Requirements Analysis

Pizza Time - Bryson Gundry, Kyle Lamoureux, Max Herold

**Executive Overview**

The Student Time-Management app will be a mobile app with an overall goal to produce an optimal weekly schedule for the user. The app will be able to learn if the user adheres to the optimized schedules that the app produces, and know if the user is successful at completing the tasks set in the schedules. The main audience for the app is college students.

In order to achieve the overall goal listed above, the app will support the features that follow. Users should be able to add specific tasks that they must complete over the next week, which may fall into the following categories: priority tasks which have the highest level of importance, time commitment estimates for each task, hard commitments for events such as attending classes or lectures, work, and meetings, and miscellaneous life activities such as meal times, sleeping, showering, etc.

Once the week has been completed, the app will analyse whether or not the user completed certain tasks and learn based on what the user did and did not complete. As the user continues to use the app, it learns and schedules that it produces will become more increasingly optimized and customizable for the user. After the app is developed to an effective state, additional features such as schedule sharing with other users or alarm notifications may become available.

# **The Business Case**

College students, and particularly graduate students, tend to work in strict scheduling environments with frequent, rigorous commitments. Time-management skills are not often taught, and getting students to recognize the importance of staying organized is crucial. Many students typically have multiple assignments due in a week, some of which are sizable contributions to their overall grade. Missing out on a single class or assignment can compound into a much larger issue throughout the course, making consistent scheduling key to staying on track.

Current software, such as Canvas and Blackboard, serve as a middle-man between students and professors as a place to upload, download, or view assignments. These services offer little in the way of organizational features, besides a calendar that does not always even link up with assignments. Thus, The Student-Time Management app serves to fill this lack of scheduling resources, and is even applicable to general scheduling such as sleeping, eating, showering, etc. Additionally, the app learns and adapts to the habits of the user over time, something very few, if any, other scheduling apps can claim. Future features are likely to include the ability to share schedules with friends, and add alarm notifications.

Because of the role this app plays in student life, both with the frequency of use and the fact that it may not be needed as much after college, the app is perfect for a service subscription model. Users that engage heavily with the software are the most likely to both get the most use out of it and continue to subscribe to the service. Ideally, this will be mutually beneficial for both our customers and our company.

# **Stakeholders**

## **The Customer**

The client who is paying for the creation of the application. They will be provided with a working application that tracks student schedules, adapts over time, and implements other customized features as requested.

## **Students (End-User)**

The users of the application once it has been created and released. They will be provided with a working application that allows them to track their schedules, and will adapt over time. This application will be beneficial to all students who need to track their daily schedules.

## **Student Academic Services (University)**

University staff who work with students to teach them and show them the application, and to provide them with effective scheduling and time management skills. They will be provided with a useful tool that they can recommend to students struggling with time management skills, and can implement it into their services they provide.

## **Business Analyst**

An outsourced client whose role is to find the most effective way to monetize and get attention to the product. They will provide methods to sell and advertise the application, and in turn will be partnered by and receive compensation.

## **Maintenance Team**

A team created to ensure the product remains up to date, without bugs, and works as intended for the users. They will be in charge of ensuring the application receives updates for latest hardware. They will receive compensation to keep this product up to date.

# 

# 

# 

# 

# **Business Analyst**

1. What do you think are some of the most effective advertisement strategies for this application?
2. With that, which third parties will provide us with the most coverage to students?
3. What will be the quickest method to get this application to students?
4. What are some long-term things we can do to ensure this application stays at the top?
5. Do you think there is a certain time period releasing this application will get the most coverage?
6. What sort of stake are you looking for from this application?
7. Do you think there are any additional features that should be added to attract more students?
8. What do you think is a fair price to charge students for this application?
9. What sort of projections are we looking at short and long term for this application?
10. Do you have any ideas to jump start this application and make it successful?

# **Customer**

1. How much are you looking to pay our company for creating this application?
2. What do you think is a fair price for students to pay for this application?
3. When do you want this application to be released by?
4. How often do you want the application to adapt to students' schedules?
5. What other features would you like implemented?
6. How would you like the applications interface to be set up?
7. Do you want the user to be able to disable certain aspects of the application? (ie. adapting over time)
8. What are your short term expectations for this application?
9. What are your long term expectations for this application?
10. How often do you want this application to be updated? New features?

# **Maintenance Team**

1. Will you be able to support 24/7 maintenance?
2. (Follow up to 1) If no, what will be the times where you will be unable to maintain the software?
3. (Follow up to 1/2) If a critical bug occurs, will you be able to fix it after hours?
4. If an issue arises, how will we be able to contact the team? Via tickets, email, phone, text, etc?
5. What kind of response times can we expect for issues? Within the hour, day, week?
6. Will you perform updates to the software on a regular schedule or only when issues arise?
7. (Follow up to 6) If you perform updates on a regular schedule, what are your estimates for how often it will be updated?
8. Will bug fixes (aside from critical bugfixes) be pushed out as they are fixed or in larger increments?
9. How familiar are you with maintaining mobile apps?
10. Have you worked with the Google Play Store and/or Apple App Store before?
11. Could you show us some examples of how you write or format your patch notes?
12. How will backups of user data be handled? For example, in the event that a critical bug deletes many user's schedules, how will that be reverted?

# **Student Academic Services**

1. What percentage of the student body do you think would engage with our app?
2. Might this be something you encourage students to use?
3. Do you think it is likely students will fail to stick to their schedules even with this app?
4. How might this impact a student’s lifestyle?
5. Do members of faculty struggle with scheduling issues? Could this app help them as well?
6. Do you think this app could serve as a permanent solution to disorganization in students, or are they likely to fall back to their old ways after a period of time?
7. Our app plans on learning over time to help customize/optimize student schedules, how strict is too strict when trying to help students become more punctual?
8. Are there any additional features you think would help make the app more effective?
9. How important is having a hierarchy of priorities in maintaining a successful schedule?
10. How well do students evaluate how long it will take them to complete a task?
11. How important would you consider the ability to share scheduling with friends to be? Would this be helpful to our users or not so much?
12. What are your thoughts on alarm notifications? Might they cause a dependency on being reminded to do things? Is it too much of a risk to distract during lectures accidentally?

# **Students**

1. On a scale of 1-10, how well would you say you adhere to your daily schedule?
2. How likely would you be to seek out a scheduling service geared towards college students?
3. Do you know anybody who would benefit from our time management app?
4. Do you prioritize tasks over others often?
5. How frequently do you interact with your phone?
6. How often do you and your friends' schedules align?
7. On average, how many notifications do you receive a day?
8. Do you struggle with allocating enough time for tasks?
9. Do you currently plan out your average week?
10. How do you handle missing a deadline?
11. When/if you set plans for yourself ahead of time, do you usually stick to them?
12. (Follow up for 9) If you don't, do you think doing so would help you stick to a plan?