to finish the application.)

While completing this estimate the following assumptions were made.

- Passport does not go through any major changes.
- I will be able to figure out nodemailer.

Technologies

- Node
- Express
- Angular
- Nodemailer.
- Pg Sql.
- Angular Material
- Heroku