

## **OPSC7311**

### **POE PART 1**

#### **CONTRIBUTORS**

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#### **Part 1.2**

The three chosen time tracking apps are:

Toggl Track (Nikki)

Clockify (Paige)

Harvest (Jashil)

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## INTRODUCTION

In the planning and design document it will use the research conducted in the first part of the three tracking applications for android operating systems to guide the planning and designing of the time tracking application we are developing in this document.

This document includes:

1. An overview of our app – This section includes the application's name, its icon, and the innovative features we are including in the app which was highlighted in the research document.
2. A list of the app's requirements – This section provides a detailed list and description of each feature that will be included in the app along with the innovative features identified in the research document.
3. A user interface design – This section provides a detailed mockup and description for each screen in the application as well as a navigation diagram showing the flow of the screens.
4. A project plan – This section shows the project broken down into smaller tasks along with deadlines and milestones in the form of a Gannt Chart.

This document will give insight into the application's functionalities, features, and design to give a clear idea to the reader of the application.

## OVERVIEW OF THE APP

### **Name:**

Tick Tock

### **Icon Design:**



## **Description Of Innovative Features:**

Forgot password and 2 factor authentication:

The forgot password feature gives users the ability to reset their passwords securely. With that Tick Tock makes use of the 2-factor authentication ensuring that resetting a password is authorized by the account owner only providing security and trust, this is achieved by email verification.

Idle time:

Tick Tocks idle time feature ensures that time logs are accurate keeping data integrity and precise time logs as it detects users' activity and when user is inactive it will send a notification to the user regarding discarding inactive time from the total time recorded or ending the time log. (Clockify, 2024)

Focus time:

Tick Tocks focus time feature is used to help optimize productivity and the work done in a project by being able to focus on a specific project for a specific time improving efficiency and project management while eliminating distractions. (Toggl, 2024)

Invoices:

Tick Tocks invoices feature helps to track the project costs to simplify invoices and project expense tracking using all the data the application stores supplying financial transparency as well as simple client billing services. (Harvest, 2024)

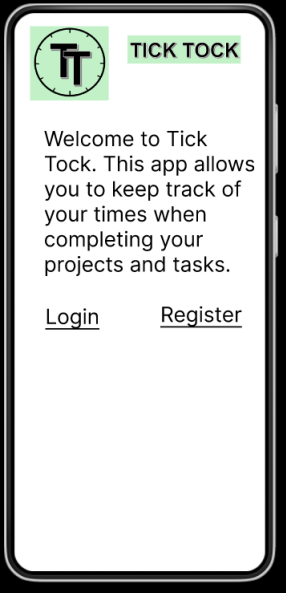
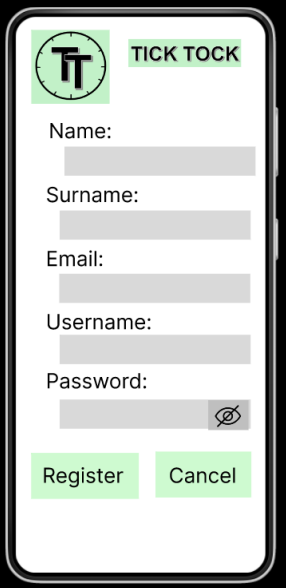
## A DETAILED LIST OF THE REQUIREMENTS

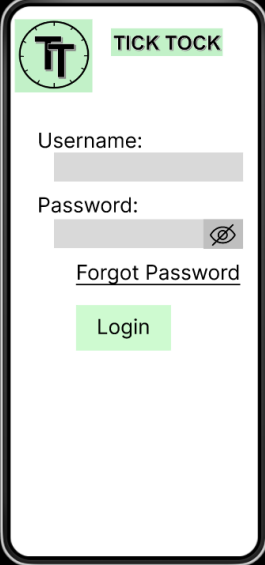
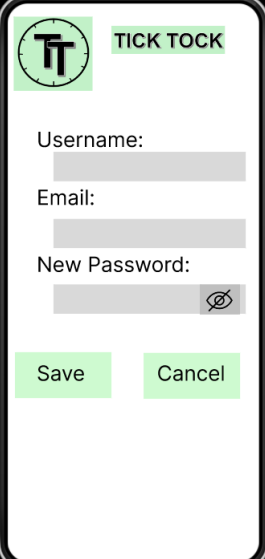
- The user must be able to register using name, surname, email, username, and password.
- The user must be able to log in to the app using a username and password.
- When the user is registering and logging in, they must be able to reveal the password using the eye icon to ensure they have entered it correctly.
- The user must be able to recall their password using the link, forgot password.
- The user must be able to add a new password if the old one was forgotten by using their username and email that they registered with which will be verified before password is successfully reset.
- The user must be able to navigate to features easily using clear and precise tabs.
- The user must be able to create a category for the timelog entries with a category name and description.
- The user must be able to view the total number of hours spent on each category during a user selectable period.
- The user must be able to add projects with a project name, category, start date, minimum and maximum daily goals as well as the cost per hour.
- The user must be able to view a list of all the projects with their specific details.
- The user must be able to create a timelog entry, that is specific to the project, date, start and end times, description, and category.
- The application will send user a notification if it is picks up no activity from user while time log is still in session to ask if time should be added to total time, discarded or if session should be ended.
- The user must be able to optionally add a photo to each timelog.
- The user must be able to view the list of all the timelog entries created during a user selectable period. If a photo was stored for an entry, the user must be able to access it from this list.
- The user must be able to end a time log entry.
- The user must be able to set focus time on a specific project for a set period, when the period is over a notification will be sent and time will be added to the time logs.
- The user must be able to view the tracked hours for each project to determine the cost to create invoices.
- The user must be able to view a graph showing the minimum and maximum goal and total hours worked each day over a user selectable period.
- The application must be able to be used across different platforms.
- All data must be stored in an online database.

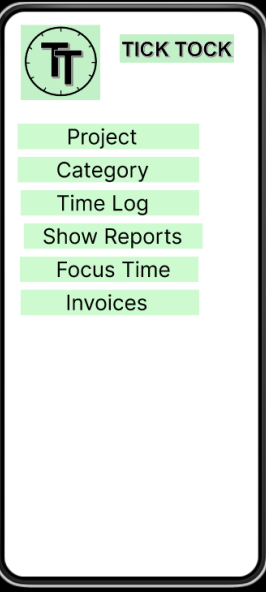
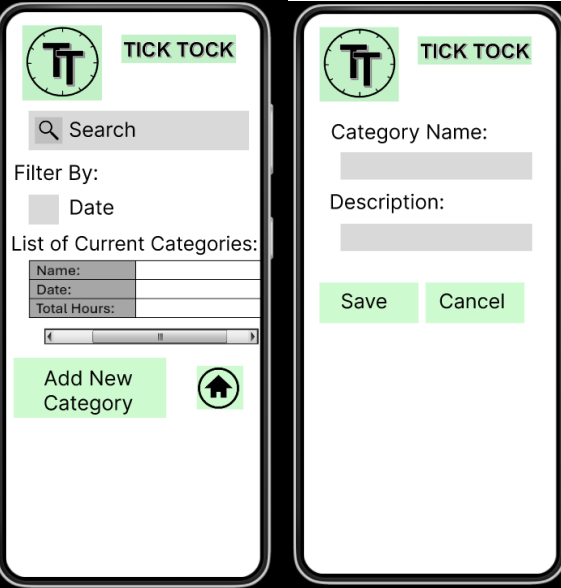
(Eby, 2022)

# USER INTERFACE DESIGN







## Mockups And Descriptions

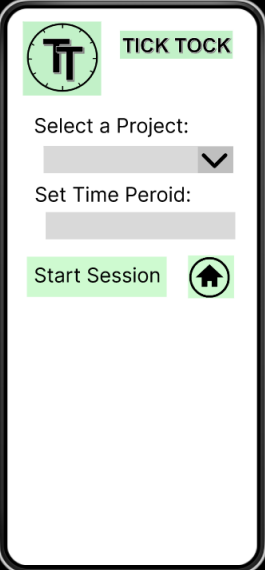
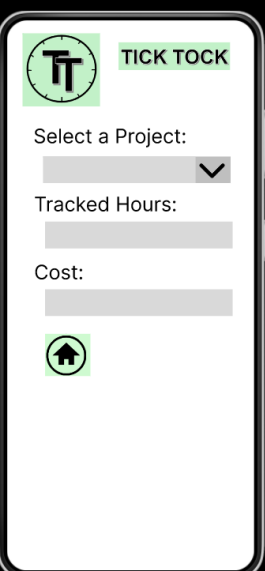
		<p><b><u>Welcome:</u></b> This is the screen that the user first sees, welcoming them to the application. They can either navigate to the Login or Register page.</p>
		<p><b><u>Register:</u></b> This screen allows user to enter their name, surname, email, username, and password which they can view using the eye icon. They click register, if it's successful they will be redirected to the Login page, if they click cancel all the fields will clear.</p>

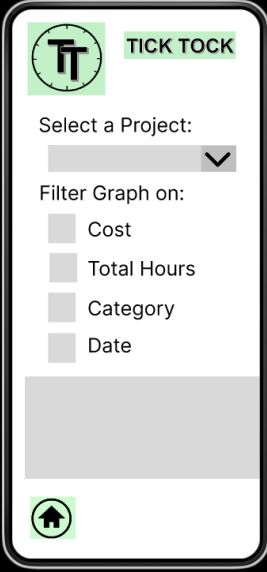
			<p><b><u>Login:</u></b></p> <p>This screen allows user to enter their username and password they registered with and then click login. They can use the eye icon to view their password or use the forget password link to recall their forgotten password.</p>
			<p><b><u>Forgot password:</u></b></p> <p>This is shown if the forget password link was clicked, the user enters the username, email, and new password which they can view using the eye icon. Once save is clicked the username and email is verified first and then new password will be saved. Cancel will revert the user to Login page.</p>

 <p>The home screen features a green header with a clock icon and the text 'TICK TOCK'. Below the header are six green buttons stacked vertically: 'Project', 'Category', 'Time Log', 'Show Reports', 'Focus Time', and 'Invoices'.</p>	<p><b><u>Home:</u></b></p> <p>This screen is shown once the user logs in. There are six buttons '<u>Category</u>', '<u>Project</u>', '<u>Time Log</u>', '<u>Show Reports</u>', '<u>Focus Time</u>' and '<u>Invoices</u>' that navigate to different pages.</p>						
 <p>The category screen is divided into two panels. The left panel has a green header with a clock icon and 'TICK TOCK'. It includes a search bar, a 'Filter By:' section with a 'Date' option, and a 'List of Current Categories:' table. At the bottom are an 'Add New Category' button and a home icon. The right panel has a green header with a clock icon and 'TICK TOCK'. It contains input fields for 'Category Name:' and 'Description:', followed by 'Save' and 'Cancel' buttons.</p> <table border="1" data-bbox="251 1045 480 1102"> <thead> <tr> <th>Name:</th> <th></th> </tr> </thead> <tbody> <tr> <td>Date:</td> <td></td> </tr> <tr> <td>Total Hours:</td> <td></td> </tr> </tbody> </table>	Name:		Date:		Total Hours:		<p><b><u>Category:</u></b></p> <p>The 'Category' button on the home screen shows the first screen showing current categories, with an option to filter by date. Clicking 'Add New Category' redirects to the second screen where users input a category name and description. After saving or canceling, users return to the updated category list, showing any additions made.</p>
Name:							
Date:							
Total Hours:							



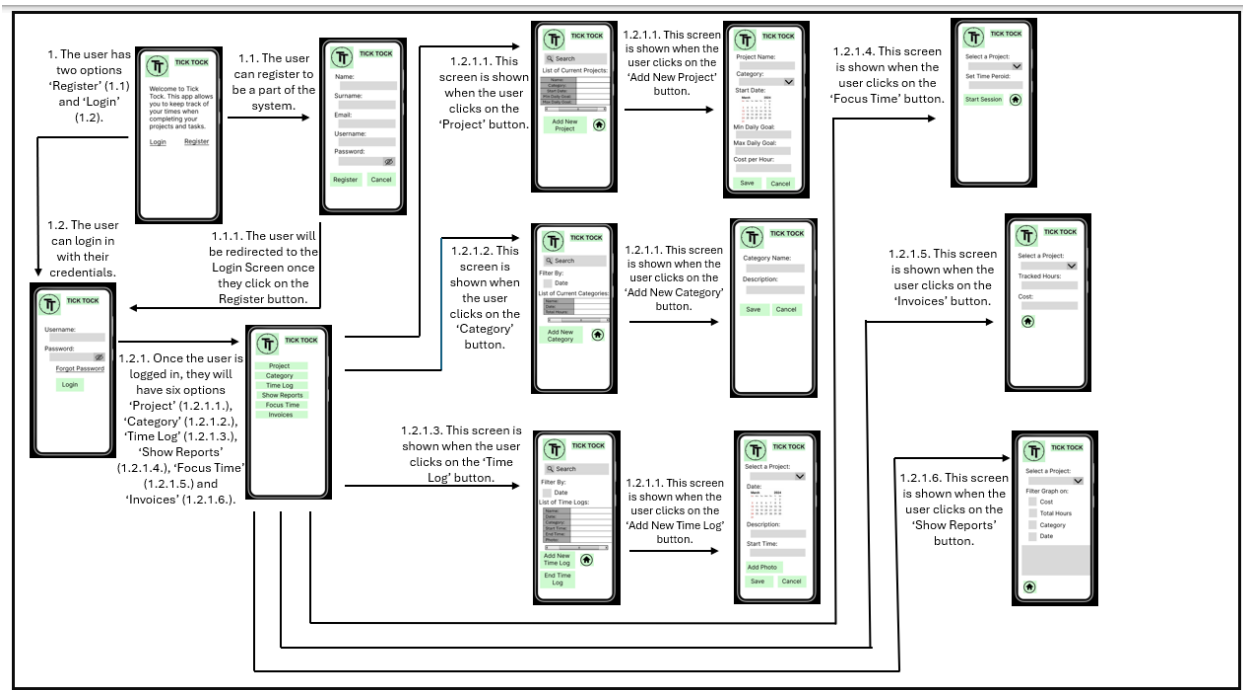
<div><div>TICK TOCK</div><div><input type="text" value="Search"/></div><div>List of Current Projects:</div><table><tr><td>Name:</td><td></td></tr><tr><td>Category:</td><td></td></tr><tr><td>Start Date:</td><td></td></tr><tr><td>Min Daily Goal:</td><td></td></tr><tr><td>Max Daily Goal:</td><td></td></tr></table><div><div>Add New Project</div><div></div></div></div>	Name:		Category:		Start Date:		Min Daily Goal:		Max Daily Goal:		<div><div>TICK TOCK</div><div>Project Name: <input type="text"/></div><div>Category: <div>▼</div></div><div>Start Date: <div>March2024</div><div><div>Mon</div><div>Tue</div><div>Wed</div><div>Thu</div><div>Fri</div><div>Sat</div><div>Sun</div><div>1</div><div>2</div><div>3</div><div>4</div><div>5</div><div>6</div><div>7</div><div>8</div><div>9</div><div>10</div><div>11</div><div>12</div><div>13</div><div>14</div><div>15</div><div>16</div><div>17</div><div>18</div><div>19</div><div>20</div><div>21</div><div>22</div><div>23</div><div>24</div><div>25</div><div>26</div><div>27</div><div>28</div><div>29</div><div>30</div><div>31</div></div></div><div>Min Daily Goal: <input type="text"/></div><div>Max Daily Goal: <input type="text"/></div><div>Cost per Hour: <input type="text"/></div><div><div>Save</div><div>Cancel</div></div></div>	<div><b>Project:</b><p>Clicking the 'Project' button on the home screen shows the first screen with current projects and a search function. Clicking 'Add New Project' redirects to the second screen where users input project details: name, category (from dropdown), start date, daily goals, and hourly cost. After saving or canceling, users return to an updated project list showing any additions made.</p></div>		
Name:														
Category:														
Start Date:														
Min Daily Goal:														
Max Daily Goal:														
<div><div>TICK TOCK</div><div><input type="text" value="Search"/></div><div>Filter By: <div>Date</div></div><div>List of Time Logs:</div><table><tr><td>Name:</td><td></td></tr><tr><td>Date:</td><td></td></tr><tr><td>Category:</td><td></td></tr><tr><td>Start Time:</td><td></td></tr><tr><td>End Time:</td><td></td></tr><tr><td>Photo:</td><td></td></tr></table><div><div>Add New Time Log</div><div></div></div><div>End Time Log</div></div>	Name:		Date:		Category:		Start Time:		End Time:		Photo:		<div><div>TICK TOCK</div><div>Select a Project: <div>▼</div></div><div>Date: <div>March2024</div><div><div>Mon</div><div>Tue</div><div>Wed</div><div>Thu</div><div>Fri</div><div>Sat</div><div>Sun</div><div>1</div><div>2</div><div>3</div><div>4</div><div>5</div><div>6</div><div>7</div><div>8</div><div>9</div><div>10</div><div>11</div><div>12</div><div>13</div><div>14</div><div>15</div><div>16</div><div>17</div><div>18</div><div>19</div><div>20</div><div>21</div><div>22</div><div>23</div><div>24</div><div>25</div><div>26</div><div>27</div><div>28</div><div>29</div><div>30</div><div>31</div></div></div><div>Description: <input type="text"/></div><div>Start Time: <input type="text"/></div><div><div>Add Photo</div><div>Save</div><div>Cancel</div></div></div>	<div><b>Time Log:</b><p>Clicking the 'Time Log' button on the home screen shows the first screen with current logs, filtered by dates. Selecting 'Add New Time Log' redirects to the second screen where users choose a project, date, and input description and start time. Optionally, they can add a photo. After saving or canceling, users return to the updated log list. Ending a log details the end time to the specific entry.</p></div>
Name:														
Date:														
Category:														
Start Time:														
End Time:														
Photo:														

	 A mobile app mockup for the 'Focus Time' screen. At the top, there is a green circular icon with a clock face and the text 'TICK TOCK' in a green box. Below this, the text 'Select a Project:' is followed by a grey dropdown menu with a downward arrow. Then, 'Set Time Period:' is followed by a grey input field. At the bottom, there is a green button labeled 'Start Session' and a green circular icon with a house symbol.	<p><b><u>Focus Time:</u></b></p> <p>This screen is shown when the user clicks on the <u>'Focus Time'</u> button on the Home screen. This user will Select a Project and Enter the Time period. Once they have entered this information successfully, they can then click on the <u>'Start Session'</u> button, this will start their focus session.</p> <p>(Toggl, 2024)</p>
	 A mobile app mockup for the 'Invoices' screen. At the top, there is a green circular icon with a clock face and the text 'TICK TOCK' in a green box. Below this, the text 'Select a Project:' is followed by a grey dropdown menu with a downward arrow. Then, 'Tracked Hours:' is followed by a grey input field. Below that, 'Cost:' is followed by another grey input field. At the bottom, there is a green circular icon with a house symbol.	<p><b><u>Invoices:</u></b></p> <p>This screen is shown when the user clicks on the <u>'Invoices'</u> button in the Home screen. It allows the user to Select a project. It will then automatically generate the tracked hours and the Cost.</p>

			<p><b><u>Show Reports:</u></b></p> <p>This page is shown when the user clicks on the '<u>Show Reports</u>' button in the home screen. It allows the user to Select a Project. Depending on which filter they select it will display a graph.</p> <p>(Harvest, 2024)</p>
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(Figma, 2024)

# Navigation Diagram



(Costa, 2024) (Figma, 2024)

# PROJECT PLAN

Gannt Chart

TASK	START DATE	END DATE	MILESTONE
Project Planning	18/03/24	19/03/24	
Gather Requirements	19/03/24	22/03/24	
Name and Icon Development	18/03/24	19/03/24	
Design and Mock-ups	20/03/24	24/03/24	
Develop Prototype	26/03/24	31/03/24	
Test Prototype	1/04/24	3/04/24	Milestone 1
Fixing Prototype based on prototype testing results	3/04/24	6/04/24	
Develop Main Application	6/04/24	20/04/24	Milestone 2
Unit Testing	21/04/24	23/04/24	
Integration	24/04/24	26/04/24	Milestone 3
Bug fixing and Final Testing	TBC	TBC	
Deployment and Launch	TBC	TBC	Milestone 4
Monitoring	TBC	TBC	

(Anon., 2024)

## CONCLUSION

In conclusion, this planning and design document gave an overview of our application, the requirements, innovative features, mockup and design, navigation as well as the project plan which aids in the next step of the project being the development of the application.

In the research document we analyzed three time tracking applications this influenced the planning and design of our application based on the innovative features we identified. The idle detection will ensure that our application provides accurate time tracking which influenced our requirements as well at the design by adding the idle detection feature, the invoicing feature influences the project plan and the navigation as it's a separate feature with a separate tab that has to be incorporated in and the cross-platform availability influenced the surety of user experience across different platforms which will be seen in the mockup and design of the application as it has to allow for the app to be used on a mobile device, laptop or a desktop.

## References

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