

Requirements and Analysis Document for Habba

Grupp 15

**Johannes Gustavsson, Nils-Martin Robeling, Li Rönnning,
Alexander Selmanovic, Jian Shin, Camilla Söderlund**

Objektorienterat Programmeringsprojekt TDA367
Chalmers tekniska högskola
Sverige
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1 Introduction

With a schedule that can vary from day to day as a student, businessman or if you simply are a forgetful person it can be hard too keep or create habits. This app will keep track of habits the user wants to create och keep. It also uses notifications that are set by the user to help them remember their habits and since the user is able to set goals for each habit they have something to work towards and look forward to.

1.1 Definitions, acronyms, and abbreviations

- **Habit:** A habit is an action that the user wants repeat and keep track of. For example washing their face every morning or water the plants once every week.
- **Group:** A user can be a part of a group of users. In this group they can have common habits if they for example want to work out two times a week and keep each other motivated.
- **Achievement:** When users have a number of habits or have performed their habits a number of times they unlock achievements.

2 System architecture

2.1 User Stories

1. As a user I want to be able to create a new habit so that I can keep improving my self.
2. As a user I want to be able to check of the habits I have done so I can see what I have left to do.
3. As a user I want to be able to distinguish the tasks I've already done during the day from those to be done, so I better know what I got left.
4. As a user I want the list of daily tasks to be reset each day so I can check them off again the next day
5. As a user I wanna be able to set a color theme to make it more personal.
6. As a clumsy person i wanna be able to undo my done 'check off' if I press the wrong habit so i don't forget to do it.
7. As a user I wanna be able to get streaks when I've done a specific task multiple days in a row to make it more fun to do my habits.
8. As a user I want to be able to set a reminder and so that I get reminded about a task and don't forget about it.
9. As a user i wanna be able to adapt the way the app communicates(Notification) to me to fit my personality.
10. As a user I want to be able to add friends to the app so that we can share out habits
11. As a user I want to be able to add friends so that we can compete in who complete their habits.
12. As a user I want confirmation that i am progressing so that i feel encouraged to continue.
13. As a user I want to see my friends stats so that I can compare our progression.
14. a user I want to be able to create an account so if I get a new phone I can sync my habits to the new one.

15. As a user I want my user account and habits to be saved when I exit the application so when I start the application again I can continue working on my good habits.
16. As a user I want to be able to overlook upcoming and past habits so I can easily take them into account when planning.
17. As a user I want to stay motivated by being able to see my progress.
18. As a user I want to use a calendar so I can see an overview over my habits.

2.2 User Interface

The user interface has gotten little attention due to the focus of this project being to create an object oriented program and the design of the code itself. But in this section the GUI design choices will be presented and explained.

The front/main page see figure 1 have two navigational buttons. Up to the left is the menu button which takes you too the menu and down to the right the button that takes you to the create habit screen. Due to this being an habit application for phones and most users will be right handed the button to add habits was put down to the right for easy access.

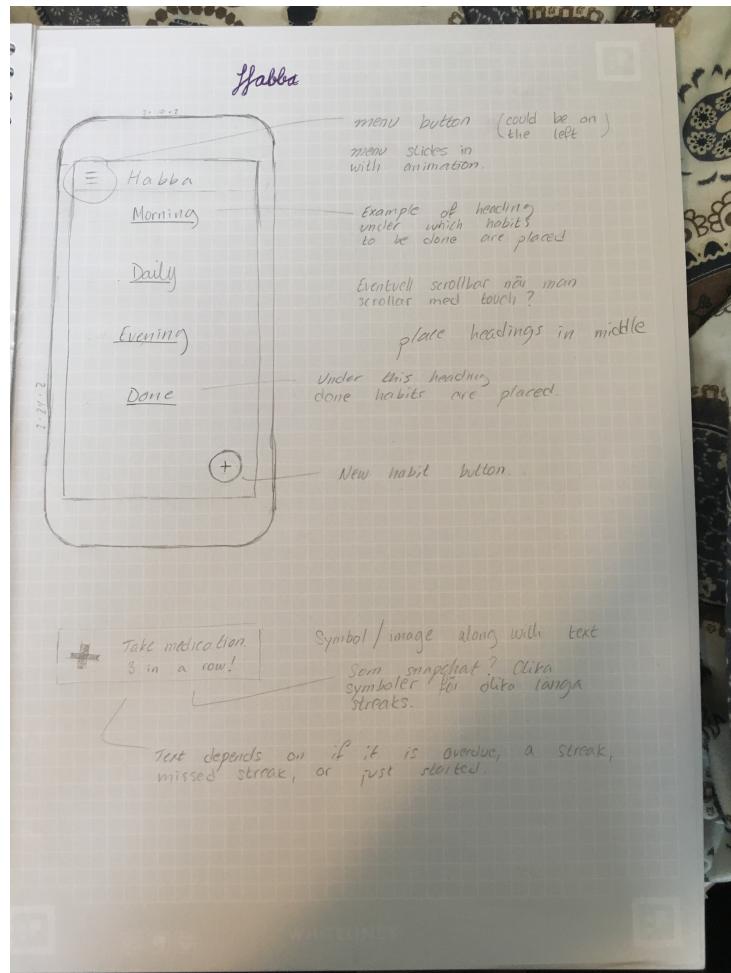


Figure 1: Initial sketch of the main page of the application

In figure 2 you can see the sketch of "create habit" that was created in the second iteration of the GUI sketch. This was supposed to be a light box but it was done as a new page to save time in the first prototype iteration.

On the top the user is to put the name of the habit and input hint is used so the user quickly know what supposed to be written.

The next thing that will be for the user to chose is if it should be a daily, weekly or monthly habit. Depending on choice different inputs will be required. a flowchart over this is shown in figure 3.

For all habits the user most chose if they want to do it in the morning, day, evening or night and if they want a reminder. If the user use the slider to activate reminder they also have to set the time when to be reminded.

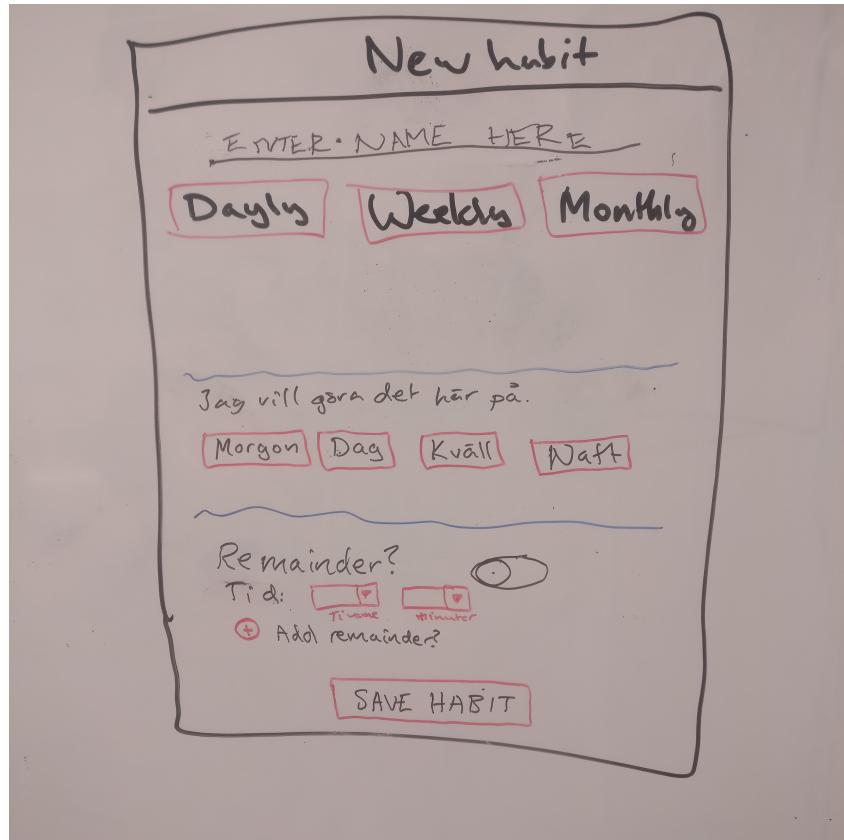


Figure 2: Early sketch of the page where new habits can be created.

- Daily: If the habit is to be done there is no special options to be chosen.
- Weakly: When weekly is chosen the user is able to chose on what days it is supposed to be done.
Also in the first iteration of this system that is shown in the flowchart figure you were able to chose how many times a week it it should be done. then it's not bound by specific days.
- Monthly: When monthly was chosen you were able in the first iteration to chose in what intervals of dates it was supposed to be chosen

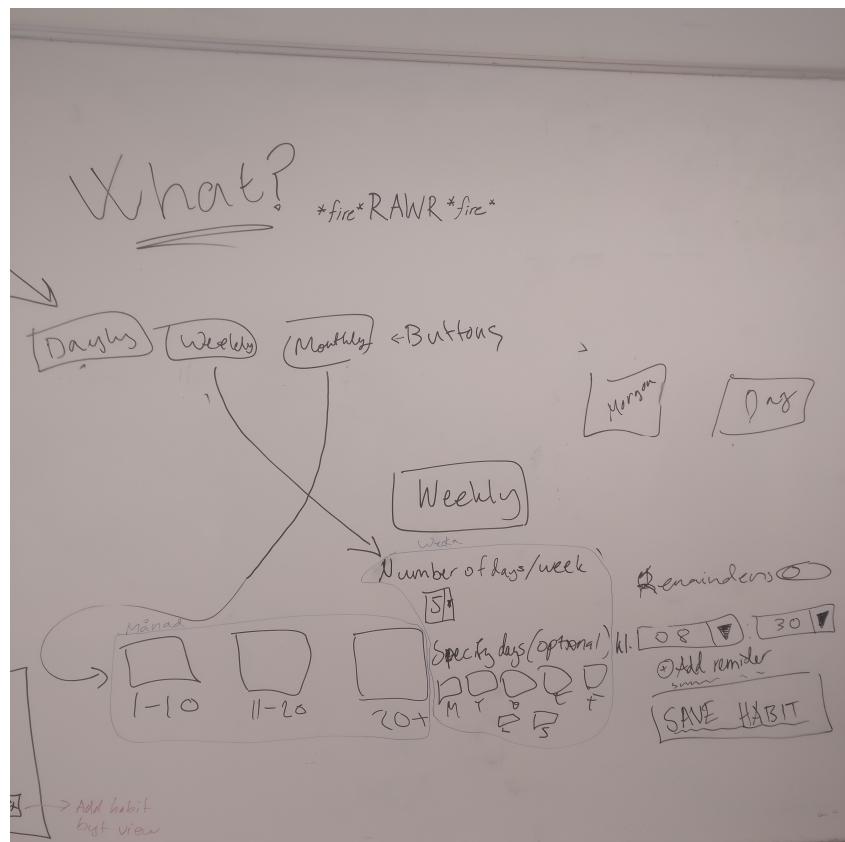


Figure 3: Flow chart of what is shown when different options of day/week/month is chosen

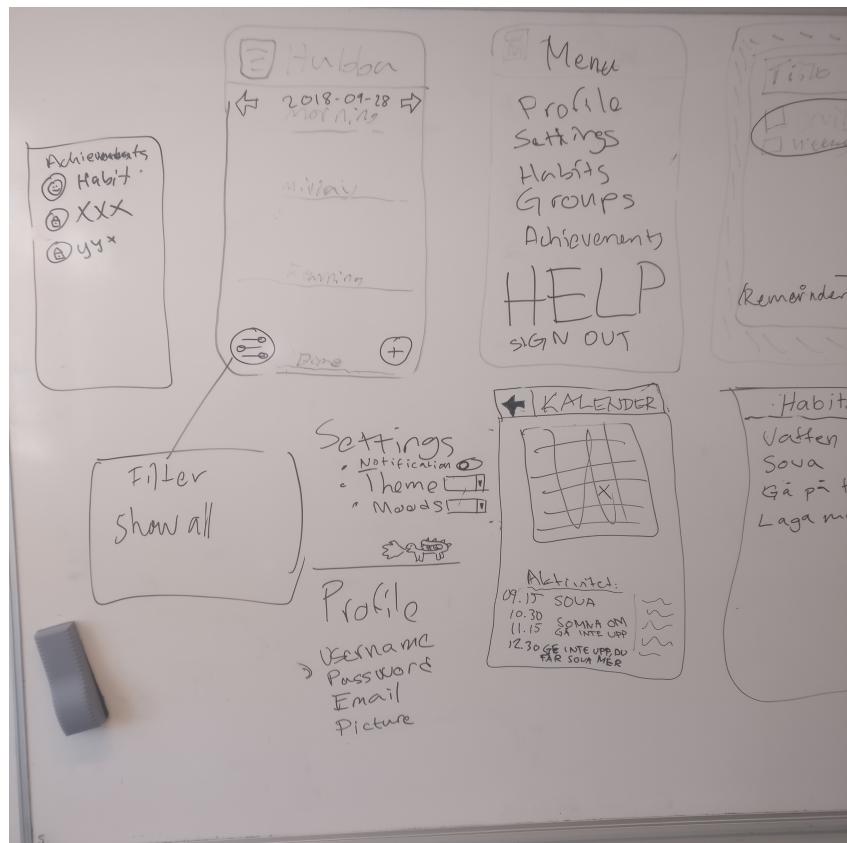


Figure 4: Second iteration sketch of Application

3 Domain Model

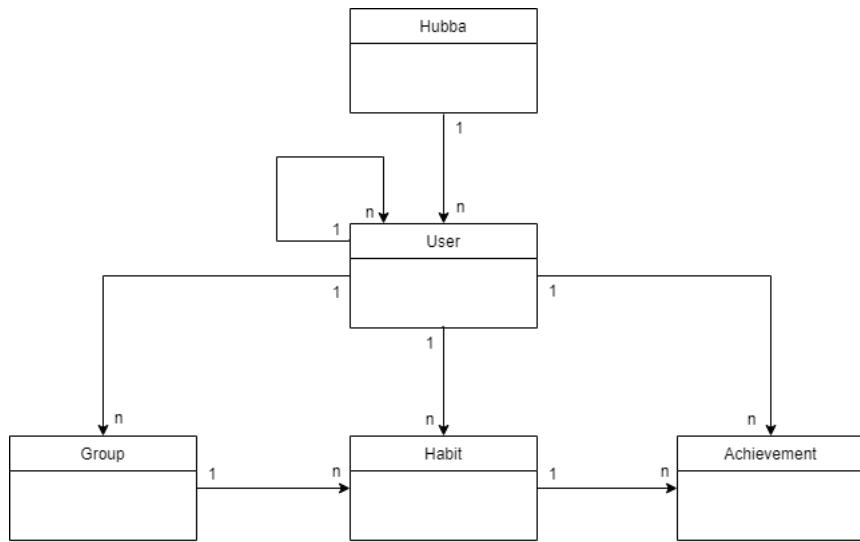


Figure 5: Hubbas domain model

3.1 Class Responsibilities

3.2 Hubba

3.3 User

The user class represents the user and keeps information about the users name, email, password, habits, groups and achievements.

3.4 Group

3.5 Habit

3.6 Achievement

References