CSCI 470 - Note-taking application requirements

Logan Humbert

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1 Description of the application

This little mobile application aims to let students taking notes for their different classes, and organizing them by class.

2 Requirements

- **Who are the users?** The users are students (College, High School, Middle School, ...)

- **Who are the customers?** This app is only made in a school context. There is no real customer for it.

- **User stories:**

  - As a new user, I want to add my different classes, and start adding notes for them
  - As a regular user, I keep adding a new note during a lecture in my different classes, then I review them when I study. I can easily modify the content of the note if I need to.

3 Features

The user should be able to complete these different tasks easily:

- See his different classes

- Add/edit or delete a class

- Create/edit/delete a note for any class he has created

- View a note

- Search for a class or a note by typing a part of its name

4 Design

4.1 Sketches on paper

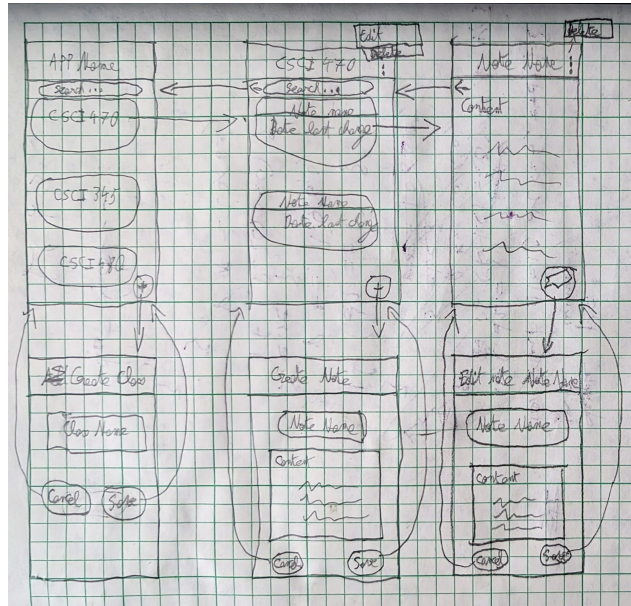Here is a first sketch of the different pages of the app, and the transitions between them:

Figure 1: First sketch on paper

I imagine having 5 different screens:

- The home page, containing a list of the existing classes.

- The add/edit class form

- The list of notes in a class

- The add/edit note form

- The content of a note

All pages can be accessed by clicking on a specific element, as the arrows on the sketches show.

4.2 Prototyping on Figma

After drawing my first sketches on paper, I started making a more accurate and clean design of the UI on Figma, and I used its prototyping features to create the transitions between the pages of the app.

As Flutter uses the Google Material's design, I used their official figma template, which contains reusable Material component, so my Figma design could be as close as possible as the UI the final app will have.

You can access my figma design here.

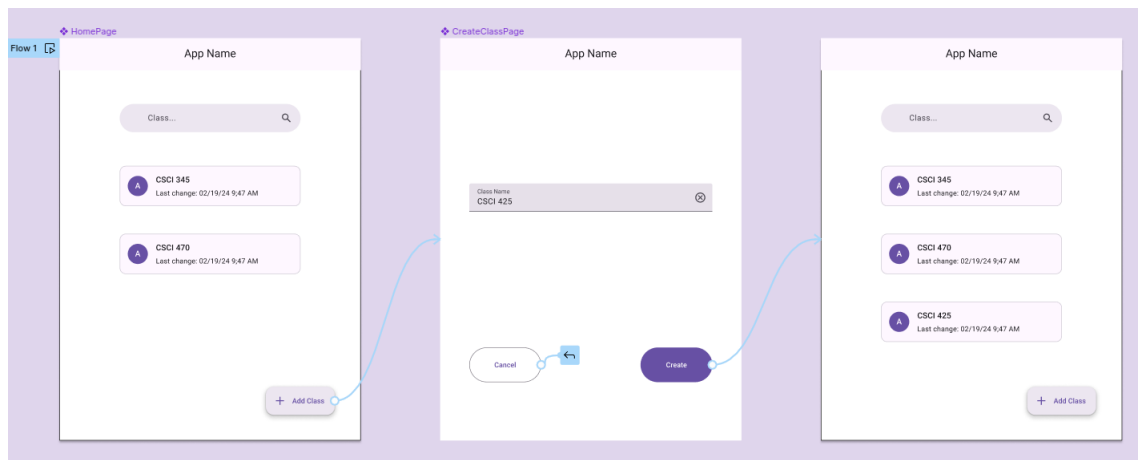I started by making the User Story "Create a class"

Figure 2: User story "Create Class" on Figma

From the home page that contains the list of our classes, a button lets the user create a class by giving it a name. It is then immediately available from the home page.

Then I added the other user stories and added transitions between the different pages of the app:
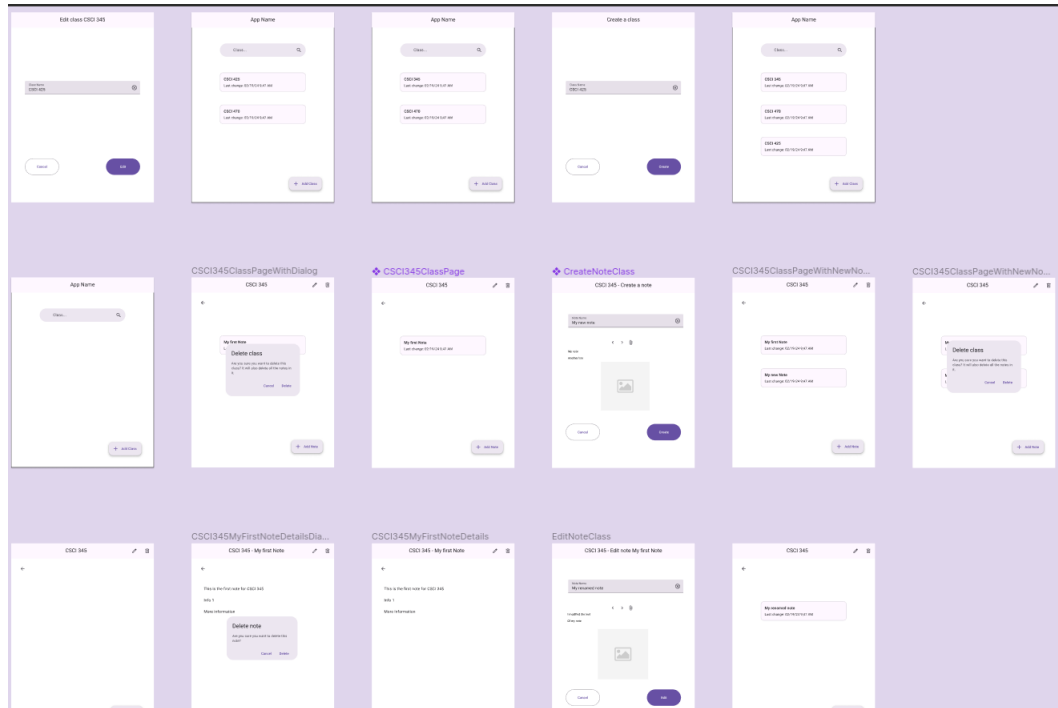

Figure 3: All user stories on Figma

Some pages of the app have been duplicated, as they simulate a change in database, or they display an additional graphical element, such as a dialog box. These are used to obtain a better experience when we execute the prototype on figma.

5 Links

Here are the links to important resources:

- Project's repository
- Figma Design