

# The Sourcerers

Group 22 – CSE 110

## Statement of purpose

We want to make a Pomodoro timer that will help automate completing tasks efficiently using the Pomodoro method, allow users stay to productive without overworking themselves, and give the flexibility to keep track of what they have been working on and for how long.

## Problem statement / How might we...

*How might we automate the manual framework of a Pomodoro timer technique to help users complete interval tasks?*

# Pomodoro timer user personas

- **Student:** Frequently pulls all-nighters due to procrastination and poor time management ***USER NEEDS: Reminders of a timer to be productive and avoid sleep deprivation***
- **Active Person:** Performs high intensity interval training to stay active. ***USER NEEDS: Intervals of a timer to know when to change exercises which help them stay healthy***
- **Stay at home dad/mom:** needs to get housework done so kids check timer for them and the parent stays on track. ***USER NEEDS: Alerts of a timer to maintain a household for a family***

## More timer use cases!

- **Hobby learner:** Trying to learn a hobby online because they're stuck inside for quarantine. Easily distracted because being inside their room, they're tempted to go on their phone and just stay in bed all day. ***USER NEEDS: structure of a timer to stay focused and away from sloth***
- **Office worker:** Has a desk job and loses track of time easily doing monotonous work. Schedule regular breaks to take a walk and get some water. ***USER NEEDS: Alerts of a timer to not overwork themselves***

# Some rabbit holes we have/might fall into

- Discussing extra features rather than focusing on the MVP
- Design and animation of page over working timer
- Worrying about implementation over process
- Todo list features non-essential to the main problem
- Gamification over pomodoro technique
- How much should we allow the user to customize the page (color, notifications, sound, etc)?
- How many button / identifiers should there be?

## Some rabbit holes we have/might fall into

- Dragging tasks to reorder them not having a smooth animation
- Conflicts between two ways to adjust cycle time (able to adjust during sessions or not?)

*Ultimately, we are concerned about user understanding and satisfaction but are working on simplification and sticking with the core purpose of the pomodoro technique for now!*

## Risks or failure points to be cautious of

- Task list doing wonky things when checking them off (i.e. moving a task rather than completing it)
- Not having a plan for fitting different people's work/code together
- Over-designing/user not being able to understand how changing the time works with the settings
- Incorporating unnecessary libraries and dependencies for functionality that could be made and maintained by ourselves

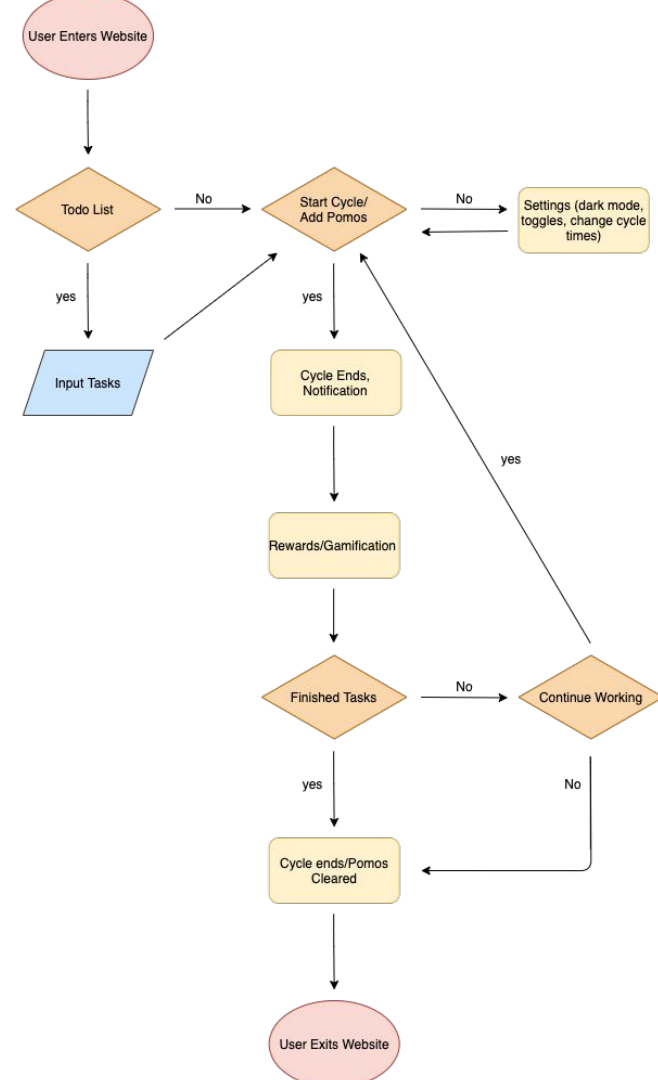


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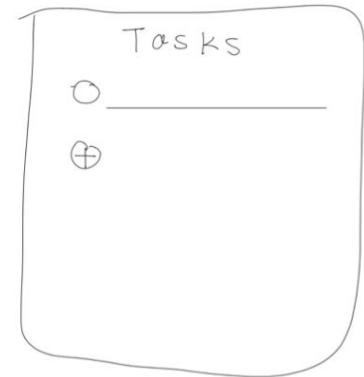
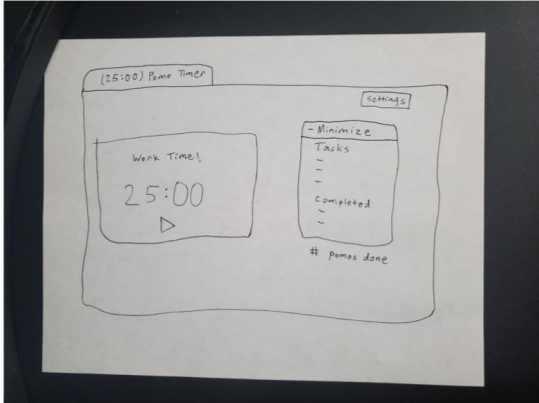
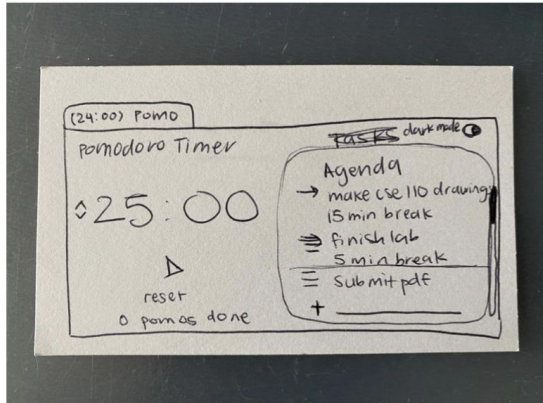
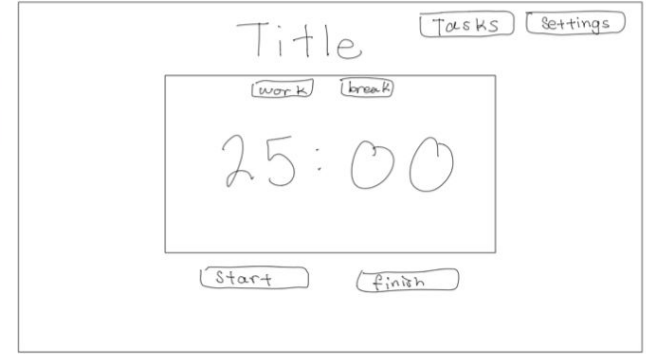
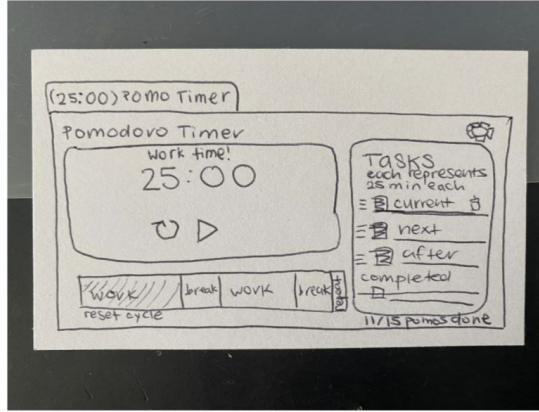
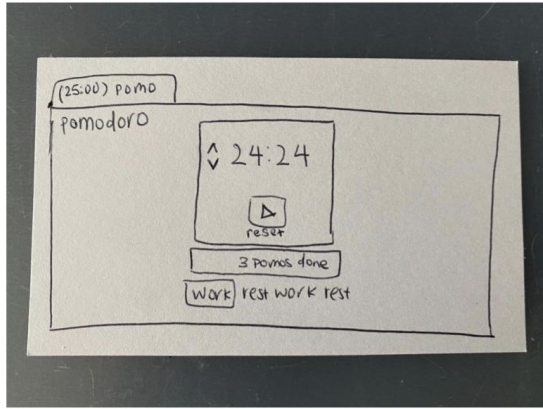
- Dealing with time/countdown
- Storing data for each user
- Starting to code without creating a guide/agreement about style, formatting, etc

*We have a lot to learn and are excited to make this app but are also wary of failure and not remaining cohesive.*

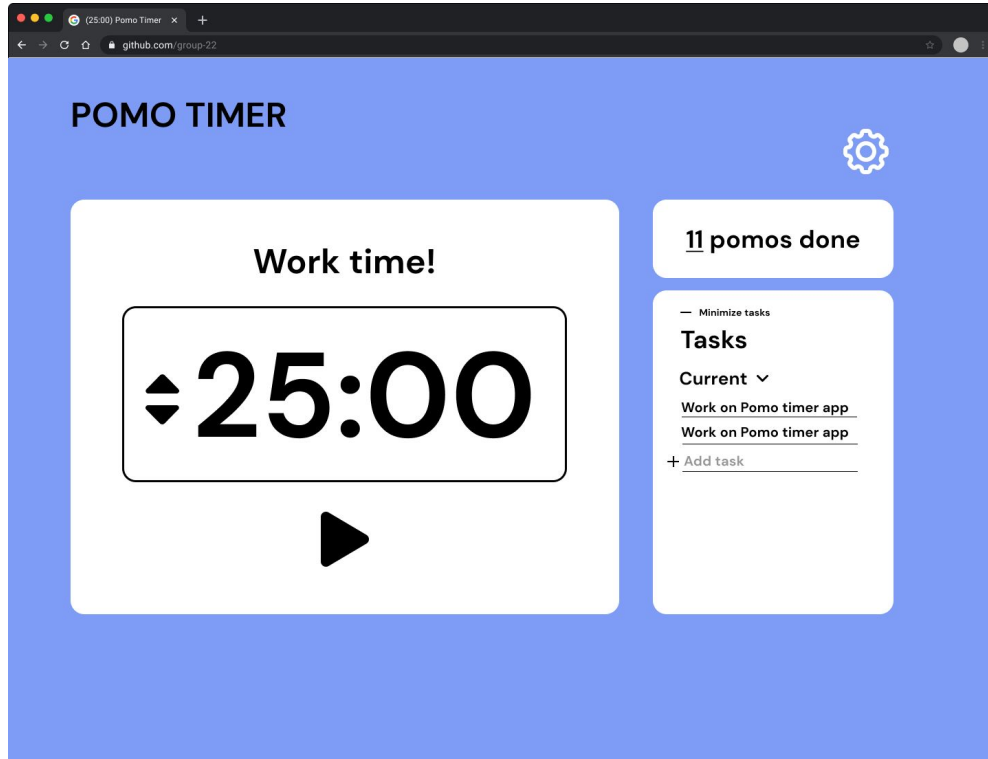
# User flow system diagram



# Low-fidelity prototype wireframes and musings

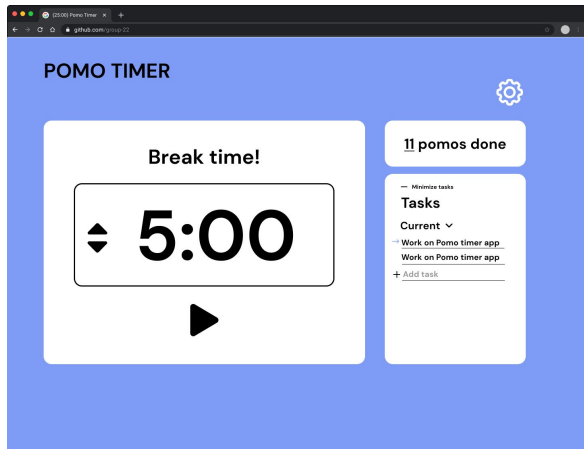


# High-fidelity prototypes

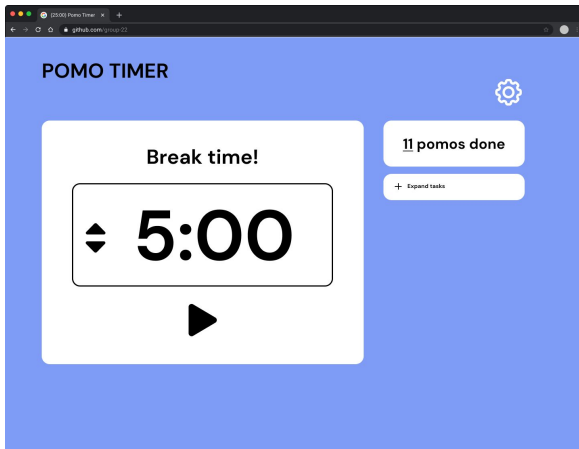


Work time with tasks showing

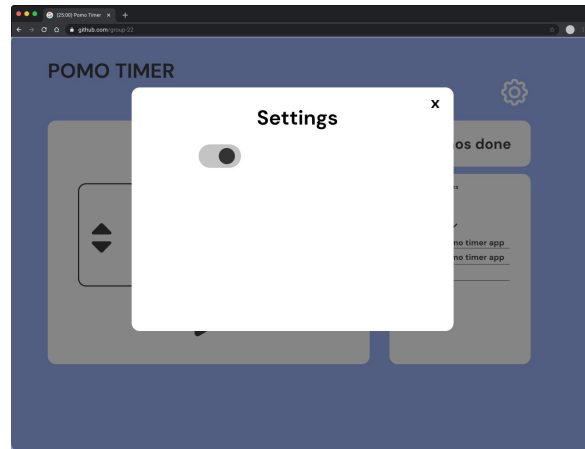
# High-fidelity prototypes



Break time with tasks showing



Break time with tasks collapsed



Potential settings modal

# Features ideation

## Features

### Yes

Notification on end, popup or text on page or animation of finish or like it checks off on the todo list

Running time as browser name (part of it + the actual timer name)

"Finish task" button so the users can skip remaining pomos if they finished earlier than they planned. It could also have some notification after the planned cycles is over for a task, which ask the user if they are done and want to move on to the next task, or if they still need to add extra pomos for the current one.

UI: start/stop as same button

Toggle autostart

Add pomos

### Maybe

Finish by X time (clock?) or the X pomos

Streakcount challenge

Small status notification of how pomos works (X started (start the pomos))

Share timer

### No

Light popup as notification (It's color changes from red to dark on remaining time left)

The app could have some completion feature and additional motivation when completing

Display timer option (popup, light)

Users need how productive they were. They should know what to do in order to get more productive. It could be in what time of the day they are most productive.

Timepomo is still a pretty vague

Feeling / competitive motivation

Using pomos to gain motivation when you're feeling unmotivated or procrastinating

## Stretch-Goals

## Maybe Stretch-Goal

To do list on the side where the you could list out your tasks for the day and a general idea of how long each task will take

UI: Do not have add tasks as a modal but rather inline

The app could allow users to modify how long the study time and the break time is? It could also have some presets like the classic Pomo and 30-30 and so on.

UI: Toggle visual display of time left

UI: Dark mode

Rewards with a cute animal picture or anything else every X minutes or during break or end of session

Gamification (like forest -> grow trees)

Notification sound on browser when timer ends or moves onto next part (auto)

"Streaks" - reward when you complete a streak of days. For example, if you complete 7 days of using the app, you get a reward. It could be a small animation or a small badge or something like that.

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## Stretch-goals

## Must-haves