2019 2020



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Company Name: Deconstructors

Submitted to: Todd Breedlove

Submitted by:

Version: 0.1

Email:

Date: Oct/21/2019

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1. REVISION HISTORY

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Author** | **Company** | **Version** | **Date** | **Filename** | **Comments** |
|  | Deconstructors | 0.1 | Oct/21/2019 | Deconstructors  \_Project  \_Proposal  .docx | Rough Draft |
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1. SIGNATORY PAGE

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ **Author: Mike Remley Date**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ **Author: Codey Winslow Date**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ **Author: Kacey Balabin Date**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ **Author: Jared Glasser Date**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ **Author: Jihyuk Chung Date**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ **Reviewer: Todd Breedlove Date**

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1. INTRODUCTION
2. PROJECT MANAGEMENT
3. SYSTEM GENERAL DESCRIPTION

**8.1 PROBLEM STATEMENT**

Develop a product that streamlines activity planning. This product should allow quick and easy creation of schedules for recreation or responsibility. This will come in the form of a mobile app, and it should be designed in an open enough way to allow the user to use it in a way that fits them best.

* 1. **PERSPECTIVE**
     1. **History / Background / Prior Releases**

[product] encompasses features that have existed in many organization software products over time, but this app will be able to bring more focus to the planning process that those could not. Other apps that attempt to serve the same purpose follow more of a spreadsheet-like design which is not the direction [product] will go.

* + 1. **Relation of Development to Existing Systems**

[product] will not be built upon any existing system.

* 1. **PRODUCT REQUIREMENTS**

This section serves the purpose of detailing all requirements the final product must meet upon launch. The functional requirements are grouped by broad areas of requisite and detailed further in subgroups. They describe the features within the app we want to deliver directly to the user.

* + 1. **Functional Requirements**

1. **Startup / Login Screen**
2. This screen is used to capture the user’s credentials if they wish to use the product’s online features.
   1. Username and password fields
   2. Login as guest button
      1. User can choose not to go online and still use the app
3. **Main Screen**
4. This page is the landing for users to choose what feature they want to use in the app
   1. New Plan
      1. Users select this to begin creating a new plan
   2. My Plans
      1. Users select this to view their saved plans or plans stored on the cloud
   3. Today
      1. This section is a quick access area to see what plans were scheduled for today

**I. Notifications + Reminders**

**II. Settings**

**III. Graphic User Interface**

**IV. Installer**

**V. Error Handling**

**VI. Platform**

**VII. Performance**

* 1. **USER PROFILES**

1. GLOSSARY