Project report

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FoClock is the name of our group project, it’s a helper of building reasonable schedules and a good time organizer. It has the ability to organize different kinds of tasks and events, and give users reliable predictions about how much time will take to finish them.

When we started design our project, we all thought about one question: what functions should FoClock has in order to show itself from other similar products on the Internet. As a result, we decide to add a console to FoClock. This console will allow users adding codes into FoClock, and it can be down from web pages directly. It just like the modifier in video games, users can add what they want by coding and it will not effect the experience of other users. It’s an excellent function since different users may have different improvement advice about FoClock, some of these advice even leads to very different results, we certainly cannot satisfy those advice at the same time without this console, however, it can be down now.

Another special function FoClock has is image analyze. It seems very strange that a time scheduler have the ability to analyze images.

The structure of FoClock is a challenge we face at the start. We thought and discussed about what structure should we use so users will feel comfortable when they using FoClock, and there are many small problems occurred during this process. For example, should we require users to login? If so, should we ask users to create new FoClock accounts, or they can use rcsid to login? And there were many likely problems we met during this process. Finally we decided the structure of FoClock, the index page will be the login page, and what after this page(after login) is the main function page which also can be called “users’ page”, this page link to every other function pages such as on-going tasks page and overview page. This structure is very convenient so every user will not confused about how to access certain page. And it’s also convenient for us to fix any occurred issue or add possible new pages.

The developing process is not easy, there always some gap between imagination and reality, not everything in the mock up can be develop easily. As developers, FoClock is always our proud. However, we design this product for users, we must think about what will users think when they access certain page, not only the structure and distribution of whole page, but also what color will make users feel comfortable, by the way, that’s another advantage of console, users can decide what color they want in their FoClock. There were many small problems such as what font size and font style is the best? How many percents should each column occupy? And what will happened next if users click some button? We must think about all those questions and that’s just the beginning of design.

When the basic structure was been finished, the rest tasks are adding more and more functions to FoClock. In order to finish login part, we created a database to store all accounts, and we were thinking about using different accounts such as Google accounts to login. Authorization was a big challenge for us since it’s very important to the security of our product. We don’t want any problem occur in this part. And since we only learn a little bit about authorization, there were lots of things those we need to explore by ourselves. It’s hard to overcome but we will do it. During this process, we realized that it will take several years if we want FoClock become perfect, however, we don’t have that much time. So we need to find out how to make the greatest improvement of users’ experience in shortest time. Luckily we done that, we add as many functions as possible into FoClock, we believe that FoClock now is a good scheduler.

We will briefly introduce what FoClock can do as a summary.