Orbit: Personal Well-being Web Application

Fundamentals of Software Engineering

Deliverable 4: Sprint 3 (Iteration 3)

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Contents

0.1	ntroduction	1
0.2	Sprint 3 Backlog	1
	0.2.1 User Stories for Sprint 3	1
0.3	All User Stories	3
0.4	Scrum Board Snapshots for Sprint 3	5
0.5	Scrum Board Snapshots Overall	8
0.6	Design	10
0.7	Architecture Pattern	18
	0.7.1 Architecture Diagram	18
0.8	mplementation	19
0.9	Product Burndown Chart	27
	0.9.1 Burndown Chart Description	27
	0.9.2 Burndown Chart	27
0.10	Boundary Value Analysis Testing of the Sign-up and Login Interfaces	28
	0.10.1 Boundary Value Analysis for Sign-up Form	28
	0.10.2 Boundary Value Analysis for Login Form	29
0.11	Work Division	30
0.12	Learning from this Project	32

List of Figures

1	Snapshot 1:Sprint Backlog	5
2	Snapshot 2: Mid-Sprint Progress (Half of User Stories Completed)	6
3	Snapshot 3: Sprint Completion	7
4	Sprint 2 Backlog	8
5	Sprint 2 Backlog	8
6	Sprint 3 Backlog	9
7	Activity Diagram for To Do List	11
8	Activity Diagram for Meditation Page	12
9	Activity Diagram for Monthly Overview	13
10	Use Case Diagram for the Entire System	14
11	Sequence Diagram for To Do List Page	15
12	Sequence Diagram for Journal Page	16
13	Sequence Diagram for Monthly Overview Page	16
14	Class Diagram for System Architecture	17
15	Model-View-Controller (MVC) Architecture Diagram	18
16	Login Page	19
17	Sign up Page	20
18	Home Page	21
19	Meditation	22
20	To do list	23
21	Habit tracker	24
22	Mood tracker	25
23	Journal your thoughts	26
24	Product Burndown Chart for the Project	27

List of Tables

1	Boundary Value Analysis for Password Length in Sign-up Form	28
2	Boundary Value Analysis for Username in Sign-up Form	29
3	Boundary Value Analysis for Login Form	29
4	Character Requirement Testing for Password	30
5	Work Division	31

Orbit: Personal Wellbeing Application

0.1 Introduction

Orbit is a personal well-being desktop application made using C and Windows Forms. It also uses a local SQL database to save the user's data safely. The main idea of this project is to help users manage their daily activities, emotions, and habits easily. In daily busy life, people often forget to organize their tasks, relax their mind, and keep track of good habits. Orbit brings all these important features together in one simple and user-friendly app.

The application offers a Homepage with easy navigation, a To-Do List where users can add, edit, and complete daily tasks, a Journal to write and save their thoughts, and a Meditation section. The Meditation page has a timer for guided meditation and plays soft music to help users feel relaxed and focused. In addition, there is a Habit Tracker to record daily good habits like drinking water, exercising, and reading, and a Mood Tracker to record how the user feels each day.

Orbit is fully functional, meaning users can interact with all features easily — they can add new entries, update old ones, and delete anything when needed. The design uses soft colors like pink shades and large, clear buttons to make it easy for everyone to use. The application works offline after installation and does not need an internet connection. Orbit is built to improve productivity, encourage mindfulness, and help users maintain a balanced emotional life through a simple and smooth desktop experience

0.2 Sprint 3 Backlog

Module for Sprint 3: Meditation, Journal Your Thoughts, Mood Tracker

0.2.1 User Stories for Sprint 3

- User Story 1: Meditation Page
 - As a user, I want to listen to calming meditation music so that I can relax and reduce stress.

Sub-User Stories:

- As a user, I want to start and stop a meditation timer so that I can manage my meditation session easily.
- As a user, I want to save completed meditation sessions into the database so that I can track my mindfulness progress.

• User Story 2: Journal Your Thoughts Page

- As a user, I want to write and save my daily thoughts so that I can reflect on my emotions and experiences.

Sub-User Stories:

- As a user, I want to edit my past journal entries so that I can update my reflections later.
- As a user, I want to save journal entries in the database so that I can retrieve them anytime.

• User Story 3: Mood Tracker Page

- As a user, I want to select and record my mood so that I can analyze my emotional patterns over time.

Sub-User Stories:

- As a user, I want to choose my mood through a slider or emojis so that I can express how I feel easily.
- As a user, I want to save my mood with the date into the database so that I can track my mental wellbeing history.

• User Story 4: Login Page (Database Integration)

- As a registered user, I want to log in using my saved credentials from the database so that I can securely access my data.

Sub-User Stories:

- As a user, I want to get an error if login credentials don't match database records so that I can fix mistakes.

• User Story 5: Signup Page (Database Integration)

- As a new user, I want to register and store my information into the database so that I can create my account successfully.

Sub-User Stories:

- As a user, I want to validate that username is unique in the database so that I can avoid duplicate registrations.

0.3 All User Stories

• User Story: Login

- As a registered user, I want to log in securely using my username and password so that I can access my productivity and wellness data.

Sub-User Stories:

- As a user, I want to enter my username and password so that I can authenticate myself.
- As a user, I want to see an error message if my credentials are wrong so that I can correct them.

• User Story: Signup

- As a new user, I want to create an account so that I can save my tasks and wellbeing data.

Sub-User Stories:

- As a user, I want to enter my name, username, and password to register.
- As a user, I want to see a confirmation message after registration so that I know my account is created.

• User Story: Homepage

- As a user, I want to view a welcoming homepage so that I can understand the app's features easily.

Sub-User Stories:

- As a user, I want to see a navigation bar so that I can easily switch between sections.
- As a user, I want to read a short app description so that I can know its purpose.

• User Story: To-Do List

- As a user, I want to add tasks to a to-do list so that I can stay organized every day.

Sub-User Stories:

- As a user, I want to mark tasks as completed so that I can track my progress.
- As a user, I want to delete tasks so that I can remove unnecessary items.

• User Story: Meditation

- As a user, I want to start meditation sessions with a timer and music so that I can relax and de-stress.

Sub-User Stories:

- As a user, I want to set a meditation timer so that I can practice for a fixed time.
- As a user, I want to play relaxing music during meditation to enhance calmness.

• User Story: Journal Your Thoughts

 As a user, I want to write and save my thoughts daily so that I can reflect on my feelings.

Sub-User Stories:

- As a user, I want to edit previous journal entries so that I can update them later.
- As a user, I want to save journal entries to database to review them later.

• User Story: Habit Tracker

- As a *user*, I want to *add daily habits* like "drink water" or "exercise" so that I can *track my routine*.

Sub-User Stories:

- As a user, I want to mark habits as done so that I can monitor consistency.
- As a user, I want to view my weekly habit record to see my growth.

• User Story: Mood Tracker

- As a user, I want to select my mood daily using emojis or slider so that I can track emotional health.

Sub-User Stories:

- As a user, I want to save my mood with date so that I can view mood history.
- As a user, I want to see previous moods on calendar to analyze emotional trends.

0.4 Scrum Board Snapshots for Sprint 3

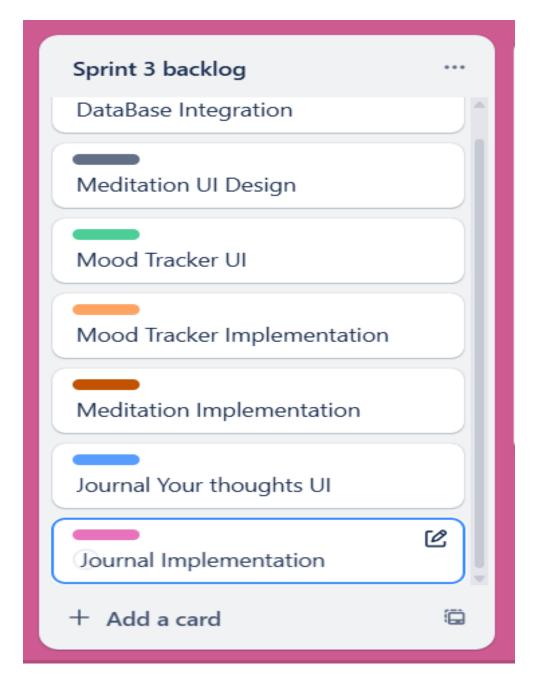


Figure 1: Snapshot 1:Sprint Backlog

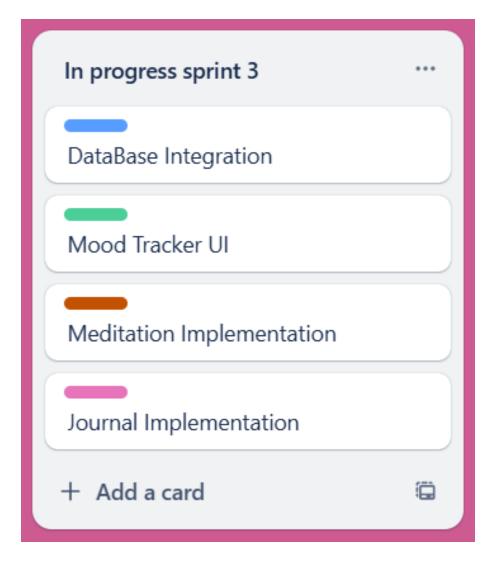


Figure 2: Snapshot 2: Mid-Sprint Progress (Half of User Stories Completed)

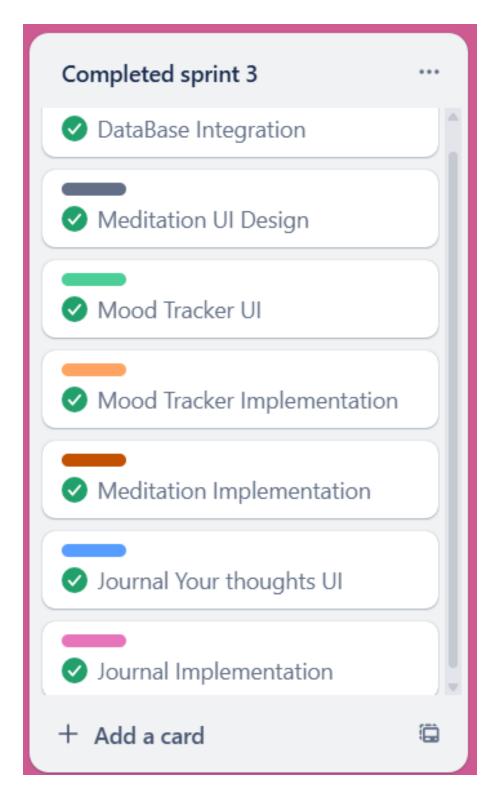


Figure 3: Snapshot 3: Sprint Completion

0.5 Scrum Board Snapshots Overall

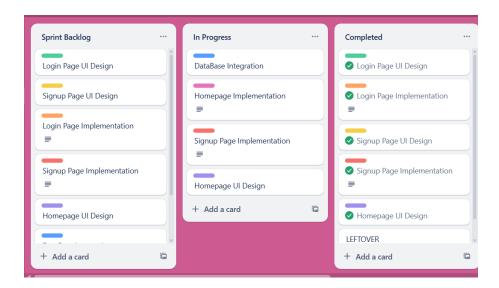


Figure 4: Sprint 2 Backlog

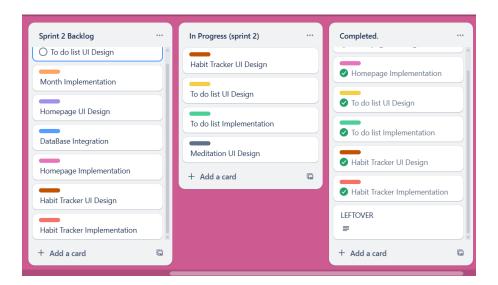


Figure 5: Sprint 2 Backlog

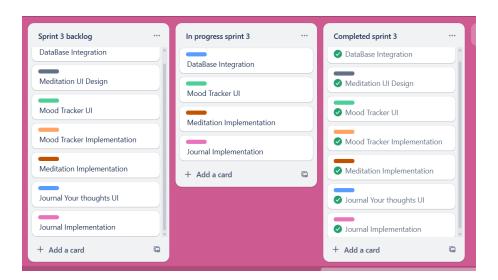


Figure 6: Sprint 3 Backlog

0.6 Design

In this section, we present the design components of our productivity and wellness application, which is structured around the main modules highlighted in the user stories: the To-Do List, Journal, and Monthly Overview. These designs help visualize the system's structure, data flow, interactions, and user engagement. The following diagrams are included:

Diagram Type	Description	
Activity Diagrams	Diagrams illustrating the flow of control for the three main pro-	
	cesses of the system: To-Do List, Journal, and Monthly Overview.	
Use Case Diagram	A high-level representation of the system's functionality by show-	
	ing interactions between users (actors) and the system's use cases.	
Sequence Diagrams	Detailed interaction sequences for each major activity (To-Do	
	List, Journal, Monthly Overview), demonstrating the flow of mes-	
	sages between objects.	
Class Diagram	Structural blueprint of the system, displaying classes, their at-	
	tributes and methods, and the relationships among them.	

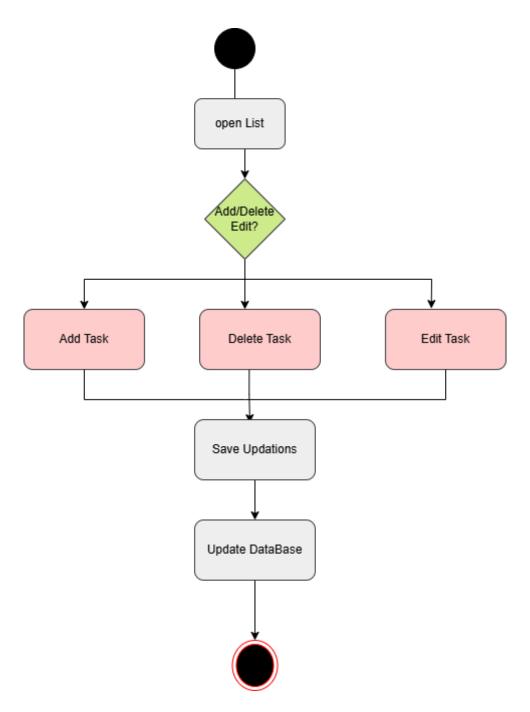


Figure 7: Activity Diagram for To Do List

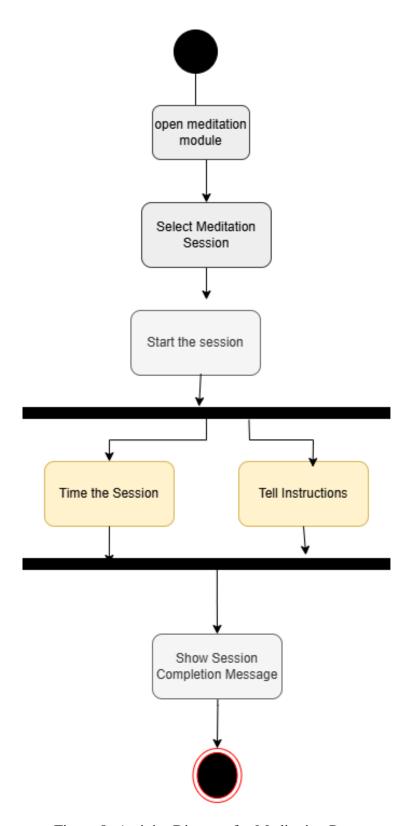


Figure 8: Activity Diagram for Meditation Page

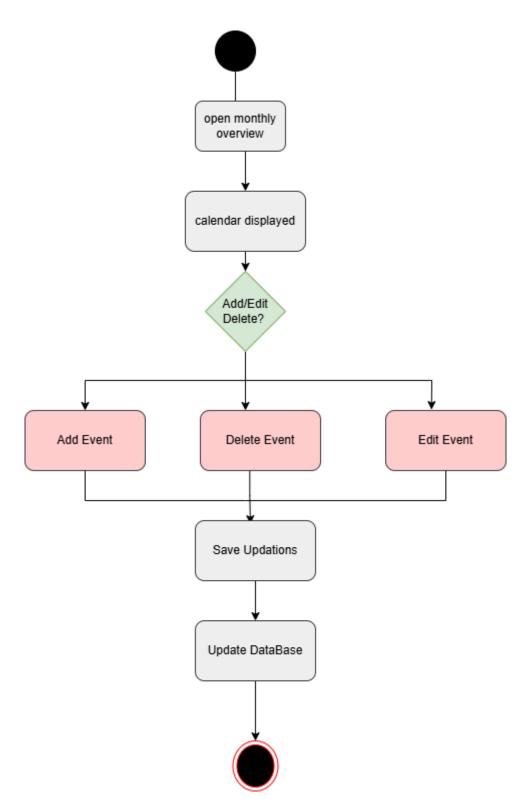


Figure 9: Activity Diagram for Monthly Overview

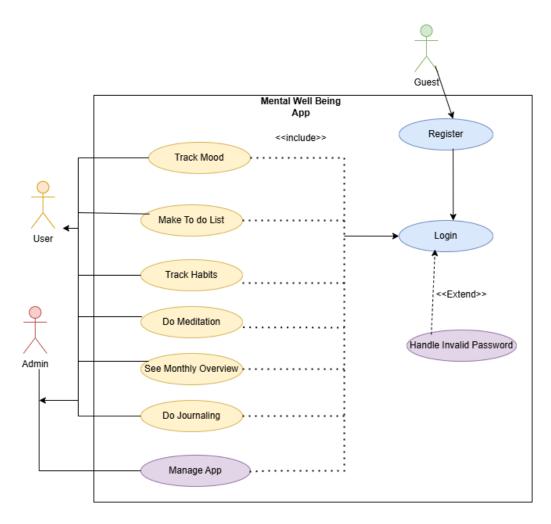


Figure 10: Use Case Diagram for the Entire System

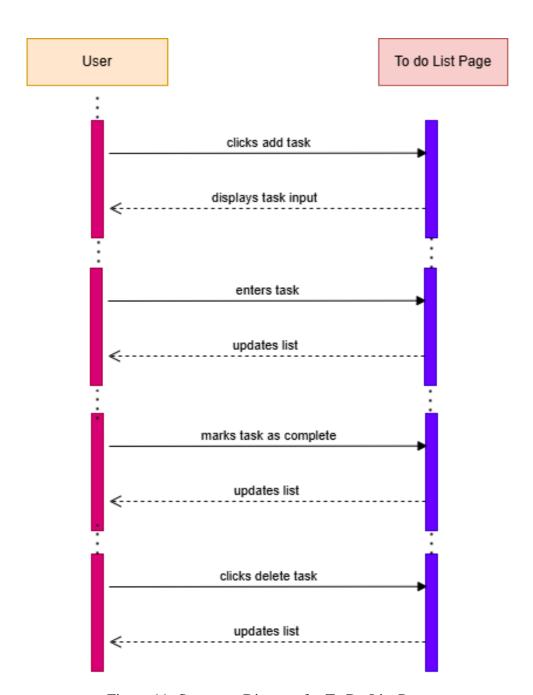


Figure 11: Sequence Diagram for To Do List Page

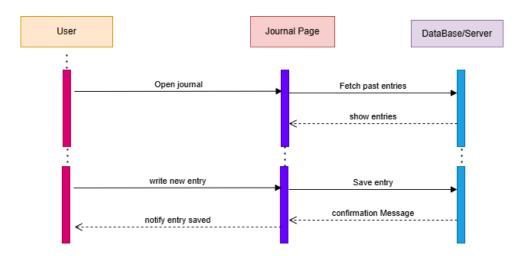


Figure 12: Sequence Diagram for Journal Page

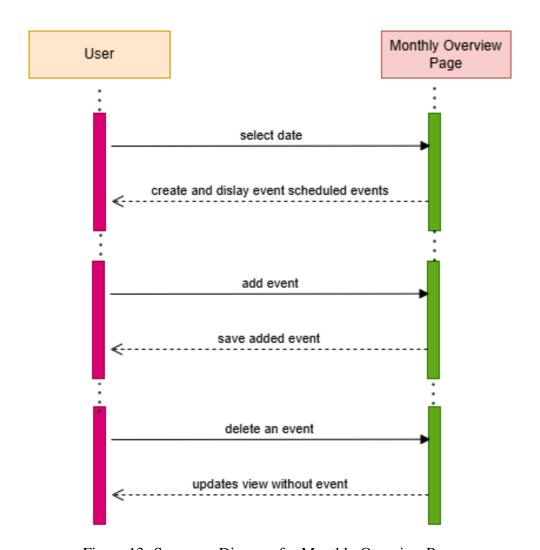


Figure 13: Sequence Diagram for Monthly Overview Page

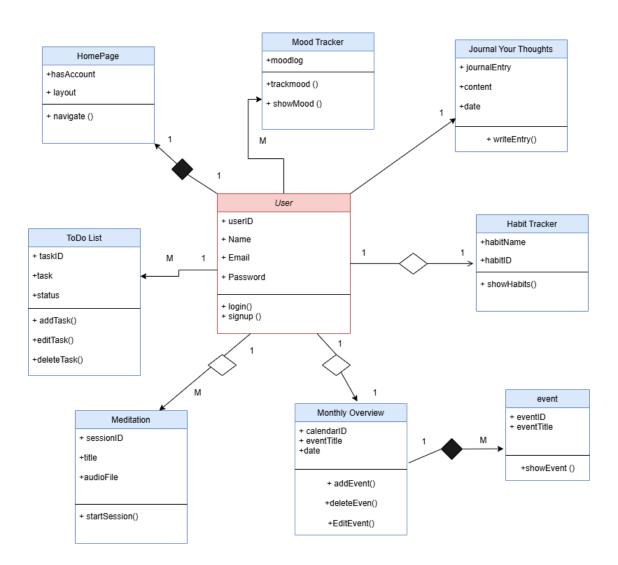


Figure 14: Class Diagram for System Architecture

0.7 Architecture Pattern

For our project, we have selected the **Model-View-Controller** (**MVC**) architecture pattern.

- **Model**: Contains the business logic and handles communication with the local database. It manages the data operations like inserting, updating, retrieving, and deleting records.
- **View**: Consists of the Windows Forms (WinForms) that provide the graphical user interface (GUI) for the user to interact with the system.
- Controller: Includes the event handlers and logic that link the View and Model. It responds to user interactions, invokes model updates, and refreshes the UI accordingly.

This pattern ensures a clear separation of concerns, making the application easier to manage, scale, and test.

0.7.1 Architecture Diagram

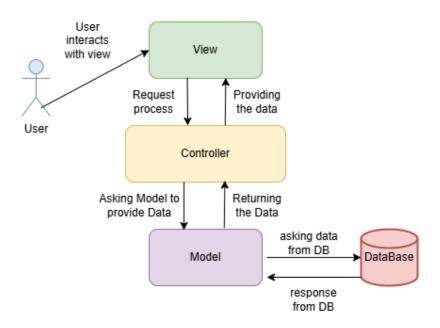


Figure 15: Model-View-Controller (MVC) Architecture Diagram

0.8 Implementation

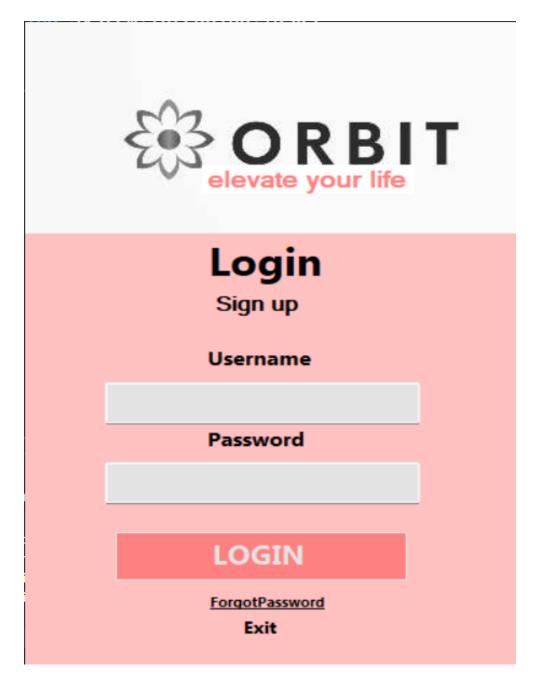


Figure 16: Login Page

ORBIT elevate your life
Sign up
Password
Confirm Password
show password
REGISTER
CLEAR
Already have an account Back to LOGIN

Figure 17: Sign up Page

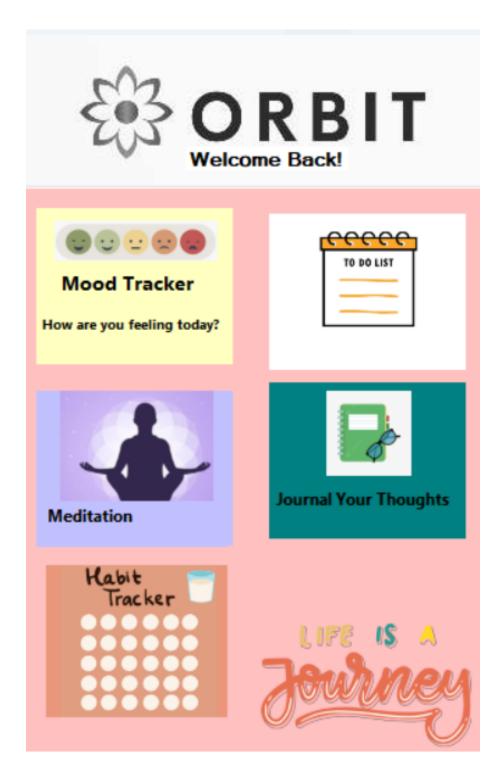


Figure 18: Home Page

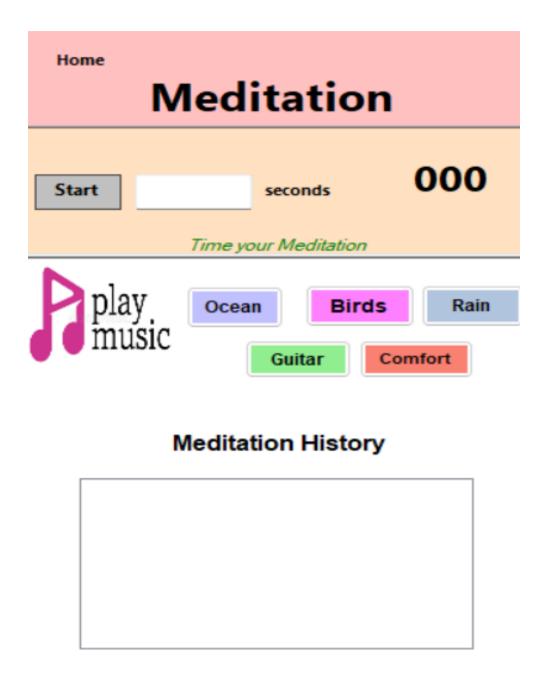


Figure 19: Meditation



Figure 20: To do list

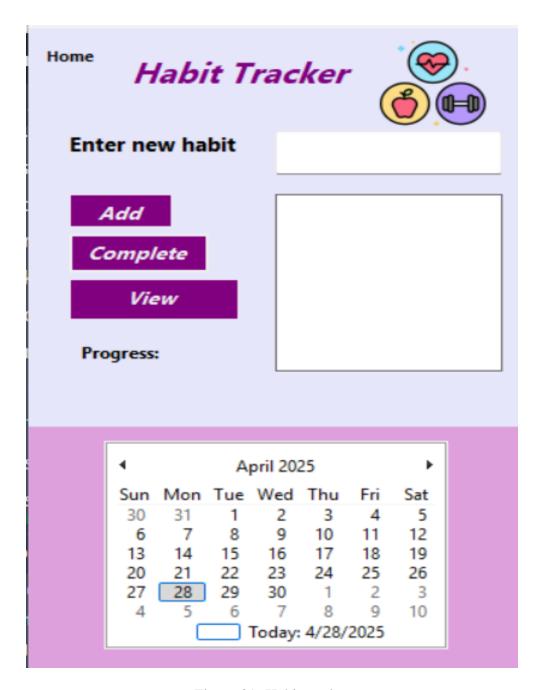


Figure 21: Habit tracker



Figure 22: Mood tracker

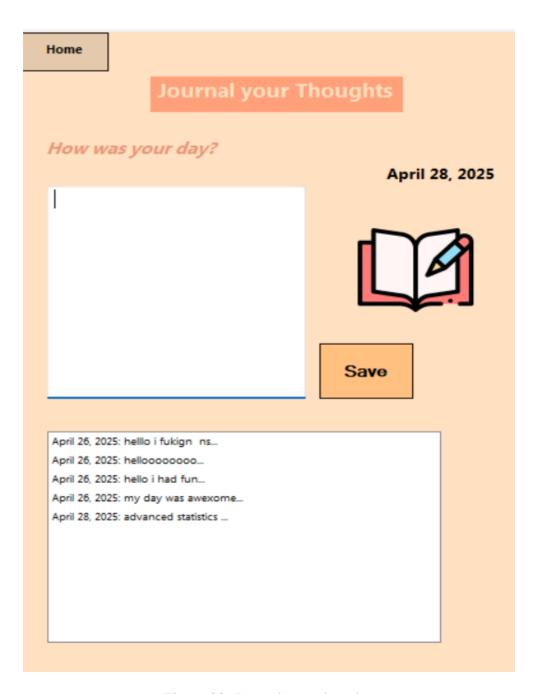


Figure 23: Journal your thoughts

0.9 Product Burndown Chart

The Product Burndown Chart provides a visual representation of the remaining work in the project versus time. It helps in tracking the progress and predicting the completion timeline based on the sprint goals.

0.9.1 Burndown Chart Description

- X-Axis: Represents the Sprint Days (Time).
- Y-Axis: Represents the Remaining Story Points or Tasks.
- Ideal Line: Shows the perfect scenario of task completion rate.
- Actual Line: Represents the real progress made by the team during each sprint.

0.9.2 Burndown Chart

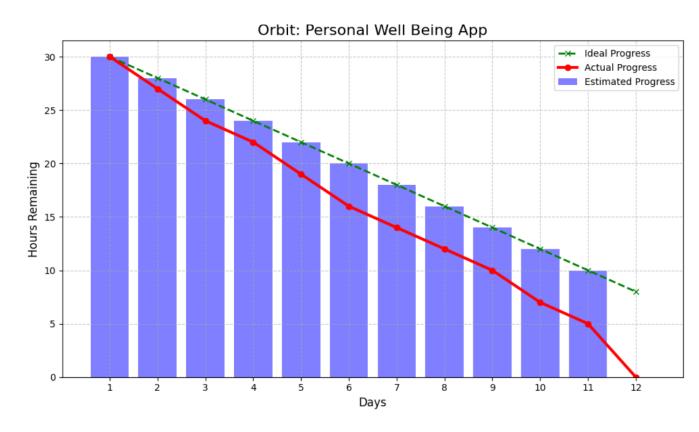


Figure 24: Product Burndown Chart for the Project

0.10 Boundary Value Analysis Testing of the Sign-up and Login Interfaces

For this project, we apply boundary value analysis to the Sign-up and Login forms to validate input fields like Username and Password. We especially focus on ensuring that:

- Username must be unique (for Sign-up).
- Password must be at least 8 characters long, with at least one uppercase letter, one lowercase letter, and one number.

0.10.1 Boundary Value Analysis for Sign-up Form

Password Field (Minimum Length 8)

The password must have a minimum of 8 characters. Thus, boundary values are tested around 8.

Test Case	Password Length	Expected Result
TC1	7 (min-1)	Fail: Password too short
TC2	8 (min)	Pass: Valid length
TC3	9 (min+1)	Pass: Valid length
TC4	15 (mid)	Pass: Valid length
TC5	19 (max-1)	Pass: Valid length
TC6	20 (max)	Pass: Valid length
TC7	21 (max+1)	Fail or Accept (depending on system limit)

Table 1: Boundary Value Analysis for Password Length in Sign-up Form

Username Field (Uniqueness)

We assume username must be unique and has a reasonable character limit (e.g., 20 characters max).

Test Case	Username Input	Expected Result
TC1	Already existing username	Fail: Username already taken
TC2	New unique username (min-1 character, empty)	Fail: Username required
TC3	1 character (min)	Pass: Valid unique username
TC4	2 characters (min+1)	Pass: Valid unique username
TC5	10 characters (mid) Pass: Valid unique u	
TC6	19 characters (max-1)	Pass: Valid unique username
TC7	20 characters (max) Pass: Valid unique usern	
TC8	TC8 21 characters (max+1) Fail: Username to	

Table 2: Boundary Value Analysis for Username in Sign-up Form

0.10.2 Boundary Value Analysis for Login Form

Username and Password Fields (Non-Empty)

Test Case	Username Input	Password Input	Expected Result
TC1	Empty	Any password	Fail: Username required
TC2	Valid username	Empty	Fail: Password required
TC3	Valid username	Password length 7 (min-1)	Fail: Password too short
TC4	Valid username	Password length 8 (min)	Pass: Successful login if correct
TC5	Valid username	Password length 9 (min+1)	Pass: Successful login if correct
TC6	Invalid username	Any password	Fail: User not found
TC7	Valid username	Incorrect password	Fail: Incorrect credentials

Table 3: Boundary Value Analysis for Login Form

Password Field (Character Requirements)

The password must contain:

- At least one uppercase letter (A-Z)
- At least one lowercase letter (a-z)
- At least one digit (0-9)

Test Case	Password Input	Expected Result
TC1	all lowercase (e.g., "password")	Fail: No uppercase
TC2	all uppercase (e.g., "PASSWORD")	Fail: No lowercase
TC3	only letters, no numbers (e.g., "Password")	Fail: No digit
TC4	only numbers (e.g., "12345678")	Fail: No letters
TC5	combination of uppercase, lowercase, numbers (e.g., "Pass1234")	Pass: ValidPassword

Table 4: Character Requirement Testing for Password

0.11 Work Division

Team Member	Roles and Responsibilities
Dania Waseem (Team Lead)	- Managed Trello (Scrum Board)
	- SignUp UI and Implementation
	- Meditation UI and Implementation
	- Made Sequence Diagrams
	- Made Class Diagram
	- Made Use Case Diagrams
	- Made Activity Diagrams
	- LaTeX Documentation
	- Presentation Slides
	- ToDo List UI
	- Database Integration
Munaza Tariq	- Designed ToDo List UI
	- Login UI and Implementation
	- Journal UI and Implementation
	- Mood Tracker UI and Implementation
	- ToDo List Implementation
	- Implemented ToDo List Page
	- Designed and Implemented Habit Tracker
	- Made Architecture Design
	- LaTeX Documentation
	- Presentation Slides

Table 5: Work Division

0.12 Learning from this Project

Through the development of the Orbit application, we gained hands-on experience in building a real-world software project from scratch. We learned how to plan a project by creating sprint backlogs and breaking tasks into small, manageable user stories. We improved our technical skills by working with Windows Forms in C#, designing user-friendly interfaces, and connecting our application to an SQL database. We also explored important software engineering concepts like requirements gathering, validation techniques such as boundary value analysis, and architecture design using layered patterns. Additionally, we practiced teamwork by dividing tasks and using tools like Trello for sprint management. Overall, this project taught us how to apply both programming and software engineering practices together to build a complete, functional application that solves a real-world problem.