



Wokka

MVP Documentation

Wan of a Kind

Project Management Laboratory

2023

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1 Requirements

During the project, we developed several user stories. Some were indeed implemented and others weren't, due to opinions gathered in our market research survey and focus group, which made us direct our focus to other features.

We planned our finished product (not MVP) to have 4 modules: Student, Leisure, Personal, and Fitness. In our MVP, we focused on the Student and Leisure modules and intended to include some features from the Personal module.

With our focus group, our focus shifted, so we further developed the Student and Leisure modules, yet didn't implement any feature for the Personal module.

First, we will present the user stories that were implemented and previously categorized using the MoSCoW scale, and then we'll be addressing the rest.

1.1 Implemented User Stories

1.1.1 Student Module

As a user, I should be able to CRUD institutions (high school, university, place of work) so that I can associate them with my notes and differentiate them. (Must have)

As a user, I should be able to CRUD a subject of an "institution" so that I can separate each of the classes/curricular units associated with that. (Must have)

As a user, I should be able to make a general note so that I can quickly write down information. (Must have)

As a user, I should be able to CRUD tasks for each subject of an "institution" so that I may organize what I have to do for each of my duties. (Must have)

As a user, I should be able to associate the study module with a given calendar event. (Could have)

As a user, I should be able to CRUD a subject/institution into a given calendar event. (Could have)

As a user, I want to register the grades I have had for every evaluation of a given subject to organize my information better. (Should have)

- This user story was created to replace the user stories related to grades that we had before, to be able to implement the concept of them, albeit in a simpler manner, to prioritize the new features.

As a user, I should be able to use a Pomodoro timer so that I can better focus on my studying and associate sessions with tasks. (Could have)

- This user story was moved up in priority due to the suggestion of multiple participants in the focus group. Even people that had never heard of this technique were very interested in it and thought it should be part of our product.

As a user, I should receive a notification every time I finish a focus or break session in Pomodoro so that I can keep going with the cycle.

- This user story was created once we had implemented the Pomodoro timer and realized that the user should receive a notification when a timer runs out.

As a user, I should be able to receive a periodical report about my progress in tasks in the student module, so that I keep in mind how I'm doing. (Could have)

1.1.2 Leisure Module

As a user, for a given category, I should be able to search for a piece of media so that I can add it to my catalog. (Must have)

As a user, for a given piece of media, I should be able to CRUD the initial date, final date, rating, review, and notes so that I can save my information. (Must have)

As a user, for a given piece of media, I should be able to mark it as viewed/read/want to read/view. (Must have)

As a user, for a given piece of media, I should be able to mark it (as a favorite) to set it aside from every other (for example press a star or heart). (Should have)

As a user, I should be able to receive a periodical report about my progress in tasks in the leisure module of the app, so that I keep in mind how I'm doing. (Could have)

As a user, I should create a calendar event associated with a piece of media that I intend to experience so that I can allocate time for it. (Could have)

1.1.3 Gamification

As a user, I should be able to receive XP every time I complete a task so that I can feel motivated to keep going. (Must have)

As a user, I should be able to always check my XP so that I can keep track of my progress and overall level. (Must have)

As a user, I should receive a notification that reviews my progress (XP gained and tasks completed) so that to keep myself motivated. (Should have)

As a user, I should be able to win badges over specific things I do, so I feel motivated to keep going and to have fun with the app. (Could have)

As a user, I should be greeted by an animation every time I receive XP so that I keep myself motivated to keep going. (Should have)

1.1.4 General User Stories

As a user, I should be able to authenticate myself into the app, so that I can use it. (Must have)

As a user, I should be able to receive a periodical report about my progress in tasks in every module of the app, so that I keep in mind how I'm doing. (Could have)

As a user, I should be able to set a notification for a given event so that I do not lose track of them. (Could have)

As a user, I want a monthly view of all the events I have to better organize my time. (Must have)

- This user story was created after focus group participants highlighted how important it was for them to have a monthly view of their events.
- All calendar-related user stories were moved up in priority due to feedback from the focus group - all participants named calendars as their main tools for time management and thought it was an essential feature for our app.
- The focus group also highlighted the importance of weekly reports to further motivate the users to keep going with their tasks.
- A user that tried the MVP after its second release also highlighted the importance of badges to further reward users for their investment in the app.

1.2 Not Implemented User Stories

1.2.1 Personal Module

As a user, I should be able to answer a question of the day (mood question) so that I can keep track of my mood. (Should have)

As a user, I should be able to view the answer to the questions of the day associated with the calendar. (Could have)

1.2.2 General User Stories

As a user, I should be able to set a periodicity for the event so that I can customize the event. (Could have)

1.2.3 Leisure Module

As a user, for a given category, I should be able to have the option to CRUD the standard template fields so that I can customize the information that I will be registering. (Could have)

As a user, for a given piece of media, I should be able to CRUD the data in the custom fields so that I can save personalized information. (Could have)

As a user, for a given category, I should be able to reorder the fields (all of them) so that I don't need to scroll to access the properties that I like the most. (Could have)

1.2.4 Student Module

As a user, I should be able to CRUD an institution's subject's weights so that my institution average can be calculated. (Should have)

As a user, I should be able to CRUD an evaluation moment's grade so that the average will properly be calculated. (Should have)

As a user, I should be able to CRUD each of my subjects' evaluation methods so that I can properly calculate and track my average. (Should have)

As a user, I should be able to link a task to another object so that I can better synergize my studying and knowledge. (Could have)

As a user, I should be able to CRUD fields (from a given set with an option to customize) and values to a subject or institution so that I can keep important data. (Could have)

As a user, I should be able to create a weekly schedule inside the module, so that I can have classes shown in the calendar, while still having a logical and interface separation from the general calendar. (Could have)

As a user, I should be able to CRUD a tag so that I may categorize my notes. (Should have)

As a user, I should be able to CRUD notes of a given tag so that I may take notes of a specific category. (Should have)

- On the last two user stories: though we, for the sake of honesty, consider that the original idea for the tag system wasn't implemented, the broad strokes of the feature were enforced on the notes. This is to say that even though the user story wasn't followed strictly, we consider that its essence is present in the MVP we developed.

2 Architecture

2.1 Physical Architecture

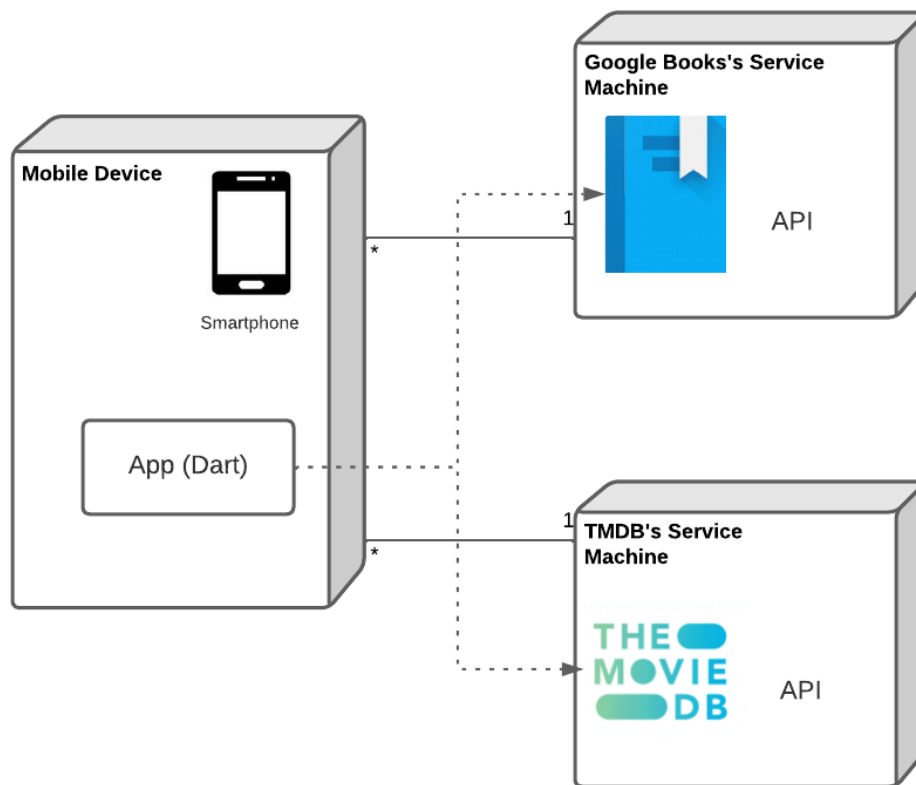
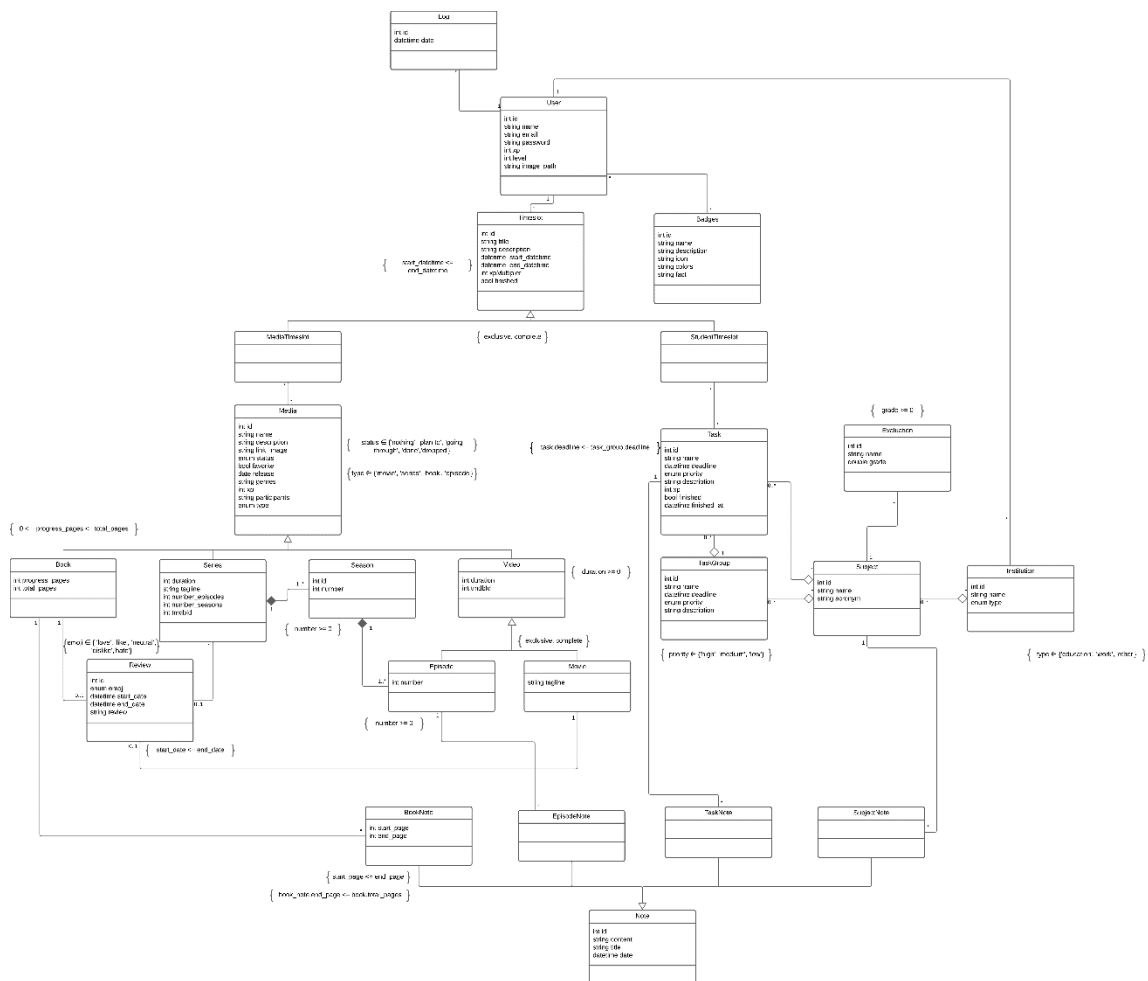


Figure 1 – Physical Architecture Diagram.



4 User Manual

4.1 Splash Page

When starting the application, users will be greeted by the following splash screen.

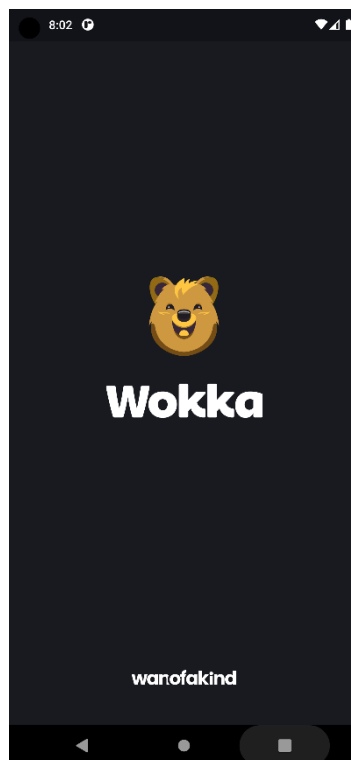


Figure 3 – Splash Screen Page.

4.2 Sign Up/Login Page

The user will go to this page if they aren't logged in, from where they can choose to either *Sign Up* if it's their first time using the app and they want to create a new account, or *Login* if they already have an account.

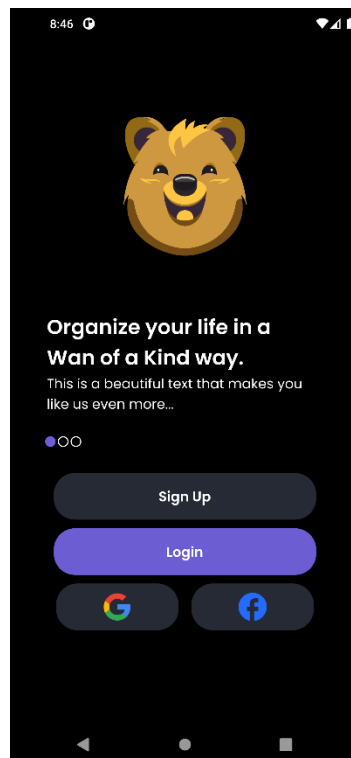


Figure 4 – Sign Up/Login Page.

4.3 Sign Up Page

If the user pressed the “*Sign Up*” button, they would see a series of screens prompting them to enter their name, email address, and password – the latter must have a minimum length of 8 characters.

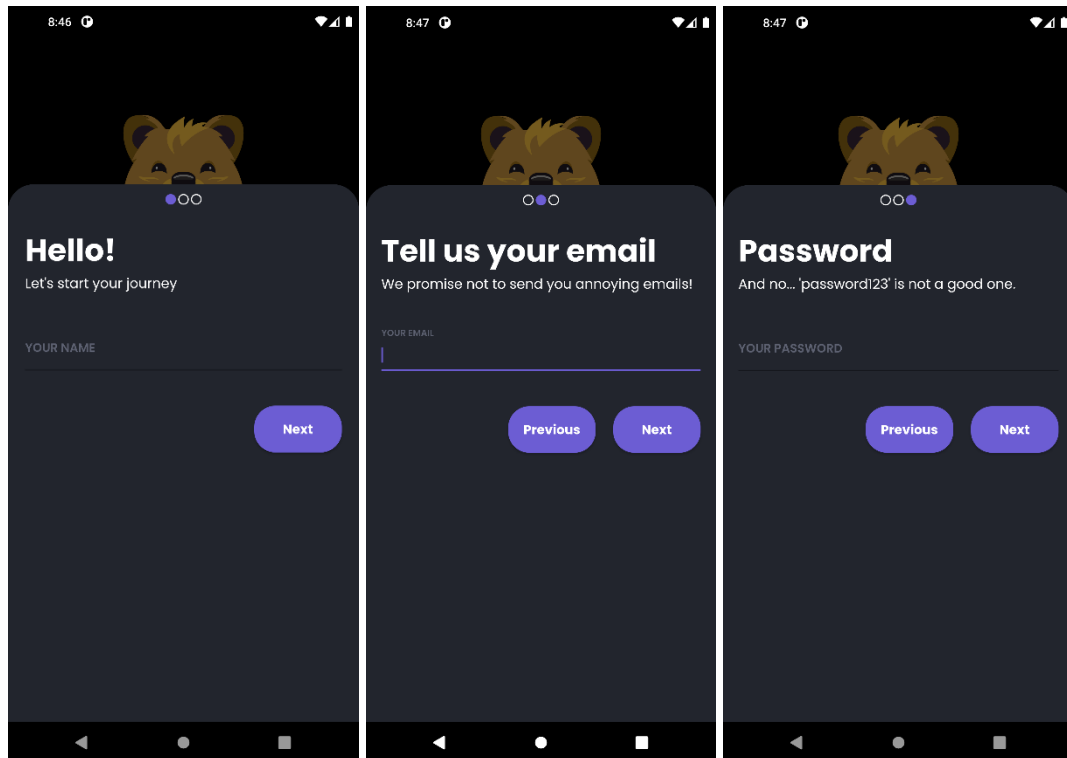


Figure 5 – Sign Up Form.

4.4 Login Page

If the user presses the *Login* button, they will see a page where they must input their email address and password. If the user has forgotten their password, they can press the “*Forgot password?*” button.

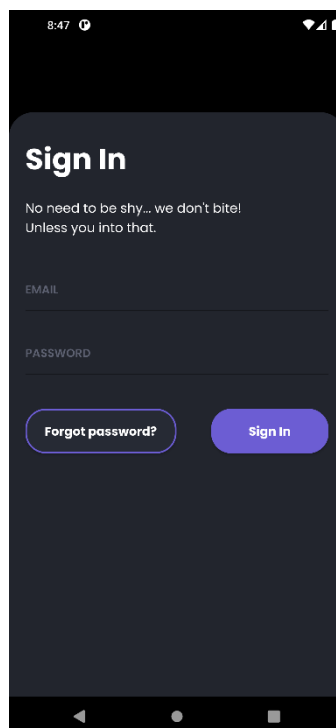


Figure 6 – Sign In Form.

4.5 Forgot Password Page

The user merely needs to input the email address associated with the account whose password they are trying to recover.

In the finished product, an email would be sent to the user with a recovery link to initiate the process of password recovery. In the MVP, the email address and the password are simply presented on the screen.

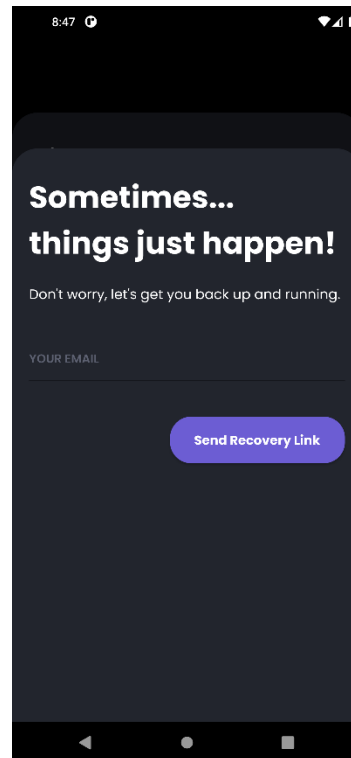


Figure 7 – Password Recovery form.

4.6 Home Page

Once logged in, the user will be greeted by the RequirementsHome Page, with the following elements highlighted in purple.

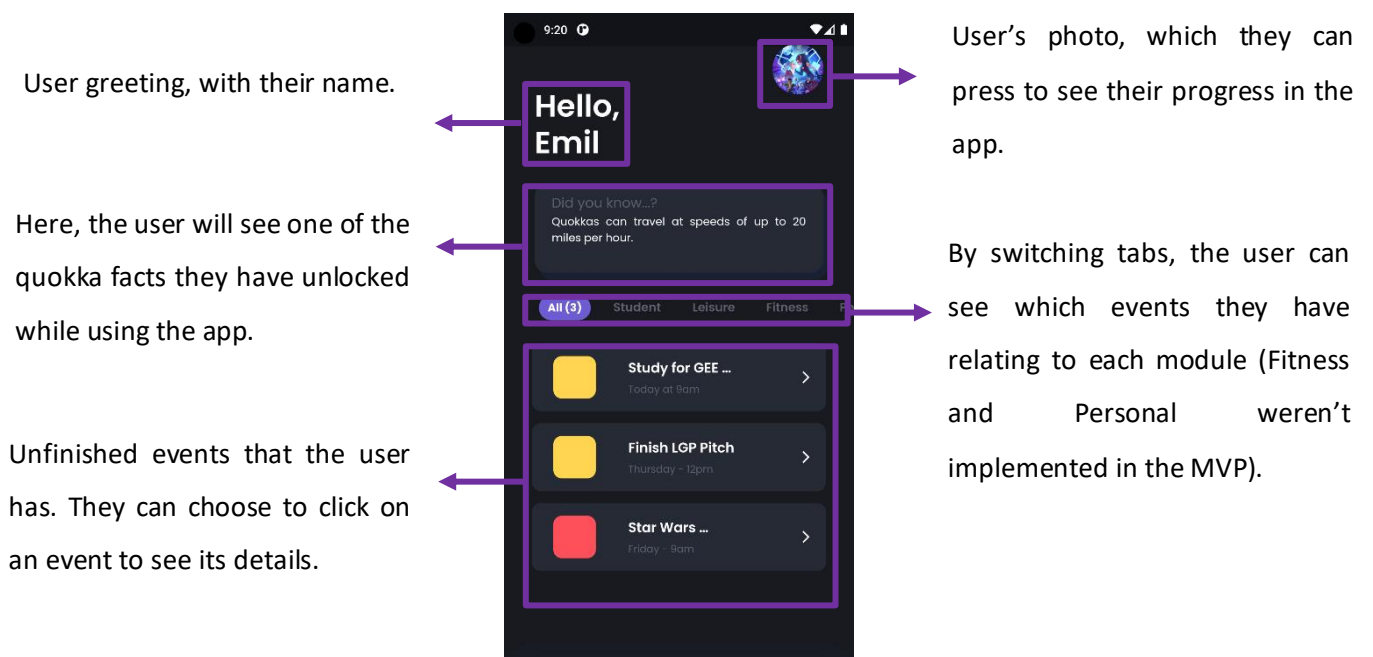


Figure 8 – Home Page.

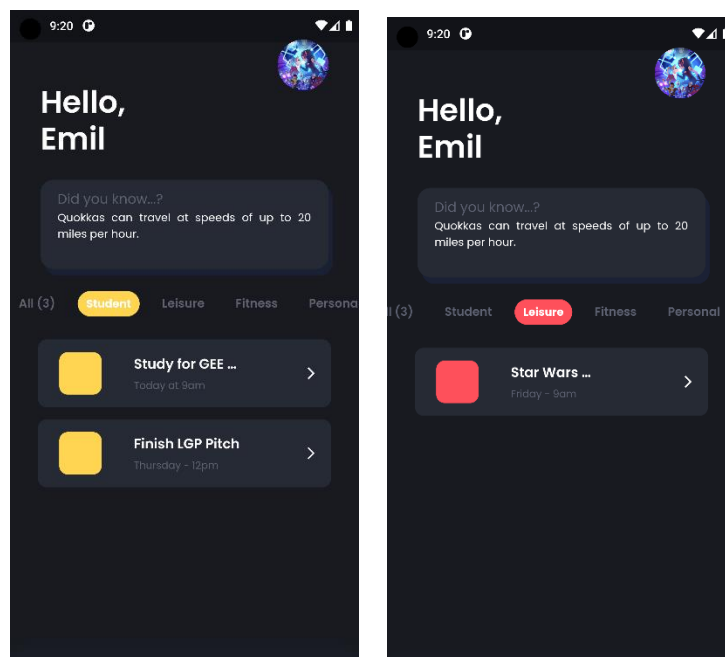


Figure 9 – Home Page, filtered by Module.

The colors yellow and red are used to distinguish the event's module. Yellow is the color of the **Student** module and Red is the color of the **Leisure** module.

4.7 Event Page

The user can see details of the event and can edit its information by clicking on the “*Edit*” button.

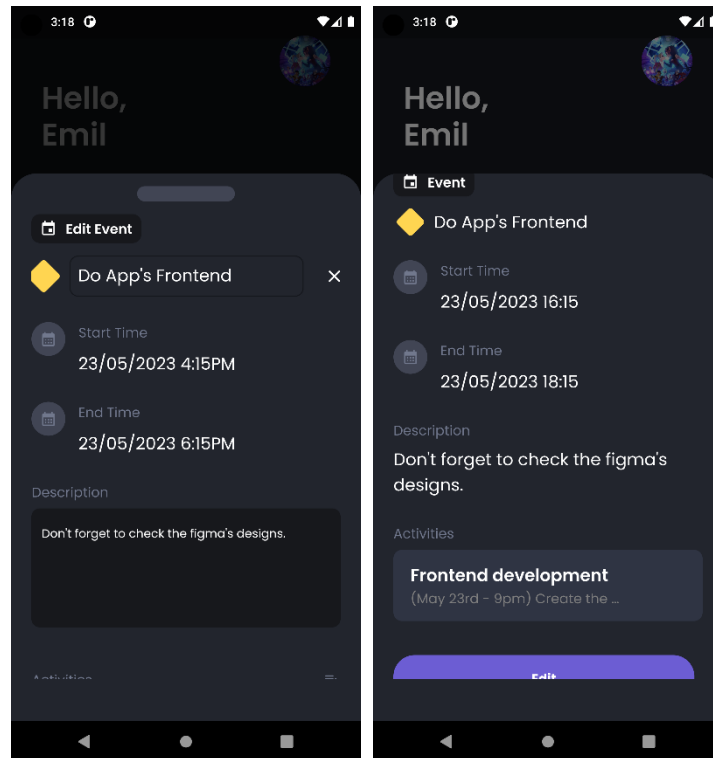


Figure 10 – Event Forms.

4.8 Progress Modal Page

If the user presses their photo on the Home Page, they will see the following modal:

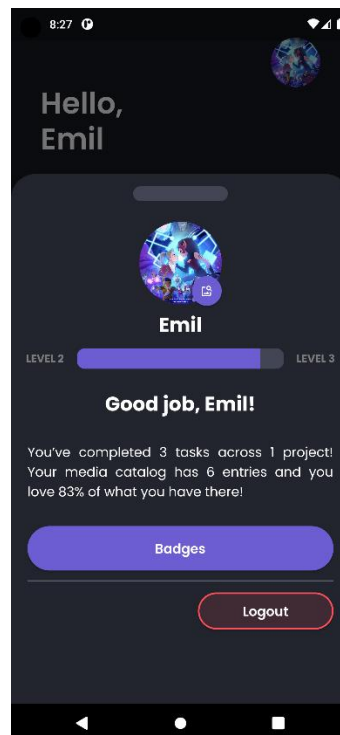


Figure 11 – Progress Modal Page.

If the user clicks on their photo, they will be given the option to change it by selecting a photo in their device's media library. Below the photo, the user can check their progress - their current level and how far they are from reaching the next one. A simple text with app statistics is also present.

Through here, logout is also possible, using the dedicated button.

The user can press the “*Badges*” button to see the badges modal page with all the badges they've collected.

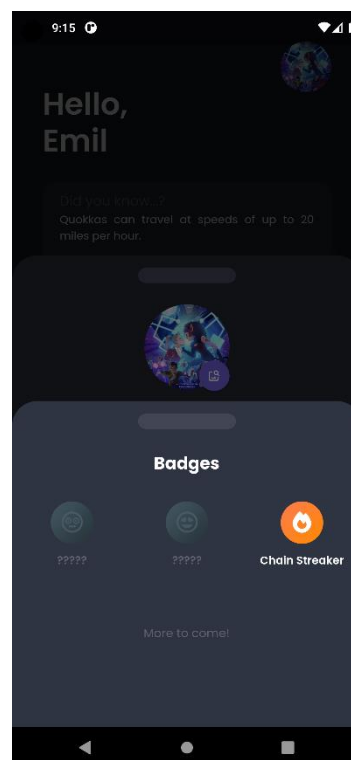


Figure 12 – Badges Modal.

The badges a user has will be shown in color, along with their name. The others will appear as locked, with a greyed-out color and no name. If a user chooses to see more details about their badge, they can do so by tapping it.

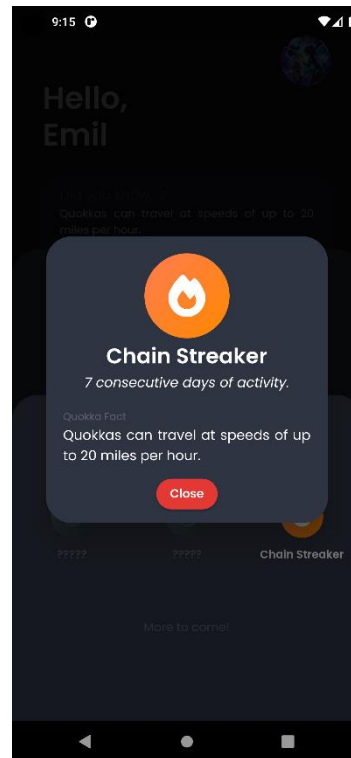


Figure 13 – Badge Info Alert.

Details include the badge’s icon and color, name, description (which explains why the badge was unlocked), and its associated quokka fact.

4.9 Navigation Bar

Through the navigation bar, the user can go to many different screens in the app, by clicking its various icons. From left to right: Home Page, Monthly View Page, Action Button, Action Button

When the user presses the “+” icon in the middle of the navigation bar, they will be greeted with the option of opening a new form for several elements: Subject, Institution, Event, Project, Task, or use the Pomodoro Timer.

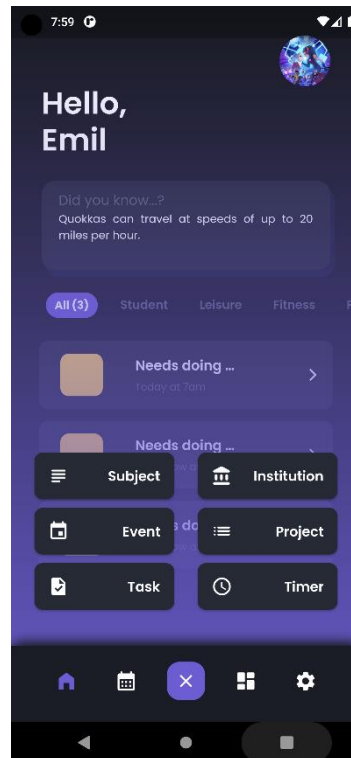


Figure 17 – Action Button View.

To dismiss the options, pressing the middle button again is enough – as shown in the previous figure, it turns into a cross (“x”) when the options are shown.

4.10 Subject Form

The Subject Form has four attributes: name, acronym, institution, and evaluations. Both name and acronym are required attributes. It’s possible to create new evaluations from the plus sign next to the “*Evaluations*” section – the user only needs to provide a name and grade for the evaluation. Beware that grades can’t be negative.

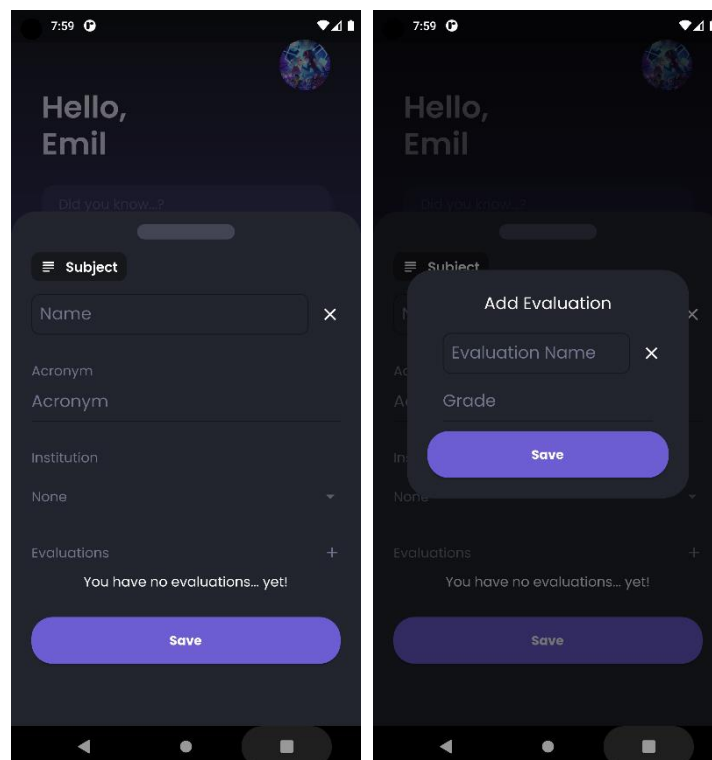


Figure 18 – Evaluation Form.

4.11 Institution Form

Institution Form is composed of various attributes: name, type, and subjects. Only the name is mandatory. It's also possible to create new subjects from the plus sign next to the “*Subjects*” section – the user only needs to write the name and acronym of the subject (thus comprising a form similar to that of Evaluation).

The image displays two side-by-side screenshots of a mobile application interface, specifically the 'Institution Form' and 'Subject Form'.

Left Screenshot (Institution Form):

- Header: 'Hello, Emil' with a profile picture icon.
- Tip: 'Did you know...? Quokkas can travel at speeds of up to 20 miles per hour.'
- Section: 'Institution' with a building icon.
- Field: 'Name' with a clear 'X' button.
- Section: 'Type' with three buttons: 'Education', 'Work', and 'Other' (selected).
- Section: 'Subjects' with a plus icon and the text 'You have no subjects... yet!'.
- Button: 'Save'.

Right Screenshot (Subject Form):

- Header: 'Hello, Emil' with a profile picture icon.
- Tip: 'Did you know...? Quokkas can travel at speeds of up to 20 miles per hour.'
- Section: 'Institution' with a building icon.
- Section: 'Subject' with a list icon.
- Field: 'Name' with a clear 'X' button.
- Field: 'Acronym'.
- Button: 'Save'.

Figure 19 – Institution Form.

4.12 Event Form

Event Form has six attributes: module type, title, start time, end time, description, and activities.

By tapping the diamond to the left of the title field, it's possible to pick between the student and leisure modules – the diamond will show the selected module's color. Furthermore, if the student module is picked, the activities available to the user will be tasks; if the leisure module is picked, the activities available will be pieces of media.

There are two restrictions in this form: the start time has to be before the end time and the user must pick *at least one* activity.

Figure 20 – Event Form, for the Student Module.

Figure 21 – Event Form, for the Leisure Module.

4.13 Project Form

The Project Form is composed of various attributes: name, priority, due date, description, institution, subject, and tasks. The last attribute already has its form, but it can also be created through this one.

The only required attribute is the priority – users can't save a project without filling in this information.

The figure shows two side-by-side screenshots of a mobile application's 'Project Form'. Both screenshots are taken at 8:55 and show a calendar for May 2023 at the top. The left screenshot displays the form with a yellow diamond icon next to the 'Project' title 'Your new Project'. Below the title are fields for 'Due Date' (26/05/2023), 'Priority' (Low, Medium, High), 'Institution' (None), 'Subject' (None), and 'Description'. The right screenshot shows the same form but with the 'Priority' field set to 'High'. The 'Description' field contains the text 'A description'. The 'Tasks' section at the bottom indicates 'You have no tasks... yet!'. A large blue 'Save' button is visible at the bottom of both screens.

Figure 22 – Project Form.

4.14 Task Form

The Task Form is composed of various attributes: name, priority, due date, description, project, institution, subject, and notes. The last attribute can be filled in through this form.

The only required attribute is the priority – users can't save a task without filling in this information. Another restriction pertains to the due date, which can't be after the project's due date.

The figure consists of two side-by-side screenshots of a mobile application interface for creating a task. Both screenshots show a dark-themed calendar header for May 2023. The left screenshot displays the 'Task' form with a yellow diamond icon, a text input for 'Your new task', and dropdown menus for 'Project', 'Institution', and 'Subject', all currently set to 'None'. There are also buttons for 'Priority' (Low, Medium, High) and a 'Due Date' of 26/05/2023. The right screenshot shows the 'Description' field with a text input for 'Your new task description' and a 'Notes' section with a plus sign. A large blue 'Save' button is at the bottom.

Figure 23 – Task Form.

4.14.1 Add Notes to Task

By pressing the plus sign “+”, next to *Notes*, it’s possible to add notes to a task by filling in the following modal:

The figure shows a screenshot of a modal window for adding a note to a task. The modal has a dark background and a white title bar. It contains a text input field for 'Title', a text area for the note content, and a blue 'Save' button at the bottom. The background of the app is visible through the modal.

Figure 24 – Note Form.

4.15 Pomodoro Page

The user can choose how many sessions they would like to do and how much time their Break and Focus time should last.

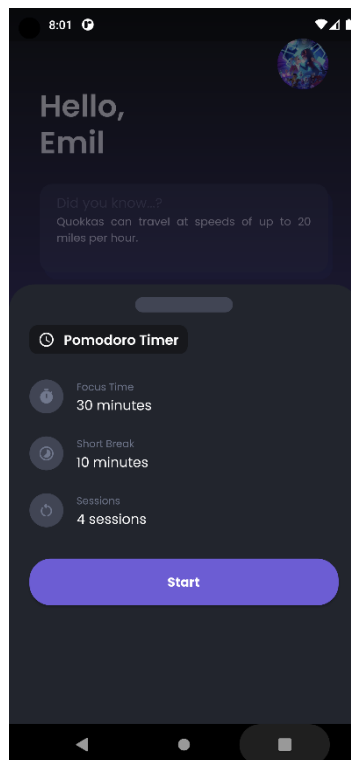


Figure 25 – Pomodoro Timer Form.

To start either Break or Focus time, the user must press the “*Start*” button. As a timer runs out, the user can choose to “*Pause*” it or even “*Leave*”.

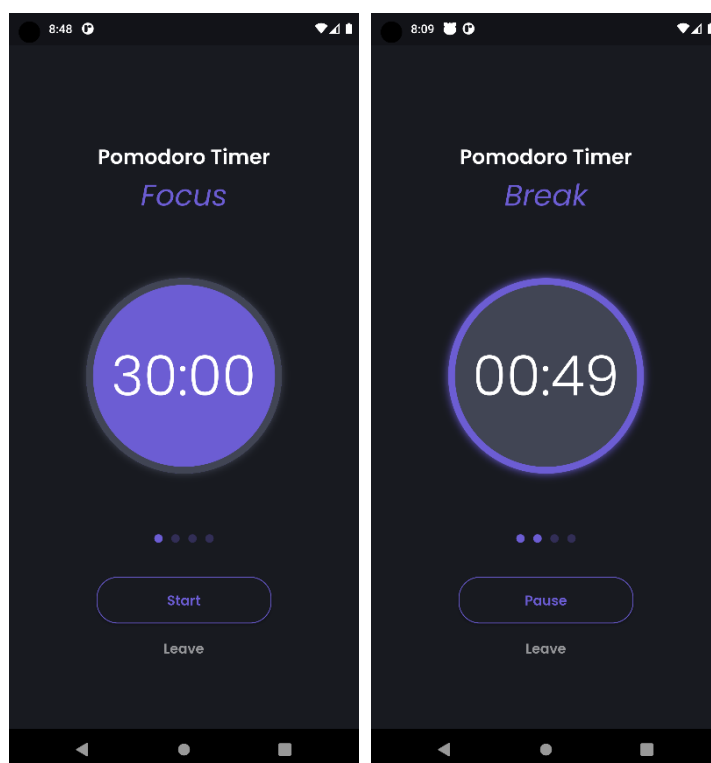


Figure 26 – Pomodoro Timer screens.

Dashboard Page, and Weekly Report.

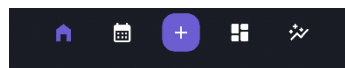


Figure 14 – Navigation Bar.

4.16 Monthly View Page

This page allows a user to check all their events for the month.

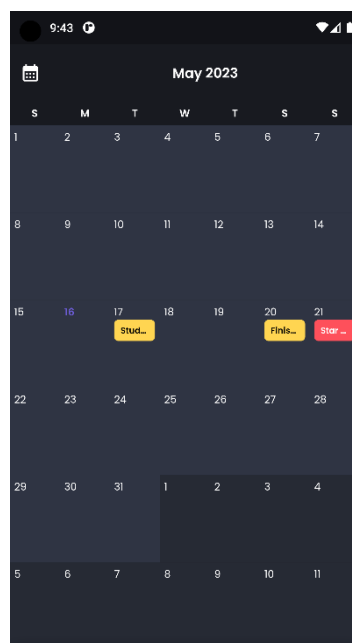


Figure 15 – Monthly View.

To see the start and end times of the events, a user can simply tap on the day that event takes place.

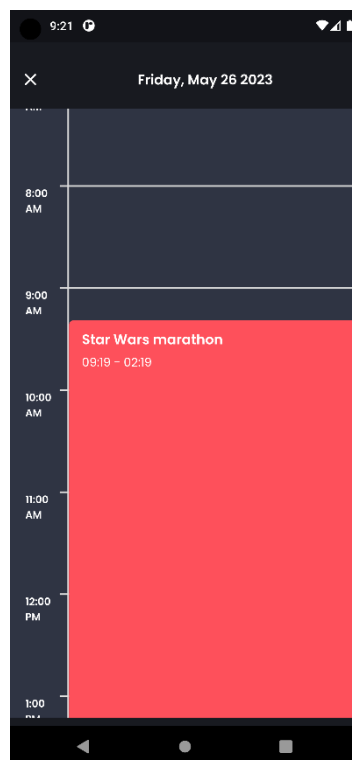


Figure 16 – Daily View.

4.17 Action Button

When the user presses the “+” icon in the middle of the navigation bar, they will be greeted with the option of opening a new form for several elements: Subject, Institution, Event, Project, Task, or use the Pomodoro Timer.

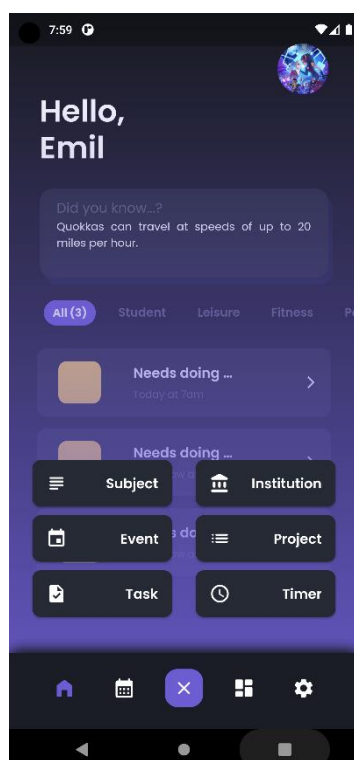


Figure 17 – Action Button View.

To dismiss the options, pressing the middle button again is enough – as shown in the previous figure, it turns into a cross (“x”) when the options are shown.

4.18 Subject Form

The Subject Form has four attributes: name, acronym, institution, and evaluations. Both name and acronym are required attributes. It’s possible to create new evaluations from the plus sign next to the “*Evaluations*” section – the user only needs to provide a name and grade for the evaluation. Beware that grades can’t be negative.

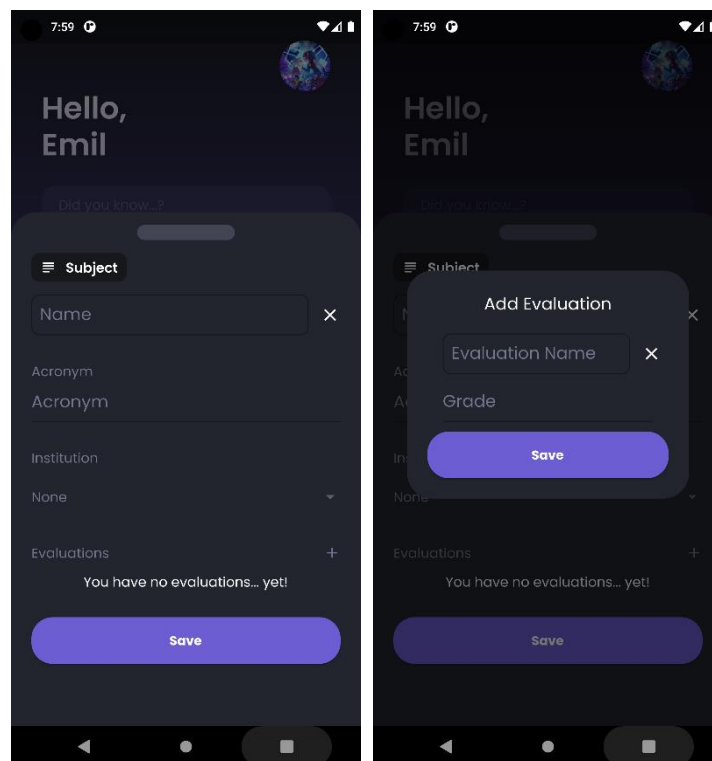


Figure 18 – Evaluation Form.

4.19 Institution Form

Institution Form is composed of various attributes: name, type, and subjects. Only the name is mandatory. It’s also possible to create new subjects from the plus sign next to the “*Subjects*” section – the user only needs to write the name and acronym of the subject (thus comprising a form similar to that of Evaluation).

The image displays two side-by-side screenshots of a mobile application interface, specifically the 'Institution Form' and 'Subject Form'. Both screens feature a dark theme with a purple accent color for buttons and highlights.

Left Screenshot (Institution Form):

- Header: 'Hello, Emil' with a circular profile picture placeholder.
- Notification: 'Did you know...? Quokkas can travel at speeds of up to 20 miles per hour.'
- Section: 'Institution' with a building icon.
- Field: 'Name' with a text input and a close 'X' button.
- Section: 'Type' with three buttons: 'Education', 'Work', and 'Other' (highlighted in purple).
- Section: 'Subjects' with a plus icon and the text 'You have no subjects... yet!'.
- Button: A large purple 'Save' button at the bottom.

Right Screenshot (Subject Form):

- Header: 'Hello, Emil' with a circular profile picture placeholder.
- Notification: 'Did you know...? Quokkas can travel at speeds of up to 20 miles per hour.'
- Section: 'Subject' with a list icon.
- Field: 'Name' with a text input and a close 'X' button.
- Field: 'Acronym' with a text input.
- Button: A large purple 'Save' button at the bottom.

Figure 19 – Institution Form.

4.20 Event Form

Event Form has six attributes: module type, title, start time, end time, description, and activities.

By tapping the diamond to the left of the title field, it's possible to pick between the student and leisure modules – the diamond will show the selected module's color. Furthermore, if the student module is picked, the activities available to the user will be tasks; if the leisure module is picked, the activities available will be pieces of media.

There are two restrictions in this form: the start time has to be before the end time and the user must pick *at least one* activity.

The figure shows two versions of the 'New Event' form for the Student Module. Both screens have a dark theme and a top status bar showing 8:00. The left screen features a yellow diamond icon, a 'Title' input field, 'Start Time' (26/05/2023 8:00AM) and 'End Time' (26/05/2023 9:00AM) pickers, a 'Description' text area, and a 'Save' button. The right screen is identical but includes a 'Choose tasks' section with a list item 'Frontend development (May 26th - 2pm) Create the ...' and an unchecked checkbox.

Figure 20 – Event Form, for the Student Module.

The figure shows two versions of the 'New Event' form for the Leisure Module. Both screens have a dark theme and a top status bar showing 8:00. The left screen features a red diamond icon, a 'Title' input field, 'Start Time' (26/05/2023 8:00AM) and 'End Time' (26/05/2023 9:00AM) pickers, a 'Description' text area, and a 'Save' button. The right screen is identical but includes a 'Choose media' section with a list of three items: 'The Wire' (A look at the Baltimore drug ...), 'The Lord of the Rings' (The Lord of the Rings is an epi...), and 'Arrival' (Aliens have landed on Earth ...), each with an unchecked checkbox.

Figure 21 – Event Form, for the Leisure Module.

4.21 Project Form

The Project Form is composed of various attributes: name, priority, due date, description, institution, subject, and tasks. The last attribute already has its form, but it can also be created through this one.

The only required attribute is the priority – users can't save a project without filling in this information.

Figure 22 – Project Form.

4.22 Task Form

The Task Form is composed of various attributes: name, priority, due date, description, project, institution, subject, and notes. The last attribute can be filled in through this form.

The only required attribute is the priority – users can't save a task without filling in this information. Another restriction pertains to the due date, which can't be after the project's due date.

The figure consists of two side-by-side screenshots of a mobile application interface for creating a task. Both screenshots show a calendar header for May 2023. The left screenshot displays a 'Task' form with a yellow diamond icon, a text input field for 'Your new task', and a close button. Below this are sections for 'Priority' (Low, Medium, High), 'Due Date' (26/05/2023), and dropdown menus for 'Project', 'Institution', and 'Subject'. The right screenshot shows a similar form but with a 'Description' text area and a 'Notes' section with a plus sign. A prominent blue 'Save' button is at the bottom of the right screenshot.

Figure 23 – Task Form.

4.22.1 Add Notes to Task

By pressing the plus sign “+”, next to *Notes*, it’s possible to add notes to a task by filling in the following modal:

The figure shows a modal window for adding notes to a task. The modal has a dark background and a white border. At the top, it says 'Your secret is safe with us!'. Below this is a text input field for 'Title' and a close button. Underneath is a section labeled 'Add Note' with a large text area for entering the note. At the bottom of the modal is a blue 'Save' button.

Figure 24 – Note Form.

4.23 Pomodoro Page

The user can choose how many sessions they would like to do and how much time their Break and Focus time should last.

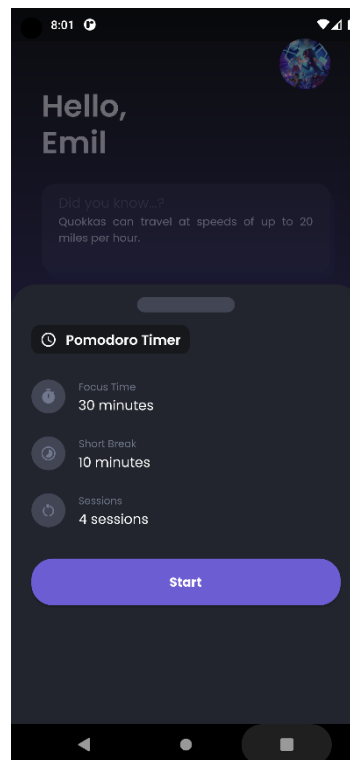


Figure 25 – Pomodoro Timer Form.

To start either Break or Focus time, the user must press the “*Start*” button. As a timer runs out, the user can choose to “*Pause*” it or even “*Leave*”.

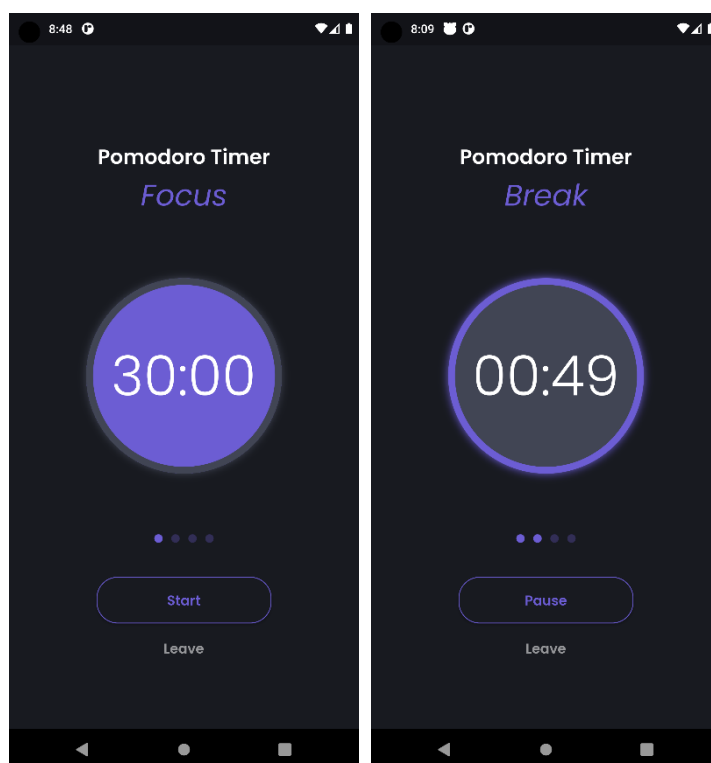


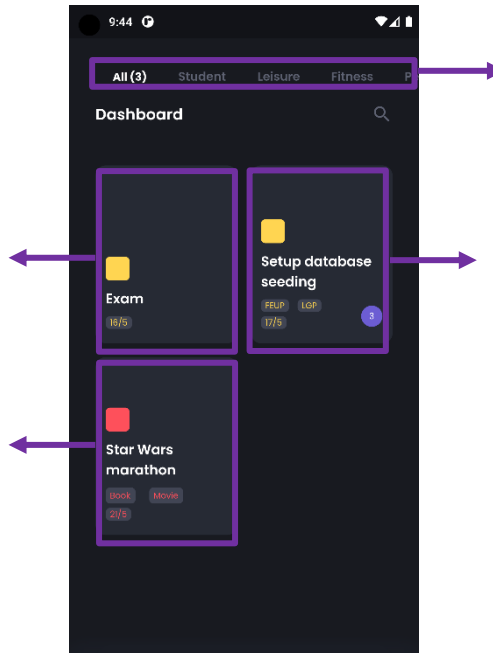
Figure 26 – Pomodoro Timer screens.

4.24 Dashboard Page

On this page, the user can see their Projects - collections of tasks that are grouped and share the same institution and subject -, and their Tasks – not associated with a Project.

This is an example of a Task: it has a similar appearance to that of a Project, except they don't have tasks associated.

The Leisure module doesn't have any Tasks or Projects, only Events – thus, that's what the user will find in the dashboard for the module.



By switching tabs, the user can see which tasks and projects are related to each module.

This is an example of a Project: it's possible to see its module, name and some tags that express its institution, subject and deadline. The purple circle shows the number of tasks associated.

Figure 27 – Dashboard page.

4.25 Task Page

If a user taps on a Task, they will be able to see its full details and edit them by pressing the "Edit" button.

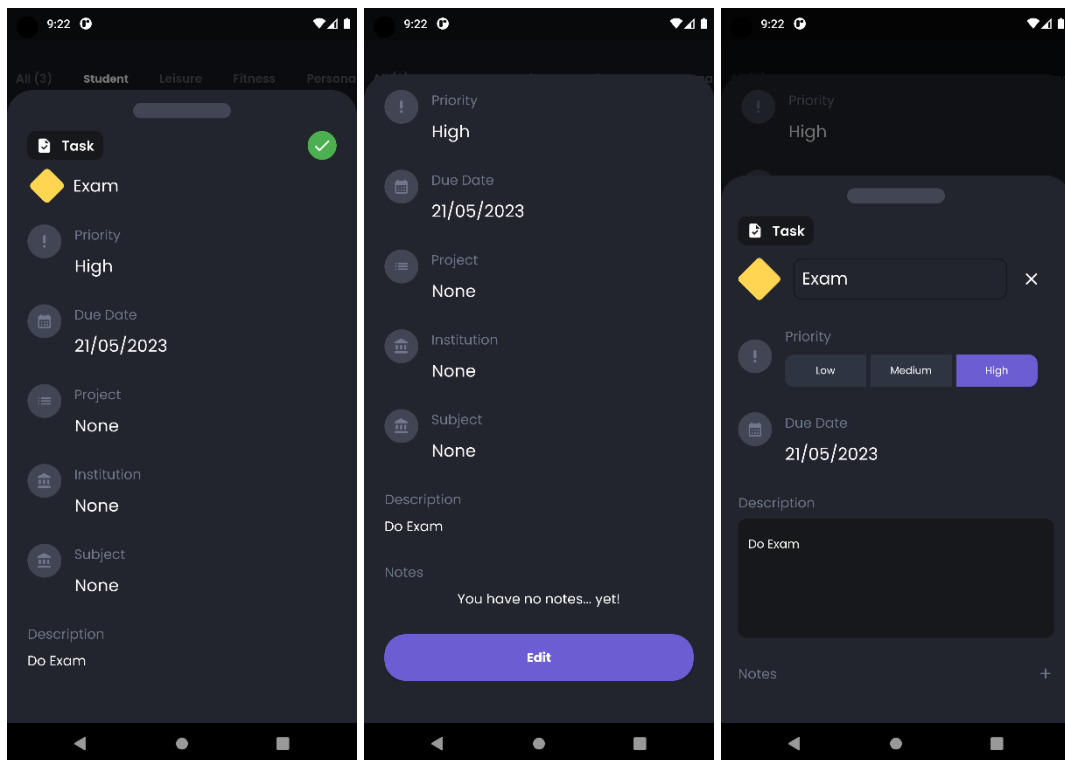


Figure 28 – Task Page and Edit Form.

4.26 Project Page

If a user taps on a Project, its full details will be shown. They are editable when the user presses the “*Edit*” button.

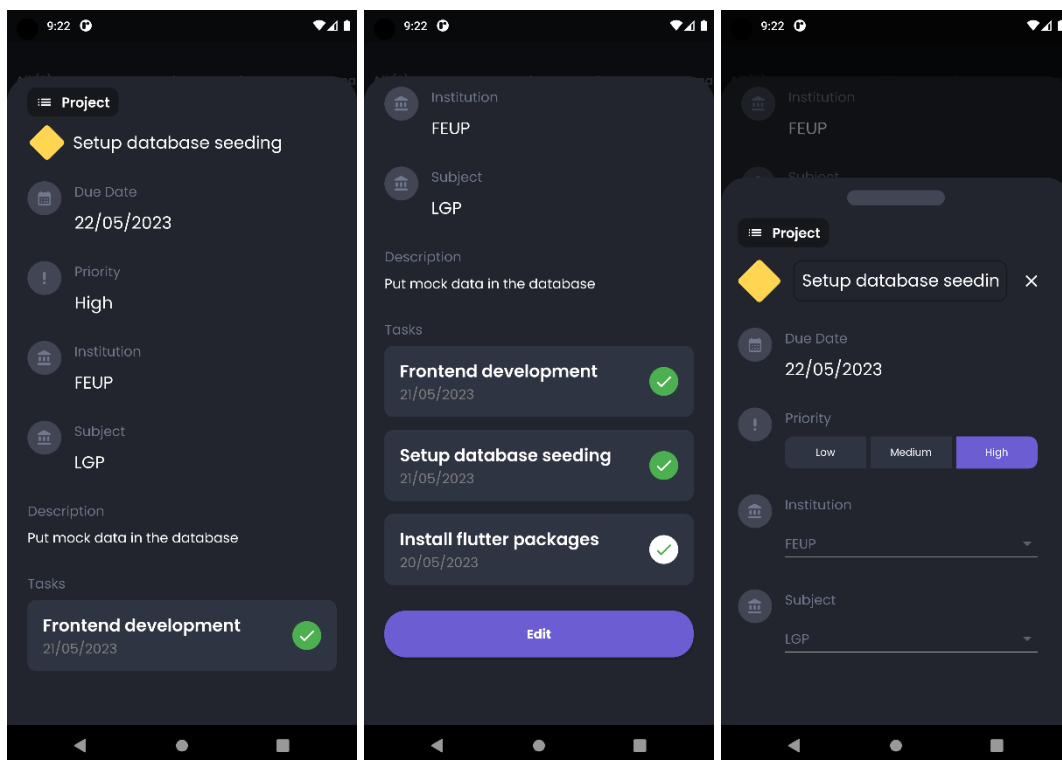


Figure 29 – Project Page and Edit Form.

4.27 Institution Page

Both for Task and Project Page, if the user taps on the “*Institution*” section, it’s possible to see details on Institutions and edit them by pressing the “*Edit*” button.

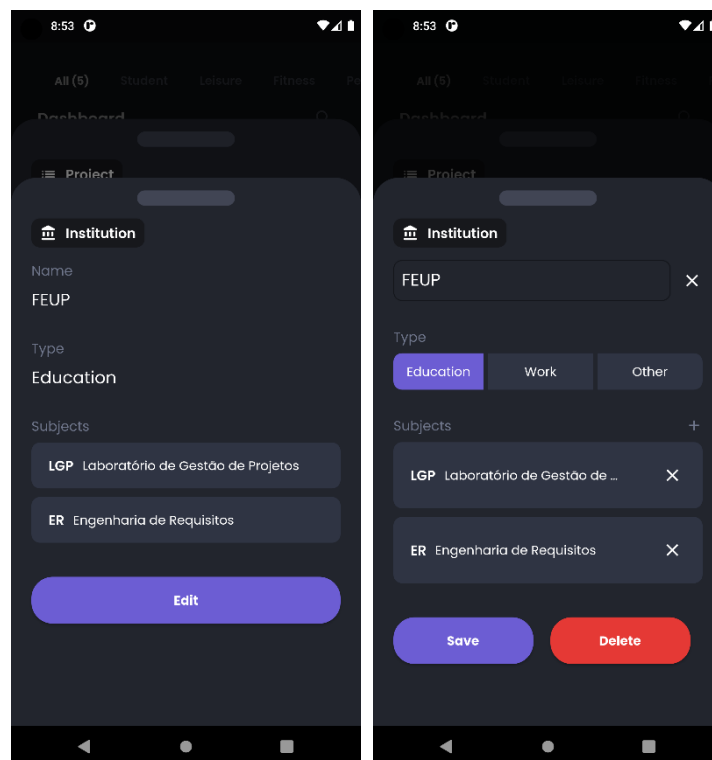


Figure 30 – Institution Page and Edit Form.

4.28 Subject Page

Both for the Task and Project pages, if the user taps on the “*Subject*” section, it will be possible to see details on Subjects and edit them by pressing the “*Edit*” button.

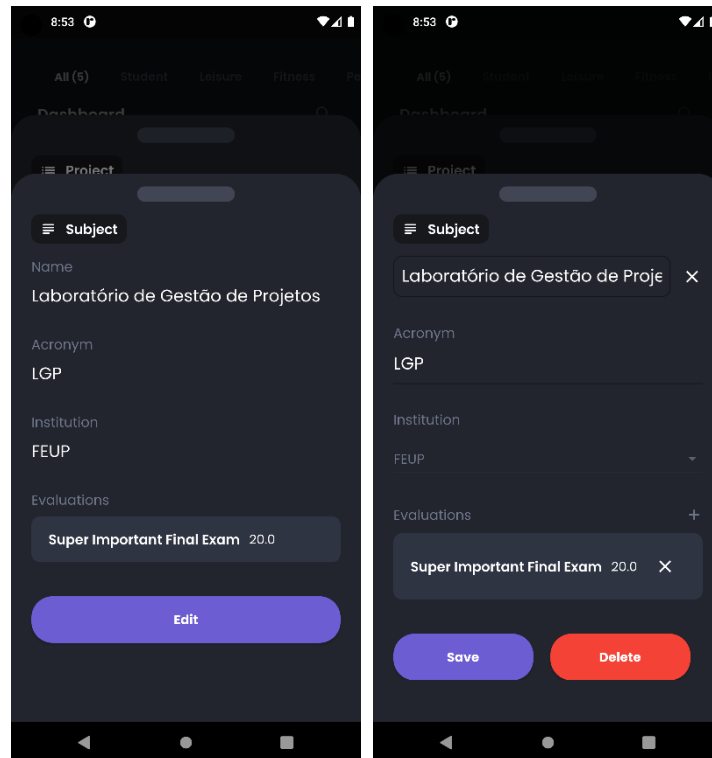


Figure 31 – Subject Page and Edit Form.

4.29 Leisure Pages

For the user to get to pages related exclusively to the leisure module, they will have to switch to the Leisure Tab in the Action Button

When the user presses the “+” icon in the middle of the navigation bar, they will be greeted with the option of opening a new form for several elements: Subject, Institution, Event, Project, Task, or use the Pomodoro Timer.

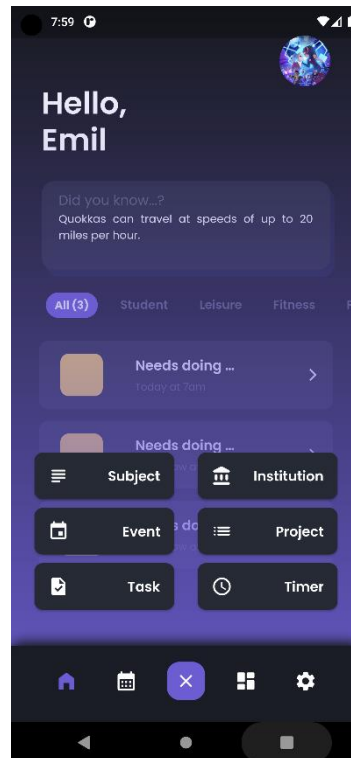


Figure 17 – Action Button View.

To dismiss the options, pressing the middle button again is enough – as shown in the previous figure, it turns into a cross (“x”) when the options are shown.

4.30 Subject Form

The Subject Form has four attributes: name, acronym, institution, and evaluations. Both name and acronym are required attributes. It’s possible to create new evaluations from the plus sign next to the “*Evaluations*” section – the user only needs to provide a name and grade for the evaluation. Beware that grades can’t be negative.

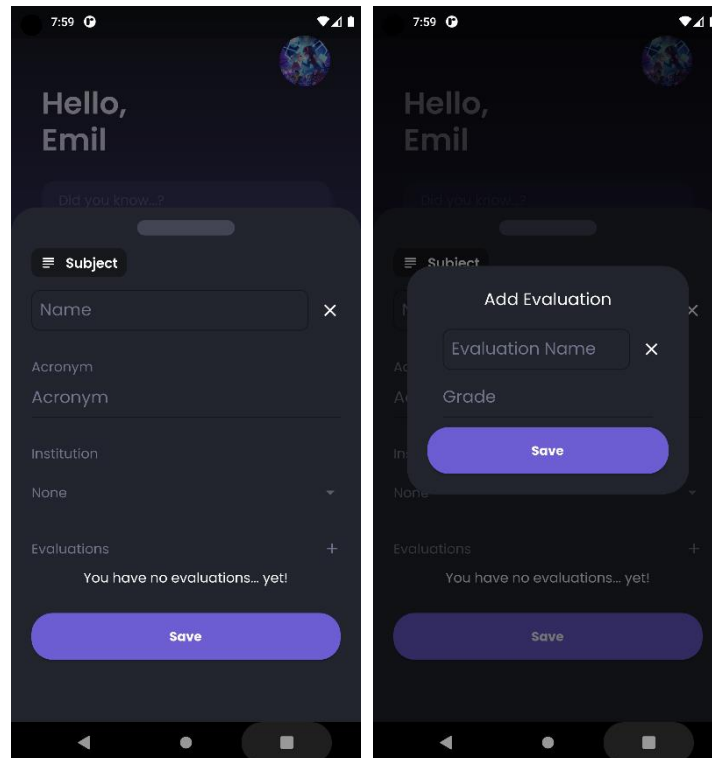


Figure 18 – Evaluation Form.

4.31 Institution Form

Institution Form is composed of various attributes: name, type, and subjects. Only the name is mandatory. It's also possible to create new subjects from the plus sign next to the “*Subjects*” section – the user only needs to write the name and acronym of the subject (thus comprising a form similar to that of Evaluation).

The image displays two side-by-side screenshots of a mobile application interface, specifically the 'Institution Form' and 'Subject Form'.

Left Screenshot (Institution Form):

- Header: 'Hello, Emil' with a profile picture icon.
- Tip: 'Did you know...? Quokkas can travel at speeds of up to 20 miles per hour.'
- Section: 'Institution' with a building icon.
- Field: 'Name' with a clear 'X' button.
- Section: 'Type' with three buttons: 'Education', 'Work', and 'Other' (selected).
- Section: 'Subjects' with a plus icon and the text 'You have no subjects... yet!'.
- Button: 'Save'.

Right Screenshot (Subject Form):

- Header: 'Hello, Emil' with a profile picture icon.
- Tip: 'Did you know...? Quokkas can travel at speeds of up to 20 miles per hour.'
- Section: 'Institution' with a building icon.
- Section: 'Subject' with a list icon.
- Field: 'Name' with a clear 'X' button.
- Field: 'Acronym'.
- Button: 'Save'.

Figure 19 – Institution Form.

4.32 Event Form

Event Form has six attributes: module type, title, start time, end time, description, and activities.

By tapping the diamond to the left of the title field, it's possible to pick between the student and leisure modules – the diamond will show the selected module's color. Furthermore, if the student module is picked, the activities available to the user will be tasks; if the leisure module is picked, the activities available will be pieces of media.

There are two restrictions in this form: the start time has to be before the end time and the user must pick *at least one* activity.

Figure 20 – Event Form, for the Student Module.

Figure 21 – Event Form, for the Leisure Module.

4.33 Project Form

The Project Form is composed of various attributes: name, priority, due date, description, institution, subject, and tasks. The last attribute already has its form, but it can also be created through this one.

The only required attribute is the priority – users can't save a project without filling in this information.

The image displays two side-by-side screenshots of a mobile application's 'Project Form'. Both screens show a calendar header for May 2023. The left screen shows the form with a yellow diamond icon next to the name 'Your new Project', a due date of 26/05/2023, and priority buttons for Low, Medium, and High. The right screen shows the same form with the priority set to High and a 'Save' button at the bottom.

Figure 22 – Project Form.

4.34 Task Form

The Task Form is composed of various attributes: name, priority, due date, description, project, institution, subject, and notes. The last attribute can be filled in through this form.

The only required attribute is the priority – users can't save a task without filling in this information. Another restriction pertains to the due date, which can't be after the project's due date.

The figure consists of two side-by-side screenshots of a mobile application interface for creating a task. Both screenshots show a dark-themed interface with a calendar header for May 2023. The left screenshot displays the 'Task' form with a yellow diamond icon, a text input field for 'Your new task', and a close button. Below this are sections for 'Priority' (Low, Medium, High), 'Due Date' (26/05/2023), and dropdown menus for 'Project', 'Institution', and 'Subject'. The right screenshot shows the same form with the 'Project', 'Institution', and 'Subject' dropdowns set to 'None'. It also includes a 'Description' field with the placeholder 'Your new task description' and a 'Notes' section with a plus sign. A prominent blue 'Save' button is at the bottom.

Figure 23 – Task Form.

4.34.1 Add Notes to Task

By pressing the plus sign “+”, next to *Notes*, it’s possible to add notes to a task by filling in the following modal:

The figure shows a screenshot of a modal window for adding notes to a task. The modal has a dark background and a white title bar. It features the text 'Your secret is safe with us!' in a large, bold font. Below this is a text input field for the 'Title'. Underneath the title field is a section labeled 'Add Note' with a large, empty text area for writing the note. At the bottom of the modal is a blue 'Save' button.

Figure 24 – Note Form.

4.35 Pomodoro Page

The user can choose how many sessions they would like to do and how much time their Break and Focus time should last.

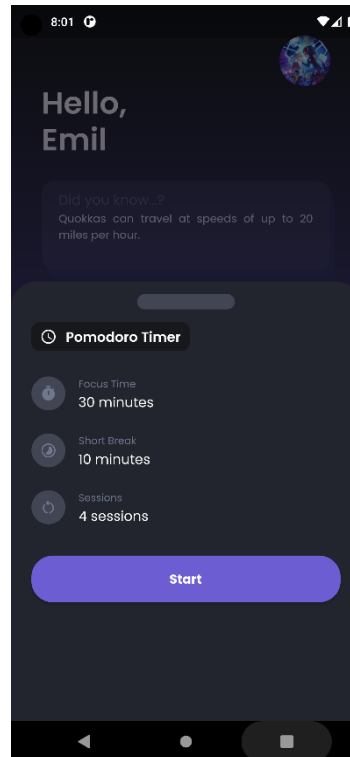


Figure 25 – Pomodoro Timer Form.

To start either Break or Focus time, the user must press the “*Start*” button. As a timer runs out, the user can choose to “*Pause*” it or even “*Leave*”.

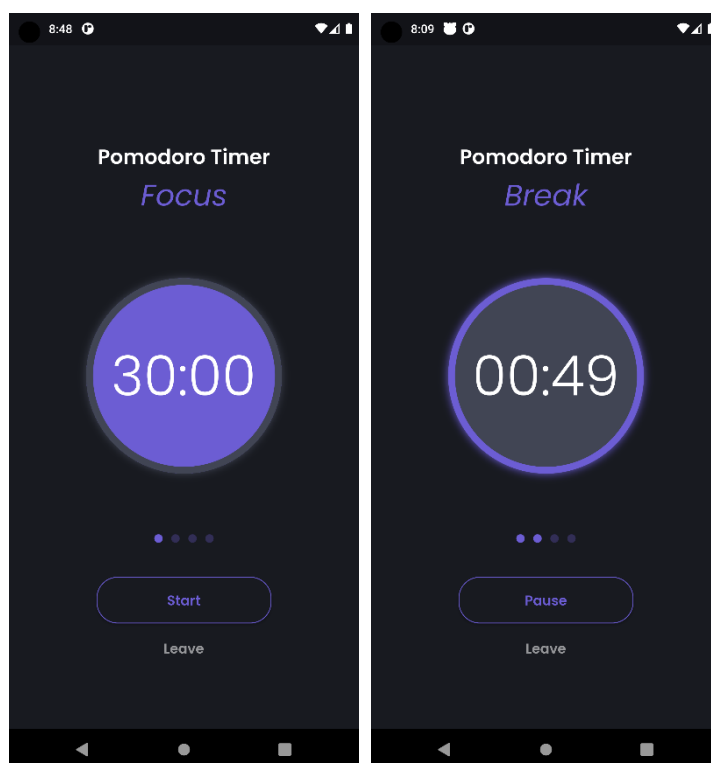


Figure 26 – Pomodoro Timer screens.

Dashboard Page and tap on the icon highlighted in purple.

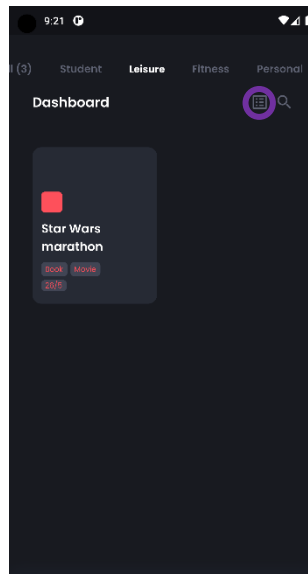


Figure 33 – Leisure pages flow.

4.35.1 Media Catalog Page

The first page of the Leisure Pages is the Media Catalog, which includes all the media that the user has somehow included in their catalog – this includes any media that was watched/read, is watching/reading, plans to watch/read, or has dropped.¹

Media is divided into three categories: Movies, TV Shows, and Books. If the user taps on the “See All” button, they will see each media in a different view.

¹ By *dropped*, we mean that it was started, but never finished.

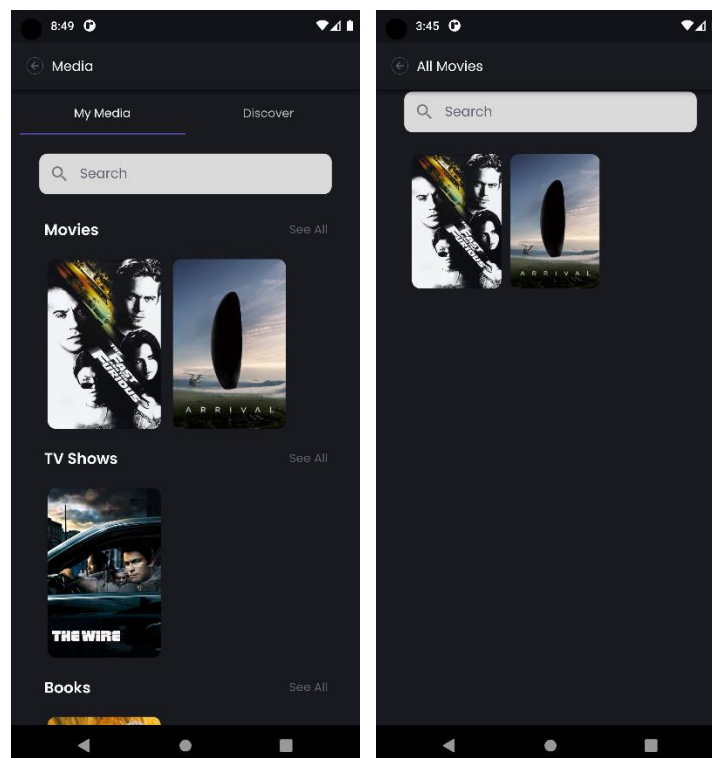


Figure 34 – Media Catalog Pages.

If the user taps the “*Discover*” tab, they’ll access the Media Discover Page.

4.35.2 Media Discover Page

On this page, the user can discover and add new media to their catalog. All three mentioned categories are considered (movies, TV shows, and books).

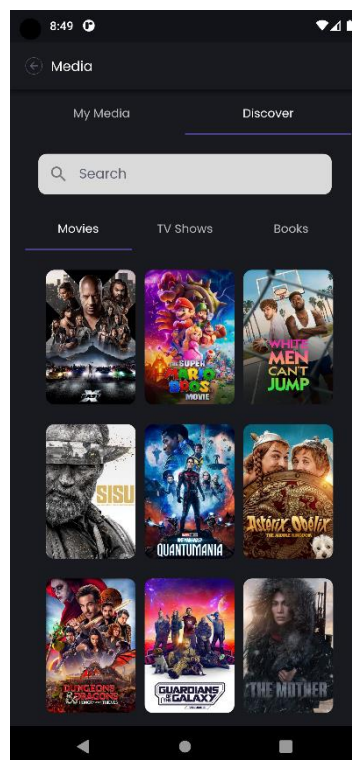


Figure 35 – Media Catalog’s Discovery Page (Movies).

4.35.3 Media Page

This is an example of a Media Page. Essentially, it comprises a piece of media’s full details and allows the user to add it to their media catalog by pressing the “Add to Catalog” button.



Figure 36 – Media Page Example (featuring *Fast X*).

4.35.3.1 Add to Catalog Form

If the user marks a piece of media as “Done”, they will be presented with the Finished Media Form.

If any other media status is chosen, they will have the chance to present their progress on the piece of media whenever they’d like, but this is done in different ways for each piece of media.

4.35.3.2 Movies’ Progress

The user can mark the movie as watched by pressing the “Review” button, which will open its Finished Media Form.



Figure 37 – Media Page (finished Movie, featuring *Fast X*).

4.35.3.3 TV Shows and Books' Progress

Since TV Shows and Books are usually consumed in parts (be it “episodes” or “chapters”), the app tracks their progress in a more detailed manner.

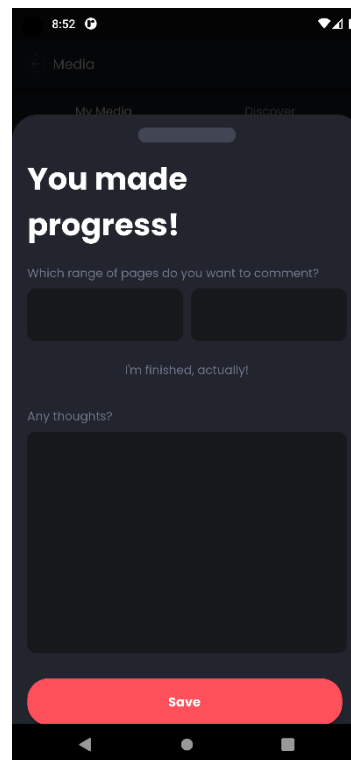
The user can see the notes created for these types of media (by pressing the “Notes” button). For TV Shows, the user can keep track of which episodes they have watched (by pressing the “Progress” button on a Media Page of a show marked as “Watching”), which shows the list of episodes of that show. For a Book, pressing the same button immediately shows a form to add a note associated with that book.



Figure 38 – Media Page (reading book, featuring *The Lord of the Rings*).

4.35.3.3.1 Add Book Note Form

Book notes are similar to regular notes, but they replace the note's title with a range of pages (from the book) the user can comment on.



The screenshot shows a mobile application interface with a dark theme. At the top, the status bar displays the time 8:52 and battery level. Below the status bar, there is a navigation bar with a back arrow and the word "Media". The main content area has a title "You made progress!" in white. Below the title, there is a question "Which range of pages do you want to comment?" followed by two input fields. Below the input fields, there is a text input field with the placeholder "I'm finished, actually!". Below the text input field, there is a question "Any thoughts?" followed by a large text area. At the bottom of the form, there is a red "Save" button. The bottom of the screen shows the Android navigation bar.

Figure 39 – Progress form, Book version.

4.35.3.3.2 *Book Notes*

Notes associated with a book are shown below (accessible from the media page).

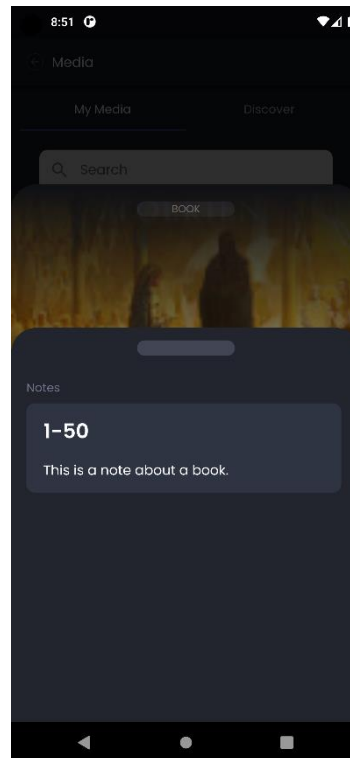


Figure 40 – Media notes, book version.

4.35.3.3.3 TV Show Episodes

The form allows the user to track their progress within a TV show, organized by seasons.²

By tapping the heart next to each episode, the user favorites that episode. By quickly tapping the eye, the user is marking the episode as watched, but, by long pressing that icon, they are prompted to write a note about that specific episode.

The user can press the “*I’m finished actually*” section to write their review through the Finished Media Form.

² Though basic to point out, for the sake of transparency, we have considered the main divisions of a TV show as being episodes (the smallest elements), which are grouped into seasons.

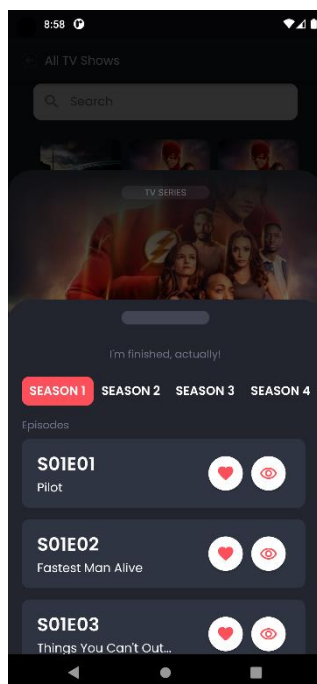


Figure 41 – Episodes List (featuring *The Flash*).

4.35.3.3.4 Add Episode Note Form

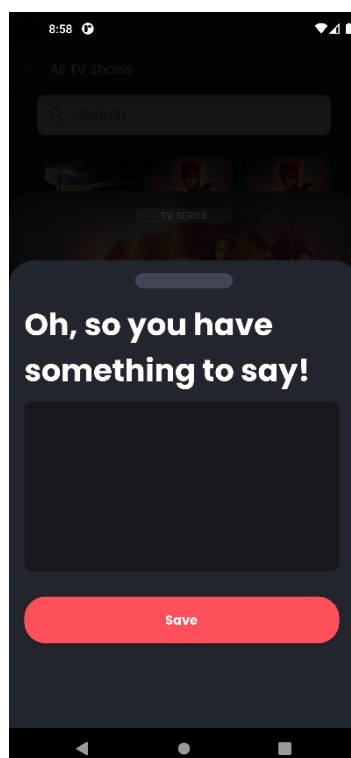


Figure 42 – Media note form, TV show version.

4.35.3.3.5 TV Show Notes

The user can choose to see a TV Show's associated notes either by season or simply check all notes created for that TV Show. Notes are identified by the season and episode numbers.

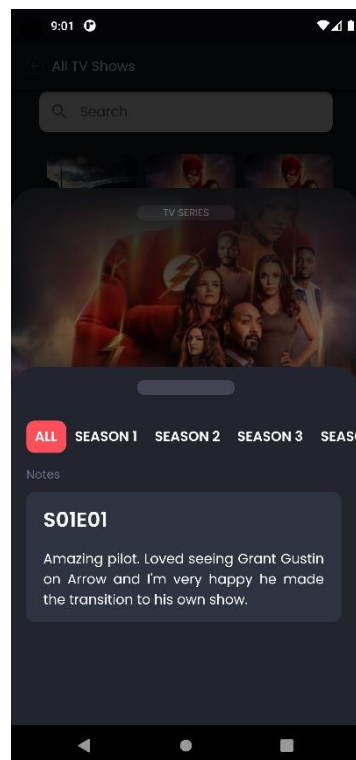


Figure 43 – Media notes, TV show version (featuring *The Flash*).

4.35.3.4 Finished Media Form

Once the user indicates that they have finished a piece of media, they will be presented with this form. Its main restriction would be on the starting and ending dates: the date when the user started the media has to come before or be the same as the final date.

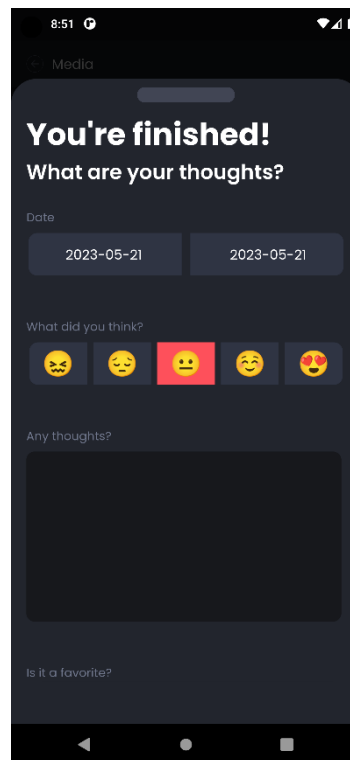


Figure 44 – Finished Media form.

4.35.3.5 View Reviews

In the case of TV Shows and Books, the review will appear on top of the notes list. For Movies, it's possible to view the review by pressing the “*Review*” button.

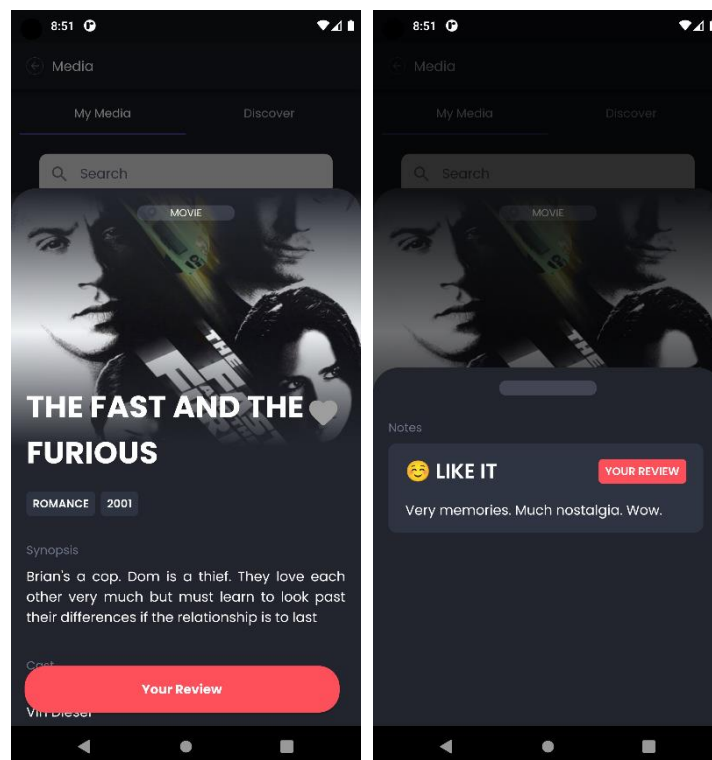


Figure 45 – Media review, movie version (featuring *The Fast and The Furious*).

4.35.3.6 Favorite Media

By pressing the “Heart” icon next to a media title on its page, the user can favorite a piece of media.



Figure 46 – Favoriting media, movie version (featuring *Fast X*).

4.36 Notifications

If the user allows the app to send them notifications, they will receive them in four different situations:

- When an Event starts;
- When an Event finishes;
- When a Break Time in a Pomodoro ends and user can begin a Focus Time;
- When a Focus Time in a Pomodoro ends and user can begin a Break Time;

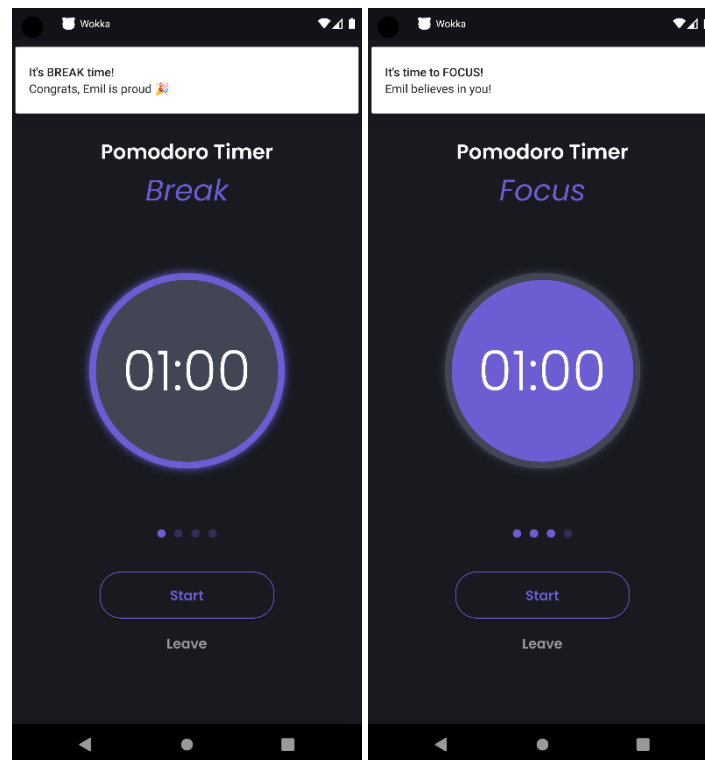


Figure 47 – Notification examples, using Pomodoro screens.

4.37 Gamification

The user can win experience points (XP) in two ways:

- Finishing Tasks (that were associated – or not! - with Projects or Events);
- Finishing Pomodoro Sessions;

Regarding Tasks, the user will receive more points for finishing Tasks that belong to an Event than for finishing Tasks that belong to a Project or lone Tasks (however, they receive more points for finishing Tasks that belong to a Project).

Regarding Pomodoro, the more Sessions the user is capable of accomplishing, the more XP they receive. The XP will also be affected by the Break or Focus time – the app will reward users that prioritize balance.

A user can reach up to level 10 in the MVP.

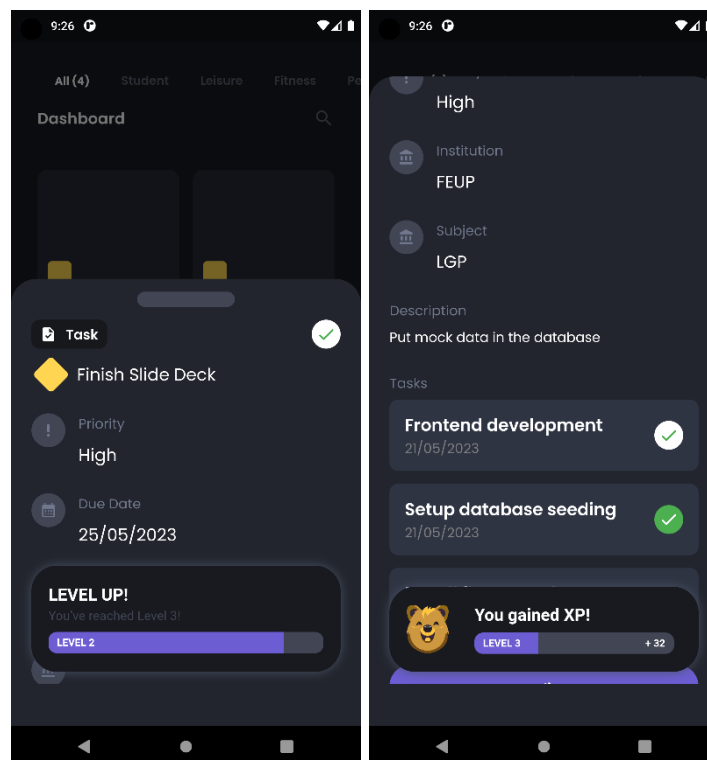


Figure 48 – XP points being awarded to the user.

4.37.1.1 Finished Event

Once a user finishes an event, they can select which tasks they have finished and receive XP.

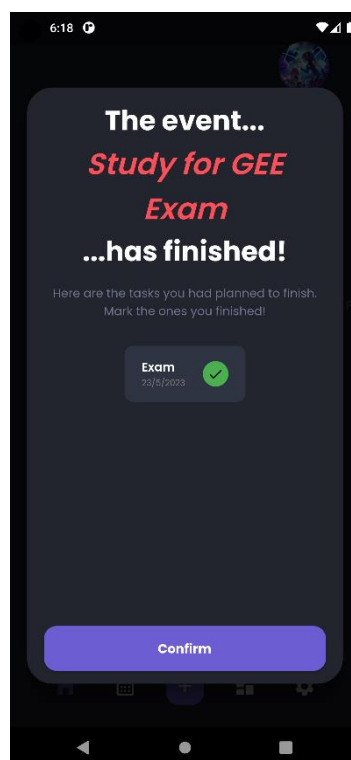


Figure 49 – Finished event modal.

Depending on the number of tasks selected by the user as finished, different messages are shown.

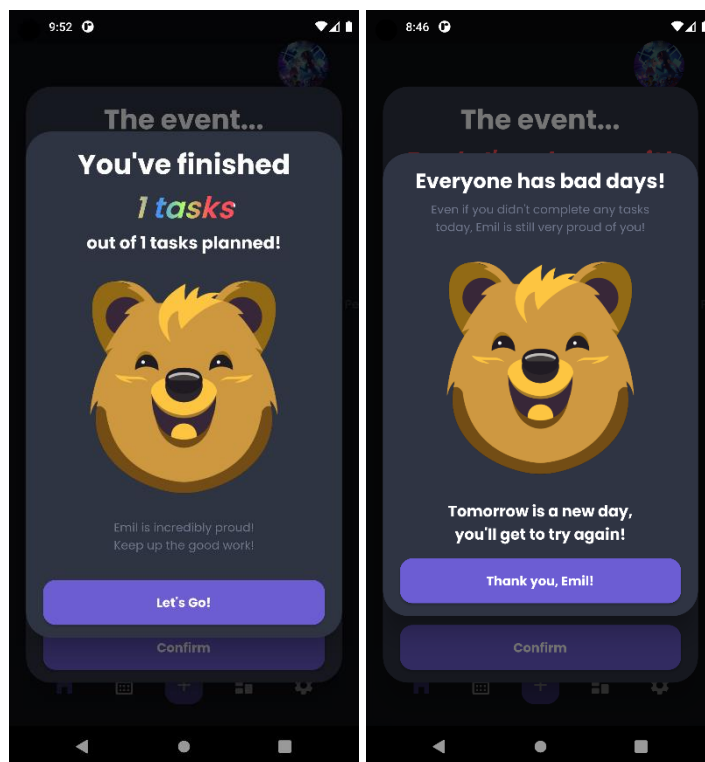


Figure 50 – Different motivational messages for the user.

4.38 Weekly Report

The user can see a report of the progress they have done on the app during the week and from all time.

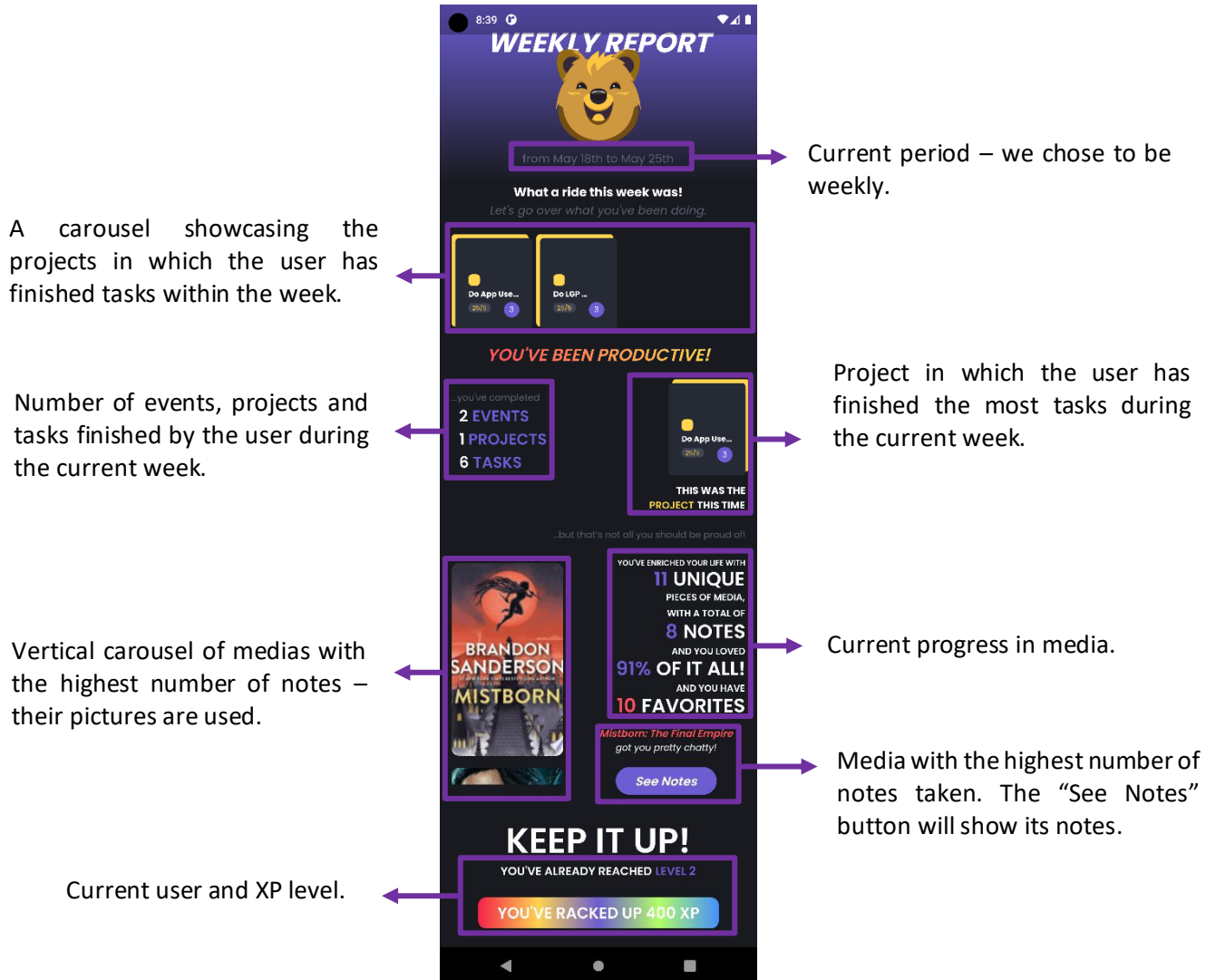


Figure 51 – User Weekly Report.

5 Business Model

To better express our ideas for the business model of our company, we decided to create a visual representation for it: our *Business Model Canvas*.

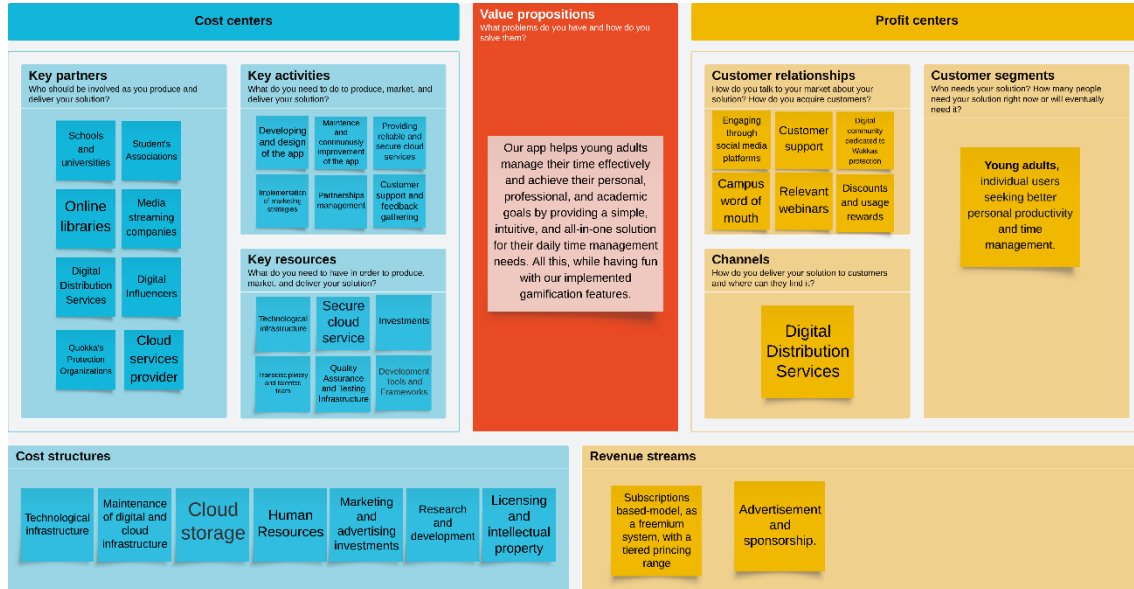


Figure 52 – Business Model Canvas.

6 Findings and Metrics from the Build-Measure-Learn Phase

We believe that this phase was very productive, seeing as we managed to obtain the Minimum Viable Product (MVP) we desired.

This section describes our actions in each of the stages of this phase.

6.1 Build

We found that the best way to have a better development performance was to split the implementation of the app across the team. We generally worked in pairs: one person was responsible for the frontend and the other for the backend, to more easily divide work.

6.2 Measure

It was also necessary to measure the results obtained in the previous phase and analyze which features would be best to implement.

We conducted a focus group to analyze if our problem was well defined and which features our target audience was most interested in.

Our MVP was also tested by outside parties, to validate our solutions and implementations.

Besides this, we established a Quality Assurance team, who was responsible for ensuring that everything was up to standards and that all bugs would be purged from the *app*.

6.3 Learn

In the *Ideation* phase, we conducted a market research survey to learn which features out of our initial pool would be most interesting for our target audience. Due to its results, we put aside some features that we had thought of initially, such as the Pomodoro Timer. During the focus group, the participants (even those who had never heard of the technique) were very interested in it and thought it was an essential feature for our product – in light of this, we implemented the feature.

Testing the MVP with outside parties allowed us to learn what worked, what to change, and what to add. Badges were added thanks to this process. We had already thought of implementing badges as a component of gamification to further motivate the user, giving them something to unlock after completing a specific action, but were left behind as development went along. The priority of the feature increased when testers said users should earn something for their progress - beyond XP, of course - and when they learned of our collecting of quokka facts, a tester suggested that these become unlockables along with the badges and learn more about the app's mascot, Emil.