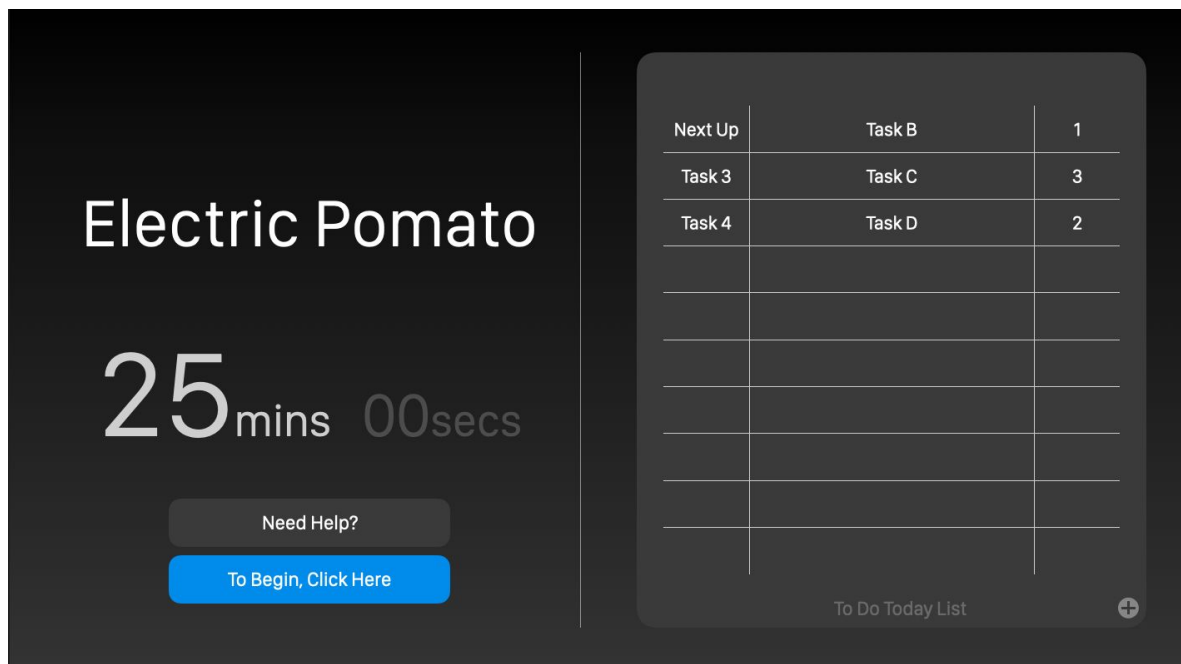# Brainstorm: Design/Ideas

Resources:

➤ https://www.smashingmagazine.com/2016/11/what-everyone-should-know-about-the-process-behind-app-design/

➤ https://www.interaction-design.org/literature/article/the-building-blocks-of-visual-design#:~:text=The%20elements%20of%20visual%20design%20%E2%80%94%20line%2C%20shape%2C%20negative%2F,together%20for%20the%20best%20results

➤

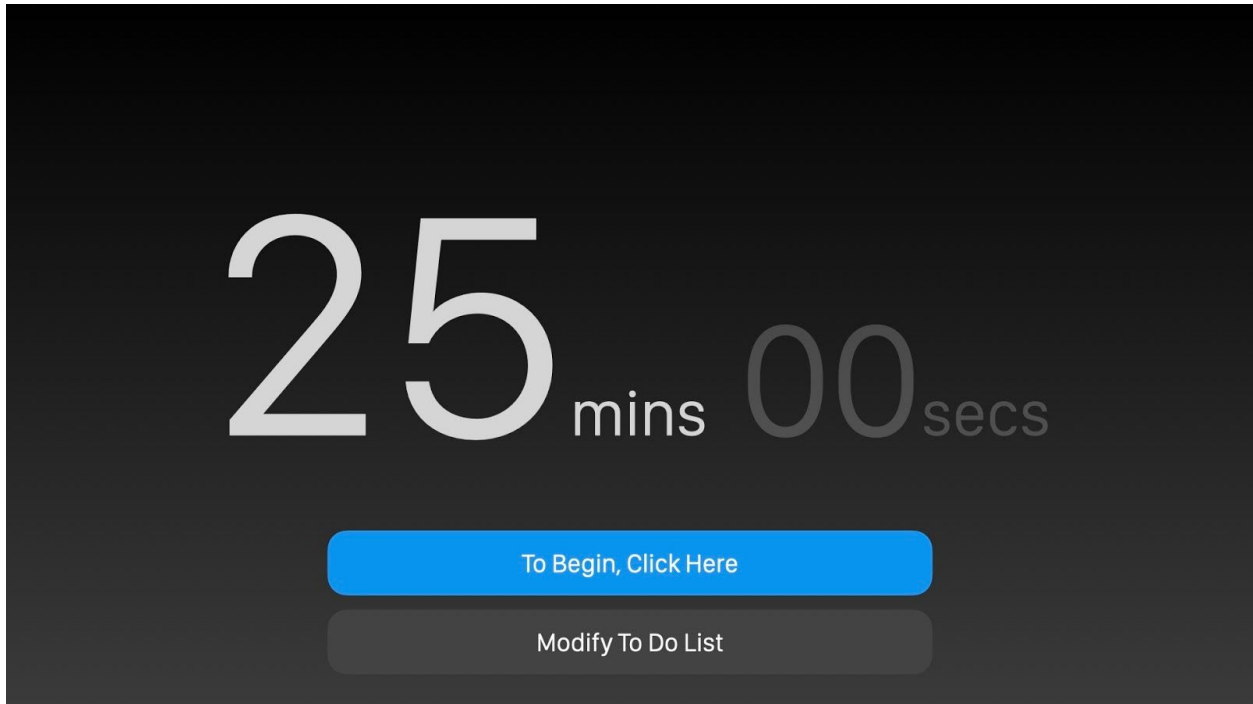**Brand/Concept/Assumptions/Ideas:**

- January 28, 2021 update after looking at the new design:
  - I feel like the start screen currently looks a bit cluttered. I have a few suggestions:
    - Is the name prompt needed? I think a Pomodoro Timer application is most likely going to be used for personal purposes, so we would only need to keep track of one person. This would also make it easier for the development team because I assume some back end development is required for this feature.
    - If it turns out that we need to have a documentation page for our application, I suggest we have a "Need Help?" button that links to our Github wiki page like in the screenshot below.
    - The To Begin, Click Here (Start My Day button on Teresa's design) should start the timer immediately instead of opening another interface with a second start button

- A new piece of information has been introduced. Teresa stated the following: "I checked in with Sim regarding our Tracking Dashboard: To-Do List. There aren't any specific requirements design-wise. As long as we focus on the spirit of the Pomodoro Timer, we're good. AKA, we can omit the *Urgent & Unplanned* section of the To-Do List." This confirms a few things I had in mind:
    - We did not need to follow the official methodology described by Francesco Cirillo. We could have used any brief explanation of how the Pomodoro Timer works instead, and it would still be sufficient.
        - Ultimately, this means the project can be flexible and doesn't have to conform to just one method of usage of the technique.
    - This further implies that the 3 sheet structure of the Pomodoro Technique also doesn't need to be followed. We agreed in the design team meeting that the Urgent and Unplanned section should be removed, especially because almost no applications on the internet implement this.
        - Technically, we could remove all the sheets and only have a timer, but that's not really meaningful.
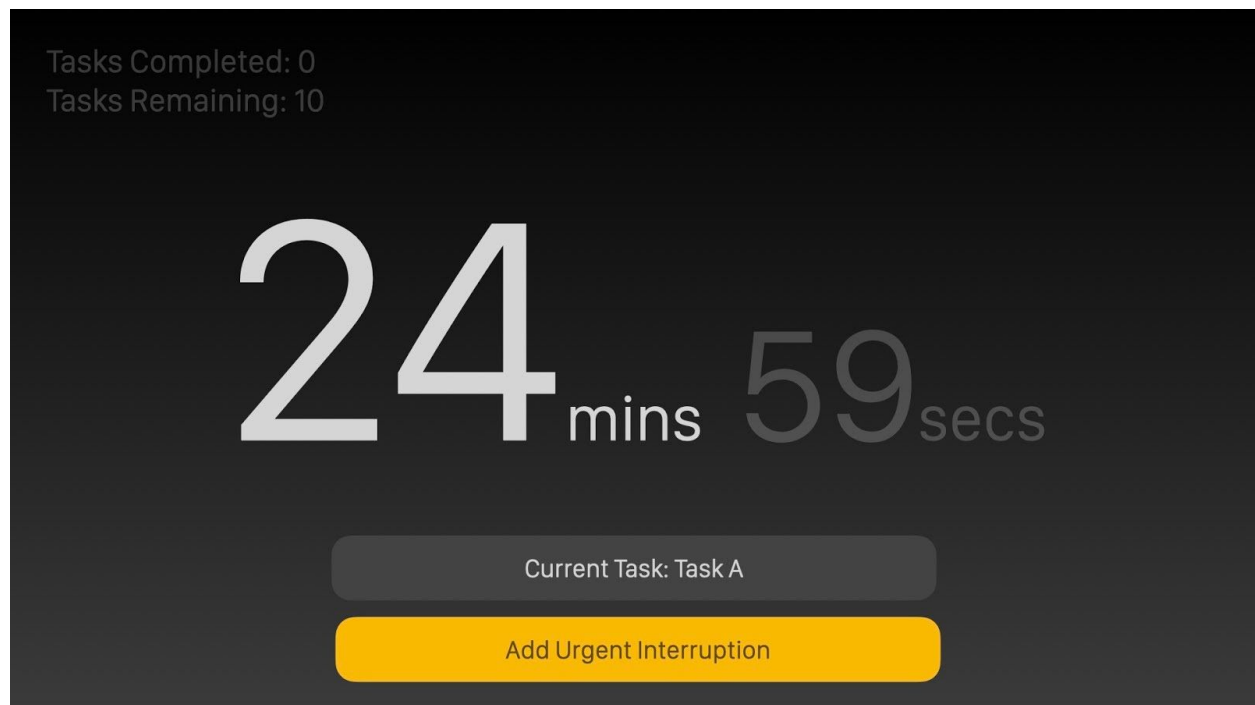
Below are a few of our suggested ideas and figures. Most of our description is under the figures, but there are a few things we want to point out:
- The things we want to suggest should go to multiple sections in this Google Doc, but it might make things hard to navigate, so for simplicity purposes, we'll keep most of the things we want to share in this section
- We believe that having three different sheets (To Do Today list, Activity Inventory, and Records sheet) might not be very intuitive for the user and requires a bit of learning to use the Pomodoro Technique, not to mention that the To Do Today list also has an "Urgent and Unplanned" section, which makes it feel like four different sheets.
    - To address this, we think only having a task list, records list, and one slot for an urgent activity might be easier for the user to learn and use.
    - We think this covers most of the functionalities of the Pomodoro Technique except for "Records" (this one is a bit hard to plan), but let us know what you guys think about our suggested ideas below.
- The design language we had is to keep distractions to a minimum. Thus, we only show what is deemed necessary (minimum art and few colors).
- Update: we just remembered that our design currently assumes a new task is added for every interruption/distraction when this isn't always the case. Our reasoning for doing something like this is that having to manually mark a distraction every time will draw the user back to the application more frequently and thus makes the distraction an even bigger one.

Figure 1. Initial Pomodoro Screen

In **Figure 1**, the user is initially greeted with this screen. The user has the option to begin the Pomodoro Timer or to modify the To Do Today list. If I remember correctly, someone suggested using cookies. Assuming we are implementing cookies, the "To Begin, Click Here" should check if the list has at least one task available. If not and the user clicks on "To Begin, Click Here", the website should automatically redirect the user to modify the To Do List. We'll first describe the timer's screen (shows up after pressing "To Begin, Click Here"), but if you want to see what the list looks like (shows up after pressing "Modify To Do List"), head down to **Figure 4a** and **Figure 4b.** We'll elaborate on this later.
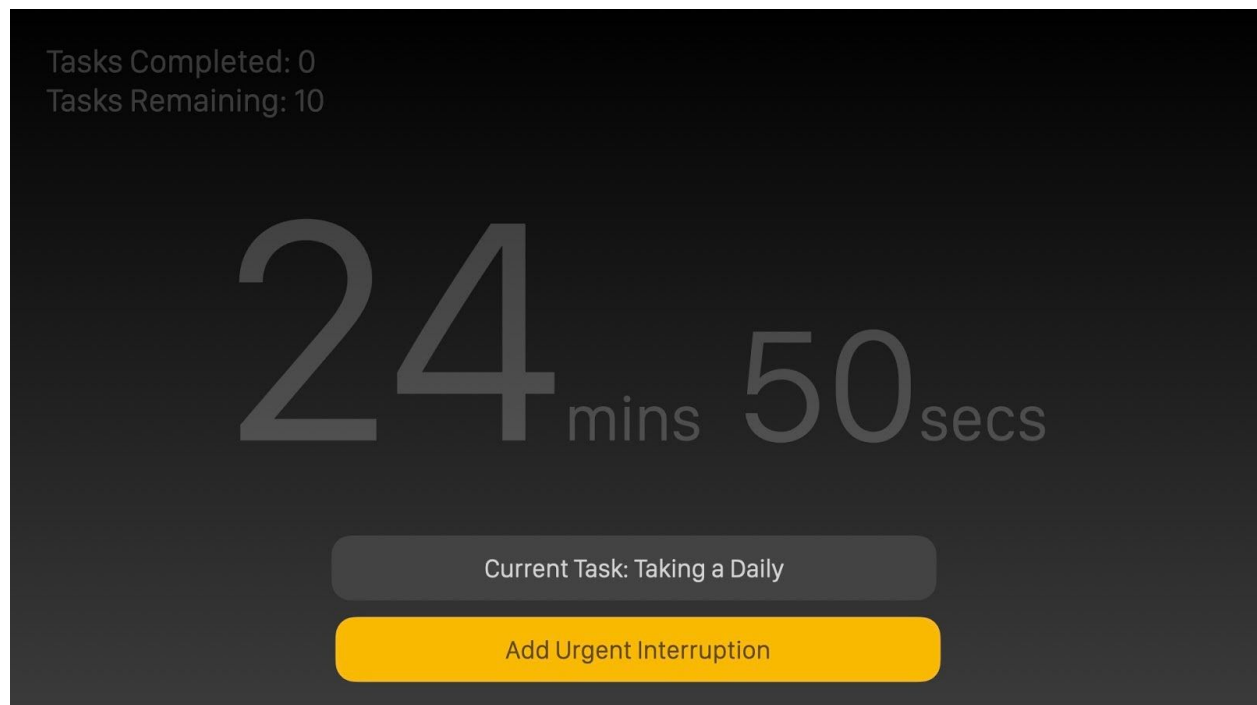
Figure 2a. The Pomodoro Timer after the Initial Pomodoro Screen

In **Figure 2a**, this is the screen that we see after we press the "To Begin, Click Here" button on **Figure 1**. The screen on **Figure 2a** has a couple of significant features. On the top-left corner, we can see the amount of tasks completed (until you exit the application or complete all tasks for the day) and the tasks remaining in the To Do List. It is important to note that these elements are faded as they are not the point of focus (to some people, these faded task statistics may still be a distraction or add a layer of complexity to our "simple" application, so this can be removed if needed).
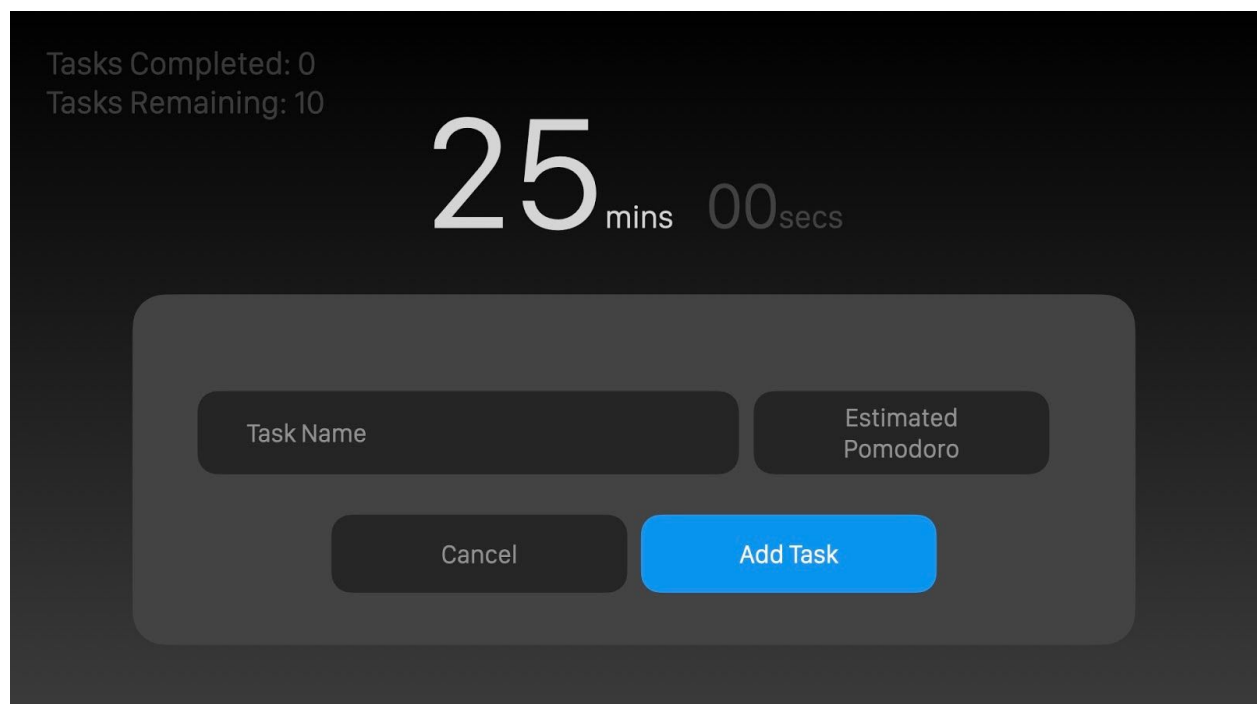
In the center, we have the remaining time for the "work" timer. I suggest that the font of the minutes counter is more noticeable than the seconds counter (brighter and bigger number). Some members of the group brought up that a timer may cause stress. We feel like we should still keep the timer on the screen, but to try to make it less noticeable, we suggest to make the timer fade out soon after the 25 minute work session starts (**Figure 2b**).

On the bottom of the screen, we have two buttons. The top displays the current task the user is on, and the other gives the user the ability to add an Urgent Interruption. The Current Task button will expand to show the screen on **Figure 3a**, whereas the Add Urgent Interruption will expand to show the screen on **Figure 3b.** The "Add Urgent Interruption" button should be color-coded to something more a bit more noticeable than the rest of the things on the screen (currently set to yellow for demonstration purposes, but this may change).
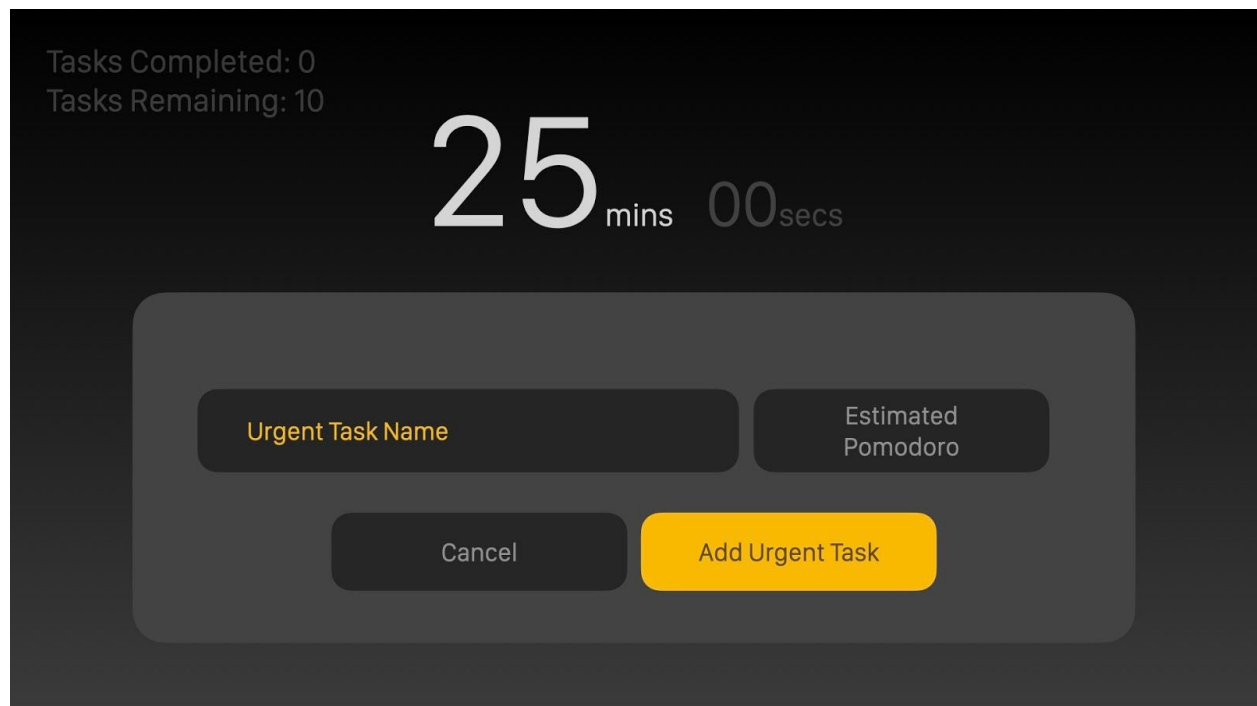
Figure 2b.

Figure 2b demonstrates the fading mechanic of the timer. The opacity of the timer will be initially set as shown in **Figure 2a**, but after 10 seconds, the visibility of the timer changes to that of **Figure 2b**, though this is still tentative.
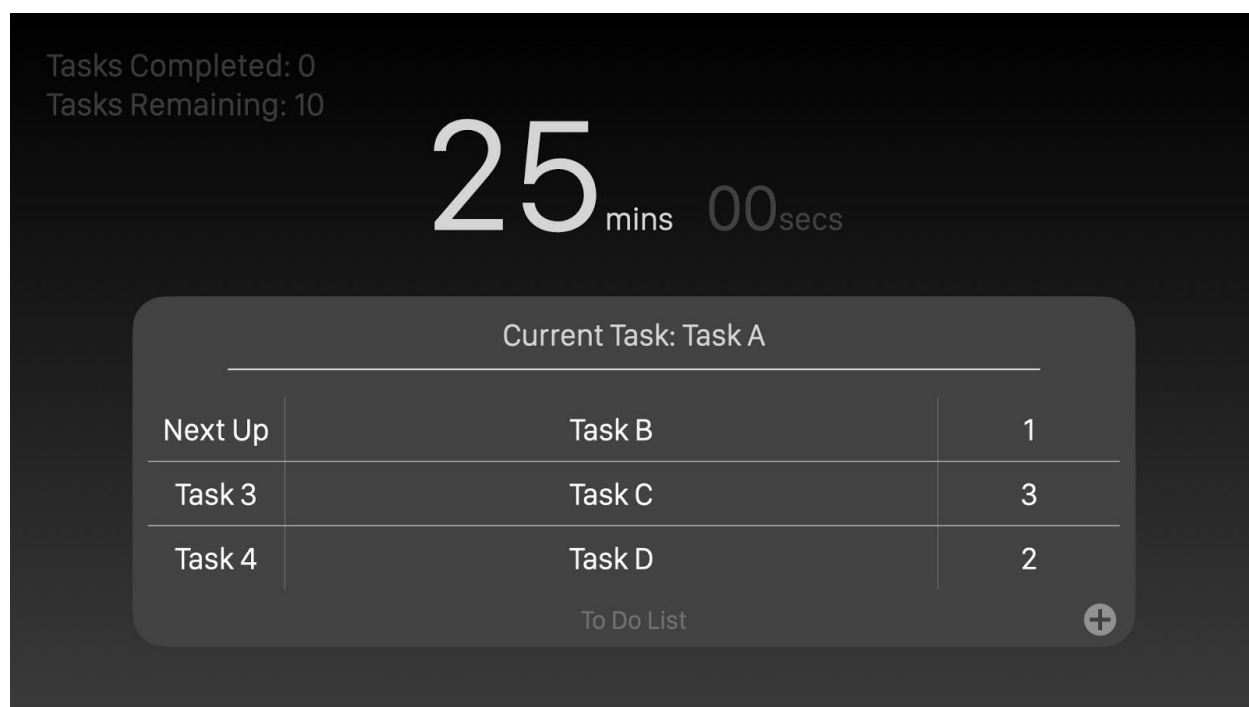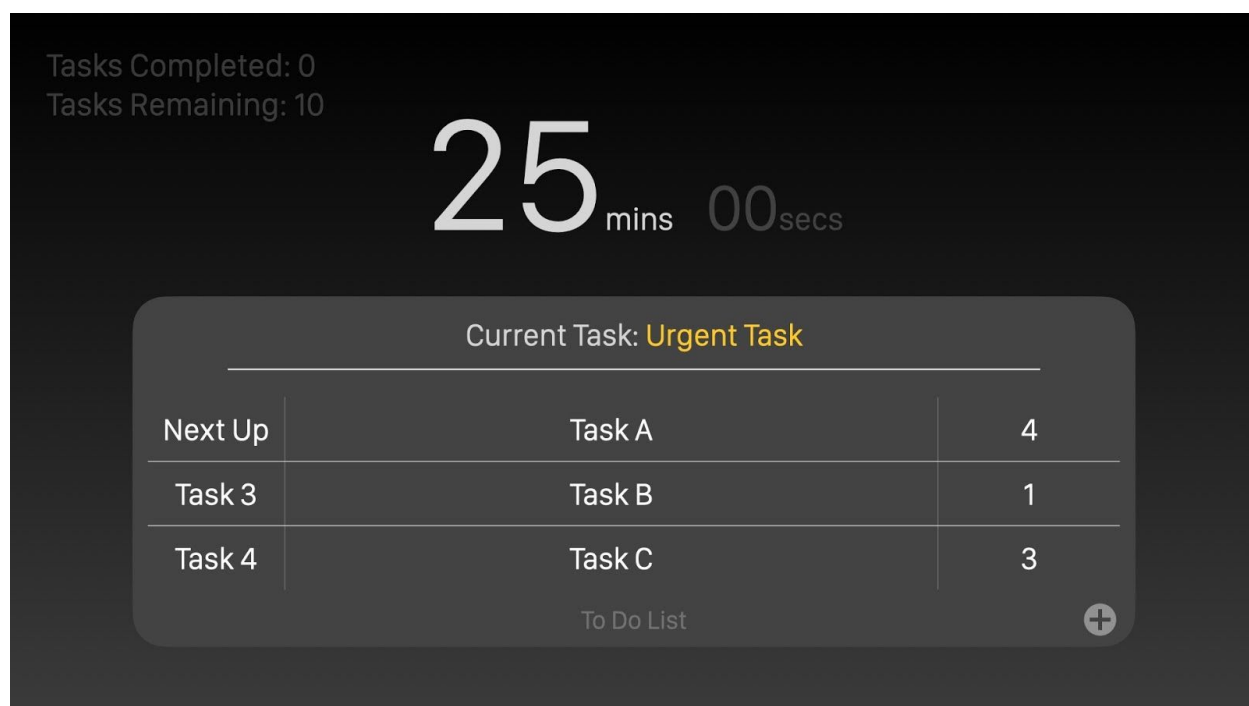
Figure 3a. The Add Task Menu

Figure 3b.

Figure 3a and **3b** how the "Add Task" and "Urgent Task" prompts respectively. The user has the ability to enter the Task Name or Urgent Task Name and the estimated amount of Pomodoro(s) it will take to complete the said task.

When we designed the functionality for **Figure 3a** we thought that simply appending the new task to the end of the To Do Today List would suffice. Because of the 6 week and availability constraints, we suggest not to add the ability to move tasks around in the list unless the development team is very confident about doing so. Appending to the end of the list is recommended, as implementing this with OOP will be much simpler. It perhaps even reduces the numbers of buttons on the screen for sake of simplicity. Let me know what you guys think. If you think implementing the task list this way may be an inconvenience, then feel free to add the ability to move tasks around, but we should still be mindful for our developers and make sure we don't give them too many "Issues" on Github.

The Pomodoro Technique PDF talks about the idea of voiding a Pomodoro several times. We also wanted a way to try to cover the "Urgent and Unplanned" mechanic. In **Figure 3b**, the interface for adding an Urgent Task is similar to that of **Figure 3a**, but the difference is that adding an Urgent Task will void the Pomodoro and stop the now former task the user is on, point the new current task to the Urgent Task, and (maybe) add the Urgent Task to the top of the To Do Today list, pushing down the former current task list by one.
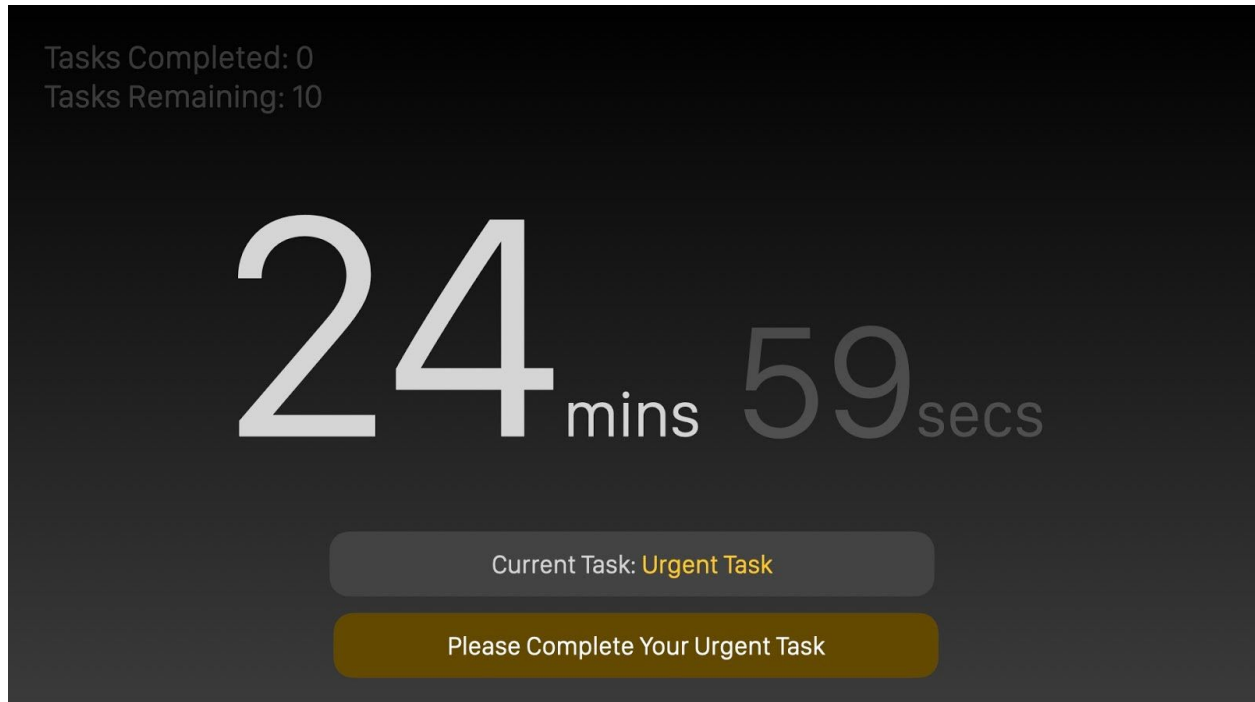
Figure 4a. The To Do List View

Figure 4b. The To Do List with an Urgent Task

As mentioned near the beginning of our suggestions, the Current Task button in **Figure 2** can be expanded to the screen shown in **Figures 4a** and **4b** (edit: in hindsight, adding the ability to expand to the task list may add more complexity in the implementation process for our
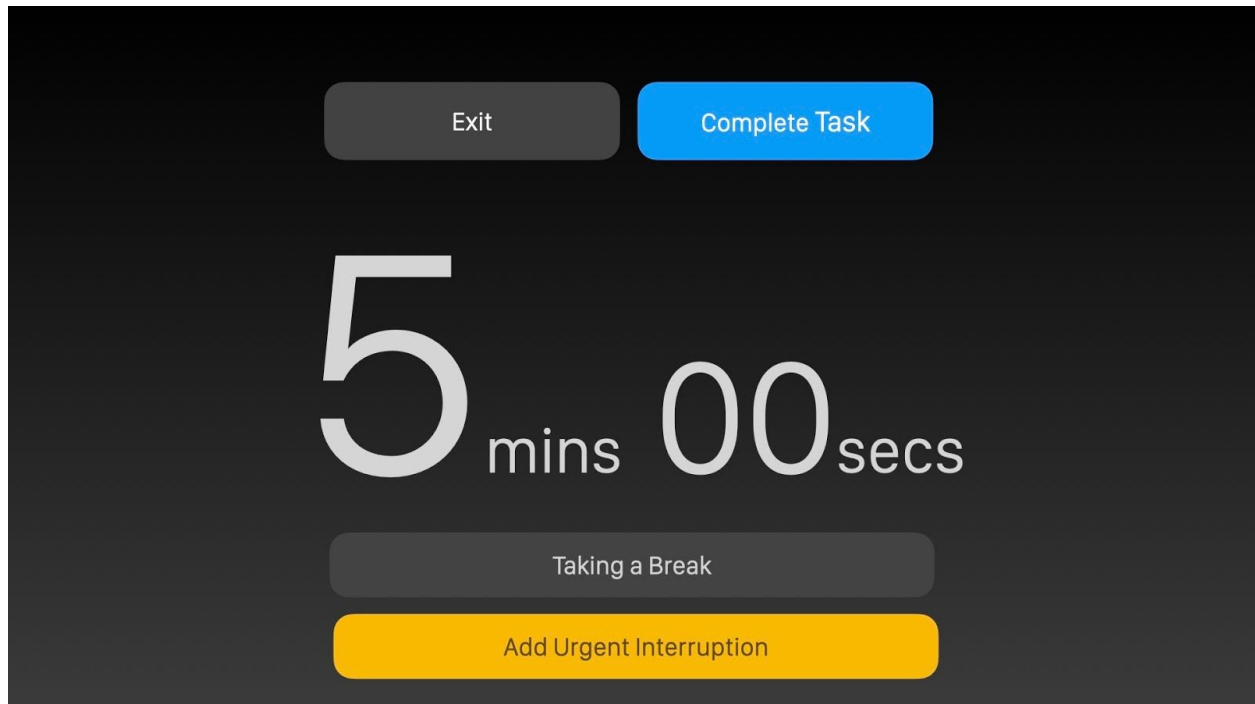
development team, so we should probably change that). On this view, we can see our Current Task, the To Do List (Task Name and Estimated Pomodoros), and an Add Button (bottom right). The Add Button will be linked to **Figure 3a**.

Figure 5. Disabled State for Add Urgent Interruption

In **Figure 5**, the "Add Urgent Interruption" button in **Figure 2a** and **Figure 2b** has been changed to a disabled state to prevent the user from adding more urgent tasks. When the Urgent Task has been completed, the button will return to its previous state in **Figure 2a** and **Figure 2b**.
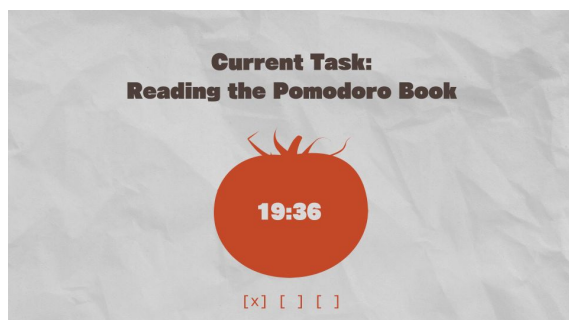
Figure 6. Break Time

Figure 6 shows the break time screen, which has 4 buttons (edit: this may be a ton of buttons). "Exit" completes the session. That is, the timer will not enter a new Pomodoro. The top-right button, "Complete Task", marks the current task as complete and loads the next task in the To Do List. If the user does not click this button when the break timer expires, the current task will continue into the new Pomodoro -- we assume that the user needs to dedicate more Pomodoros to the current task.

The button, "Taking a Break", also allows the user to expand into the To Do List as shown in **Figure 4a**. The button, "Add Urgent Interruption" follows the functionality of the previous figures.
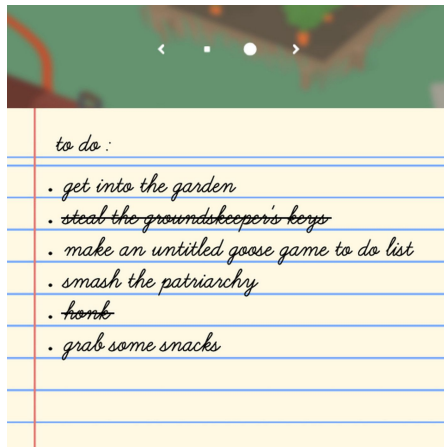
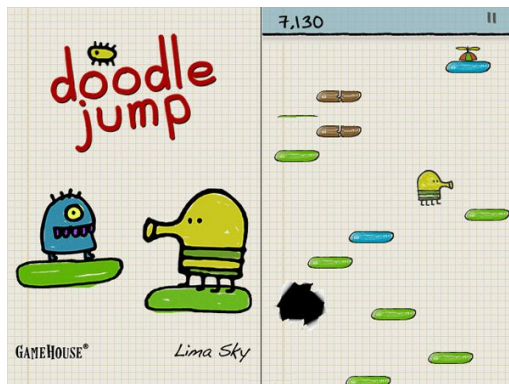**Missing: figures for records sheet and visualization**

 Here's an idea

Themes:

- Paper
  - (untitled goose game)
  -
  - https://www.getpapercss.com/
    - This looks hella cool, never knew about this before
- Electricity (Electric Pomato)
  - "Empower" us to improve our productivity
  - "Bolster" the determination to achieve one's goals
  - "Boost" motivation and keep it constant
  - "Are you ready to *plug in*?" // Start timer lol
  - "Recharge" // Break time
  - "Time to **Unplug**" // review records sheet at EOD
  - Graphics: plug, lightning bolt, outlet

Moodboard   http://www.gomoodboard.com/
  1.
  2.
  3.

Color Palettes:
- #ff6961
  - Pastel red that i found online that looks decent
- #ed4337

- - ○ I used to use this a lot to replace the default 'red' in html. Also might be too bright if used with white.
  - ● #7e8be4
    - ○ Not red but I really like this color and like poppins, also use it for everything lol, so figured it deserves a mention.
    - ○ Also warning: I'm not really a "flashy"/"creative" design person and I pretty much only design boring enterprise apps, which hopefully this timer isn't, so take what I say with a grain of salt since I'm just throwing ideas out.
  - ● #0496EE
    - ○ Blue-colored button
  - ● #434343
    - ○ Grey-colored buttons on **Figures 1, 2, 5, 6**
    - ○ Grey-colored background To Do List/Add Task/Add Task Menu on **Figures 3** and **4**
  - ● #D5D5D5
    - ○ The timer colors. The minutes are initially set at 100% opacity and the seconds are at 25% opacity.
    - ○ Later on, both will be set at 25% opacity.
  - ● #F9B900
    - ○ The Add Urgent Interruption and Add Urgent Task Button on **Figures 2**, **3**, **6**
    - ○ The font color for the the Urgent Task Name on **Figures 3b**, **4b**, **5**
  - ● #634A00
    - ○ The font color for "Add Urgent Interruption" and "Add Urgent Task" on **Figures 2a, 2b, 3b, 6**
    - ○ The button color for "Please Complete Your Urgent Task" on **Figure 5**
  - ● #FFFFFF
    - ○ The "To Do List" and the Add Button icon on Figure 4a and 4b are set to this color, but at 25% opacity
    - ○ The lines on the To Do list on Figure 4a and 4b are set to this color, but at 25% opacity
    - ○ The text on the chart of the To Do List is set at 100% opacity.

Fonts:
- ● Poppins (https://fonts.google.com/specimen/Poppins)
  - ○ Literally my favorite font and I use it for everything oops… 👀
- ● San Francisco Display
  - ○ Though Roboto can be used as its replacement

Software:

Content:

- ➢ Timer
- ➢ To-Do Today Sheet (Filled: Start of Day)
  - ○ Heading: Place, Date, Author
  - ○ List of things to do (ordered by priority)
  - ○ Unplanned & Urgent Activities (any unexpected tasks -> list as they come up)
- ➢ Activity Inventory Sheet
  - ○ Heading: Author
  - ○ Number of lines in which various activities are written as they come up
    - ■ End of Day: Completed ☑
- ➢ Records Sheet
  - ○ set of raw data -> produce pertinent reports & graphics
    - ■ Depends on objectives (contains different sets of boxes)
  - ○ Data, Description, Number of Poms to accomplish task
  - ○ Updated at least once a day (usually end of day)

Overall Scope:
- ➢ 1 Main Web Page: 3 Different Displays
  - ○ <u>Start of Day</u>: *Planning*
    - ■ To-Do Today Sheet
  - ○ <u>Throughout the Day</u>: *Tracking*
    - ■ -
    - ■ Start Pomo
  - ○ <u>End of Day</u>: *Recording, Processing, Visualizing*
    - ■ Records Sheet

Visual Design Elements:
- ➢ Dominance (focus of entire page; immediately catches your eye)
  - ○ Should emphasize simplicity, shouldn't have lots of things, preferably a simple 2-4 buttons that do everything.
- ➢ Hierarchy (establish relative important of elements)
  - ○ Timer,
  - ○ Tasks,
  - ○ Completed Tasks
- ➢ Unity (sense of orderliness and structure)
  - ○ Grid system
- ➢ Negative/White Space (contrast)
  - ○
- ➢ Balance
- ➢

Flowchart:

Wireframes and Site Architecture:

Features:

Ideas:

Instructions/Pomodoro Explanation Page… or link to the wiki article on pomodoro. Unless we create the most intuitive web app that doesn't need it >:)
- Part of CSE 110's in the past (based on my friends) is Documentation. We need to explain the concepts, software, etc, in concise, easy to understand documentation. Based on this, we could either make a second page, or have documentation on the repo.