

Conception phase 1

This document provide a conceptual model for designing a habit tracker app using python programming language. The aim of my work is to create a habit tracking app where its different from any other app found in the store. I want the app to be easy to use and make a difference in the user's lifestyle. My work is going to have multiple options the user can work with and create his/her own work of space to their liking. The software development process is common in two important steps, analysis, and design. In this project I decided to use object-oriented paradigm for app development.

Apart from the "habit" class, I created 3 other classes which will help me with the creation of the app and make it more interesting. The other classes are "habit list" "daily_habit_task" "weekly_habit_task" "monthly_habit_task". In these classes all the actions and decisions the user can make is found and created in order for a easy app experience.

Interaction of the user with the software is curial and important. The user is the one who triggers the program and can create habits as much as they want. The program will respond to that by providing 3 options, daily, weekly, and monthly habit tasks. Each task should be continued with a name, description, starting date, ending date, or maybe even a period.

The next case is view case, in view user asks the app to view certain habits or all the habits created. Then we have the analyze phase where the user can ask the app to see all the analyzed habits, according to that the app can provide full reports on the habits. For example, broken habits, streak habits, or the longest habits for instance. The user here can also set a streak for a specific period like for 15 days let's say.

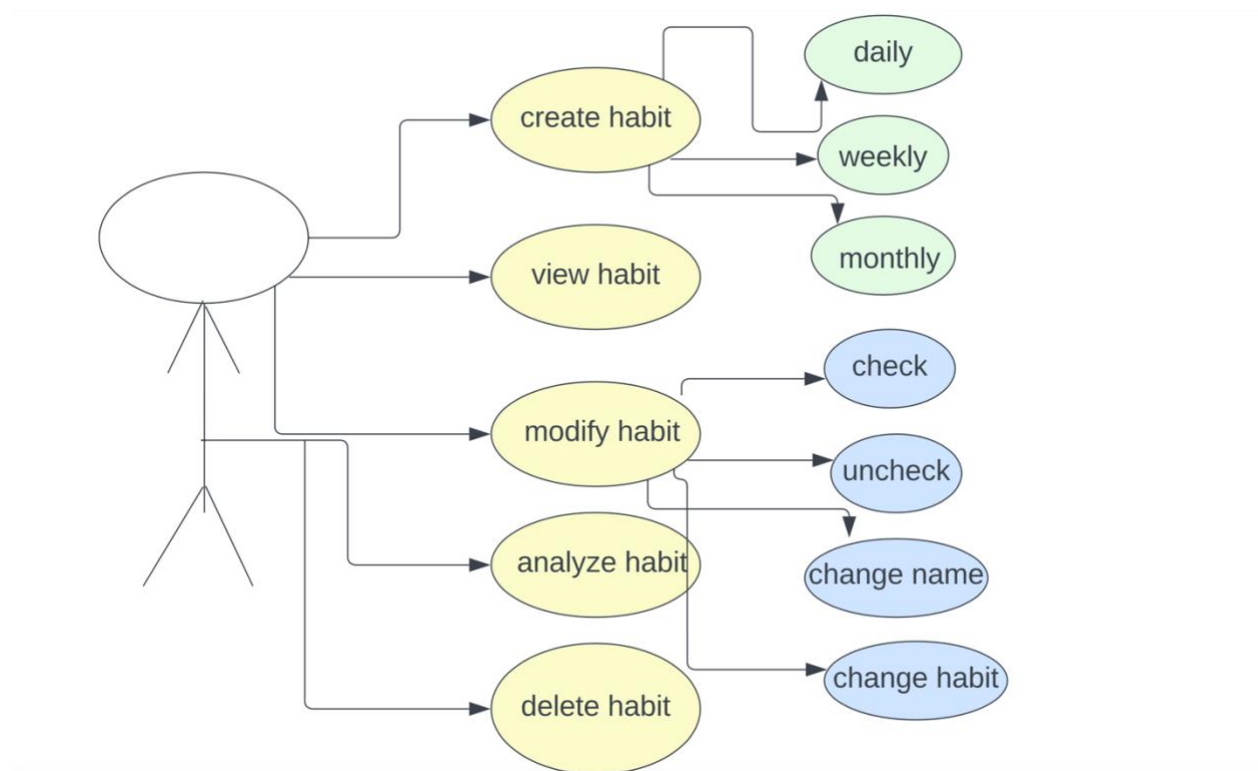
Next, in modify case, user asks the app to modify a habit then the app asks the user whether its daily, weekly, or monthly. Then the app shows all the habits according to the description provided by the user. After that the user can then modify the habit by entering a specific attribute to the specified habit. Lastly the user will be asked to confirm or cancel the changed made.

In the last case I added is the delete case, in this case the user asks the app to delete a habit task, the app will retrieve all the habits then asks if the user wants to delete all habits or specific one.

All what I explained is how the user can interact with the app generally and not into too many details because an app has so much more to be added in.

Couple of ideas I have in mind, is adding a alarm the user can set in the app itself in order to help the user keep track of their habits, also with the reminder of the habit we can add a quote for every kind of habit to the notification sent to the user in order to help motivate the user to achieve the desired habit.

Use case model:



Class diagram.

