

# Fuse Time



**FUSE TIME**  
PLAN IT AND NOTE IT LOST TIME IS NOT AN OPTION

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Assignment: POE Part 1

Due Date: 24 April 2023

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## **Planning And Design**

### **Introduction**

According to Zoho, (2023) The evolution of time tracking began with the usage of spreadsheet software to paper based timesheets which have in turn made their integration into the digital platform ].It operates as a database that stores in all the time spent on tasks or projects while actively tracking payments. This integration has simplified the management and effective usage of time. FuseTime is a virtual time tool application that ensures that any individual within any employment sector is well account for in terms of tracking time spent on tasks or projects and it caters for budgeting purposes . The FuseTime application based its design for freelancers as it's important for them to keep track of the amount of time spent on tasks from any location and eventually this data is shared with prospective employers. With its embedded client billing feature the user is able to accurately record finances and track their flow of money. Fusetime ensures an increment within productivity, communication of the progression of tasks or projects with employers, effective management of tasks or projects and an increment of profitability.

### **Overview Of The Application**

The program is a unique time monitoring tool that provides numerous features to assist users in better managing their time. The software is simple to use and offers users a range of options to help them measure their work hours, create goals, and track their success. The name of the application is "Fuse Time". And the icon design of Fuse Time has a clock-like initial icon which is fused with a rotating arrow.

The following innovative features will be implemented in the software: Gamification techniques will be used in the app to push users to track their time and achieve their goals. Users will be able to earn badges and rewards for completing activities and attaining milestones. To give users a unified experience, Fuse Time will interact with other productivity tools such as calendars and task management. Users will also be able to create customized reports that reflect their time utilization over a certain period. The reports will assist users in identifying areas where they can increase efficiency.

## **Description Of The Innovative Features Of The Application**

The fuse time app features an automated time tracker, calendar task, task scheduling notification and project tracking. The fuse time app is a valuable tool for people who are freelancing and will help them manage their time effectively. The calendar view will display upcoming tasks and deadlines, allowing users to organise and prioritise their tasks carefully. The notifications will keep users informed and on track by alerting them to approaching deadlines or scheduled tasks. Users would have the ability to tailor their experience according to their unique needs and preferences. The automated timer will remove the need for manual time tracking by automatically beginning and ending as users start and stop their tasks. The project monitoring feature will visually analyse the project's status, such as timelines, accomplishments, and finances. This feature will assist the user in prioritising their tasks and resources, allocating resources, and ensuring that tasks are finished on schedule and within budget. The user tracking function will allow users to monitor their working hours, breaks, and other activities. User tracking will involve location tracking, which will assist users with tracking their work on-site.

## **Name Of The Application**



**The name of the application is Fuse Time**

## **Icon Design**



## **Full Design**



## **Detailed List of The Requirements**

### **Functional Requirements of the Fuse Time Application.**

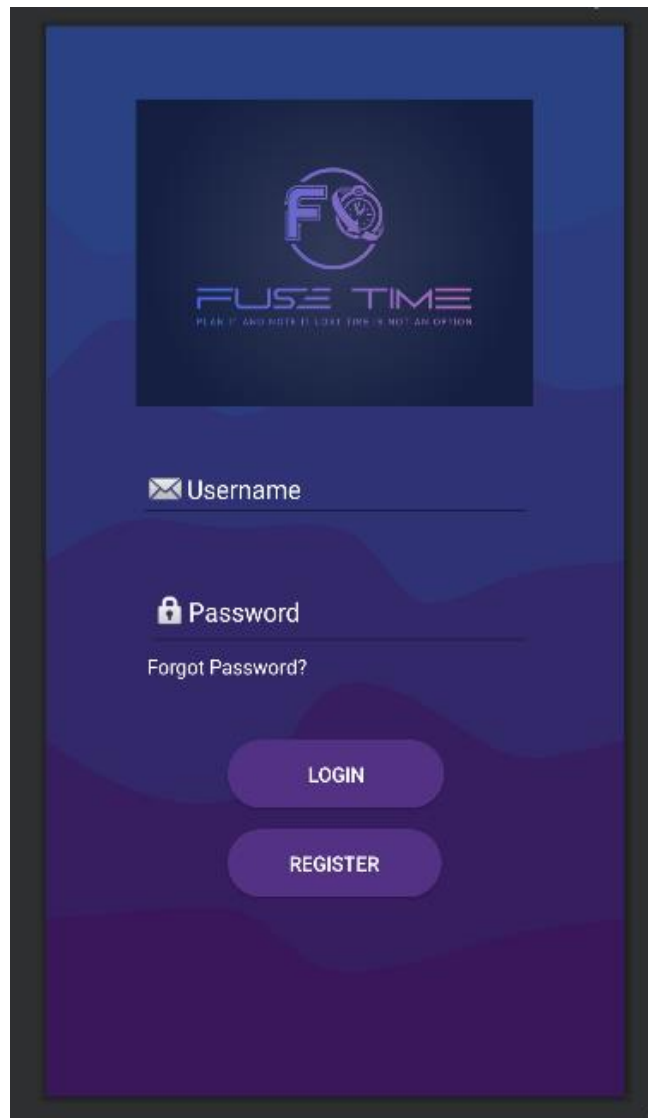
- In a strict sense, authentication is crucial. For the app to decide whether to accept or reject the user's claim that they are a member of the project being worked on, authentication requires the person being identified to assert their identity (Monrose & Rubin, 1997).
- The administrator will assign the proper functional roles to the employees, enabling them to create categories that the timesheet entries will belong to, as well as use the various features that the app offers. The various permissions that allow users to perform specific tasks are combined into the functional roles (BCM, 2023).
- A timesheet entry must be created by the user and include at least the date, the start and end times, the description, and the category. With the aid of the Calendar View feature, the user will be able to do so. Employees can track their leave time and work statuses using the Calendar View. Additionally, it will show information on the total number of hours worked and any overtime over the course of the entire week.
- There will be some form of geofencing possible with the real-time tracker active in the app. When a user is near the work location or even when they leave the work area, this feature will notify them. This feature allows for the automatic retrieval of user in- and out-time information based on the user's location. The tracking aids in keeping track of each person's work, as well as the number of hours they devote to particular projects, breaks they take, and other activities. Here, the user will also be able to choose a maximum daily target in addition to a minimum daily objective for hours completed (Parmar, 2023).

### **Non-functional of the Fuse Time Application**

- **Availability:** The longest that the app can be unavailable in the event of a disruption before operations suffer significantly. It basically refers to how long the app can be unavailable without negatively impacting usage (Yale: Information Security, 2023).

- Reliability: The duration of the app's reliability is how long it can run without a failure for a specific time frame. For instance, 92% reliability means that there is a 92% chance that no critical failures will occur during a given period of time for the app (Rymarenko, 2023).
- Security: Due to the fact that the app may store or transmit sensitive information, it must be sufficiently secure to safeguard data and prevent its manipulation. Best security practises should also be followed by the app (Rome, 2023).
- Usability: A usability requirement outlines the app's usability, including how simple it must be to use, how quick it must be to pick up, and how effective it must be at carrying out user tasks (Lauesen & Younessi, 1988).

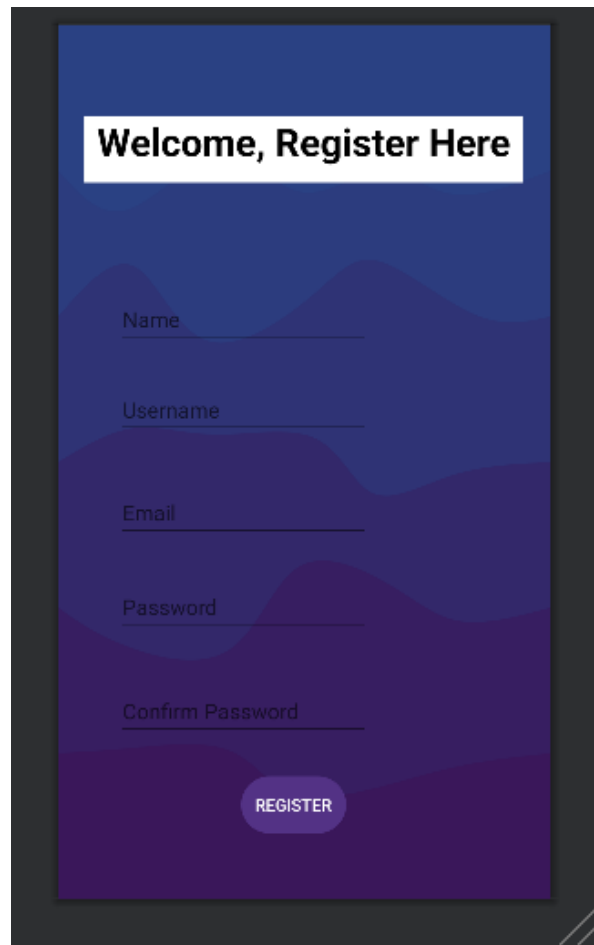
### **User Interface Design**



### **Login Interface**

This is the first screen the user will interact with once the application opens it's the login screen which consists of the registered username and password. The forgot password feature will enable to user to reset their password. The register button will enable to the user to register the needed username and password.



A mobile app registration screen with a dark blue background and a white title bar at the top. The title bar contains the text "Welcome, Register Here". Below the title bar, there are five input fields: "Name", "Username", "Email", "Password", and "Confirm Password". Each field has a light blue underline. At the bottom of the form, there is a blue button with the text "REGISTER" in white. The entire form is enclosed in a dark blue border.

Welcome, Register Here

Name

Username

Email

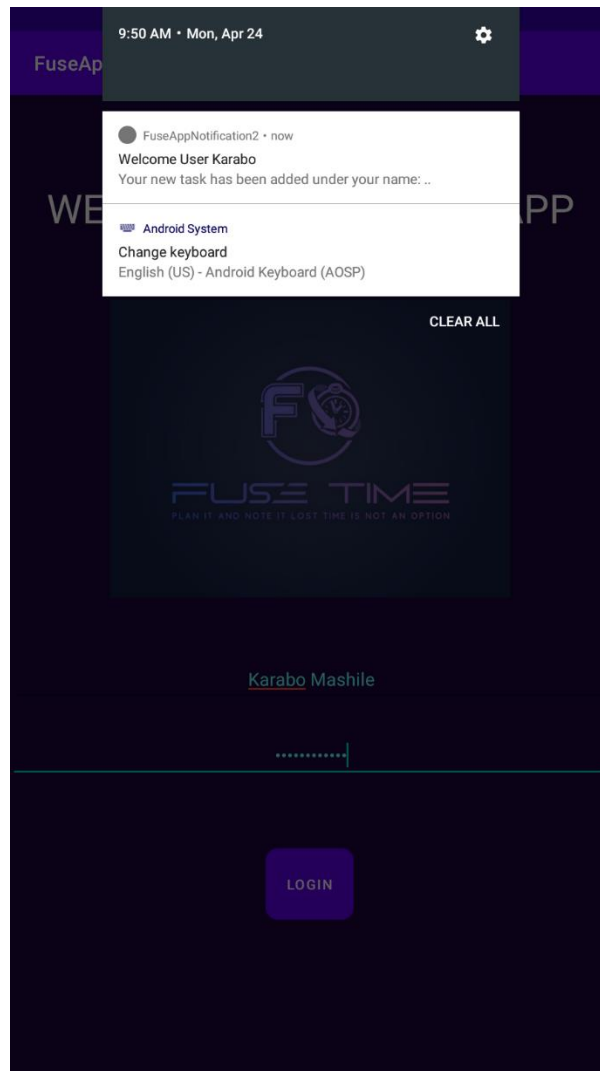
Password

Confirm Password

REGISTER

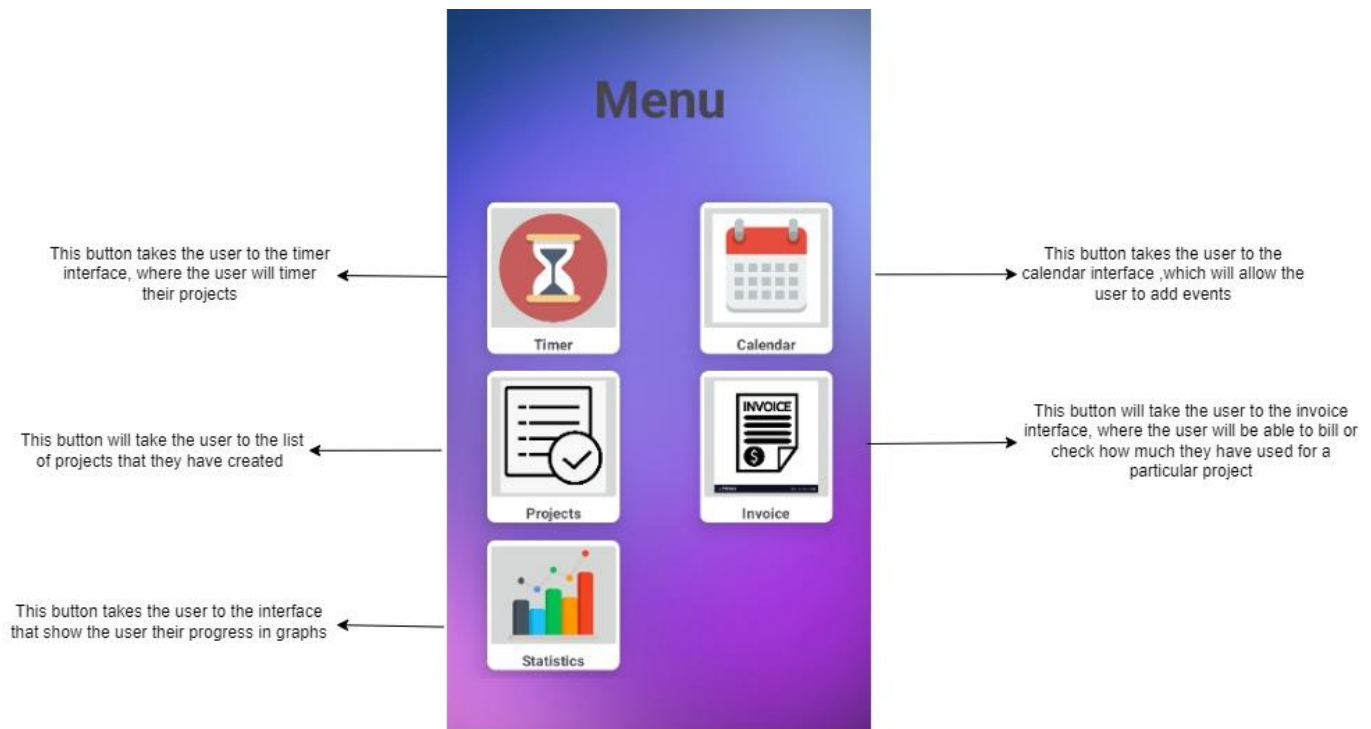
### **Register Interface**

When the user clicks on the register button this is the next screen that will display. It requires the user's name, preferred username, email, password and password confirmation. These credentials they use once they click on the register button, that will redirect them to the login screen.



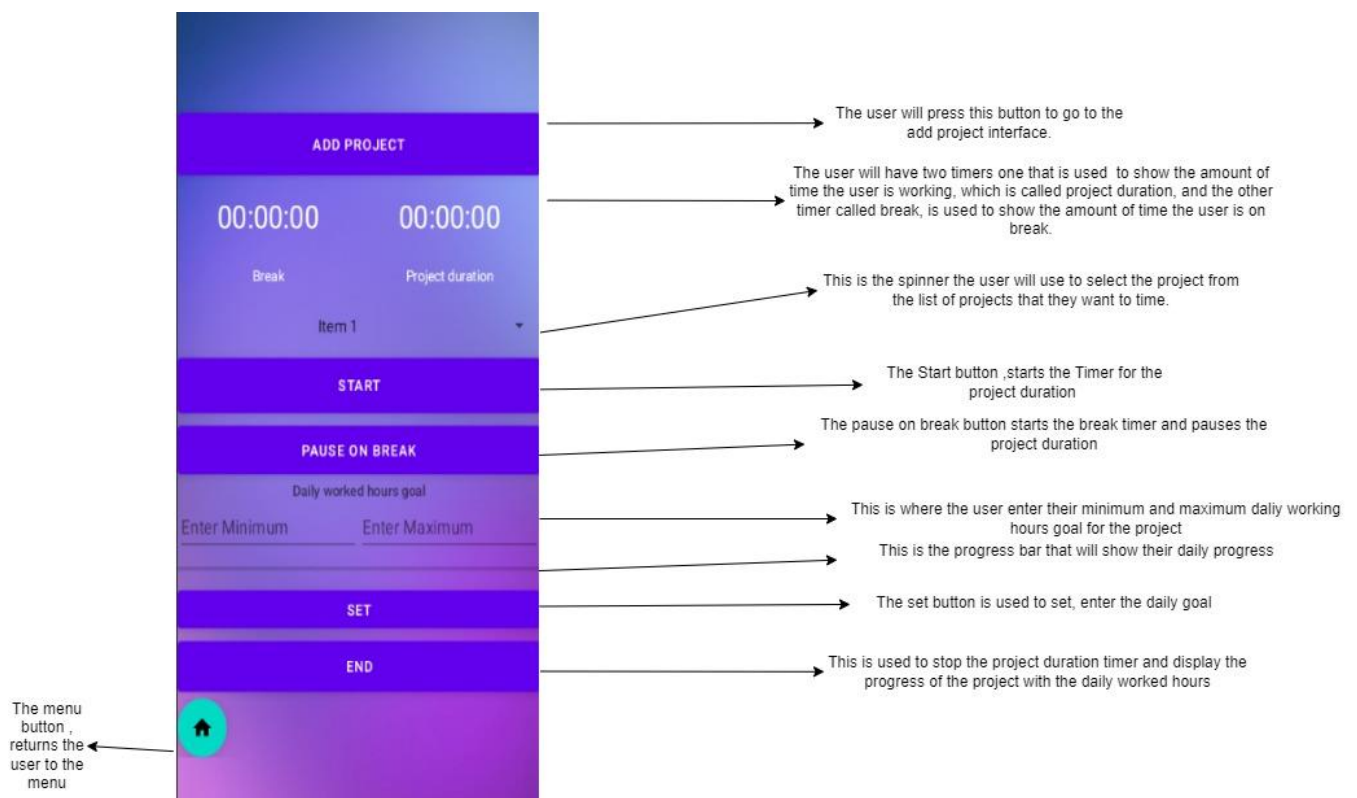
### **Notification Interface**

Once the user has logged in, a notification will be sent to the user consisting of the username name and a welcome greeting. The notification reminds or updates the user on the last activity that was done on the application by the user so they know where to progress from.



### Menu Interface

Once the user logs in. This is the home page the user will see which consists of cardviews with the timer, projects ,calendar, invoice and statistics features. Once the user clicks on either of these options the features will open.



### Timer Interface

When the user clicks on the timer cardview it will navigate them to this page. The purpose of the timer is to time the number of hours the user spends on a project. It consists of the start and pause on break buttons. The user is able to add the minimum or maximum hours they intend on spending on a project, they can be set by clicking the set button and the end button terminates the process of making use of the timer.

Description
Quality Rate Per Hour
Amount Per Rate
Total

DISPLAY INVOICE

Item Selected Quality Rate Per Hour

### Invoice interface


This screen will appear once the user has clicked on the invoice cardview. The interface enables the user to compile an invoice based off the project that the user was doing. This invoice is then sent out to the prospective client once the user indicated in the add project

interface that the project at hand is billable. Information such as the description of the project, quality rate per hour, amount charged per hour and the total is needed in order to print the full invoice for the user.

9:46

InvoiceDesign

INVOICE



Invoice No.    Date of issue:

xxxx            dd/mm/yyyy

Billed to:

Your company name:

Client Name    123 Your Street, City, State, Country, ZIP

Street address    Code

City, State Country 564-555-1234

ZIP Code    your@email.com

yourwebsite.com

**INVOICE BILLING:**

Description	Qty/HR rate	Amount	Total
Your item description	1	\$0	\$0
Your item description	1	\$0	\$0
Your item description	1	\$0	\$0
Your item description	1	\$0	\$0
Your item description	1	\$0	\$0

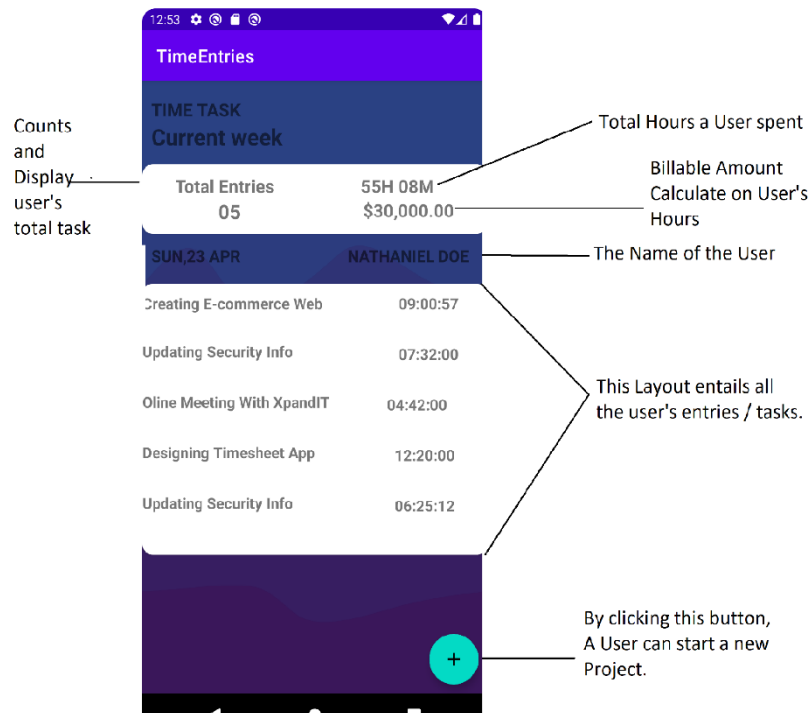
Invoice Total:

\$0000

### Invoice Interface

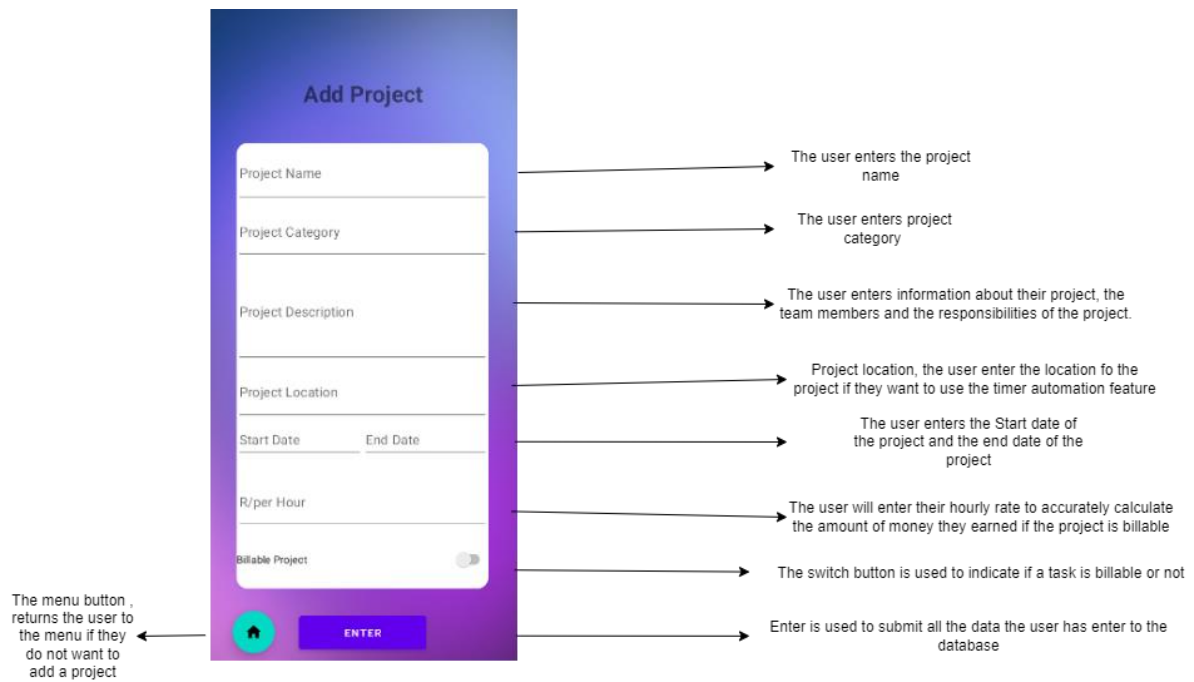
The purpose of this interface is to print out the invoice based off the information provided by the user. When the user clicks on the display button this interface will pop up displaying the full invoice for the user to send out to the clients.

LIST OF ALL THE TIMESHEET CREATED  
BY USER OVER A SELECTED PERIOD



**ListView of the projects added by the user**

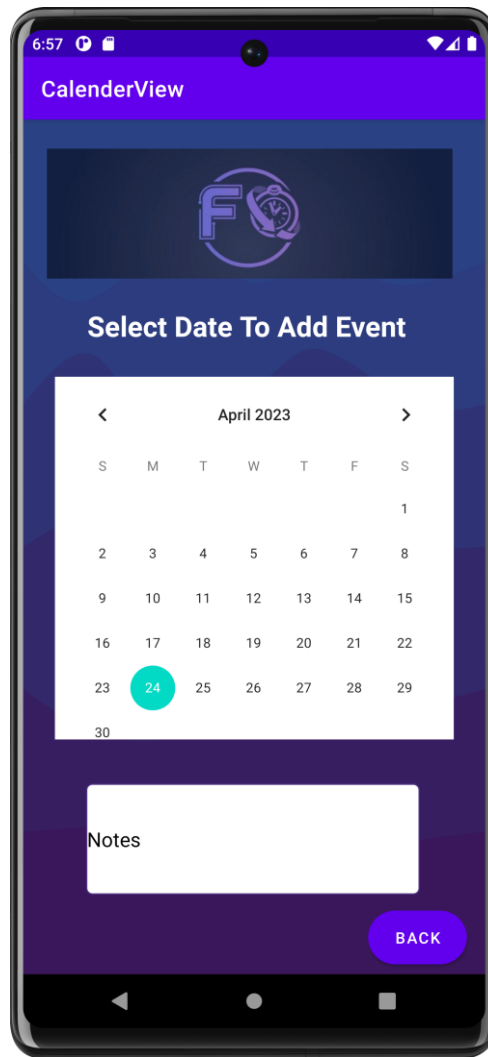
Once the user clicks on the add project cardview this list will appear containing all the previous projects the user has added to the application. It's purpose is to keep track of the amount of money generated and the amount of hours spent on the projects in total. The button below is intended for the user to add more projects to the application that may need to be kept track of.



### **Add Project Interface**

This interface will appear once the user has clicked on the project cardview and the add project button from the listview interface, it will redirect the user to this interface. The purpose of the add project interface is to help the user keep track of the projects that they are doing for clients, how long they work for and how much it will cost the client.

Information such as the name of the project the category, description of the project, the location, the start and end date, the rate charged per hour and the user must indicate if the project entered is billable will be required.



### Calendar Interface

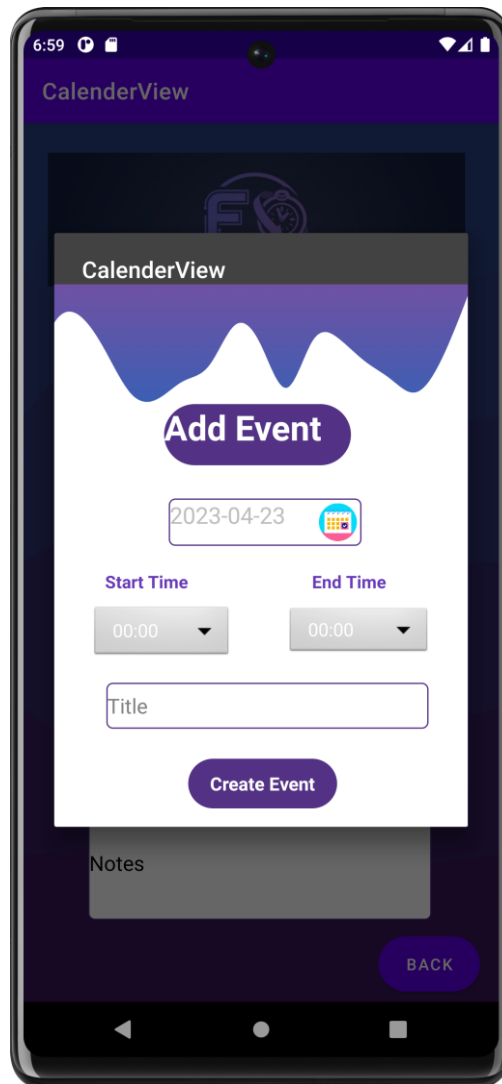
This interface launches once the user has clicked on the calendar option. The purpose of the interface is to allow the user to be able to set reminders of the work due or events due, it entirely works as a scheduling feature. The user is able to also add notes of things they might want to remember.





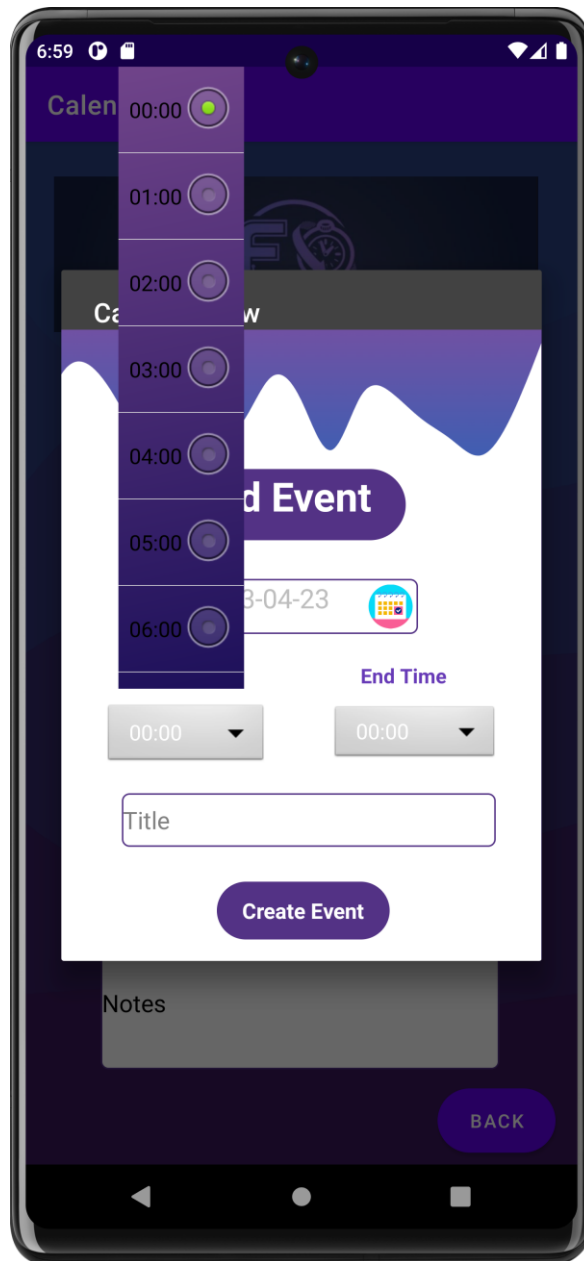
### **Statistics Interface**

This interface will appear when the user clicks on the statistics cardview option. The purpose of this interface is to show the hours of each day over a user selected period. The graph displays the minimum and maximum goals of the user.



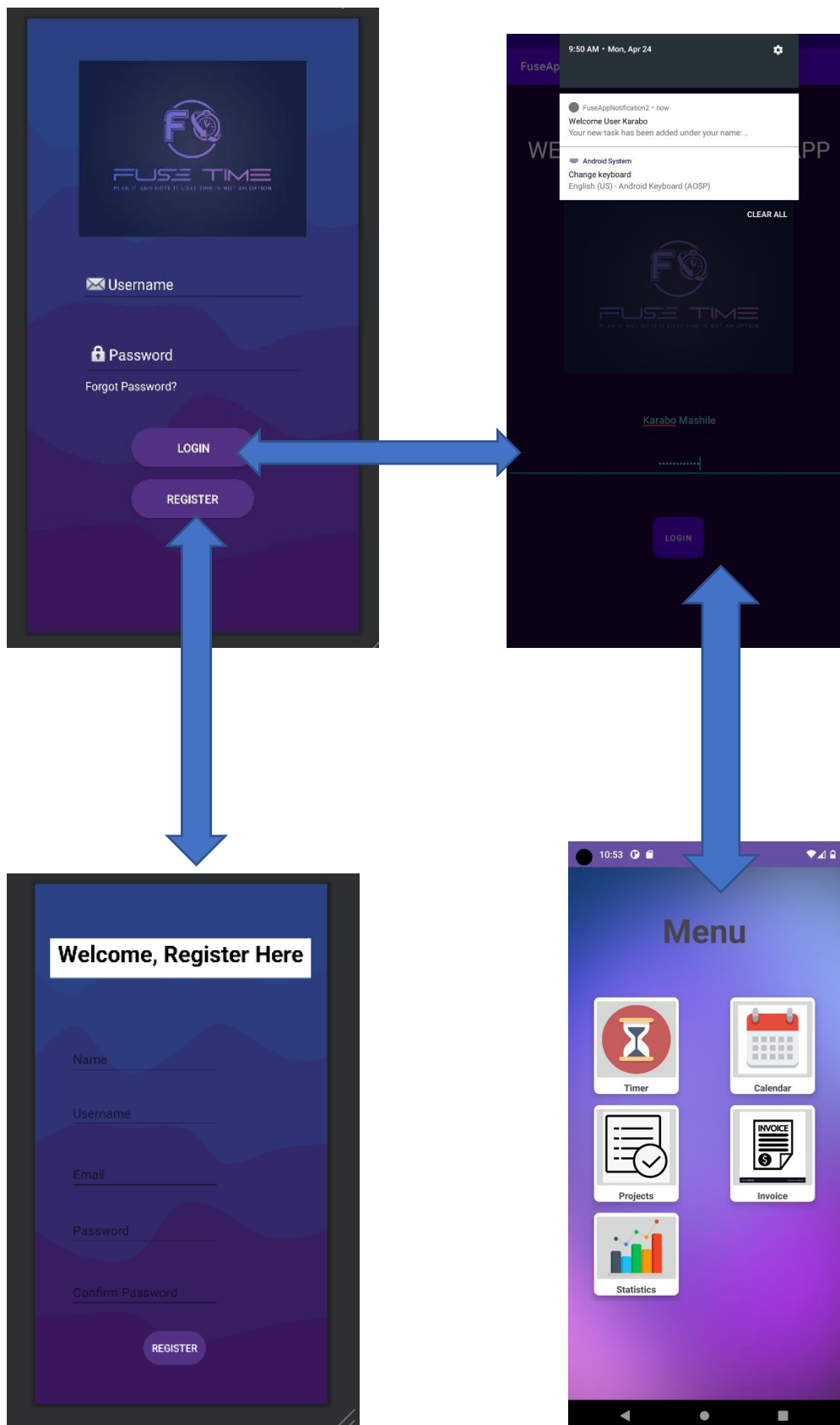
### Calendar Interface

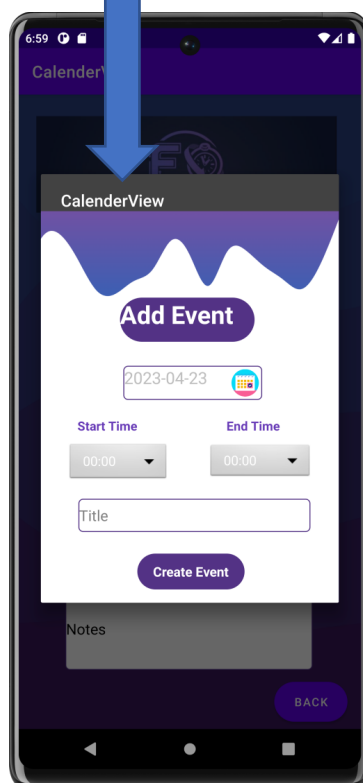
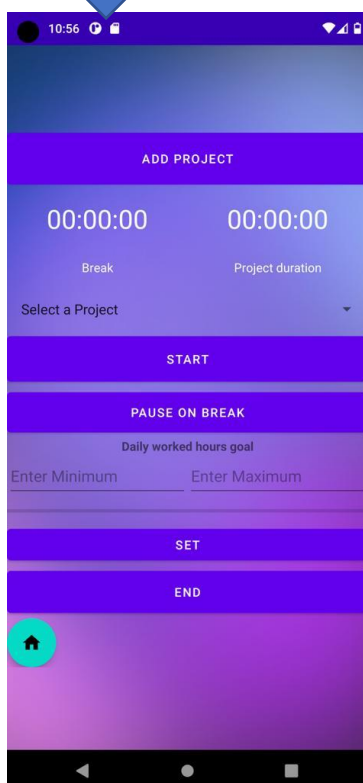
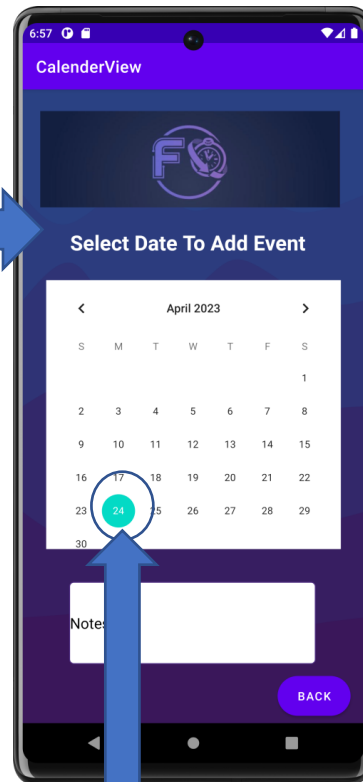
This interface pops up once the user clicks on a date of choice. It will prompt the user to add the start and end time as well as the title of the event they want to be reminded on. The date is auto set once the user clicks on the preferred date.

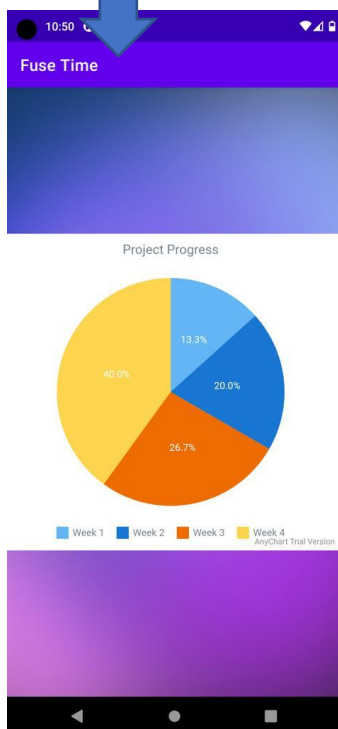
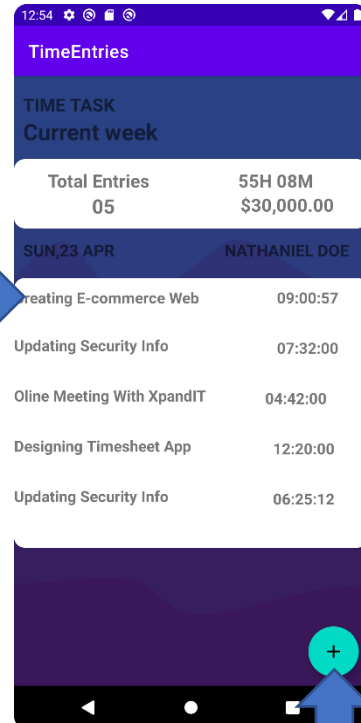
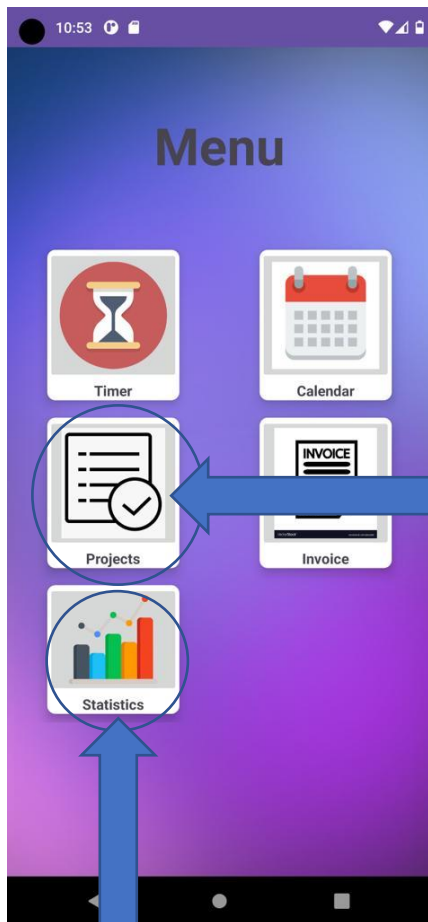


**Calender Interface**

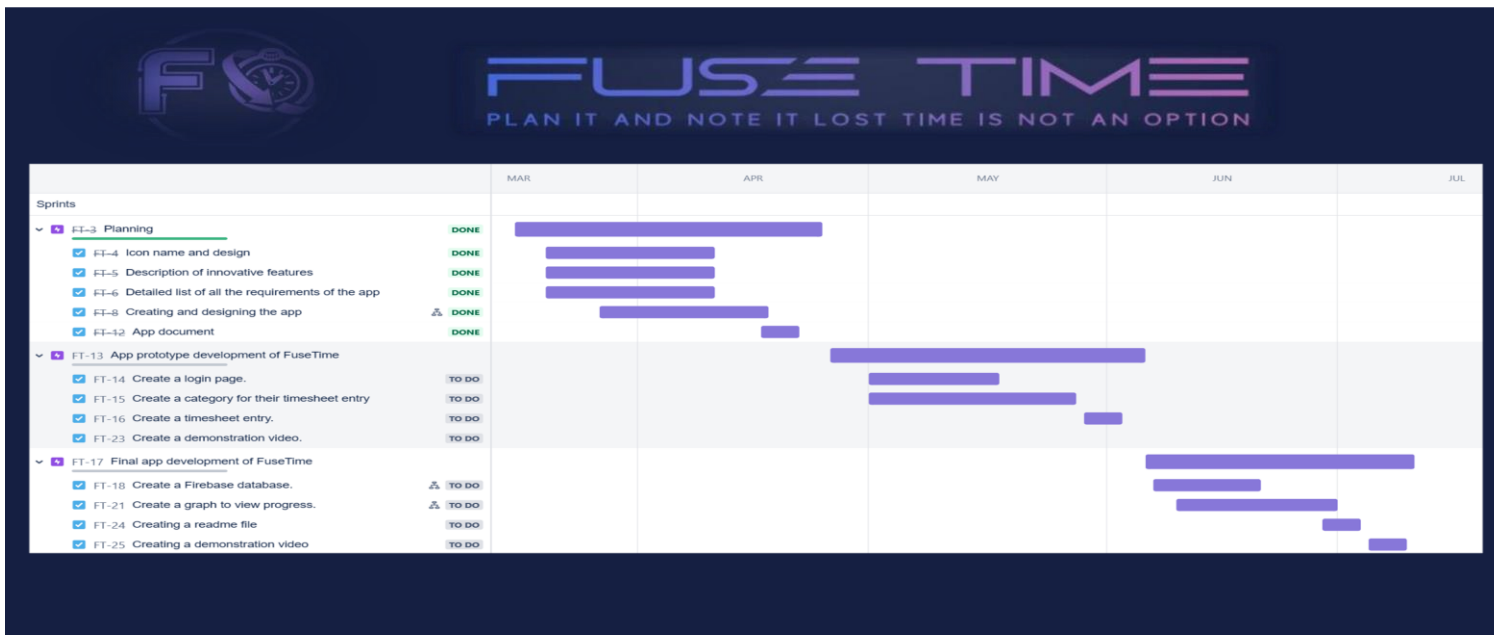
This figure above shows what it look like when the user selects the time in which they prefer the event to appear and remind them.







## Gantt Chart



## Conclusion

The Fuse Time Application will be the ideal time tracking tool for organisations or any working environment as it ensures an increase in productivity, encourages users to be more organised, and promotes openness and fairness amongst everyone.

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