

Varsity College Durban North

Planning and Design

2023

by

Jordan Green

Student Number: st10083222

Cameron Pillay

Student Number: st10083199

Daylin Shadrach

Student Number: st10083296

Mishra Mohammad

Student Number: st10083182

MinuteMind

TABLE OF CONTENTS

1. INTRODUCTION

1.1 Purpose of the Specification Document

2. OVERVIEW

2.1 Application : Name and Icon Design

2.2 Additional innovative features

3. REQUIREMENTS

3.1 Document Requirements

3.2 Gamification feature

4. USER INTERFACE DESIGN

4.1 Screen Mock-ups and Purpose

4.2 Diagram – User Navigation

5. PROJECT PLAN

5.1 Gantt Chart

6. CONCLUSION

REFERENCES

Introduction

1.1 Purpose of the Specifications Document

This Specifications Document adheres to the Planning and Design phase of MinuteMind's application development. MinuteMind is designed as a time-tracking app for individuals to track the date and time spent working on a client's project.

This document serves the purpose to inform the software development team of the tasks on-hand, as well as ensure team members collaborate efficiently, by understanding what needs to be built and how – prior to the application's prototype implementation.

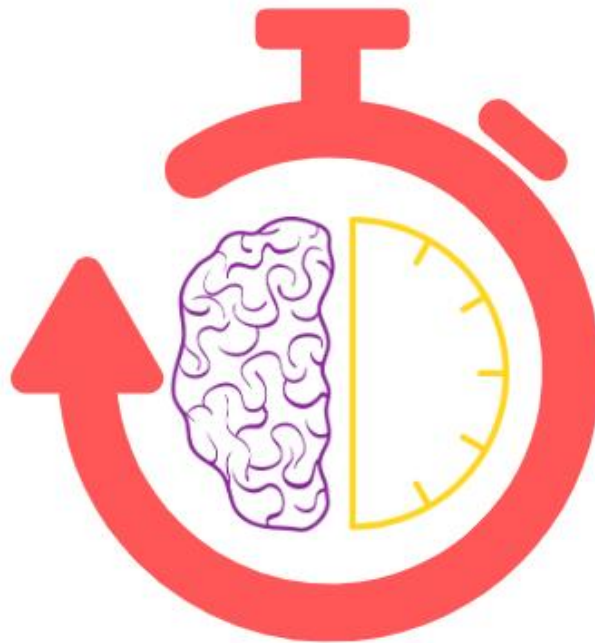
It includes documentation requirements, app gamification features, UI designs of each mock-up screen, the user navigation map, and a Gantt chart enlisting tasks breakdown.

2 OVERVIEW

2.1 Application: Name and Icon Design

Name: MinuteMind – *Where every minute counts*

Logo: A timer with half a brain (representing the mind) and half a clock (symbolism of time)
– This is symbolic of the human brain and its tendencies to procrastinate or rush through the day. This app serves to let the user be mindful of where and how each of their minute of the day is spent.



MINUTEMIND

Where every minute counts

2.2 Additional innovative features

As the standard design for an app includes a User-friendly interface, MinuteMind introduces three further contemporary features such as:

- 1) '*Clock-in/clock-out*' – This feature enables users to tap the clock feature on the app's interface, which grants them access to clock in and clock-out of their enlisted project. The goal behind this feature is to reduce the process of manually tracking hours spent and provide ease of use for corporate users (Team EmpMonitor, 2021).
- 2) '*In-app Notifications*' – A notifications feature enables all mobile users to keep track of messages, upcoming meetings, and more. Bearing this in mind, an in-app notification feature for MinuteMind would be ideal to include, so users may be reminded to check in or check-out of their work or to submit before the deadline.
- 3) '*Personalized settings*' – To enable users to feel relatable to the app, and more comfortable using it, a personalized setting feature allows for customization, according to specific needs. This will include – but is not limited to – tailor-make dark/light mode, break times, overtime, work hours, and more (Team EmpMonitor, 2021).

3. REQUIREMENTS

3.1 Document Requirements

- **Home screen** – The Home Screen – commonly known as 'Home Page' – is the beginning of the user interface, welcoming users onto the platform. It entails the app's name, logo/icon, and more importantly - for user interaction -, an option for users to log in or sign up, should they not have an existing account.
- **Login/Register** – Users must be able to login to their existing accounts, have the option to change their password, if forgotten, or sign up for a new account, in order to use MinuteMind.
- **Category tab on Home** – Once the user successfully logs in, the screen will shift back to the Home page, which will display a tab, amongst a few of them, labeled as 'Category'. This tab will take users to the Create.
- **Timesheet Entry** – The user must be able to create a new entry. The 'create new entry' will include these features: save start/end date, name, category, and picture/image. These details will be saved to the database.
- **Minimum/Maximum Goals** – This feature will allow users to set a daily goal for two features: Minimum and Maximum.
- **View List** – The timesheets created, including images, need to be accessible to users in a list format. For example, if one saves a picture of themselves, they can access it when they please.
- **View Category Hours** – Each category created will have time put to its name, and the user needs to be able to view said hours.
- **Graph** – The user will choose the date they want, and then in chart form, they will see their combined hours worked each day over a selected period. The Graph must be in a visual format as well. Underneath the graph, the minimum/maximum goals need to be displayed.
- **Database** – All data must be stored in an online database. Firebase is a safe and secure database that is free for students, it's a good choice to research.

3.2 Gamification Feature

- **Gamification** – The user will be able to play a fun wordle game commonly known as the hangman game. This is a variation of the popular letter-guessing game. To discover the secret word, you are given a collection of blank letters that correspond to a word or phrase. (Tadesse, 2010)

By selecting letters from those on the sides, you make a guess. In contrast, if you select a letter that is not in the word, a stickman is drawn slowly and if you select a letter that is in the word, a sound is played, and that letter is revealed from the blank letters. The man is lured in more and more with each incorrect guess at a letter. The player loses after a specific number of wrong guesses. (Tadesse, 2010)

4. USER INTERFACE DESIGN

4.1 Screen Mock-ups and Purpose

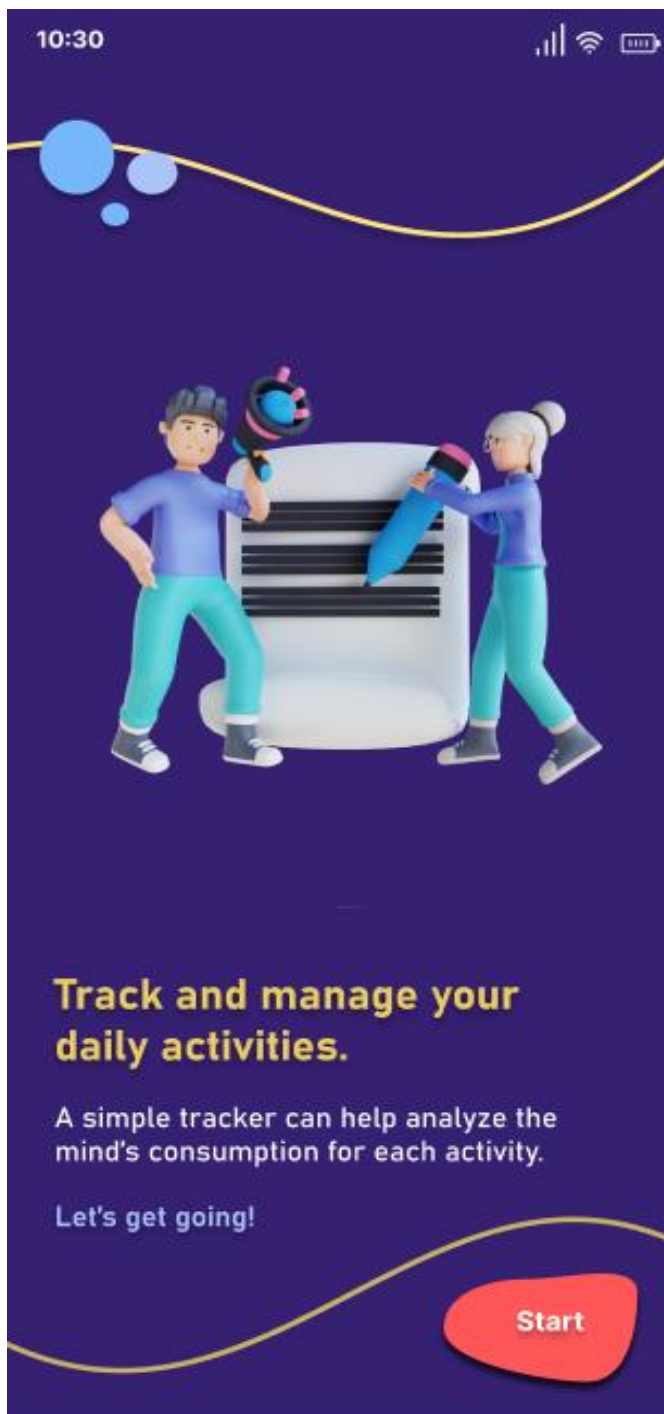
~ Welcome Page

The first page the users will see when opening MinuteMind, and at the bottom, it prompts the user to click on 'Explore' which will navigate the user to the 'Start Page'.



~ Start Page

- The second page the user will see. This page has a button called 'Start', click it and it will transport the user to the login page.



~ Login Page

- Users will be able to login if a pre-existing member, or if new, can register with their Google account.

10:30



MinuteMind

Sign in

OR



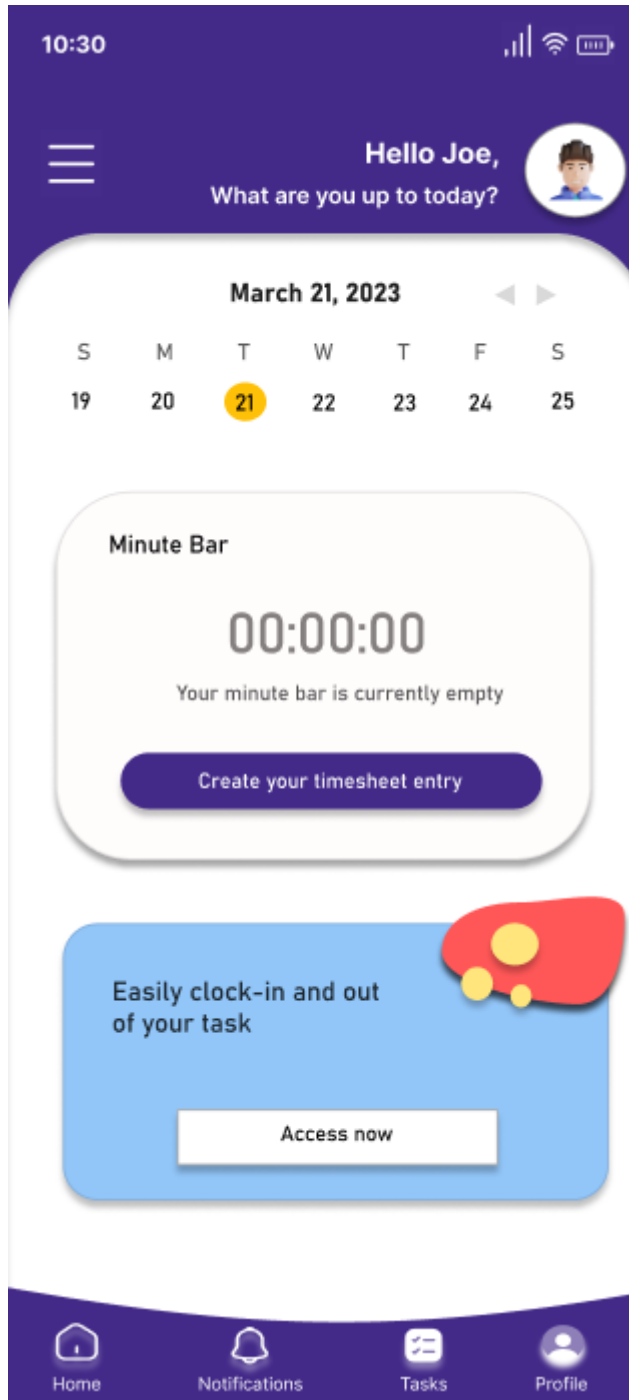
| Continue with Google

Login



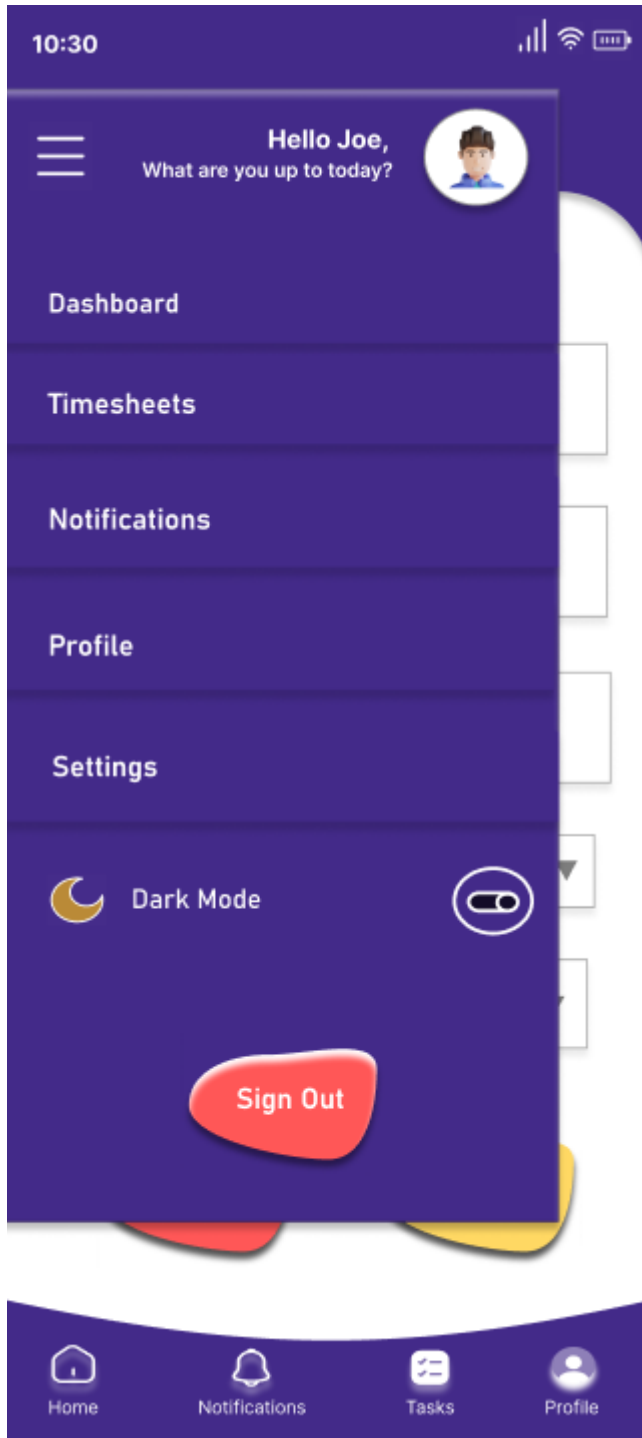
~ Home Page

The user will see his/hers username once logged in, and can view the current date on the calendar provided. The user can also click the button 'Create your own timesheet entry', which will proceed to the page 'Timesheet Entry'.



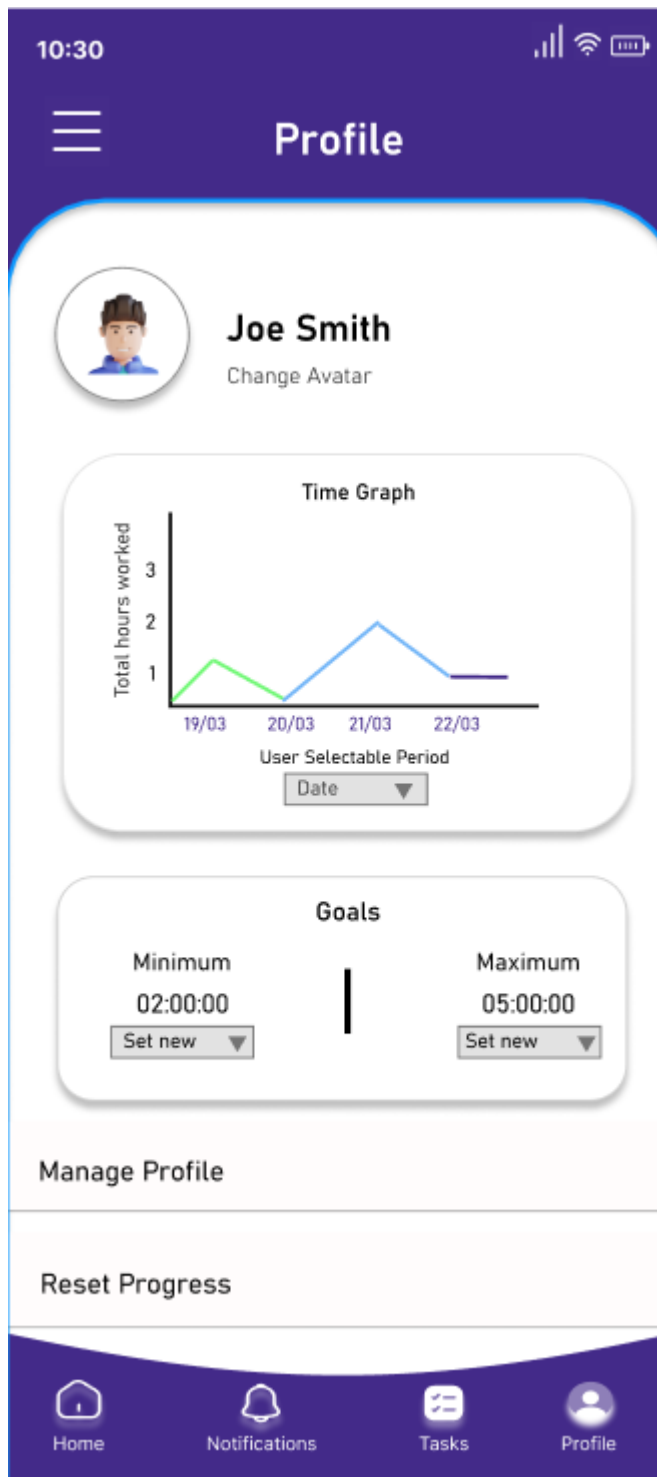
~ Nav-Bar

A navigation feature has been added for users to choose which page to navigate to. The user can choose to navigate to: Dashboard, Timesheets, Notifications, Profile, and Settings. Our team has implemented a Dark mode for users to take the strain off their eyes if interested.



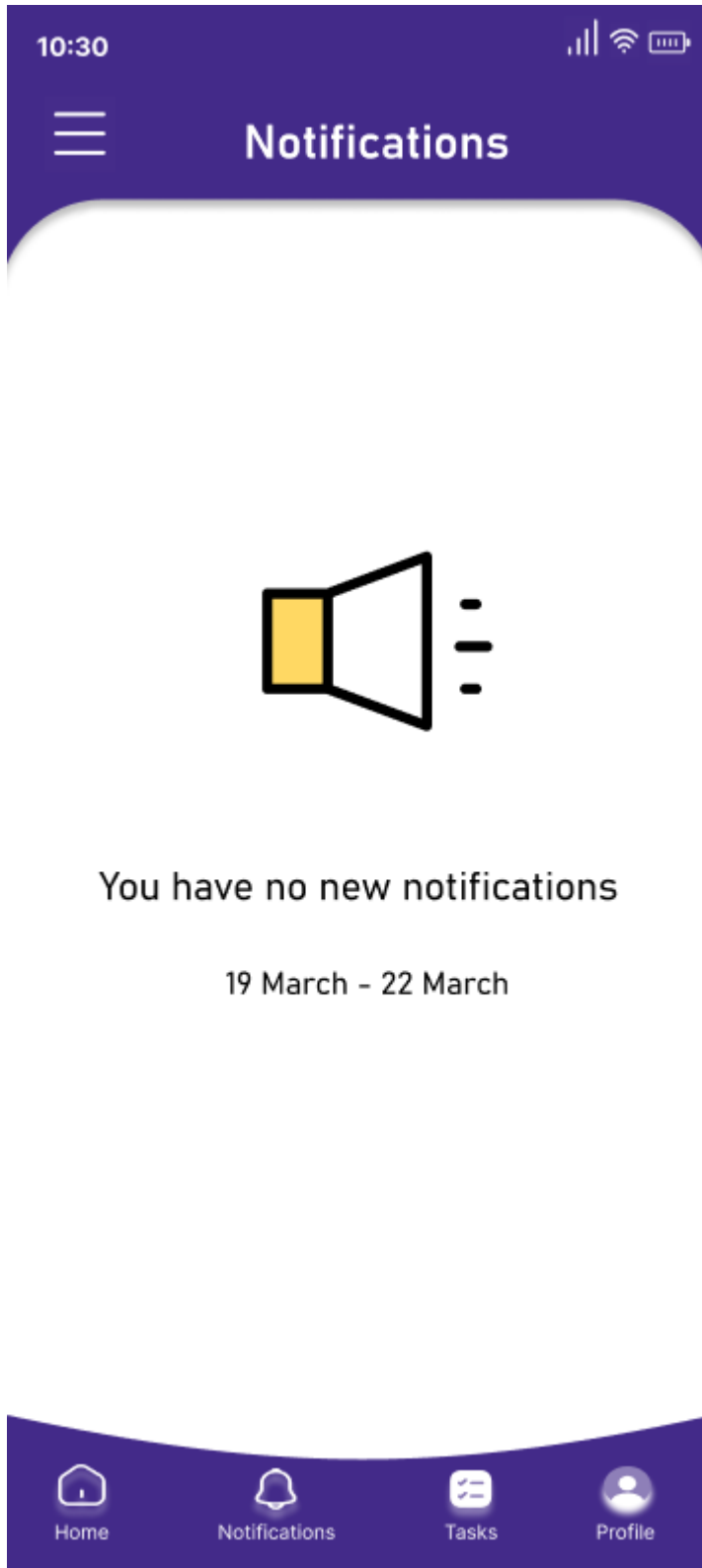
~ Profile Page

The Profile page, our users can change their avatars, for example, they can add their own picture to the avatar icon. They can view their hours worked, and their goals: Minimum and Maximum times, and lastly two options provided are for users to 'Manage Profile' and 'Reset Progress'.



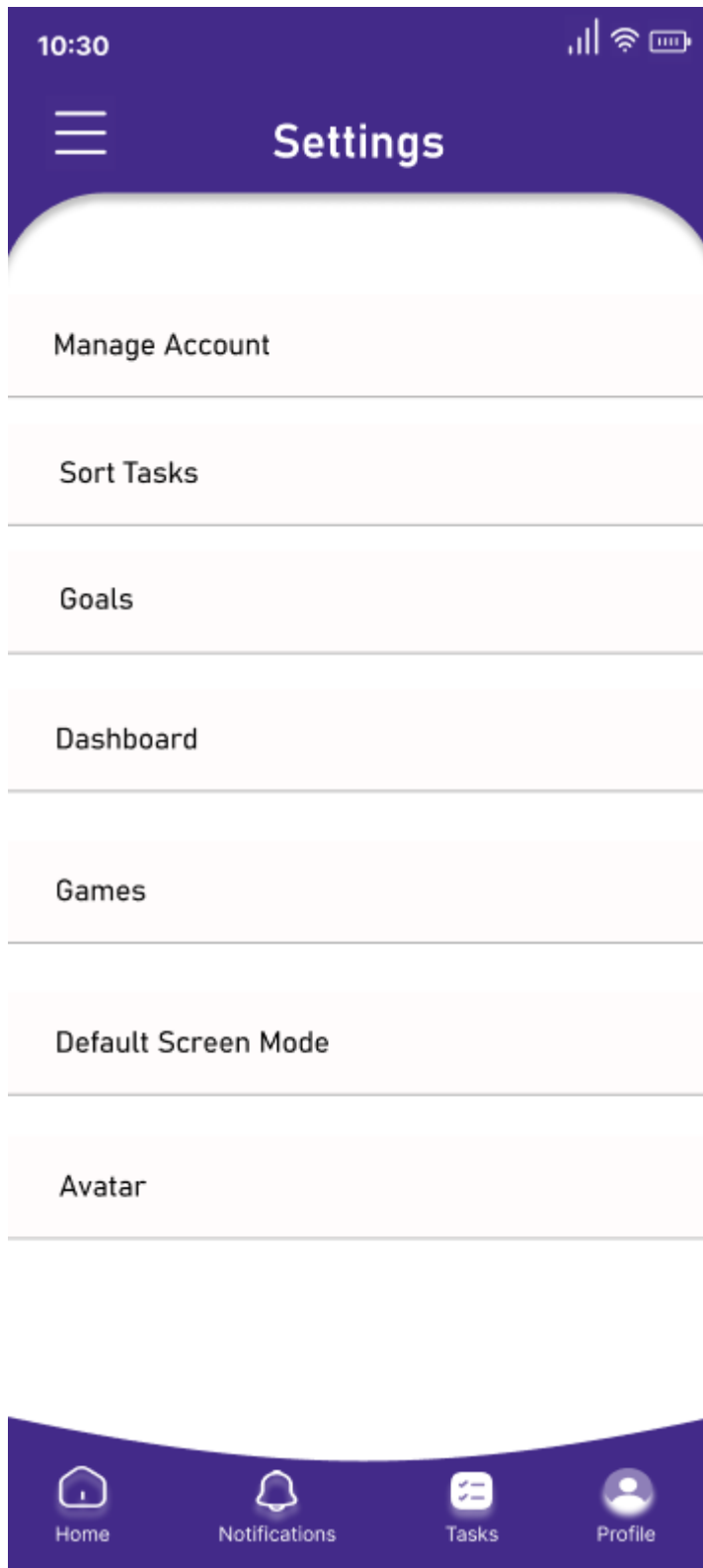
~ Notifications Page

This page will notify our users when they have a development incoming or in advance.



~ Settings Page

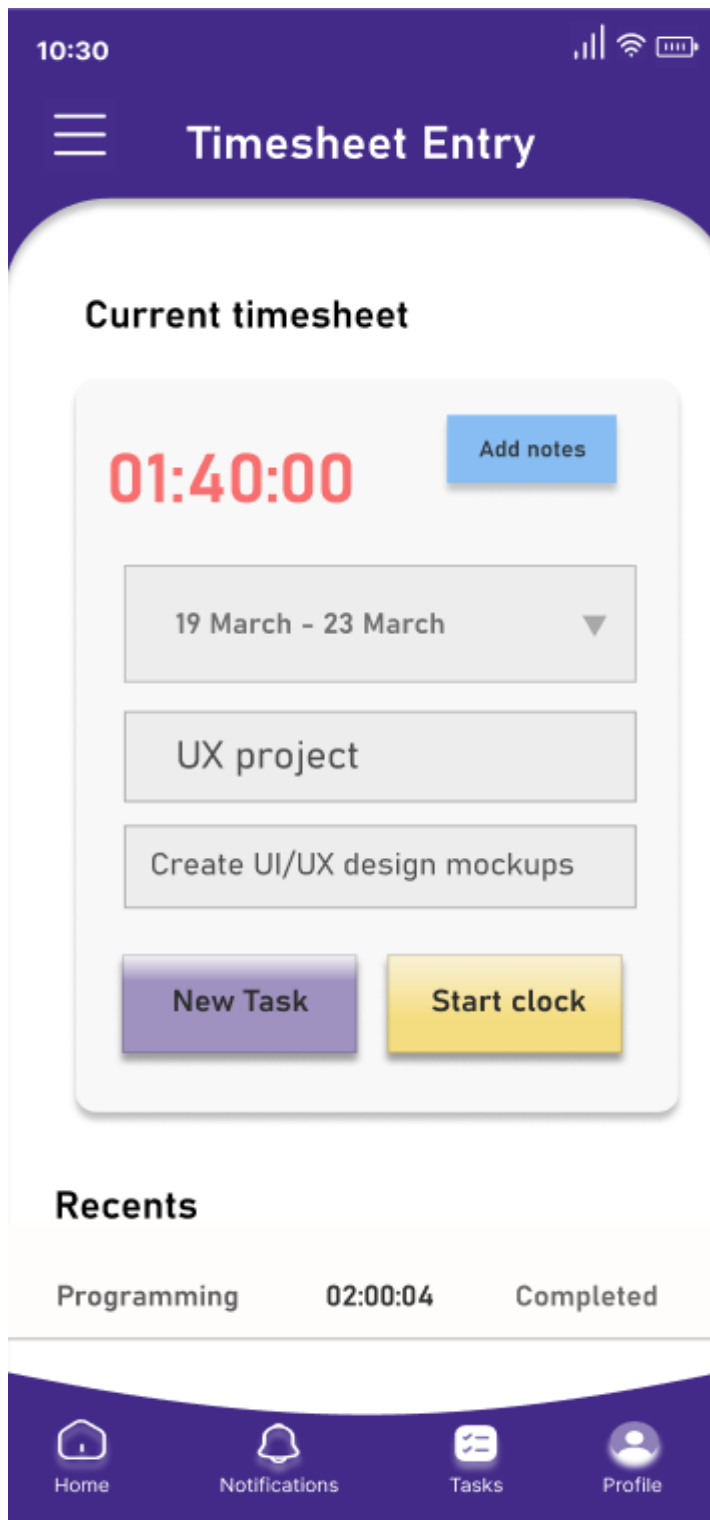
Users will have seven options on this page, they can click on these choices: Manage Account, Sort Tasks, Goals, Dashboard, Games, Default Screen Mode, and Avatar.



~ Timesheet Entry Page

This page shows the current timesheet project created by said user. It shows two buttons for the user to choose from.

1. New Task: Takes the user to the New Entry page.
2. Start Clock: Takes the user to the Timer page



~ New Entry Page

Creates a saved task with the following entries: Task Name, Category, Description, Start date, end date, and one can save an image.

10:30

≡ New Entry

Create Task

*Task Name

*Category ▼

*Description

*Start date ▼

*End date ▼

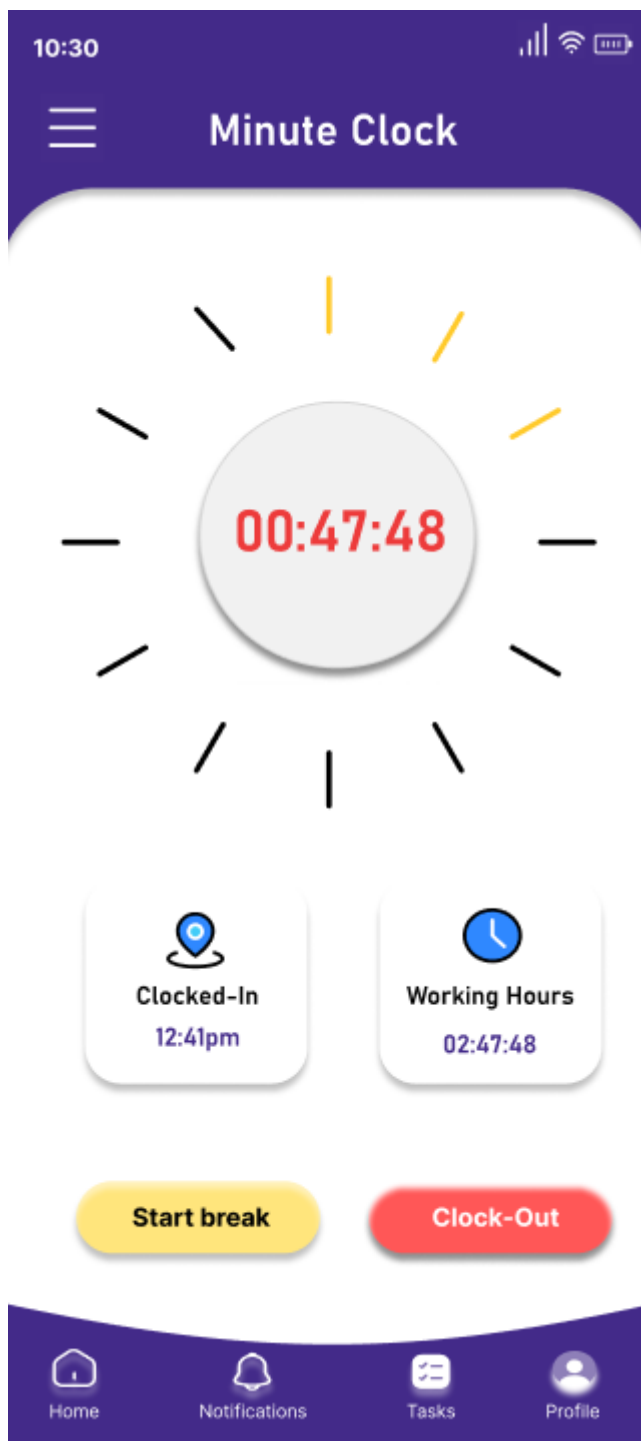
Add image ▼

Cancel Save

Home Notifications Tasks Profile

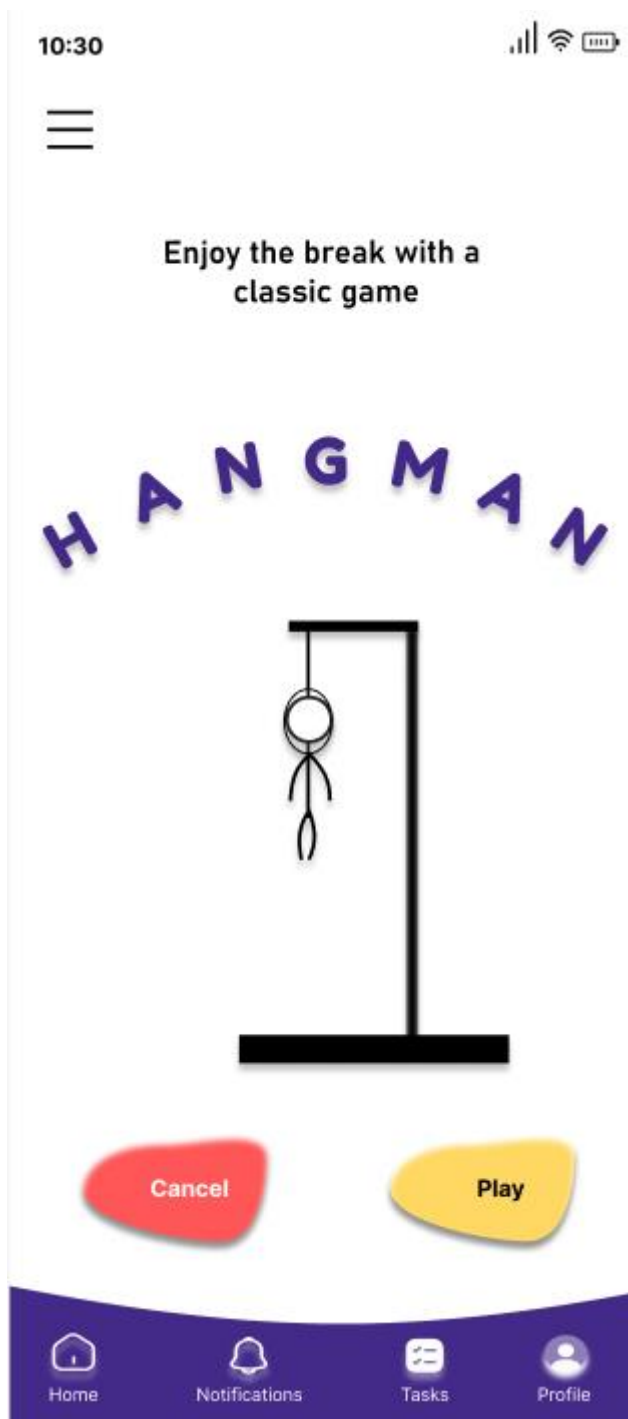
~ Timer Page

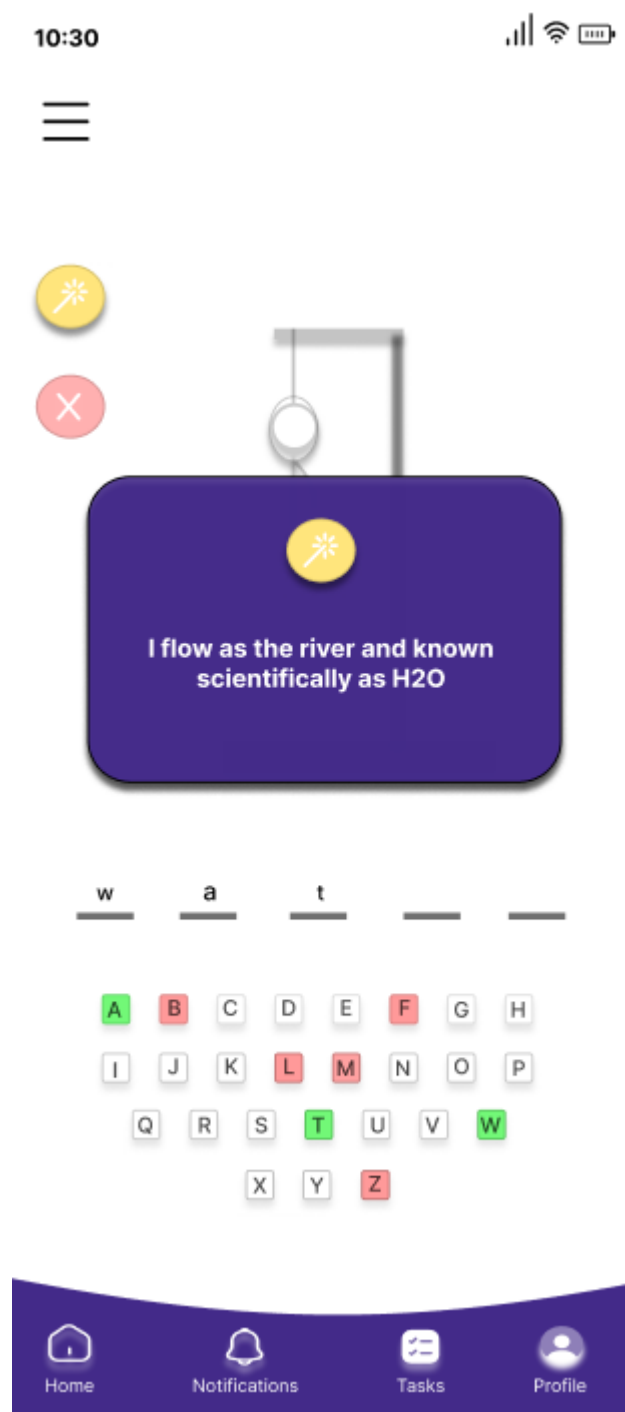
This is where users can use our timer/clock to record their 'Start break' and when finished with work can 'Clock-Out'.

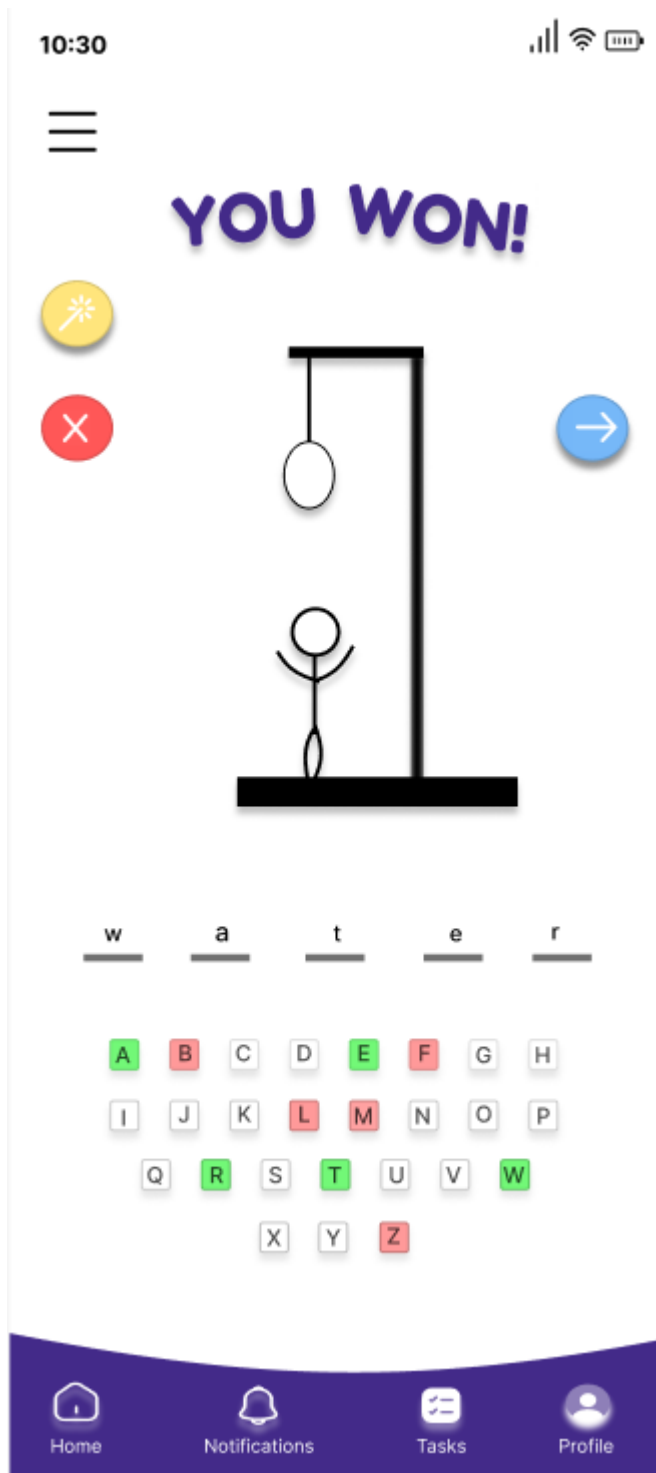


~ Game Page 1.1

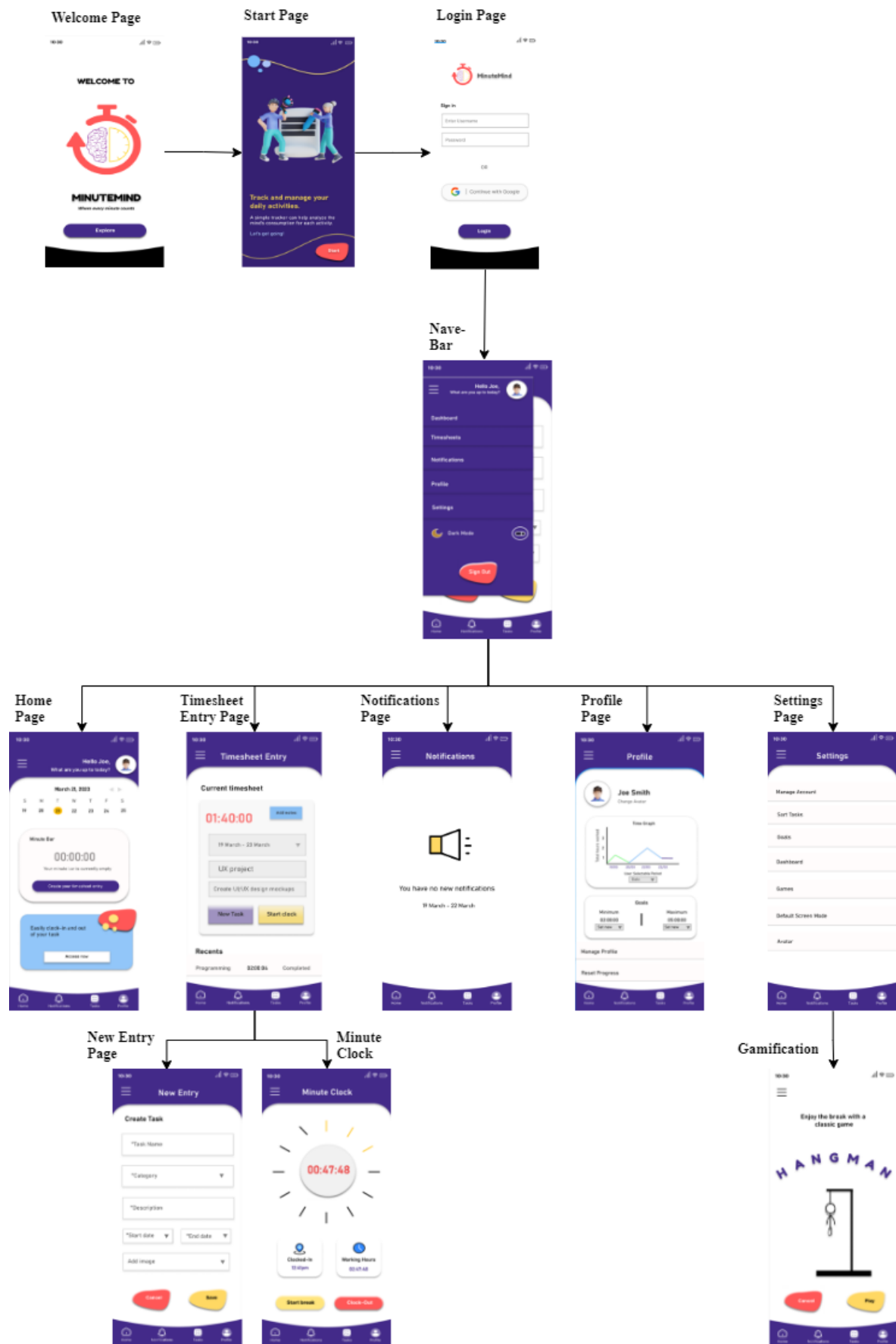
Our team has added the popular game 'Hangman' as an added bonus for users and can be accessed on the Setting tab in the nav bar.



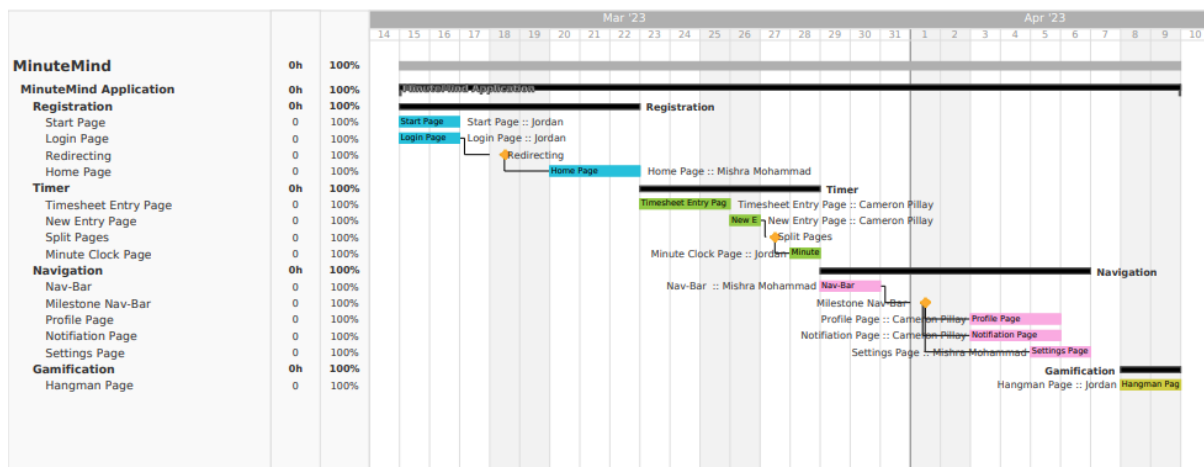




4.2 Diagram – User Navigation



5. PROJECT PLAN



6. CONCLUSION

In conclusion, 'MinuteMind' was designed to provide a contemporary and user-friendly app for users to create and view said tasks. We put a lot of time and effort to add fun features, such as dark mode, and adding a fully function gamification feature (mobile game). As our app is free, we try to provide a modern but simple app that users can use as they choose. With features such as Clock-in/Clock-out and a fully functional notification page, this app will give a fresh take on an old idea. The interface design ensures a seamless and enjoyable user experience which is a struggle with outdated timesheet apps.

References

- EmpMonitor. (2021, August 26). *8 MOST EFFECTIVE FEATURES TO HAVE IN EMPLOYEE TIMESHEET*. Retrieved March 28, 2023, from EmpMonitor: <https://empmonitor.com/blog/features-to-have-in-employee-timesheet/>
- Tadesse, W. (2010, March 2). *Hangman Game*. Retrieved April 10, 2023, from Code Project: <https://www.codeproject.com/Articles/61917/Hangman-Game>