TEAM ROCKET

Pawductivity

Project Vision Document

Version 1.0

Date 2024-09-18

Revision History

Revision	Date	Author	Reviewed By	Summary of Changes

Document Approval List

Version	Approved By	Signature	Date

Document Distribution List

Version	Name of the Receiver/Group	Date

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1 Introduction

This document refers to the details on the user self improvement habit and journaling application that implements gamification as a unique selling point for the project.

1.1 Purpose

The purpose of this document is to define the features and needs of the Pawductivity App. It summarizes the features needed by target users and stakeholders, including the purpose of these features. How Pawductivity App will meet their needs will be included in the use-case and supplementary specifications.

1.2 Scope

1.2.1 In Scope

Pawductivity will be a mobile application developed by Team Rocket to promote productivity and mental health behaviors by gamifying positive behavior. The primary user, a person suffering from self-motivation and self-control, will be able to create and track their own goals, record their mood and thoughts, and temporarily block their phone usage to focus on tasks. The app encourages self-care through the care of a virtual avatar.

1.2.2 Out of Scope

Pawductivity will not be a therapeutic app, nor will it provide access to therapists or emergency services.

Pawductivity, although encouraging healthy behaviors, will not have specialized health trackers such as calories, nutrition, or sleep health.

Pawductivity will not have a payment gateway.

1.3 Definitions, Acronyms, and Abbreviations

Term	Explanation
Pawductivity	The Pawductivity Application
TR	Team Rocket

1.4   References

<This subsection provides a complete list of all documents referenced elsewhere in the Project Vision. Identify each document by title, report number if applicable, date, and publishing organization. Specify the sources from which the references can be obtained. This information may be provided by reference to an appendix or to another document>

Reference File Name	Version	Description
Project Summary	1.0	The overall summary of the project, including the requirements and deliverables.
High Level Requirements	1.0	An overview of project requirements and all entities involved.

Name	Link

2 Positioning

2.1 Business Opportunity

Many people aren't motivated to take care of themselves due to their mental health issues, and the lack of self care will worsen their health if not intervened with. In addition, apps tackling productivity or mood struggle to keep their users due to the lack of user motivation. Our app will encourage good habits and self-reflection by gamifying the process, motivating users with a virtual pet to continue usage.

2.2 Problem Statement

The Problem of	Productivity and attention-span decrease
affects	people who regularly procrastinate with devices
the impact of which is	addictive behaviors, and worsening mental health, which can spiral
a successful solution would be	a thorough, multi-use productivity application with many features that users can choose from, including thought journals, mood tracking, goal and habit setting, and focus timers to encourage productive behaviors such as work or meditation. The application should also provide incentives for users to continue using it.

Table 1 Problem Statement

2.3 Product Position Statement

For	Procrastinators and depressed people
Who	struggle with achieving day to day tasks because of their mental blockage.
Pawductivity	is a mobile application
That	keeps track of behavior and encourages app retention through the care of a virtual pet.

Unlike	currently available apps that may focus on different productive or self-care behaviors, but struggle to give users with productivity issues a compelling reason to continue using the app or have an incomplete amount of features.
Our product	has a breadth of productivity and self-care features that will provide the user options to establish a healthy routine for themselves, all the while making the process engaging through the gamification aspects of caring for a virtual pet.

Table 2 Product Position Statement

2.4 SWOT Analysis

Strengths	Weaknesses
Gamification combine with self improvement	Variety of pets
Self check Analysis graph	Lack of in app user community
Pet decoration	one year deadline to complete the app
Opportunities	Threats
Growing market in need of habit app	Existing habit apps
Limited competition app in the market	Limitation on amount of animations
Growing crisis in mental health issues	Cost of database server

3   Stakeholder and User Descriptions

3.1   Stakeholder Summary

Stakeholder Name	Represents	Role
Professor	The stakeholder that oversees the production of the app and approves each step and result.	Provides project requirements and grades the results, checking for system functionality and adherence to project detail.
Project Manager	The stakeholder that oversees system development.	Plans project features, meetings between key stakeholders, and ensures that project development is on track and maintaining integrity during the development cycle.
UI/UX Developer	The stakeholder that represents user needs and app design relating to usage.	Responsible for identifying potential users and needs, including designing the app for effective user interaction.
Software Developer	The stakeholder that develops the system based on project requirements.	Responsible for deciding technical requirements, coordinating front-end and back-end frameworks, ensuring project requirements are met.
Art Designer	The stakeholder that develops visual assets for the application.	Illustrates all visual assets for the application, coordinates with the UX/UI developer for application design, and ensures that the app is visually appealing to users.

Table 3 Stakeholder Summary

3.2   User Summary

User Name	Description	Responsibilities	Stakeholder
Procrastinator	End user of the system - has difficulty meeting deadlines	Set up goals and deadlines, set up alarm or notifications for said goals, start focus timers	UI/UX Developer, Software Developer
Depressed User	End user of the system - needs emotional needs met and motivation	Set habits and goals for mental health, set up notifications for said goals, interact with pet, reward the pet, journal thoughts, record mood, start meditation timer, check progress	UI/UX Developer, Art Designer, Software Developer
Student	End user of the system - likes cute visuals and games	Set goals and deadlines, set up notifications for goals, interact with pet, reward the pet, start focus timer, journal thoughts	UI/UX Developer, Art Designer, Software Developer
Self-improvement User	Primary end user of the system - wants tools to help self	Setup habits and goals, set up notifications for goals, check progress, start focus timer, start meditation timer, check progress	UI/UX Developer, Software Developer
Admin	System administrative user	Update the app, handle reported issues	Software Developer, Project Manager

Table 4 User Summary

4   Stakeholder Requirements

ID	Requirement	Stakeholder
1	Parasocial relationship induction with the app via cute pet.	Student, Depressed Person, Art Designer
2	Goal creation and organization	Self-improvement User, Depressed User, Student, Procrastinator
3	Tools to help achieve goals set	Self-improvement person, Student, Procrastinator
4	Analytics, including user behavior thought, tracking	Self-improvement User, Depressed User, Project Manager
5	A way to reflect on thoughts and feelings	Depressed User, Student

Table 5 Stakeholder Requirements

5   System Features

ID	Feature	Stakeholder Requirement ID
1	Digital Pet The user needs a virtual avatar that will represent the desire for self care.	1
2	Habit System The user needs to set, mark, and track their behavioral goals.	2
3	Journal System The user needs to make a record of their thoughts and feelings to reflect and see patterns over time.	4,5
4	Timer System The user needs to be able to set timers for motivated behavior, e.g. task focus or meditation.	3
5	Reward System The user needs an external motivator to reward good behavior and a way to visualize progress.	4
6	Calendar System The user needs a way to track behavior in past days and to set expectations for future ones.	4,5

Table 6 System Features

6   Assumptions

6.1 Stakeholders

6.1.1 Assumption: Key stakeholders of Team Rocket will actively participate for the entire project duration of the year until the project is finished

Impact: Stakeholders provide a specialized skillset required for project completion. If a stakeholder becomes unavailable, project progress would be severely delayed.

6.1.2 Assumption: Feedback and approval from the Professor and other potential users on the project will be available during sprint submissions.

Impact: Feedback is key to properly developing the app, and making sure it aligns with project requirements.

6.2 Scope

6.2.1 Assumption: No major additions in planned systems-compatibility or feature requirements will be made during project duration.

Impact: The project's schedule is planned under the assumption that the current features and software systems will be focused upon. While features may adjust to suit feedback, major additions will significantly delay project completion.

6.2.2 Assumption: Project will be finished by the due date of March 28th, 2025.

6.3 Technical Requirements

6.3.1 Assumption: Software used by developers will be compatible with each other. Developers will be able to learn how to use any unfamiliar software.

Impact: If the project uses incompatible software, the progress will be halted until compatibility is fixed. To mitigate, software will be tested with each other before investing significant time into developing.

6.3.2 Assumption: Servers required will be available for usage and in the budget.

Impact: Because Pawductivity will have user accounts, database servers to record usage are critical for functionality for users.

7 Constraints

7.1 Privacy

Little personal user data will be tracked or needed for account setup. All users will be given account ID upon creation, which will be the main way accounts will be tracked.

User behavioral data will not be shared with other users.

7.2 Time

Team Rocket will be given only until March 28th, 2025 to complete the project. Members of Team Rocket have five other classes and projects that will also take up resources and time during the development of Pawductivity.

7.3 Cost

Several software, such as animation software Adobe After Effects or Spine, will cost money.

Server/database access capacity when the app officially launches in the public. Too much access might cause database access downtimes due to overloading requests.