CEN 4010 Principles of Software Engineering Summer 2023

Milestone 1: Team Project Proposal and Description

# The 5 Bytes: TaskMaster

# Team 16

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<https://github.com/IsReal010/The-5-Bytes.git>

June 18, 2023

Revision History: N/A

### 1 - Executive Summary

TaskMaster is an innovative task manager app designed to enhance productivity and streamline task management for individuals and teams across various market sectors.

Developed with a focus on simplicity, efficiency, and user-friendliness, TaskMaster provides a comprehensive set of features to help users stay organized, prioritize tasks, and accomplish their goals effectively.

Its key advantages would be an intuitive interface offering users a clean and user friendly interface allowing them to quickly navigate and manage tasks. Smart task organization where the user can create, categorize, and prioritize tasks, collaboration and teamwork which provides progress tracking and task sharing with other users, and reminders and notifications that will help keep the user on track.

TaskMaster stands out in the task management landscape by offering a combination of user-friendly design, intelligent organization, and collaboration features. It benefits professionals in various industries, including project management, marketing, sales, education, and freelancing.

Additionally, students, entrepreneurs, and individuals seeking personal organization and productivity tools can also greatly benefit from TaskMaster's capabilities.

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### 2 - Competitive analysis

| Competitor Features | Tick Tick | TimeCamp Planner | MeisterTask | TaskMaster (Planned) |
| --- | --- | --- | --- | --- |
| Free Registration |  | x | x | x |
| Reminders | x | x | x | x |
| Collaboration | x | x |  | x |
| Task Organization |  | x | x | x |
| Beginner Friendly | x |  | x | x |

By leveraging these planned advantages, TaskMaster aims to provide a comprehensive and feature-rich task management solution that surpasses the existing competitors in terms of collaboration, task organization, beginner friendliness, reminders, and free registration.

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### 3 - Data definition

| **Name** | **Meaning** | **Usage** | **Comment** |
| --- | --- | --- | --- |
| User | Actor | Use Case scenarios | The person who will be using the website. |
| Entry | Data | Activity type | The content a user adds to their note or list. |
| Home Page | User interface | User interface | The initial page the user will see when they go to the website. |
| Create Page | User interface | User interface | The page the user will see when they are starting a new entry. |
| About Page | User interface | User interface | The page a user can read to learn how their info is stored and used. |
| View Page | User interface | User interface | The page a user will see to scroll through previously-made entries. |
| Pop-up | User interface | User interface | A form that will hover over the current page without taking up the entirety of the screen. |
| Share Pop-up | User interface | Activity type | A form the user will see when they want to share their entry. |

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### 4 - Overview, scenarios and use cases

Use Case - Creating Entries

The user will head to their view page and select a create button that will lead them to the create page. Here, the entry contents can be written, posted, and added to the view page.

Use Case - Editing Entries

The user will head to their view page and select the entry they would like to edit. Once in the desired entry, the user may select the edit button to alter their work. When they are finished, they may post their entry as they did when creating it.

Use Case - Viewing Entries

The user will start at the home page and select a button that leads them to the view page. Here, the user may search and scroll through their previous entries.

Use Case - Sharing Entries

The user will come onto their view page and select the entry they would like to share. Once in the desired entry, the user may select the share button. The share pop-up will open so the user may copy a link and send it to those they wish to collaborate with.

Use Case - Categorizing Entries

The user may be on the create page to categorize their new entry by selecting a label button. If an entry the user wants to categorize has already been made, they may select the desired entry from the view page and select a label button.

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### 5 - Initial list of high-level functional requirements

The user will be able to create and edit entries with a basic sticky note format.

The user will be able to create and edit entries with a list-like format (featuring bullets and/or numbering).

The user will be able to add attachments to their entries.

The user will be able to scroll through their entries.

The user will be able to sort their entries.

The user will be able to search for entries with a search bar.

The user will be able to share their entries.

### 6 - List of non-functional requirements

The user can save their entries and come back to them later.

The user can create customizations on their entries.

Simple to open with your username and password and can run efficiently.

The app can provide autocorrect and suggested ideas for you to customize on.

The app can allow users to invite friends to collaborate with the user’s entries.

The user can send notifications and reminders to oneself or others.

### 7- High-level system architecture

Firebase Content Delivery Network

GitHub Pages

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### 8 - Team

Scrum master - Sekai Wynn

Product owner - Kaela Kent

GitHub master - Israel Andrade

Front end lead - Devon Purification

Back end lead - Joel Cardenas

### 9 - Checklist

1. Team decided on basic means of communications - DONE
2. Team found a time slot to meet outside of the class - ON TRACK
3. Front and back end team leads chosen - DONE
4. Github master chosen - DONE
5. Team ready and able to use the chosen back and front-end frameworks - ON TRACK
6. Skills of each team member defined and known to all - DONE
7. Team lead ensured that all team members read the final M1 and agree/understand it before submission - DONE

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