Documentation

# Introduction

This report presents the project plan for the COMP1004 module coursework. The project has a focus on self-management and the use of time. Within this document, the software development lifecycle is discussed with an explanation of how it was applied to this project. Following the plan for the project is a design document.

# Design

## Project Vision

The idea of this project is to allow users to manage the tasks that they need to complete and assign them to days that they can do them. This will allow users to manage their time efficiently so that they complete all they need to in the time that they have.

## Background

People have been using calendars for years to manage when certain tasks need to be done, and a digital calendar will allow users to manage their time from any device anywhere. This will allow users to be organised and get tasks completed before the deadline.

Consideration must be taken regarding the accessibility of this project when the interface is designed. If the site is not accessible then the target audience is limited, and would go against the UK Equality Act of 2010. The Equality Act states that reasonable steps must be taken to make a website more inclusive.

## User Stories

* The user should be able to log into the system.
* The user should be able to register for an account.
* The user needs to be able to add projects that need to be done.
* The user needs to be able to add a deadline for tasks.
* The user should be able to add a predicted time required to complete the task.
* The user should be able to undo previous actions.
* The user should be able to redo previous actions.
* The user needs to be able to mark tasks as complete.
* The user should to be alerted when a task is due to be started.
* The user should be alerted when a deadline is reached for a task that is not completed.

## Wireframes

This section provides wireframes for the project. They demonstrate an idea for what the project could look like.

A screenshot of a calendar

Description automatically generated A screenshot of a login screen

Description automatically generatedA screenshot of a registration form

Description automatically generated

## UML diagrams

This section shows UML diagrams for the project, and how data can be stored.

A screenshot of a computer program

Description automatically generated A close-up of a computer code

Description automatically generated A screenshot of a computer

Description automatically generated

# Sprints

## Sprint 1

* Create introduction for documentation.
* Create product vision.
* Research background.
* Create wireframes.

## Sprint 2

* Create UML diagrams.
* Program the template for the application
  + Nav bar
  + Calendar
  + Log in modal
  + Register modal

# Notes

* Data needs to be saved to a JSON file so that the user can come back to it later.
* Notifications could be visual on the screen or use external devices to indicate (e.g. Philips Hue lights change colour depending on the status of different tasks).