OnTraq

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"Changing the world (for better or worse) through lightweight, application-based, project management solutions."

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Introduction

OnTraq is the foremost in its field of bad project management solutions. “How does it do this?” you may ask. Well hold on you impatient rascal you and I’ll explain. First and foremost, as our tagline states, the core of OnTraq’s mediocrity is in its streamlined design and lightweight application. Which can also be interpreted as “The developers are too bad to make a comprehensive and multi-faceted website.” which would be true if we didn’t have integrated cloud functionality and automatic backups...which we don’t.

Put simply, OnTraq is a project management tool that allows managers, designers, engineers, and other collaborators, to all work proactively and cohesively to maximise efficiency during a product's development cycle. OnTraq helps managers and collaborators to break up and assign a project’s tasks while also setting timelines and subdividing and prioritizing a task’s various smaller components.

Purpose

"What is my purpose in life?" Many of us ask ourselves this question, but OnTraq can't because we're both too stupid and not stupid enough to give it sentience. Also, OnTraq will likely be dead on arrival so it won't have much of a life to ponder anyways. However, if by some miracle OnTraq works and doesn't accidentally trigger an android revolution, its purpose will be in being a powerful (in the same way a lvl. 2 sword is powerful against lvl. 1 lizards) management tool to assist in increasing the efficiency of development teams everywhere*. Will it be fun? OnTraq will be a joy to use if you're one of the people who find untangling headphone cables fun. Will it be useful? Maybe. Will it be innovative? Absolutely not, it's basically a Monday clone but worse.

OnTraq will be useful to development teams in that it will provide an easily accessible and easily understandable timeline to aid in the development of most any product. OnTraq will provide a simple yet comprehensive understanding of the state and progress of any project during its production cycle. It will achieve this through the use of features stated previously, most notably the timeline, status, and task subdivision features.

*As long as they speak english. We're too poor to hire translators.

Platform

OnTraq is not complex enough to demand very strong hardware specifications yet it will also likely be very poorly optimized so the user should also take that into account. OnTraq likely won't be able to run on a toaster, but anything with processing power equal to or greater than a raspberry pi running windows should work. OnTraq will be independent in its operation meaning it won't need any special hardware or software to be able to effectively run.

Audience

The intended audience of OnTraq can be anyone. The user interface won't be incredibly complicated or specific to any one industry. In fact, mostly anyone will be able to use it to manage personal tasks like a student planning school work for example.

Team Dynamic

In charge of scheduling, design, and programming will be Val, who will divide and delegate tasks to John and Jake. Meetings will be likely kept to an hour two times a week in the beginning, but will likely increase in frequency and duration as the project goes on. The tasks each person is assigned will depend on the strengths of each member, with Val providing general oversight to make sure the code follows a single format to ensure readability and compatibility with other members.

Description

1. User Interface:

   The User Interface will be almost entirely graphical to ensure accessibility for the user. The purpose of OnTraq is for the user to be able to quickly and simply understand the status of the project and what tasks he or she is assigned. The core of the interface will be centered around dashboards that can clearly display crucial information about each layer of the project to allow for a precise balance of macro or micro management. For example: A user has a dashboard displaying which teams he or she is a part of, selecting one will bring the user to the dashboard for that team, bringing up a list of team members and their pertinent information, such as how many tasks they have and what their progress is with them. The user may also switch between dashboard views, changing the format in which information is presented. In later versions, we may also add the ability for the user to customize his or her dashboards.

2. Processing

   The program will not do all that much processing at all, it will mostly just display in a simple and organized manner the information that it is supplied. At most, the function that will result in the highest load will likely be generating the UI between page selections.

3. Data

   The data stored and processed will mostly be textual.