

Design & Planning

Time Wise



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Introduction

After reviewing the 3 apps in the research segment of the POE we will now begin the development phase of our own app whilst incorporating what we have learnt in the research phase. Once we have completed this part of the POE, we will be left with the overview of what we want our time management application to be, we will have a detailed list of all the requirements for the application as well as a UI design with a mock design for each of the app's pages. Finally, we will lay out our deadlines and goals for the project in the form of a Gantt chart which we can reference throughout the development process to ensure that we are on schedule with development.

Overview

Our application will be called Timewise. We have decided to stick with a basic logo design that also captures the viewers' attention and gets across what our app does for the user. Finally, our app is going to include features such as Task Management by allowing the user to manage all the tasks and grouping them by projects, Timesheet Keeping: a track of hours worked on tasks, Kanban board: A way to visualize tasks in a project. Analytics/ Report Generation: Analytics on if you are meeting your time goals and the ability to see the Tasks that are taking the most amount of time, Authentication: Making the application Secure and finally Gamification: Make the application fun to use by implementing goals and some sort of reward for achieving your goals. These features will set our app apart from other apps in the category as well as provide the user with a better experience.

Requirements

Login and Sign-Up: The app must allow for users to login with a username and password. If the user does not already have a username and password, they must be redirected to a different page that will allow them to Sign Up to the app by entering their details which will then add them to the database which will allow them to login in the future.

Create Timesheet Entry: The user must be able to create new entries to the time sheet these entries will be linked to a corresponding task on the kanban board. Each entry must include the date, start, and end time the entry falls under. There must also be an additional non required option to add a photo to the entry.

Daily Goals: The user must be able to set daily goals for the number of hours worked and the maximum number of hours worked. This will then be displayed back to the user as a progress bar so that they can track how close they are to completing each of these goals.

Filtering Function: The user must be able to filter all the entries either by user or by the category of the task over a specific time period. If the user selects to filter by the entries made by a specific user over a time period, the app will display a simplified list of the entries that shows the main information of each of the tasks. This simplified display must also allow for the user to access any photos attached to the entries from this list. For displaying the total hours for each category, a similar style list will be displayed however each entry in the list will include: the category name, numbers of hours worked on the category and the number of tasks that have been linked to this category.

Graph View: The graph view will include the total number of hours worked per day over a certain period that is user selected. This graph will be displayed as a line graph linking the number of hours worked for each day. The line graph allows for the user to easily see the fluctuation in hours from day to day. The graph will also have 2 horizontal lines for the minimum and maximum goal of number of hours worked in each day. The user can then easily see visually if the hours worked are falling within these bounds.

Visualize Goals: The app must have a visual representation of how well the user has been staying within the set goals, over the past month, for hours worked. This visualization can be achieved with a progress bar showing the percentage of days that fell within the goals as well as additional information under the progress bar with the number of days that the goal was achieved and missed for a more precise representation.

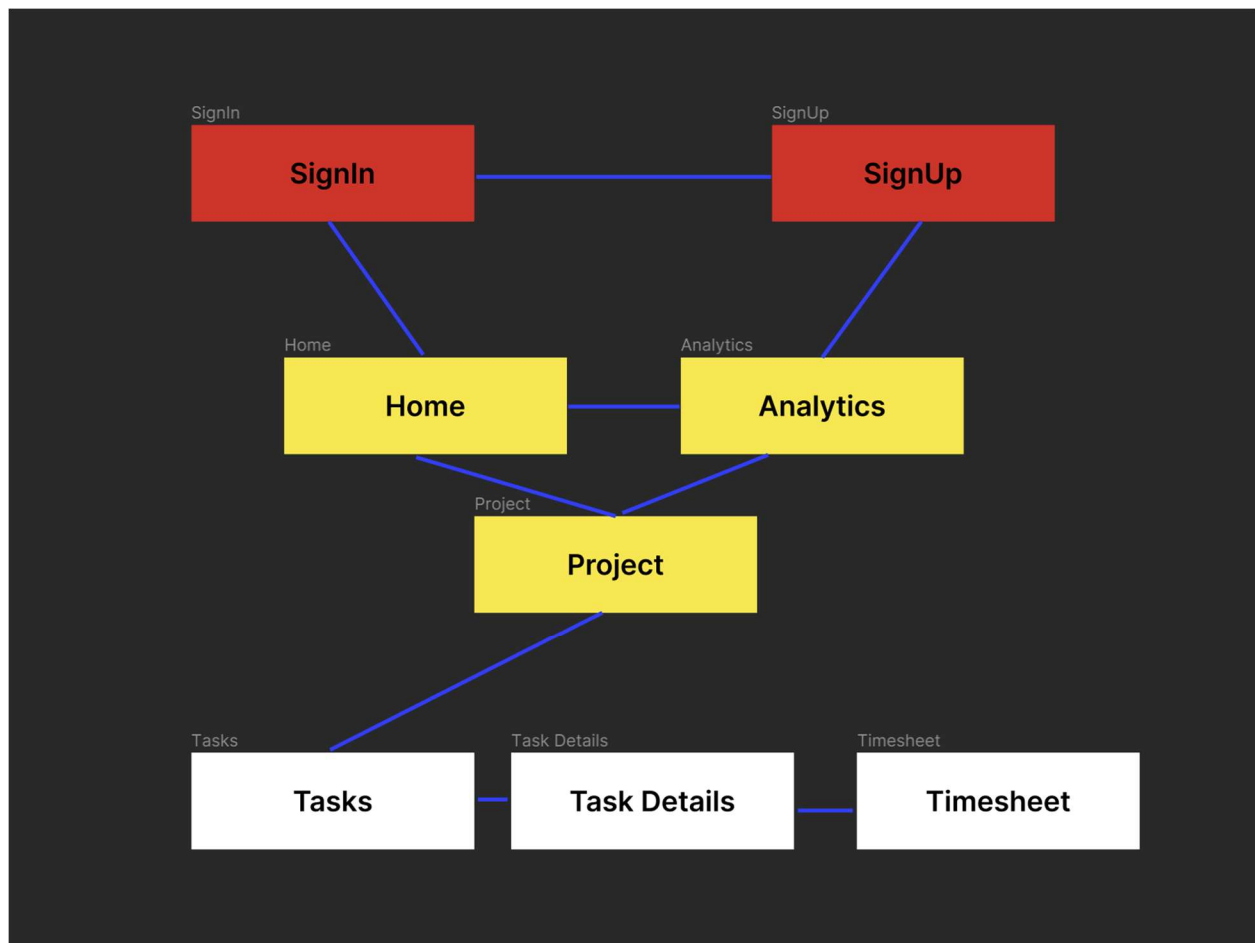
Online Database: The app will need an online database that will allow for the data to persist between user logins and so that when one user creates an entry it can be reflected to all the other users that are part of the same tasks. This will be done using firebase. The database must also have security features such as encryption to ensure that the users' data such as their passwords are protected.

User interface design

Flow

The Following Diagram shows how a user will navigate between the different screens.

- The Yellow Boxes are screens that are available on the Navbar and can be accessed at any time
- The Red Boxes are Elements that are freely accessed, and you need to be authenticated to get passed them without being authenticated you won't be able to access the rest of the application
- The White boxes are just general pages
- The Blue Lines Show the Flow from one page to the next



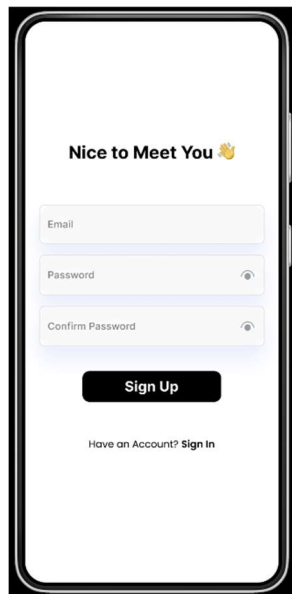
Pages

Landing / Sign In

The Sign In Screen is the landing screen of the application. This screen will allow users to Sign In, recover their password and Sign Up. This screen is the point at which users will be authenticated and is the security layer of the application

Sign Up

The Sign-Up screen is the beginning of a user's journey to keeping track of their time. This will allow users to join the time tracking system and begin tracking time.



Nice to Meet You 🍌

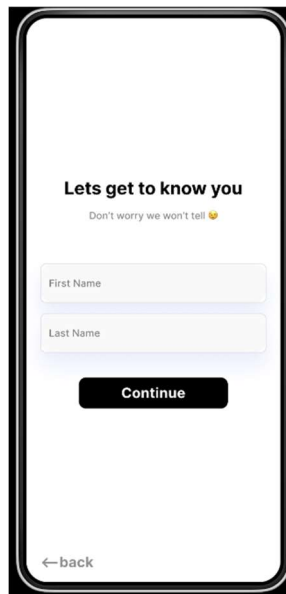
Email

Password

Confirm Password

Sign Up

Have an Account? Sign In



Lets get to know you

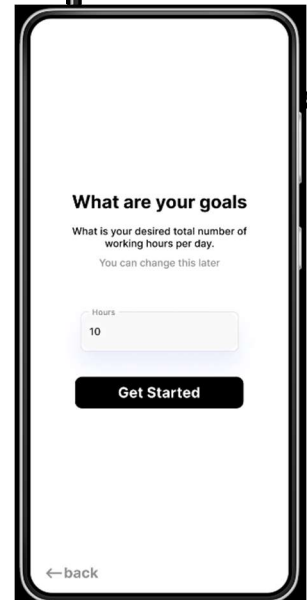
Don't worry we won't tell 🍌

First Name

Last Name

Continue

←back



What are your goals

What is your desired total number of working hours per day.

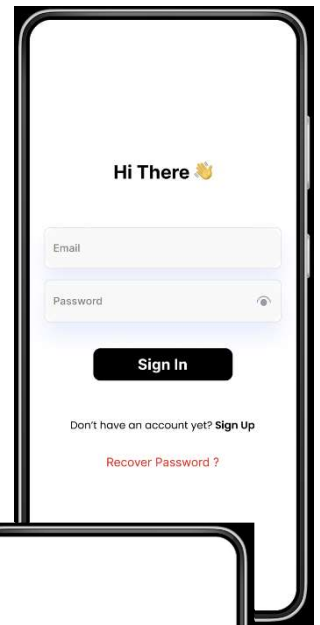
You can change this later

Hours

10

Get Started

←back



Hi There 🍌

Email

Password

Sign In

Don't have an account yet? Sign Up

Recover Password ?

Dashboard

The Dashboard is the page that will give the user all vital information and information that needs to be readily available. On the Dashboard a user will find a circular progress bar which will show their daily goal. On the page their will also be Streak. The User will also be allowed to see recent tasks that are still needed to be done, starting with the tasks in progress, then tasks to be done. These tasks will also show what project the task is apart of and what tags it has.

Navbar

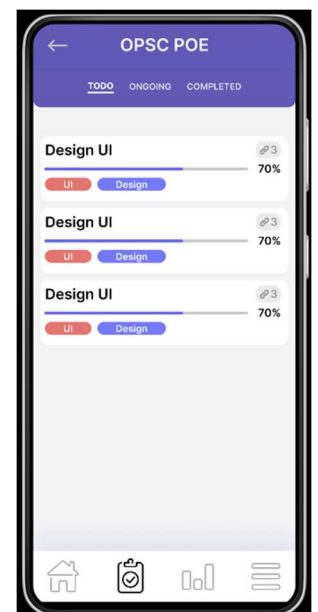
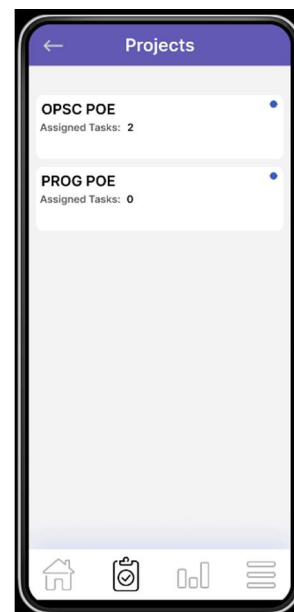
The Navbar has 4 Options Home, Tasks, Analytics, Menu



Project & Tasks

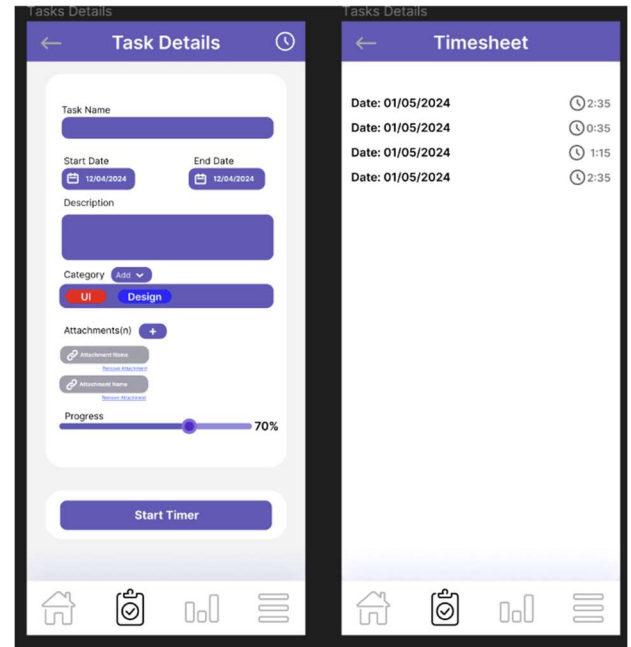
The Project Screen Shows all Projects that a user can be apart of and its tasks will all relate to that project

The Task Screens allow users to manage their tasks by first creating projects and then assigning Tasks to that project. Each project has three sections for tasks TODO, ONGOING and COMPLETED. Tasks can be filtered



Task Details

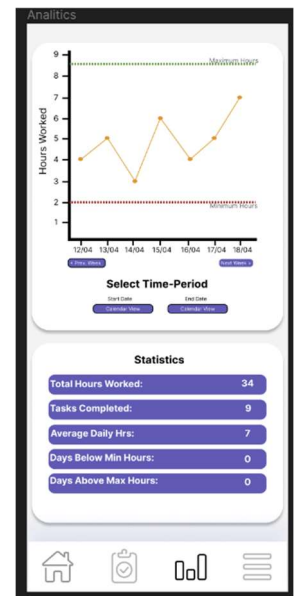
The Task Details Screen Gives you information about specific tasks and allows you to set the progress of a task add tags to it set the start and end date of a task and allow you to start the timer the user can also click the icon on the top left of the Task Details page to view the Timesheet Entries associated with that page. On the Time Sheet page User can Add new entries to the list manually. This is done automatically when done with the timer.



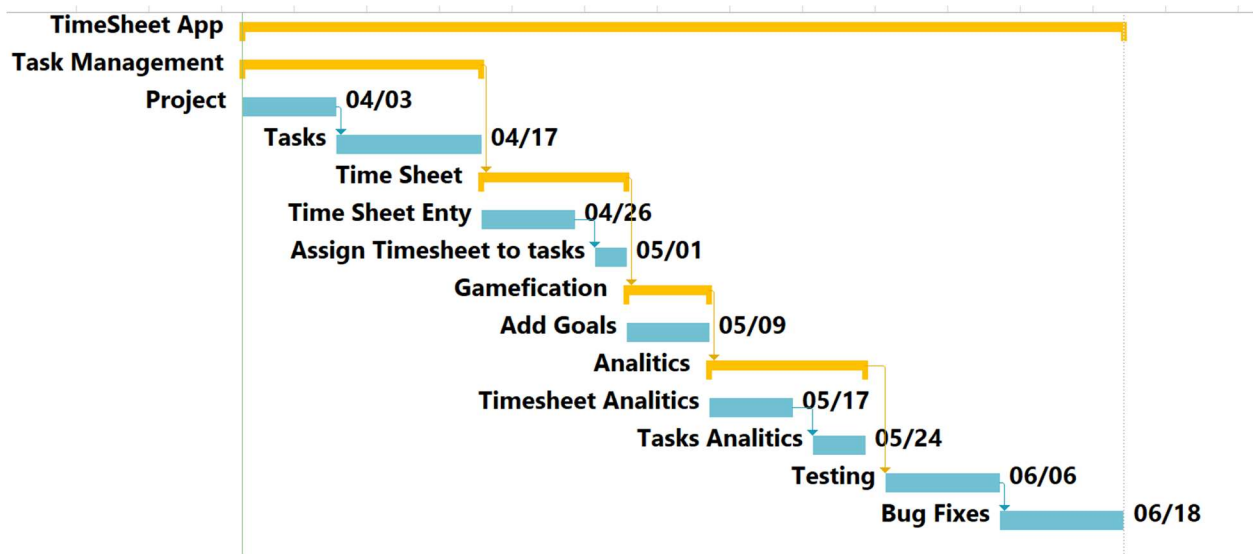
Analytics Page

The Analytics Page gives the user a break down of their Timesheets and analysis of the app which include a graph which shows their actual time per day vs their Target hours per day.

It also allows you to choose a period of time to show the statistics for. This screen will allow a user to see if how they are performing against the goals they set themselves



Schedule



Conclusion

After completing this phase of the POE, the framework for our application has been defined and will act as a guideline for the development of the application going forward. When developing the framework, we used the research from the first section of part 1 to assist in what features to include our application. By comparing the 3 apps we researched, we understood what features our application needed to include and how the system needed to flow between different features. We also identified the possible weaknesses of the other applications and considered this in our design so as not to encounter the same issues when building our application. We will continue to iterate on our design if there are any issues as we move forward to the development phase.

