

# MS1 Postmortem Analysis

## What Went Well

- Burn up chart looks really good, almost linear. Marcos said it was the most linear he's seen.
- Organization is really good (standups, notes, etc.) (he even made a note for us because of how good it was).
- Master branch passed all GitHub Actions tests.
  - Note: It doesn't matter if branches pass the tests or not. As long as master passes, we're good.
- Tasks and USs all had assignees.
- Equal distribution of work between pairs.
- We had good PR reviews (aka more than just a simple "LGTM").
- Merges into the master branch are by stories.
- Code quality and testing coverage.
- Pair programming.

## What Didn't Go Well

- In some cases, we moved a story/task on our GitHub project from todo → pending. We weren't docked off any points for this, but next time we need to move them from todo → progress → pending → done.
- Our post iteration 1 post mortem velocity recalculation needs a 2 paragraph reflection (i.e. what we did well, what we need to improve for next time). We weren't docked off points for this because we had a velocity recalculation and notes, but we should do this for next time.
- Make sure every commit contains an issue number. There were no points awarded for this milestone, but Marcos said we still should do this.
- Include the issue number(s) in PR titles. Again, not a requirement, but it would be helpful.
- Bugs in demo:
  - Goals need to filter when the app is refreshed. Right now it only filters when the mock date button is clicked.
  - Need to address this now before MS2 or else it would cause issues down the line
  - Test by setting the date in System Settings then refreshing the app
- Estimates for some stories weren't accurate
  - Speech-to-text was estimated to take a long time, but it didn't take any time at all
  - We also overestimated how long persistence would take because we were unaware of the resources that would be given to us in the labs

## Risks

### **Risk #1: Forgetting the details for GitHub and planning doc (e.g. moving tasks on the Big Board, velocity recalculation)**

Description: Some things that didn't go well were that we sometimes forgot to move tasks/stories through all statuses on the Big Board, and forgetting to include details like the issue number in the commit message and the pull request title.

Severity: Low to Medium

Resolution: We'll plan on double checking all the GitHub details when we do code review, to ensure we don't miss as many details.

Status: In progress

### **Risk #2: Inaccurate time estimates**

Description: In milestone 1, we had wildly inaccurate time estimates for many stories and tasks (some were underestimated and overestimated). For example, we thought speech-to-text would take 10+ hours, but it took essentially no time, and the tasks for adding and viewing goals took longer than expected. Part of the cause of this risk is our lack of knowledge about what will be covered in labs and what resources will be available for our project.

Severity: Medium

Resolution: Although it's difficult to accurately estimate the amount of time it takes to complete a user story or a task, we will try to overestimate rather than underestimate and look through the resources we have as well as the specifications to make our best guess.

Status: In progress

### **Risk #3: Bugs in demo**

Description: We had two bugs in our demo, which lost us points. These were related to the date/time setting and us not having thought of testing it by setting the system time, and by resuming the app after switching to a different app. A major cause of this issue was us not realizing we could test this way.

Severity: High

Resolution: We will resolve this through more thorough testing, such as considering more edge cases that we missed in milestone 1.

Status: In progress

#### **Risk #4: Misunderstanding/not thinking of edge cases in MS2 scenarios**

Description: The features in MS2 seem more complex and prone to edge cases than MS1, and there is a risk that we will not immediately be aware of how they should work, especially in edge cases, leading to us only discovering this issue when implementing the code.

Severity: High

Resolution: Keep a close eye on Piazza for specifications and also submit our own clarification questions. This is something we didn't do in milestone 1 but we should.

Status: In progress

## **Calculation of Velocity**

**What went well:** We got all our tasks done on time in each iteration. The actual work taken by each pair was roughly equal in Iteration 2. Our time estimates for Iteration 2 seemed to be pretty accurate. Having a relatively low velocity allowed us to account for unexpected issues, and to not overpack our iterations.

**What didn't go well:** In Iteration 1, tasks took longer than expected, leading us to lower our velocity for Iteration 2. Our time estimates in Iteration 2 seemed more accurate, indicating that a lower velocity was a more accurate estimate of our velocity.

Andy + Hannah:

- Total time spent on US4 (View current date): 6 hours (2 hours working together [4] + 2 hours individual)
- Total time spent on US5 (Hide crossed off goals from previous days): 12 (2 hours working together [4] + 4 each hours working separately [8])

Keisuke + Vivian:

- Total time spent on US6 (Show today's crossed-off goals at bottom of goals list): 4 hours (2 hours each)
- Total time spent on US7 (Show goals in correct order): 8 hours (4 hours each)

Ben + Tian:

- Total time spent on US3 (Speech-to-text): 4 hours (2 hours each person)
- Total time spent on US9 (mock date): 16 hours (8 hours each person)

Ben + Vivian:

- Dev story 3 (testing for iteration 2 & MS1): 2 hours (1 hour each)

Hannah + Vivian:

- Dev story 4 (E2E SBST testing for iteration 2 & MS1): 2 hours (1 hour each)

Misc:

- Reviewing PRs, giving feedback, addressing comments: 9 hours (1.5 hours each)

Total expected time to complete US1, US2, US8, and dev stories:

- $11.5 + 5 + 17.5 + 1 + 1 = 36$  hours

Total actual time spent:

- $3 + 12 + 4 + 8 + 4 + 16 + 2 + 2 + 9 = 60$

New velocity =  $36 / 60 = 0.6$

Our initial velocity for Milestone 2 will be **0.5** because even though our actual velocity for MS1 Iteration 2 was about 0.6, we think that MS2 will involve more challenging and risky features than MS1, and we want to build a buffer in case things go wrong. Also, we will be working with our existing codebase, which could be more challenging than starting from scratch.

# User Stories

## User Story #10: Choose Goal View

Description: As a user, I want to be able to choose between “Today”, “Tomorrow”, “Pending”, and “Recurring” views, so that I can focus on the goals for today.

Estimate: 16

Priority: High

### BDD Scenario #1: View Today by Default

Given that I have not yet entered any goals,  
When I launch the app,  
Then I should see “Today, [DATE]” at the top,  
And I should not see any goals in the goals list,  
And I should see “No goals for the Day. Click the + at the upper right to enter your Most Important Thing.”

### BDD Scenario #2: View Tomorrow, Pending, Recurring, and back to Today

Given that I have not yet entered any goals,  
And today is Friday 2/23  
When I launch the app,  
Then I should see “Today, Fri 2/23” at the top,  
And I should not see any goals in the goals list,  
And I should see a “v” dropdown menu at the top,  
When I click the “v”,  
Then I should see a menu with options for “Today”, “Tomorrow”, “Pending”, and “Recurring”,  
When I tap on “Tomorrow”,  
Then I should see “Tomorrow, Sat 2/24” at the top,  
And I should not see any goals in the goals list,  
And I should not see any text,  
And I should see a “v” dropdown menu at the top,  
When I click the “v”,  
Then I should see a menu with options for “Today”, “Tomorrow”, “Pending”, and “Recurring”,  
When I tap on “Pending”,  
Then I should see “Pending” at the top,  
And I should not see any text,  
And I should see a “v” dropdown menu at the top,  
When I click the “v”,

Then I should see a menu with options for “Today”, “Tomorrow”, “Pending”, and “Recurring”,  
When I tap on “Recurring”,  
Then I should see “Recurring” at the top,  
And I should not see any goals in the goals list,  
And I should not see any text,  
And I should see a “v” dropdown menu at the top,  
When I click the “v”,  
Then I should see a menu with options for “Today”, “Tomorrow”, “Pending”, and “Recurring”,  
When I tap on “Today”,  
Then I should see “Today, Fri 2/23” at the top,  
And I should see “No goals for the day. Click the + at the upper right to enter your Most Important Thing.”

### **BDD Scenario #3: View today's goals**

Given that today is Friday 2/23,  
And I have not entered any goals,  
When I launch the app,  
Then I should see “Today, Friday 2/23” at the top,  
And I should see “No goals for the Day. Click the + at the upper right to enter your Most Important Thing.”  
And I should not see any goals in the goals list,  
And I should see a “v” dropdown menu at the top,  
When I click “v”,  
Then I should see a menu with options for “Today”, “Tomorrow”, “Pending”, and “Recurring”,  
When I tap on “Tomorrow”,  
Then I should not see any goals or text,  
And I should see a plus button at the top,  
When I click the plus button,  
And I enter a one-time goal with goal text “Goal 1”,  
Then I should see one goal in the goals list with text “Goal 1”  
When I click “v” and tap on “Pending”  
Then I should see Goal 1 disappear  
When I click “v” and tap on “Recurring”  
Then I should still not be able to see Goal 1

### **BDD Scenario #4: Enter a goal for tomorrow**

Given that I have not entered any goals,  
And that I am in the “Tomorrow” view,  
When I press the plus button,

Then I should see a dialog with a text field, options for one time and recurring daily, weekly, monthly, and yearly starting on today, a checkmark button, and a cancel button

When I enter “Tomorrow goal” into the text field,

And I select the one time option,

And I press the checkmark button,

Then I should see “Tomorrow goal” in tomorrow’s goal list,

When I switch to the “Today” view,

Then I should not see any goals in today’s goals list

### **BDD Scenario #5: Crossing off and uncrossing tomorrow’s goals**

Given that I have a goal for today with goal text “Today goal”

And that I have 2 goals for tomorrow: “Tomorrow goal 1” and “Tomorrow goal 2”

When I am on Today view

Then I should only see Goal 1

When I tap on Goal 1 to complete it

Then Goal 1 should be crossed off

When I switch to Tomorrow view

Then I should only be able to see “Tomorrow goal 1” and “Tomorrow goal 2”

When I click on “Tomorrow goal 2”

Then it should be crossed off

And when I click on “Tomorrow goal 1”

Then it should be crossed off

And move below “Tomorrow goal 2”

When I click on “Tomorrow goal 2”

It should be uncrossed and remain above “Tomorrow goal 1”

When I switch to the Today view,

When I press the button to move the date 1 day forward,

I should see “Tomorrow goal 2”, but not “Tomorrow goal 1”, on Today view

When I switch to Tomorrow view

Then I should not see any goals

When I switch to Pending view

Then I should also not see any goals

### **BDD Scenario #6: Enter a pending goal**

Given that I have not entered any goals,

And that I am in the “Pending” view,

When I press the plus button,

Then I should see a dialog with a text field, a checkmark button, and a cancel button

When I enter “Pending goal” into the text field,

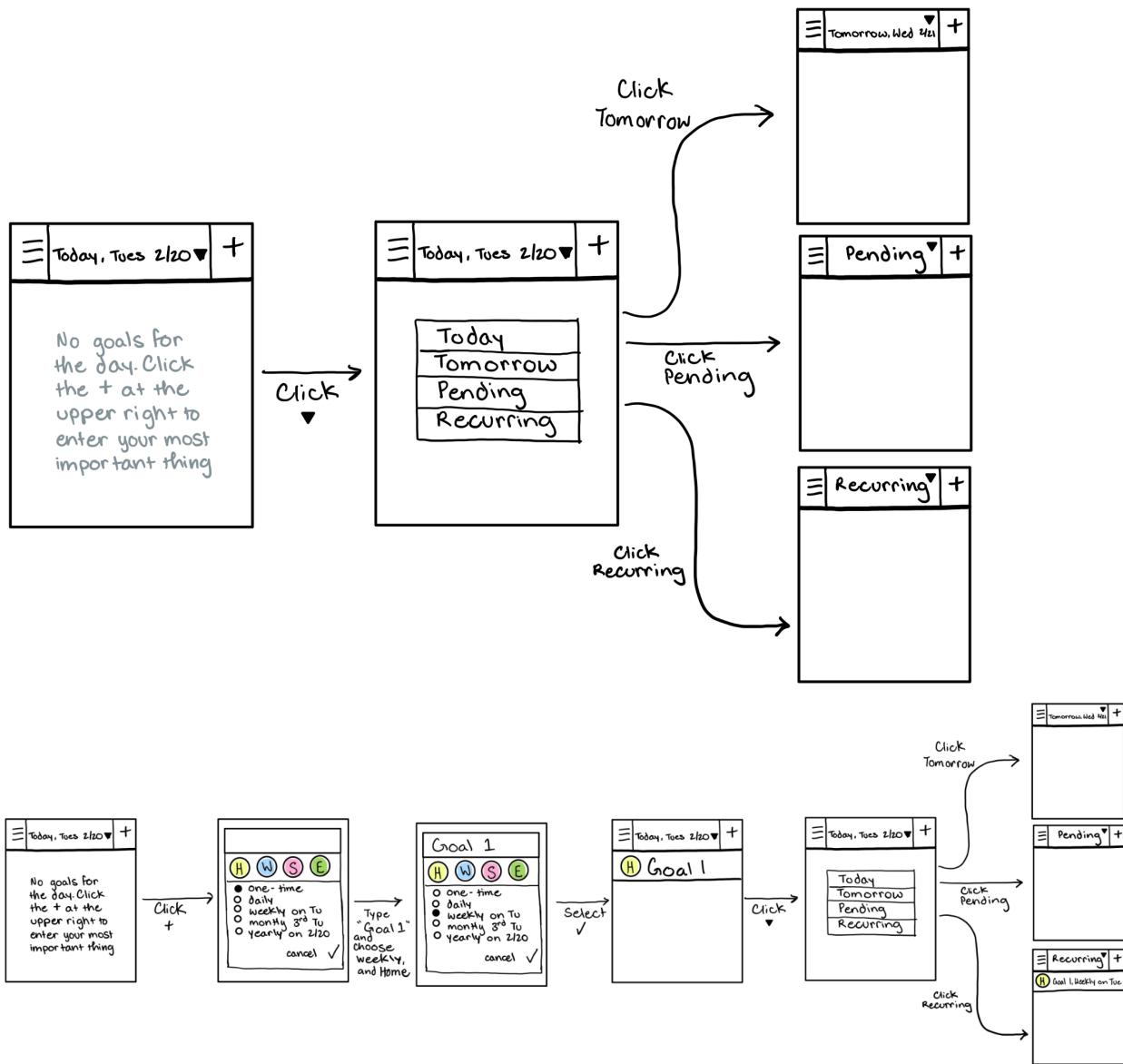
And I select the one time option,

And I press the checkmark button,  
Then I should see “Pending goal” in the pending goal list,  
When I switch to the “Today” view,  
Then I should not see any goals in today’s goals list  
When I switch to the “Tomorrow” view,  
Then I should not see any goals in tomorrow’s goals list  
When I switch to the “Recurring” view,  
Then I should not see any goals in the recurring goals list

### **BDD Scenario #7: Crossing off and uncrossing pending goals**

Given that I have a pending goal with goal text “Pending goal”  
When I am on Today view,  
Then I should not see any goals in today’s goals list  
When I switch to Pending view  
Then I should only see “Pending goal”  
When I long press on “Pending goal”  
I should see the options Move to Today, Move to Tomorrow, Finish, Delete  
When I click on Finish [if the long-press menu options haven’t been implemented yet, just press on the goal to finish it]  
Then “Pending goal” should disappear from the pending goals list  
When I switch back to Today view  
Then I should see “Pending goal” as crossed off right below “Today goal”  
When I tap on “Pending goal”,  
Then “Pending goal” should still be in the Today view and should not be crossed off anymore,  
When I switch to the Pending view,  
Then I should not see any goals,  
When I switch back to the Today view,  
When I tap on “Pending goal”,  
Then “Pending goal” should still be in the Today view and should be crossed off  
When I press the button to move the date 1 day forward,  
Then I should not see any goals in today’s goals list

## Wireframe UI Screens:



## User Story #11: Add Recurring Goals

Description: As a user, I want to be able to add recurring goals, so that I will continue to be reminded of tasks I need to complete on a regular basis.

Estimate: 16

Priority: High

**BDD Scenario #1 Add and Cross Off Daily Recurring Goal:**

Given that I have not yet entered any goals,  
And that today is Friday 2/23,  
When I launch the app,  
Then I should see “Today, Fri 2/23” at the top,  
And I should see “No goals for the Day. Click the + at the upper right to enter your Most Important Thing.”  
When I tap the plus button,  
Then I should see a menu with the following options: “One-time”, “Daily”, “Weekly on Friday”, “Monthly on 4th Fri”, “Yearly on 2/23”,  
And the One-time option should already be selected,  
When I enter “Goal 1”,  
And tap “Daily”,  
Then I should now see “Goal 1” on the goals for today,  
When I switch to the “Tomorrow” view,  
Then I should also see “Goal 1” on tomorrow’s goals list,  
When I switch back to the “Today” view,  
When I tap to cross off “Goal 1”,  
Then “Goal 1” should be strikethroughed,  
When I open the app the next day,  
I should see “Goal 1” in my active goals for the day again.

**BDD Scenario #2 Add Weekly Recurring Goal:**

Given that I have not yet entered any goals,  
When I launch the app on Friday 2/23,  
Then I should see “Today, Fri 2/23” at the top,  
And I should not see any goals in the goals list,  
And I should see “No goals for the Day. Click the + at the upper right to enter your Most Important Thing.”  
When I move to the recurring view,  
And tap the plus button,  
Then I should see a menu with the following options: “Daily”, “Weekly”, “Monthly”, “Yearly”,  
And the weekly option should already be selected,  
When I enter “Goal 1”,  
And I click on the date,  
Then a date picker should appear for February,  
When I set the starting date as Sunday 2/25,  
And I tap on the checkmark button,  
Then I should now see “Goal 1, weekly on Sunday” in the recurring goals list

When I switch to the Today view,  
Then I should still not see any goals in the goal list for today

### **BDD Scenario #3: View recurring goals**

Given that today is Friday 2/23  
And I have not entered any goals,  
When I launch the app  
And I enter a goal recurring weekly on Fridays with goal text “Goal 1”,  
Then I should see Goal 1 as the only goal in the goals list for Today,  
When I click “v” and tap on “Tomorrow”  
Then Goal 1 should disappear  
When I click “v” and tap on “Recurring”  
Then I should see Goal 1 again at the top  
When I click “v” and tap on “Pending”  
Then Goal 1 should disappear

### **BDD Scenario #4: Add Multiple Recurring Goals:**

Given that I have not yet entered any goals,  
When I launch the app on Fri 2/23,  
Then I should see “Today, Fri 2/23” at the top,  
And I should not see any goals in the goals list,  
And I should see “No goals for the Day. Click the + at the upper right to enter your Most Important Thing.”  
When I switch to Recurring view,  
Then I should see the no goals message disappear  
When I tap the plus button,  
Then I should see a menu with the following options: “Daily”, “Weekly”, “Monthly”, “Yearly”,  
And Weekly should already be selected,  
When I enter “Goal 1”,  
And tap “Monthly”,  
When I click on the date,  
Then a date picker should appear for February,  
And when I set the starting date as Sunday 2/25,  
And click the checkmark button  
Then I should see “Goal 1, Monthly on 4th Sunday”  
When I tap the plus button again to add another goal  
And I enter “Goal 2”  
And select Yearly  
And set the start date as Saturday 2/24  
When I click save

I should see “Goal 2, Yearly on Sat 2/24” above “Goal 1, Monthly on 4th Sunday”  
When I add another goal “Goal 3” that occurs weekly and has the start date Monday 2/26,  
Then I should see “Goal 3, weekly on Monday” below Goal 2 and Goal 1  
When I switch back to Today view  
Then all my goals should disappear  
And I should see the no goals message again

### **BDD Scenario #5: Goal rolls over so many days that it occurs again**

Given that I have entered a recurring goal named “Goal 1” that recurs weekly starting today,  
When I launch the app,  
Then I should see the “Today” view with “Goal 1” in the goals list,  
When I tap the “advance date” button 6 times,  
Then I should still see “Goal 1” in today’s goals list,  
When I switch to view Tomorrow’s goals list,  
Then I should also see “Goal 1” in tomorrow’s goals list,  
When I press the “advance date” button again,  
Then I should no longer see “Goal 1” in tomorrow’s goals list,  
When I switch to view Today’s goals list,  
Then I should see “Goal 1” in today’s goals list.

### **BDD Scenario #6: Attempt to cross off not-most-recent instance of recurring goal**

Given that I have entered a recurring goal named “Goal 1” that recurs weekly starting today,  
When I launch the app,  
Then I should see the “Today” view with “Goal 1” in the goals list,  
When I tap the “advance date” button 6 times,  
Then I should still see “Goal 1” in today’s goals list,  
When I switch to view Tomorrow’s goals list,  
Then I should also see “Goal 1” in tomorrow’s goals list,  
When I tap on “Goal 1”,  
Then a toast should be displayed saying "This goal is still active for Today. If you've finished this goal for Today, mark it finished in that view.  
And “Goal 1” should NOT be strikethroughed  
When I switch to the “Today” view,  
Then I should still see “Goal 1” in today’s goals list,  
And “Goal 1” should NOT be strikethroughed

### **BDD Scenario #7: Cross off two instances of recurring goal**

Given that I have entered a recurring goal named “Goal 1” that recurs daily starting today,  
When I launch the app,  
Then I should see the “Today” view with “Goal 1” in the goals list,

When I tap on “Goal 1”,  
Then Goal 1 should be strikethroughed,  
When I switch to view Tomorrow’s goals list,  
Then I should also see “Goal 1” in tomorrow’s goals list,  
When I tap on “Goal 1”,  
Then “Goal 1” should be strikethroughed  
When I switch to the “Today” view,  
Then I should still see “Goal 1” in today’s goals list,  
And “Goal 1” should be strikethroughed  
When I tap the button to advance the date one day forward,  
Then I should see “Goal 1” in Today’s goal list, strikethroughed

#### **BDD Scenario #8: Yearly Recurring Goal on leap day**

Given that I have entered a recurring goal named “Celebrate leap year” that recurs yearly on February 29,  
When I set my phone’s system time to February 28 in a future year is NOT a leap year,  
And I launch the app,  
Then I should not see any goals in today’s goals list,  
And I should see “Celebrate leap year” in tomorrow’s goals list,  
When I set my phone’s system time to March 1 of the same year (i.e. one day later),  
And I go back to the app,  
Then I should see “Celebrate leap year” in today’s goals list.

#### **BDD Scenario #9: Monthly Recurring Goal jumps forward**

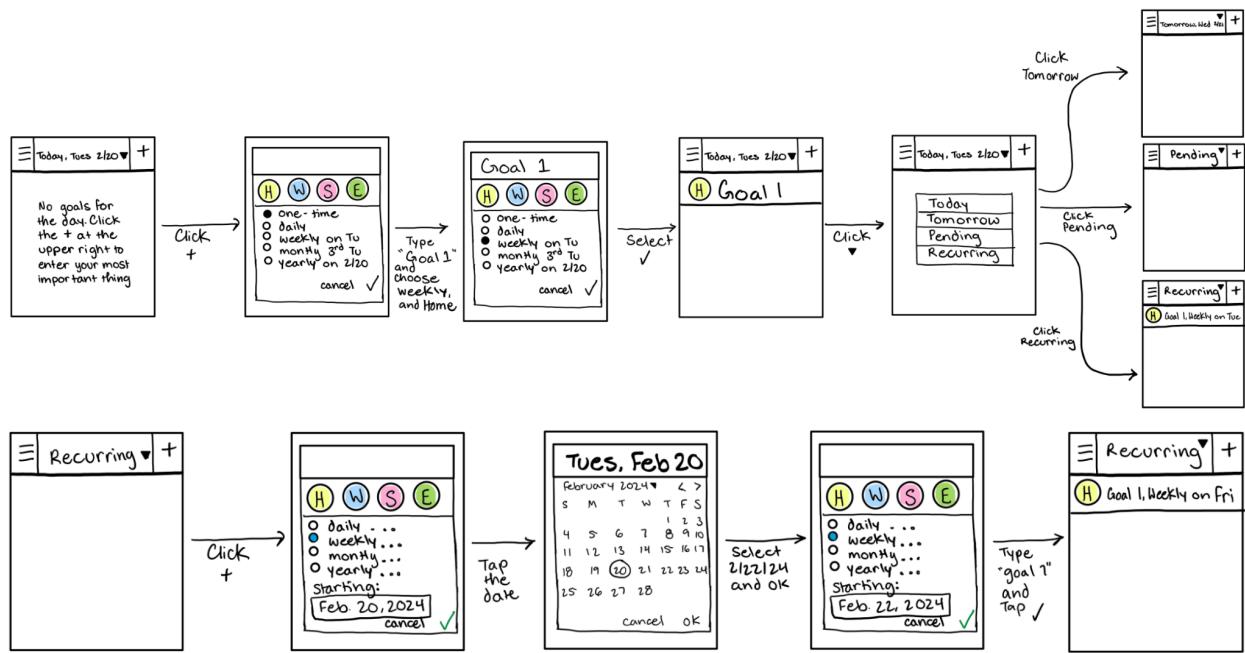
Given that I have entered a recurring goal named “Goal 1” that recurs monthly on the 5th Tuesday of the month,  
When I set my phone’s system time to the 4th Tuesday of a month in the future with only 4 Tuesdays,  
And I launch the app,  
Then I should not see any goals in today’s goals list,  
When I set my phone’s system time to the 1st Tuesday of the following month (i.e. 1 week later than the original date I set it to),  
And I go back to the app,  
Then I should see “Goal 1” in today’s goals list.

#### **BDD Scenario #10: Cannot add Recurring Goal starting in the past**

Given that I have not entered any goals,  
When I move to the recurring view,  
And tap the plus button,  
Then I should see a menu with the following options: “Daily”, “Weekly”, “Monthly”, “Yearly”,

And the weekly option should already be selected,  
When I enter “Goal 1”,  
And I click on the date,  
Then a date picker should appear for February,  
When I set the starting date as January 2, 1970 (a date in the past),  
And I tap on the checkmark button,  
Then I should still be on the view to add a goal,  
When I tap on the cancel button,  
Then I should still not see any goals in the recurring goals list,  
When I switch to the Today View,  
Then I should not see any goals for today

### Wireframe UI Screens:



### User Story #12: Move Goals Between Views

Description: As a user, I want to move goals between the views (Today, Tomorrow, and Pending), so that I can plan when I am going to finish my goals.

Estimate: 8

Priority: Medium

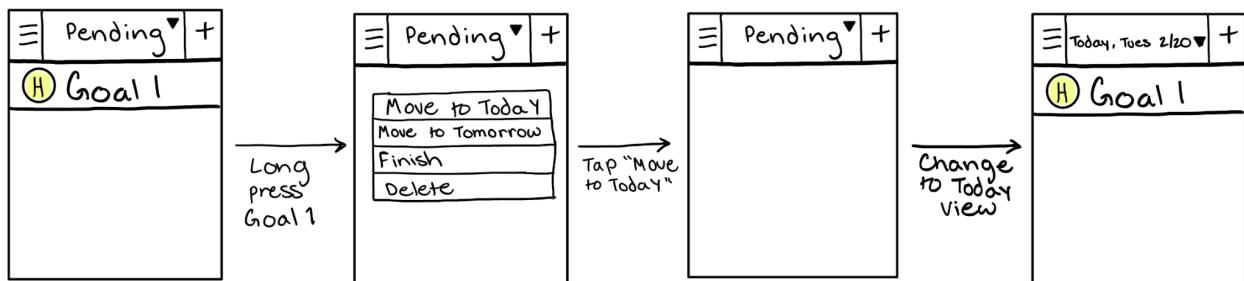
### **BDD Scenario #1: Move from pending to today**

Given that I have a pending goal with the goal text Goal 1  
When I am on the pending goals view  
Then I should see Goal 1 displayed at the top  
When I tap and hold on Goal 1  
Then I should see a menu with the options Move to Today, Move to Tomorrow, Finish, Delete  
When I click on Move to Today  
Then Goal 1 should disappear from the pending view  
When I click on the “v” at the top and select “Today”  
And I should see Goal 1 displayed at the top  
When I click on the “v” at the top and select “Tomorrow”  
And I should not see any goals in today’s goals list

### **BDD Scenario #2: Move from pending to tomorrow**

Given that I have a pending goal with the goal text Goal 1  
When I am on the pending goals view  
Then I should see Goal 1 displayed at the top  
When I tap and hold on Goal 1  
Then I should see a menu with the options Move to Today, Move to Tomorrow, Finish, Delete  
When I click on Move to Tomorrow  
Then Goal 1 should disappear from the pending view  
When I click on the “v” at the top and select “Tomorrow”  
And I should see Goal 1 displayed at the top  
When I click on the “v” at the top and select “Today”  
And I should not see any goals in today’s goals list

### **Wireframe UI Screens:**



### **User Story #13: Delete Goals**

Description: As a user, I want to be able to delete goals, so that I will not be reminded of goals I do not need anymore.

Estimate: 4

Priority: Low

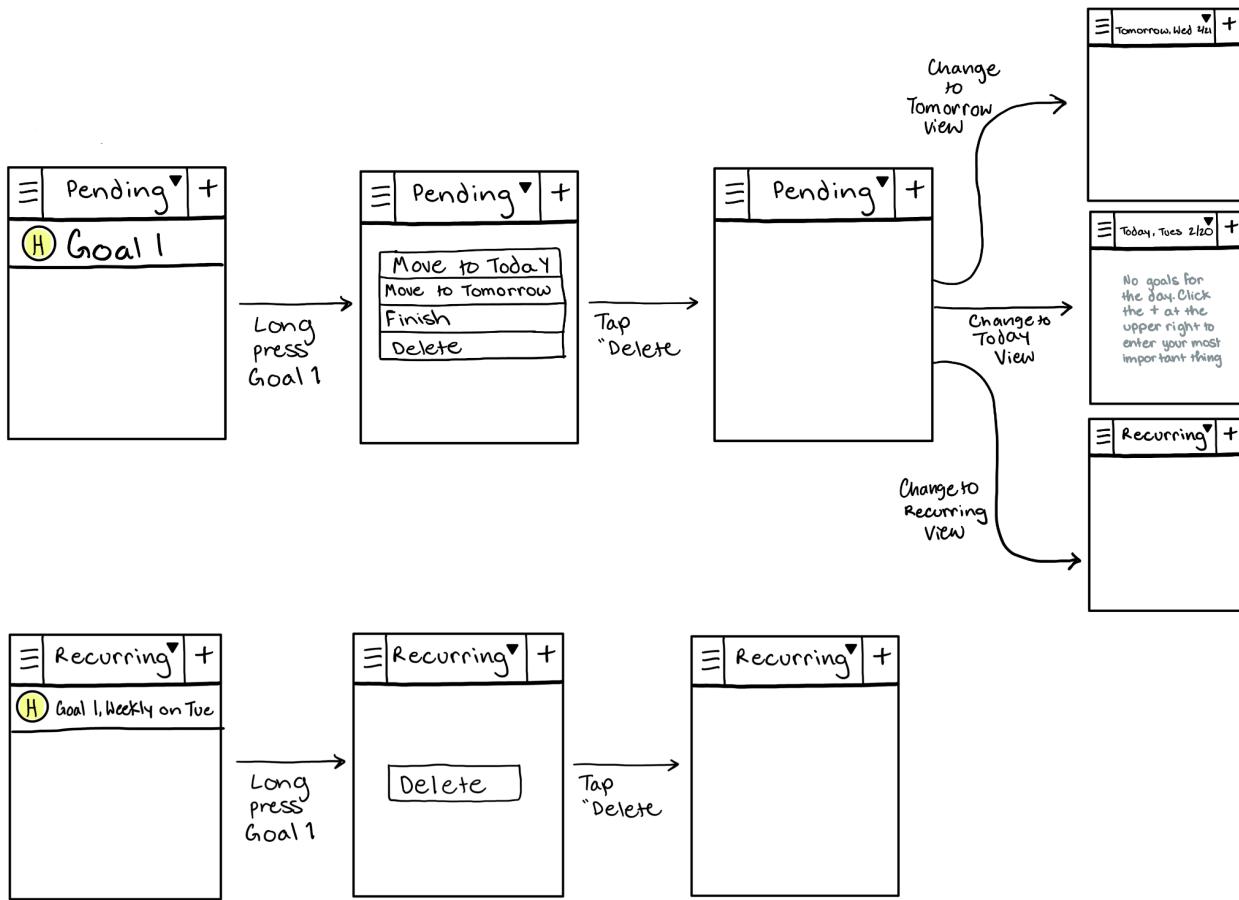
### **BDD Scenario #1: Delete from Pending**

Given that I have a pending goal with the goal text Goal 1,  
When I am on the pending goals view,  
Then I should see Goal 1 displayed at the top,  
When I tap and hold on Goal 1,  
Then I should see a menu with the options Move to Today, Move to Tomorrow, Finish, Delete,  
When I click on Delete,  
Then Goal 1 should disappear from the recurring view,  
When I click on the “v” at the top and select “Today”,  
Then Goal 1 still should not appear

### **BDD Scenario #2: Delete from Recurring**

Given that I have a daily recurring goal with goal text Goal 1  
And I am on Today view  
Then I should see Goal 1 at the top  
When I switch to Recurring view,  
Then I should see “Goal 1, daily”  
When I tap and hold on Goal 1  
Then I should see a popup with the option Delete  
And when I tap Delete  
Then Goal 1 should disappear from my Recurring view  
When I switch back to Today view  
Then I should see Goal 1 again  
When I switch to Tomorrow view  
Then I should see Goal 1

## Wireframe UI Screens:



## User Story #14: Add Contexts to Goals

Description: As a user, I want to be able to add contexts to goals, so that I can see at a glance what category group each goal belongs to in the list.

Estimate: 12

Priority: High

### BDD Scenario #1: Add Contexts to Different Goals

Given that I have not entered any goals,

When I launch the app and go to enter a goal,

Then I should see a text field,

And I should see a menu with four circles of different colors: "H", "W", "S", and "E",

And I should see a checkmark button and a cancel button,

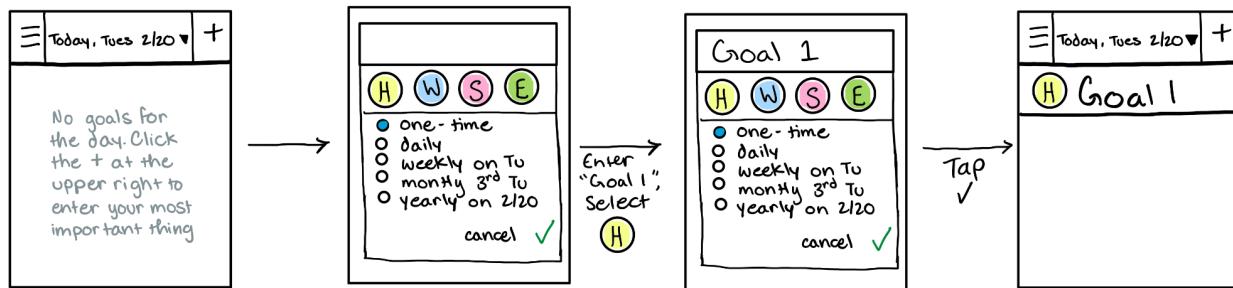
When I enter "Home Goal" into the text field,

And I tap on the “H” circle,  
 And I tap on the checkmark button,  
 Then I should see 1 goal: “Home Goal”  
 And the goal should have a colored mark indicating it has Home context

### BDD Scenario #2: Cannot Save Goal Without Context

Given that I have not entered any goals,  
 When I launch the app and go to enter a goal,  
 Then I should see a text field,  
 And I should see a menu with four circles of different colors: “H”, “W”, “S”, and “E”,  
 And I should see a checkmark button and a cancel button,  
 When I enter “Home Goal” into the text field,  
 And I tap on the checkmark button,  
 Then I should still be on the view to enter a goal,  
 When I tap on the cancel button,  
 Then I should not have any goals in my goals list.

### Wireframe UI Screens:



### User Story #15: Group Goals by Context

Description: As a user, I want to see goals ordered by context, so that I can have an organized view of each goal by their group.

Estimate: 6

Priority: Medium

### BDD Scenario #1: Multiple Context Goals

Given that I have 8 goals that I entered in the following order: “School Goal 1”, “Home Goal 1”, “Errand Goal 1”, “Home Goal 2”, “Work Goal 1”, “Work Goal 2”, “School Goal 2”, , and

“Errand Goal 2” [we randomize the order here to ensure the grouping is actually applied, not just the default order-by-creation-date],

And each goal has the corresponding context to its title,

When I view the goals without a Focus mode,

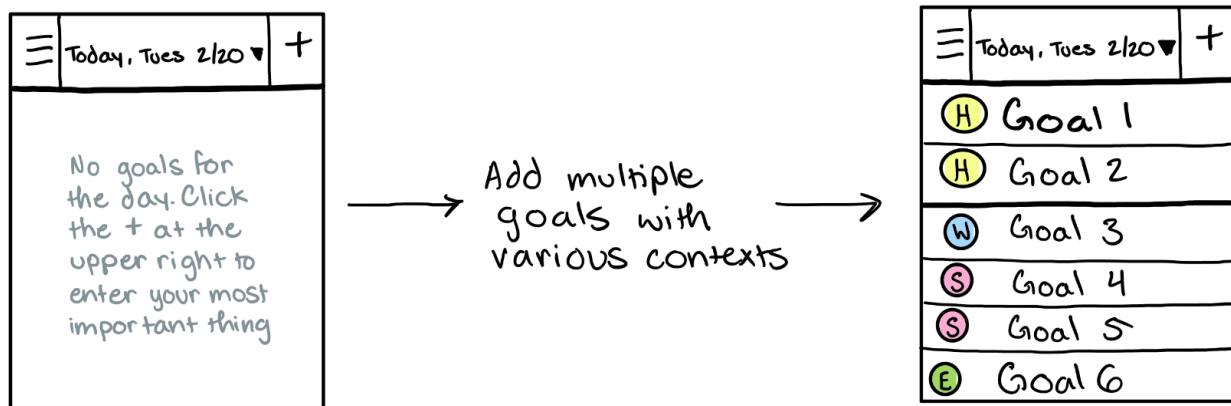
Then I should see the goals in the following order “Home Goal 1”, “Home Goal 2”, “Work Goal 1”, “Work Goal 2”, “School Goal 1”, “School Goal 2”, “Errand Goal 1”, and “Errand Goal 2”,

And they should each have a colored mark indicating their context,

When I add another goal: “Work Goal 3” with Work context,

Then Then I should see the goals in the following order “Home Goal 1”, “Home Goal 2”, “Work Goal 1”, “Work Goal 2”, “Work Goal 3”, “School Goal 1”, “School Goal 2”, “Errand Goal 1”, and “Errand Goal 2”

### Wireframe UI Screens:



### User Story #16: Filter Goals by a Single Context (Focus Mode)

Description: As a user, I want to be able to enter “Focus Mode” and only see goals of a single context, so that I can focus on the type of goals I want to get done right now.

Estimate: 16

Priority: Medium

#### BDD Scenario #1: View goals by context

Given that I have 4 goals: “Home Goal”, “Work Goal”, “School Goal” and “Errand Goal”,

And each goals has the corresponding context,

When I click the hamburger menu icon,

Then a Focus Mode menu will pop up with options for: Home, Work, School, Errands and Cancel,

When I choose Home,  
Then I should see a view with only one goal: “Home Goal”,  
And the hamburger icon in the corner will be the same color as the Home context color,  
When I click the hamburger menu icon again,  
Then a Focus Mode menu will pop up with options for: Home, Work, School, Errands and Cancel,  
When I choose Work,  
Then I should see a view with only one goal: “Work Goal”,  
And the hamburger icon in the corner will be the same color as the Work context color,  
When I click the hamburger menu icon again,  
Then a Focus Mode menu will pop up with options for: Home, Work, School, Errands and Cancel,  
When I choose School,  
Then I should see a view with only one goal: “School Goal”,  
And the hamburger icon in the corner will be the same color as the School context color,  
When I click the hamburger menu icon again,  
Then a Focus Mode menu will pop up with options for: Home, Work, School, Errands and Cancel,  
When I choose Errands,  
Then I should see a view with only one goal: “Errand Goal”,  
And the hamburger icon in the corner will be the same color as the Errand context color

### **BDD Scenario #2: View a context with no goals in Focus Mode**

Given that I have 2 goals: “Home Goal” and “Errand Goal”,  
And each goals has the corresponding context,  
When I click the hamburger menu icon,  
Then a Focus Mode menu will pop up with options for: Home, Work, School, Errands and Cancel,  
When I choose School,  
Then I should see a view with no goals and no text.

### **BDD Scenario #3: Add a goal in Focus Mode**

Given that I have 2 goals: “Home Goal” and “Errand Goal”,  
And each goals has the corresponding context,  
When I click the hamburger menu icon,  
Then a Focus Mode menu will pop up with options for: Home, Work, School, Errands and Cancel,  
When I choose “Home”,  
Then I should only see “Home Goal”,  
When I add a new goal “School Goal” tagged under school,

Then I should see a view with only “Home Goal” still  
When I click the hamburger menu icon,  
Then a Focus Mode menu will pop up with options for: Home, Work, School, Errands and Cancel,  
When I choose cancel,  
I should see a view with “Home Goal”, “Errand Goal”, and “School Goal”

#### **BDD Scenario #4: Navigate views in Focus Mode**

Given that I have 3 goals: “Finish homework” today under context School, “Turn in homework” tomorrow under context School, and “Take out trash bin” pending under context Home,  
When I click the hamburger menu icon,  
Then a Focus Mode menu will pop up with options for: Home, Work, School, Errands and Cancel,  
When I choose “School”,  
Then under today’s view I should only see “Finish Homework”,  
When I click the “v”,  
Then I should see a menu with options for “Today”, “Tomorrow”, “Pending”, and “Recurring”,  
When I tap on “Tomorrow”,  
Then I should see “Tomorrow, Sat 2/24” at the top,  
And I should only see “Turn in Homework” in the goals list,  
When I click on the “v”,  
Then I should see a menu again with options for “Today”, “Tomorrow”, “Pending”, and “Recurring”,  
When I tap on “Pending”,  
Then I should see “Pending” at the top,  
And I should not see any goals in the goal list.

#### **BDD Scenario #5: Resume app to exit Focus Mode**

Given that I have 4 goals: “Home Goal”, “Work Goal”, “School Goal” and “Errand Goal”,  
And that each goal has its corresponding context,  
When I click the hamburger menu icon,  
Then a Focus Mode menu will pop up with options for: Home, Work, School, Errands and Cancel,  
When I choose “School”,  
Then under today’s view I should only see “School Goal”,  
When I swipe up to switch to another app, and then swipe up again to come back to this app,  
Then I should not be in focus mode,  
And the goal list should show all 4 goals: “Home Goal”, “Work Goal”, “School Goal” and “Errand Goal”

### **BDD Scenario #6: Relaunch app to exit Focus Mode**

Given that I have 4 goals for today: “Home Goal”, “Work Goal”, “School Goal” and “Errand Goal”,

And that each goal has its corresponding context,

When I click the hamburger menu icon,

Then a Focus Mode menu will pop up with options for: Home, Work, School, Errands and Cancel,

When I choose “School”,

Then under today’s view I should only see “School Goal”,

When I completely close and then re-launch the app,

Then I should not be in focus mode,

And the goal list should show all 4 goals: “Home Goal”, “Work Goal”, “School Goal” and “Errand Goal”

### **BDD Scenario #7: Recurring goals in Focus Mode**

Given that I have 4 recurring goals: “Home Goal”, “Work Goal”, “School Goal” and “Errand Goal”,

And that each goal has its corresponding context,

When I go to the Recurring view,

Then I should see all 4 goals in my goals list,

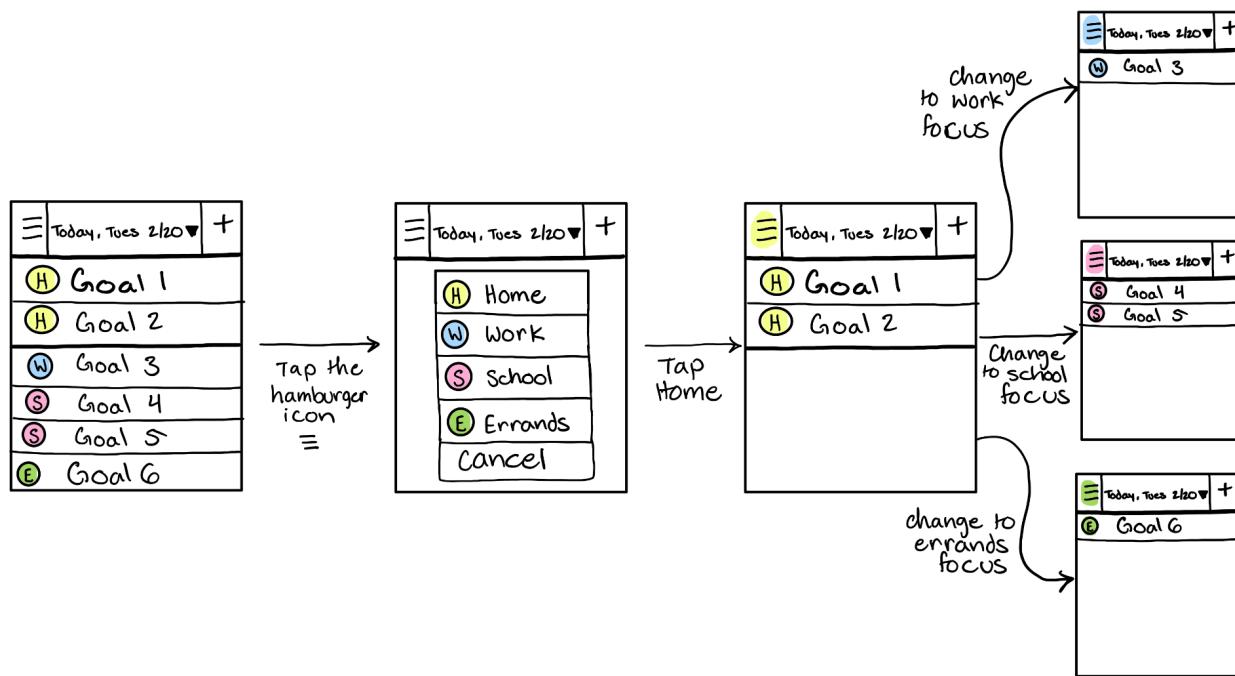
When I click the hamburger menu icon,

Then a Focus Mode menu will pop up with options for: Home, Work, School, Errands and Cancel,

When I choose “School”,

Then I should still see all 4 goals in my goals list.

## Wireframe UI Screens:



## User Story #17: Exit Focus Mode

Description: As a user, I want to be able to exit “Focus Mode”, so that I can still see all goals I have entered without having to re-launch the app.

Estimate: 4

Priority: Low

### BDD Scenario #1: Tap Cancel when in Focus Mode

Given that I have 4 goals: “Home Goal”, “Work Goal”, “School Goal” and “Errand Goal”

And I’m in the Focus Mode which only shows the goal list for H “Home Goal”

When I tap the hamburger menu icon

Then a Focus Mode menu will pop up with options for: Home, Work, School, Errands and Cancel,

When I tap “Cancel” button

Then the focus mode ends and the goal list shows 4 goals: “Home Goal”, “Work Goal”, “School Goal” and “Errand Goal”

### BDD Scenario #2: Tap Cancel when not in Focus Mode

Given that I have 4 goals: “Home Goal”, “Work Goal”, “School Goal” and “Errand Goal”

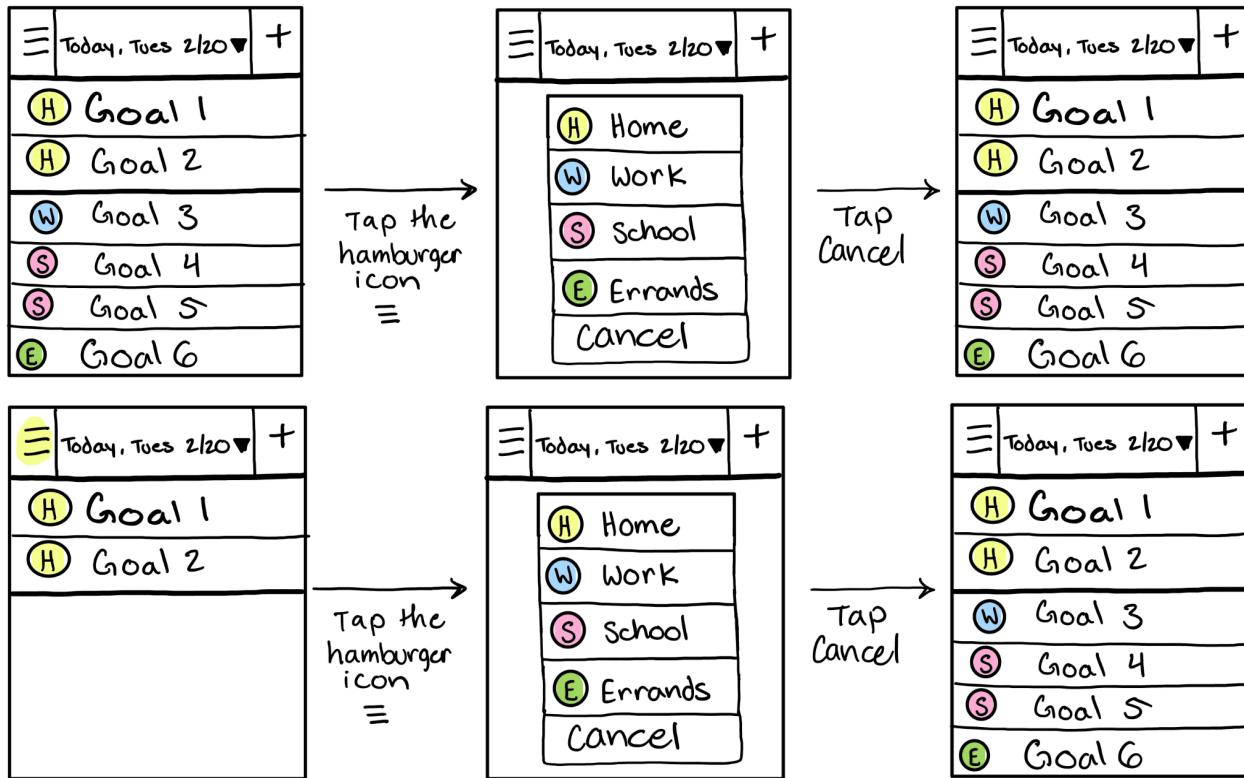
When I tap the hamburger menu icon

Then a Focus Mode menu will pop up with options for: Home, Work, School, Errands and Cancel,

When I tap “Cancel” button

Then the goal list shows 4 goals: “Home Goal”, “Work Goal”, “School Goal” and “Errand Goal”

### Wireframe UI Screens:



### User Story #18: Gray Circle for Finished Goals

Description: As a user, I want to see finished goals with a gray circle next to them (rather than the colored circles for contexts), so that I can easily distinguish them from the unfinished goals of each context.

Estimate: 8

Priority: Low

### BDD Scenario #1: Finish and Uncross Goal

Given that I have 4 goals in the “Today” view: “Home Goal”, “Work Goal”, “School Goal” and “Errand Goal”,

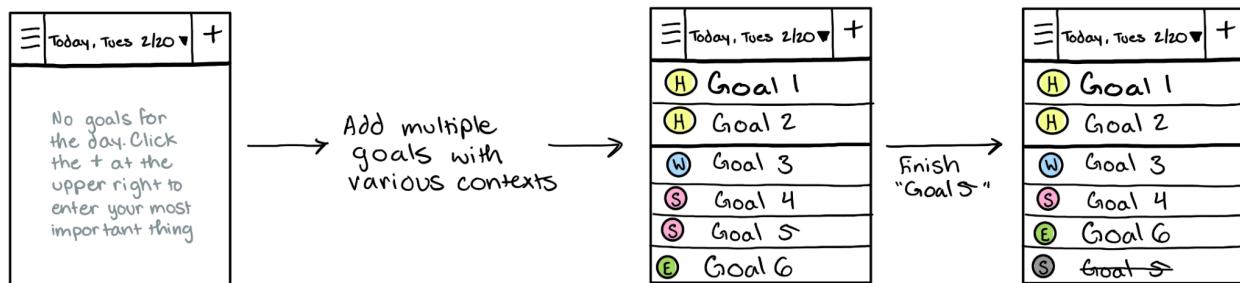
And each goal has the corresponding context,

And I am on Today view,  
When I tap on “Work Goal”,  
Then “Work Goal” should move to the bottom of the goals list,  
And the “Work Goal” text should be strikethroughed,  
And the circle next to “Work Goal” should now be gray and should still have the letter W inside it,  
When I tap on “Work Goal”,  
Then “Work Goal” should move back to its original position (between “Home Goal” and “School Goal”),  
And the “Work Goal” text should no longer be strikethroughed,  
And the circle next to “Work Goal” should be the same color as it originally was (not gray),  
And the circle should have a “W” in it.

### **BDD Scenario #2: Multiple Finished Goals**

Given that I have 5 goals: “Home Goal”, “Work Goal”, “School Goal,” “School Goal 2,” and “Errand Goal”,  
And each goal has the corresponding context,  
And I am on Today view,  
When I tap on School Goal 2,  
Then School Goal 2 should move to the bottom of the goals list  
And its context circle should turn gray  
And be strikethroughed  
When I tap on “Work Goal”  
Then Work Goal should move below School Goal 2  
And its context circle should also turn gray  
And be strikethroughed  
When I tap on Work Goal to uncross it  
Then it should move back to where it was before (after Home Goal but before School Goal)  
And its context circle should be colored again  
And be not strikethroughed  
When I tap on School Goal 2  
Then it should move below Work Goal but above School Goal  
And its context circle should be colors again  
And be not strikethroughed

## Wireframe UI Screens:



## Dev Story #5: Testing for MS2 Iteration 1

Description: As a developer, I want to test the features developed in Iteration 1, so that I can ensure the app works correctly.

Estimate: 2

Priority: High

## Dev Story #6: E2E Testing for MS2 Iteration 1

Description: As a developer, I want to go through E2E scenarios so that I can ensure my program is functioning correctly as a user goes through different functions on the app.

Estimate: 2

Priority: High

## Dev Story #7: Testing for MS2 Iteration 2

Description: As a developer, I want to test the features developed in Iteration 2 and the entirety of Milestone 2, so that I can ensure the app works correctly.

Estimate: 2

Priority: High

## **Dev Story #8: E2E Testing for MS2 Iteration 2**

Description: As a developer, I want to go through E2E scenarios so that I can ensure my program is functioning correctly as a user goes through different functions on the app.

Estimate: 2

Priority: High

## Tasks for Stories in Iteration 1

### Story #10: Choose Goal View (16 Hours)

- Implement attributes of Goal & GoalEntity classes to determine which list a goal is in (maybe a date for the day it is scheduled for, a boolean for whether it's pending, and a boolean for whether it's recurring?) (Estimate: 4 hours)
- Display different date text at top of screen based on selected view (out of Today, Tomorrow, Pending, Recurring) (Estimate: 2 hours)
- Implement filtering of goals by list to correctly display goals for each of 4 lists (Estimate: 6 hours)
- UI & logic for switching between views with "v" dropdown menu (Estimate: 2 hours)
- Testing of above tasks (Estimate: 2 hours)

### Story #11: Add Recurring Goals (16 Hours)

- Implement attributes of Goal & GoalEntity classes to determine whether & how often a goal recurs (maybe a boolean for whether it's recurring, and an enum for its frequency daily/weekly/monthly/yearly?) (Estimate: 4 hours)
- UI for menu to select one-time vs. recurring, and recurring frequency, for entering goals from non-recurring view (Estimate: 4 hours)
- UI for menu to select recurring frequency & start date for entering goals from recurring view (Estimate: 2 hours)
- Implement logic for adding a goal with recurring frequency & start date (Estimate: 4 hours)
- Testing of above tasks (Estimate: 2 hours)

### Story #12: Move Goals Between Views (8 Hours)

- Add UI for menu with options when a goal is long-pressed (Estimate: 2 hours)
- Add option to menu for finishing a goal (what used to happen when you single-tap a goal) (Estimate: 2 hours)
- Add option to menu for moving goal to other views depending on current view (Estimate: 2 hours)
- Implement logic for moving a goal between views (changing the day & pending attributes) (Estimate: 1 hours)
- Testing of above tasks (Estimate: 1 hours)

### Story #13: Delete Goals (4 Hours)

- Add option to goal long-press menu for deleting a goal (Estimate: 1 hours)
- Add DB functionality to delete a goal (Estimate: 1 hours)
- Connect menu option UI with code to delete a goal (Estimate: 1 hours)

- Testing of above tasks (Estimate: 1 hours)

### **Story #14: Add Contexts to Goals (12 Hours)**

- Create Context class with attributes for name (e.g. “Home”) and color (maybe a string like “yellow” or a hex code), along with code for list of 4 existing contexts (Estimate: 4 hours)
- Add attribute to Goal & GoalEntity classes to store its context (reference to an instance of the Context class) (Estimate: 3 hours)
- Add UI to choose a context when entering a goal (Estimate: 2 hours)
- Add UI to display a colored circle for each goal based on its context (Estimate: 2 hours)
- Testing of above tasks (Estimate: 1 hours)

### **Story #15: Group Goals by Contexts (6 Hours)**

- Write code to get goals ordered by context, while respecting previous ordering scheme as a secondary ordering criteria (Estimate: 3 hours)
- Integrate goal ordering code into goals display (Estimate: 2 hours)
- Testing of above tasks (Estimate: 1 hours)

### **Story #16: Filter Goals by a Single Context (Focus Mode) (16 hours)**

- UI for entering context mode (hamburger icon & menu to choose context) (Estimate: 4 hours)
- UI to display current focused context at top of screen (Estimate: 4 hours)
- Code to remember currently focused context (should not persist), update this when choosing a focus mode (Estimate: 3 hours)
- Code to filter goals by context, integrate this into goals display (Estimate: 3 hours)
- Testing of above tasks (Estimate: 2 hours)

### **Story #17: Exit Focus Mode (4 hours)**

- UI for “Cancel” button to exit focus mode (Estimate: 1 hours)
- Code to leave focus mode when clicking button (Estimate: 2 hours)
- Testing of above tasks (Estimate: 1 hours)

### **Story #18: Gray Circle for Finished Goals (8 hours)**

- UI to render a gray circle for a finished goal (Estimate: 1 hours)
- Code to display this circle for any goal that is finished (Estimate: 2 hours)
- Move goals between original view and “Today” after they are finished (this task doesn’t really belong with any story so we can put it here) (Estimate: 4 hours)
- Testing of above tasks (Estimate: 1 hours)

# Iteration Planning

Recalculated velocity from MS1 = 0.5. 6 team members. Each member will spend about 17 hours per iteration (each iteration is 8 days). This works out to  $6 * 17 = 102$  hours of dev work per iteration, times our velocity is  $0.5 * 102 = 51$  productive hours per iteration. So we can fit up to 36 hours of User Story work in each iteration.

## User stories by priority

**High priority:** US10 (16 hours), US11 (16 hours), US14 (12 hours) (=44)

**Medium priority:** US12 (8 hours), US15 (6 hours), US16 (16 hours) (=30)

**Low priority:** US13 (4 hours), US17 (4 hours), US18 (8 hours) (=16)

## Dev stories

**Iteration 1:** Dev story 5 (2 hours), Dev story 6 (2 hours)

**Iteration 2:** Dev story 7 (2 hours), Dev story 8 (2 hours)

## Iteration 1

We are putting User Stories **10 (Choose Goal View)**, **US11 (Add Recurring Goals)**, **US14 (Add Contexts to Goals)**, as well as Dev stories **5 (Testing for MS2 Iteration 1)** and **6 (E2E testing for MS2 Iteration 1)** in Iteration 1 because they are the high-priority stories, and don't have any dependencies on lower-priority stories. Their total time estimate is  $16(\text{US10}) + 16(\text{US11}) + 12(\text{US14}) + 2(\text{DS5}) + 2(\text{DS6}) = 48 \text{ hours}$ , which fits in a single iteration.

## Iteration 2

We are putting User Stories **12 (Move Goals Between Views)**, **15 (Group Goals by Contexts)**, **16 (Filter Goals by a Single Context)**, **13 (Delete Goals)**, **17 (Exit Focus Mode)**, and **18 (Gray Circle for Finished Goals)**, as well as Dev stories **7 (Testing for MS2 Iteration 2)** and **8 (E2E testing for MS2 Iteration 2)** in iteration 2. They all fit because their total time estimate is  $8(\text{US12}) + 6(\text{US15}) + 16(\text{US16}) + 4(\text{US13}) + 4(\text{US17}) + 8(\text{US18}) + 2(\text{DS7}) + 2(\text{DS8}) = 50 \text{ hours}$ , which fits in a single iteration.

## Planning Poker Documentation

S#	Name	Hand	False Assumptions Uncovered
10	Choose Goal View	8 8 16 16 16 >16	8: Initially thought task was just switching views, not implementing for goals 16: A lot in one US, lots of tasks, testing, and edge cases >16: Previous stories took longer than expected, especially our initial story. Don't want to underestimate again. This task is harder/larger than US1 from MS1
10	Choose Goal View	16 16 16 16 16 >16	(None)
11	Add Recurring Goals	16 16 16 16 >16 >16	16: not much UI, which is time consuming >16: lots of BDD scenarios, edge cases, difficult logic (e.g. monthly recurring & carry over to next month)
11	Add Recurring Goals	16 16 16 16 16 >16	(None)
12	Move Goals Between Views	2 4 4 4 8 8	2: simple task, just need to set the date to today or tomorrow 4: not hard to implement, UI for menu of options, assuming there is a native way of creating a list of options 8: long press and menu are difficult, last time the cross/uncross goals task took longer than 4 hours
12	Move Goals Between Views	4 4 8 8 8 8	(None, settling on 8)
13	Delete Goals	4 4 4 4 4 8	4: assuming we're doing the previous US before this one since this is low priority 8: aiming high since the prior US was 8 Settled on 4 since we're doing the

			previous US before this one
14	Add Contexts to Goals	4 8 8 16 16 16	4: simple US, just need to add attribute for context 8: takes longer than Delete but not that much 16: a lot of UI updates, indicator that a circle's been tapped
14	Add Contexts to Goals	8 8 8 8 16 16	(None, setting on between 8 and 16, maybe 12)
15	Group Goals by Context	4 4 4 8 8 8	4: already have order by sort order, etc, and need to ensure we don't break old code. Not too complicated, similar to crossed off ordering logic 8: on the safe side, need to rearrange orders
15	Group Goals by Context	4 4 4 4 8 8	8: not sure how to order by the 4 context attributes We'll give each context a number (e.g. Home is 0)  Settling on between 4 and 8, maybe 5-6
16	Filter Goals by a Single Context (Focus Mode)	8 8 8 16 16 16	8: UI for switching contexts 16: UI and menu are a lot of work, getting the hamburger to change color could be tricky
16	Filter Goals by a Single Context (Focus Mode)	16 16 16 16 16 16	16: Filtering itself is straightforward in SQL, but the story will require a significant amount of UI. Everyone in agreement
17	Exit Focus Mode	2 2 4 4 4 4	2: should be a straightforward US after the previous one 4: don't want to underestimate, need to take into account code review and testing
17	Exit Focus Mode	4 4 4 4 4 4	(None)

18	Gray Circle for Finished Goals	4 4 4 4 8 8	4: logic should be similar to crossing and uncrossing 8: ordering logic
18	Gray Circle for Finished Goals	8 8 8 8 8 8	(None)



## Scenario-Based System Tests

### End-to-End Scenario 1: Jessica Struggles, and becomes a serial planner

1. Launch the “Sucessorator” app on Tuesday 2/20. You should see “Today, Tues 2/20” at the top next to a v-type symbol, a plus button to the right of it, and a hamburger icon to the left. You should see “No goals for the Day. Click the + at the upper right to enter your Most Important Thing.” in the middle of the screen, in gray text. **(US 10)**
2. Click the plus button. You should see a menu pop up with a text box at the top, check mark and cancel button, followed by the following radio buttons: “one-time”, “daily”, “weekly on Tues”, “monthly on 3rd Tues”, and “yearly on 2/20”. And “one-time” should already be selected. **(US 11)**
3. Leave “one-time” selected and enter "finish revising paper" into the text box and tap the check **(US 10)**
4. You should return to the screen you were originally at but now no goals text should have disappeared and you should see the goal "finish revising paper". **(US 10)**
5. Tap the v-type symbol at the top near the “Today, Tues 2/20” text. The following list of options should appear: “Today”, “Tomorrow”, “Pending”, and “Recurring”. **(US 10)**
6. Select “Tomorrow”. You should see “Tomorrow, Wed 2/21” at the top next to a v-type symbol, a plus button to the right of it, and a hamburger icon to the left with an empty goal list underneath. **(US 10)**
7. Click the plus button. You should see a menu pop up with a text box at the top, check mark and cancel button, followed by the following radio buttons: “one-time”, “daily”, “weekly on Wed”, “monthly on 3rd Wed”, and “yearly on 2/21”. And “one-time” should already be selected. **(US 10, 11)**
8. Leave “one-time” selected and enter "Turn in paper" into the text box and tap the check **(US 10)**
9. Tap the v-type symbol at the top near the “Tomorrow, Wed 2/21” text. The following list of options should appear: “Today”, “Tomorrow”, “Pending”, and “Recurring”. **(US 10)**
10. Select “Pending”. You should see “Pending” at the top next to a v-type symbol, a plus button to the right of it, and a hamburger icon to the left with an empty goal list underneath. **(US 10)**
11. Click the plus button. You should see a menu pop up with a text box, check mark and cancel button. Enter "Research plane tickets" into the text box and tap the check button. **(US 10)**
12. You should return to the Pending View and there should be one goal on the list: "Research plane tickets". **(US 10)**
13. Tap the goal: "Research plane tickets", nothing should happen **(US 12, 13)**
14. Long tap the goal "Research plane tickets", a menu should appear with the following options: “Move to Today”, “Move to Tomorrow”, “Finish”, and “Delete”. **(US 12)**

15. Tap outside of the menu pop up, the menu should disappear and you should be on the Pending View with only one goal in the list: "Research plane tickets". **(US 12)**
16. Tap the v-type symbol to navigate to the Recurring View. You should see "Recurring" at the top next to a v-type symbol, a plus button to the right of it, and a hamburger icon to the left with an empty goal list underneath. **(US 10)**
17. Click the plus button. You should see a menu pop up with a text box at the top, check mark and cancel button, followed by the following radio buttons: "daily", "weekly on Tues", "monthly on 3rd Tues", and "yearly on 2/20". And "weekly on Tues" should already be selected. Under the radio buttons should be the current date: "February 20, 2024". **(US 11)**
18. Tap on the date. A date picker should appear. **(US 11)**
19. Select Sunday February 25th, enter "Put out trash" in the text box, and tap the check button. **(US 11)**
20. You should return to the Recurring View and there should now be a goal in the list: "Put out trash, weekly on Sunday" **(US 11)**

### **End-to-End Scenario 2: Jessica becomes an expert Juggler**

1. Launch the "Sucessorator" app on Tuesday 2/20. You should see "Today, Tues 2/20" at the top, a plus button to the right of it, and a hamburger icon to the left. You should see "No goals for the Day. Click the + at the upper right to enter your Most Important Thing." in the middle of the screen, in gray text. **(US 10)**
2. Click the plus button. You should see a menu pop up with a text box at the top, with four context tag circles underneath: "H", "W", "S", "E", followed by the following radio buttons: "one-time", "daily", "weekly on Tues", "monthly on 3rd Tues", and "yearly on 2/20". And "one-time" should already be selected. **(US 14)**
3. Type "Caffe Calabria - coffee" and tap the "E", then tap the check mark. The moss-green circle should show up next to the new goal. **(US 14)**
4. Add a home goal for cooking dinner, a school goal for completing a draft of your paper, and another home goal for cleaning out the boxes of papers from the dining room. You should now see a list of each four goals, but grouped by context in the order: "Home", "Work", "School", "Errands", not in the order created. **(US 15)**
5. Tap on the hamburger menu icon. A Focus Mode menu will appear allowing you to choose your Context Focus, along with a cancel button to exit focus mode. **(US 16)**
6. Tap the cancel button. Nothing should happen. **(US 16, 17)**
7. Choose the option to focus on school. The view should change so that it is still for today's tasks, with only the goal under the "School" context to complete your paper draft being visible. There should also be an indicator in the top bar to remind you that you are in focus mode. **(US 16)**
8. Tap the hamburger menu icon. A Focus Mode menu will appear allowing you to choose your Context Focus, along with a cancel button to exit focus mode. **(US 16)**

9. Tap the cancel button. You should now see the list of today's goals displaying the goals for all of the contexts. **(US 17)**

### **End-to-End Scenario 3: Move goals to different view and delete goals**

1. Launch the “Successorator” app on Tuesday 2/20. You should see “Today, Tues 2/20” at the top, a plus button to the right of it, and a hamburger icon to the left. You should see “No goals for the Day. Click the + at the upper right to enter your Most Important Thing.” in the middle of the screen, in gray text. **(US 10)**
2. Tap the v-type symbol at the top near the “Today, Tues 2/20” text. The following list of options should appear: “Today”, “Tomorrow”, “Pending”, and “Recurring”. **(US 10)**
3. Select “Pending”. You should see “Pending” at the top next to a v-type symbol, a plus button to the right of it, and a hamburger icon to the left with an empty goal list underneath. **(US 10)**
4. Click the plus button. You should see a menu pop up with a text box at the top, check mark and cancel button. **(US 10)**
5. Enter "finish revising paper" into the text box and tap the checkmark button **(US 10)**
6. Tap on “finish revising paper” and hold down (long press). You should see a menu with the options Move to Today, Move to Tomorrow, Finish, and Delete **(US 12)**
7. Tap on Move to Today. The pending goals list (i.e. currently displayed goals list) should now be empty. **(US 12)**
8. Tap the v-type symbol at the top near the “Pending” text. The following list of options should appear: “Today”, “Tomorrow”, “Pending”, and “Recurring”. **(US 10)**
9. Select “Today”. You should see one goal in the goals list for today: “finish revising paper” **(US 10, 12)**
10. Tap the v-type symbol at the top near the “Today, Tues 2/20” text. The following list of options should appear: “Today”, “Tomorrow”, “Pending”, and “Recurring”. **(US 10)**
11. Select “Pending”. You should see “Pending” at the top next to a v-type symbol, a plus button to the right of it, and a hamburger icon to the left with an empty goal list underneath. **(US 10)**
12. Click the plus button. You should see a menu pop up with a text box at the top, check mark and cancel button. **(US 10)**
13. Enter "finish CSE 110" into the text box and tap the checkmark button **(US 10)**
14. Tap on “finish CSE 110” and hold down (long press). You should see a menu with the options Move to Today, Move to Tomorrow, Finish, and Delete **(US 12, 13)**
15. Tap on Delete. The pending goals list (i.e. currently displayed goals list) should now be empty. **(US 13)**
16. Tap the v-type symbol at the top near the “Pending” text. The following list of options should appear: “Today”, “Tomorrow”, “Pending”, and “Recurring”. **(US 10)**
17. Select “Today”. The goals list for today should now be empty **(US 10, 13)**

## **End-to-End Scenario 4: Finishing goals with contexts**

1. Launch the “Sucessorator” app on Tuesday 2/20. You should see “Today, Tues 2/20” at the top, a plus button to the right of it, and a hamburger icon to the left. You should see “No goals for the Day. Click the + at the upper right to enter your Most Important Thing.” in the middle of the screen, in gray text. **(US 10)**
2. Click the plus button. You should see a menu pop up with a text box at the top, with four context tag circles underneath: “H”, “W”, “S”, “E”, followed by the following radio buttons: “one-time”, “daily”, “weekly on Tues”, “monthly on 3rd Tues”, and “yearly on 2/20”. And “one-time” should already be selected. **(US 14)**
3. Type “Caffe Calabria - coffee” and tap the “E”, then tap the check mark. The moss-green circle should show up next to the new goal. **(US 14)**
4. Add a home goal for cooking dinner, a school goal for completing a draft of your paper, and another home goal for cleaning out the boxes of papers from the dining room. You should now see a list of each four goals, but grouped by context in the order: “Home”, “Work”, “School”, “Errands”, not in the order created. **(US 15)**
5. Tap on the home goal for cleaning out the boxes of papers from the dining room. The goal should move to the bottom of the goals list, the text should be strikethroughed, and the circle should still have “H” inside it but should be gray instead of colored **(US 18)**
6. Tap on the school goal for completing a draft of your paper. The goal should move to the bottom of the goals list (below the home goal for cleaning the boxes of papers), the text should be strikethroughed, and the circle should still have “S” inside it but should be gray instead of colored **(US 18)**

## **GitHub Links**

GitHub repo: <https://github.com/CSE-110-Winter-2024/project-team-2>

GitHub project: <https://github.com/orgs/CSE-110-Winter-2024/projects/173/views/1>

## Some Notes and clarification questions

I read through MS2 Planning Phase (<https://canvas.ucsd.edu/courses/52058/assignments/728007>) and am thinking of the following clarifications we can ask MVC3:

- Should the state for which list I'm currently viewing persist across relaunching? For example, if I'm viewing pending goals and I close and relaunch the app, should I still be on pending goals or should I be on today?
  - (@436) No. The app's "Home" screen is the Today screen, so it always launches in that view.
- If I'm viewing goals in focus mode, will I still be in focus mode when I relaunch the app? That is, should the state for whether I'm in focus mode and which context I'm focusing on persist across relaunching?
  - (@436) No, that's not necessary. I was talking to the technical team here at MVC, and they wanted to be sure you know the distinction between "relaunching" and all the other ways an app is resumed. They wanted me refer you to [this short article](#), which you were asked to read for Lab 1, but also the [next section](#), which really zooms in in the Activity lifecycle, including a nice figure. They also wanted me to say that relaunching an Activity and relaunching the entire app is not exactly the same if you have more than one Activity in your app. The first article discusses that.
- When using the date picker, is the user allowed/able to pick a previous date?
  - (@436) No.
- Does every goal we add need to be in one of the four contexts? If not, how should we display goals with no context, should they just not have a circle next to them?
  - Yes, every goal needs to be in a context
- If a goals list (e.g. the “Tomorrow” list) is empty, should we still display a message like we did for MS1? If so, what exactly should it be? Should the message be the same regardless of what view we're on? Or should they be different, for example, if we were viewing pending goals, should the message say “No pending goals. Click the + at the upper right to enter your Most Important Thing.”?
  - No need for empty state for any view except the “Today” view
- If we are in Focus mode, focusing on the “Work” context, and we don't have any “Work” context goals (but we might still have “School” context goals, which are not currently being shown), then there won't be any goals to display. Should the displayed text say “No Work goals.”, or “No goals of this context”, or something like that?
  - No need for empty state for any view except the “Today” view
- if I add a recurring goal while viewing today's goals, will this recurring goal show up on today's list of goals? or will it only show up in recurring goals?
  - It shows up on both
- cancel button on alert dialog?

- Yes, keep our cancel button from MS1
- if today is Fri 2/23 and I'm viewing tomorrow's goals and try to add a goal, will the recurring goals be on 2/23 or 2/24? also, will I have the option to add a goal for tomorrow (Sun 2/25) when viewing tomorrow's (2/24) goals?
  - If you're viewing tomorrow, then any recurring goals you add should start on tomorrow
- if we are in the recurring view and add a goal, what kind of options should the popup have?
  - It shows the menu in one of the UI sketches
- if I'm viewing today's goals in focus mode and I switch to view tomorrow's goals, will I still be in focus mode?
  - Yes
- let's say i have Home goal 1, Home goal 2, Work goal 1, and Work goal 2. then the Home goals should appear above the Work goals. If I tap on the Home goal 1 to cross it off, should it go below Home goal 2 and above Work goal 1? or should it go below the Work goals? Now suppose I tap on Work goal 1 to cross it out. What would be the ordering of the goals now?
  - Crossed off goals are at the bottom of the Today list, and are not ordered by category anymore (gray circle)
- are today, tomorrow, pending, and recurring separate lists?
  - Yes, but the recurring list is a list of templates that will turn into tomorrow/today goals on certain days
- Since every goal needs a context, is there a default context if the user doesn't manually select one? Or does the save button not work until a user selects a context?
  - No default context
- What options should be available in the menu that shows up when you long-press on a goal in the various lists?
  - In the "Today" list, when we long-press a goal, can we:
    - Move it to tomorrow?
    - Move it to pending?
    - Finish it?
    - Delete it?
  - In the "Tomorrow" list, when we long-press a goal, can we:
    - Move it to today?
    - Move it to pending?
    - Finish it?
    - Delete it?
  - the long-hold feature only exists on pending and recurring views. the only long-press action for a recurring goal is Delete. So for today and tomorrow, you can just normal press on the goal to mark it as finished, just like in MS1

- @441: When in focus mode in the recurring tasks menu is only the currently "focus" shown?
  - No. Please see previous clarifications for additional decisions on this.
- @442 How should we handle leap year if our yearly recurring happens on Feb 29th?
  - It shows up on March 1st.
- @443 When marking a task under the Tomorrow view as finished, when the day changes should that task disappear or should it start the day finished?
  - Start the day finished
- Suppose we delete a daily recurring goal. Should we show toast if we try to delete tomorrow's instance of this recurring goal?
  - Not answered on Piazza since clarification period closed but assume yes.