{Alarm Clock Name} App Project Proposal

[Example proposals website link from canvas.](https://www.examples.com/business/software-project-proposal.html)

1. Executive Summary

Alarm clock mobile app that asks trivia questions to turn off a scheduled alarm, such as a morning one.

1. Description of the problem

Many students and adults struggle to get up and move. The problem with the modern alarm clock is the ease of turning it off in a semi-conscious state. {Alarm Clock Name} helps the sleeper wake up with a fun, challenging, competitive, frustrating, trivial, or scholastic, question, riddle, or puzzle. Primarily, {Alarm Clock Name} will ask trivia questions. {Alarm Clock Name} may scale the difficulty of the questions with time or previous user input, to keep the groggy person awake.

1. Purpose and goals
   * Wake up.
   * Practice trivia/studying.
2. Team members and roles

|  |  |
| --- | --- |
| Member | Role/s |
| Christian Mechem |  |
| Jonathan Grant |  |
| Noel Corrales |  |
| Parviz Sebastian Safai-Rad |  |
| Gary Gordon | Backend Logic/Servers |

1. Software engineering
   1. Life cycle
      1. RAD, acronym for rapid application development, is an optimal approach to developing apps centered around a graphical user interface.

References

* + - <https://en.wikipedia.org/wiki/Rapid_application_development>
    - [https://en.wikipedia.org/wiki/Systems\_development\_life\_cycle](https://en.wikipedia.org/wiki/Systems_development_life_cycle#Complementary_methodologies)
    - <https://www.netguru.com/blog/react-native-lifecycle>
    - <https://docs.expo.dev/workflow/development-mode/>
    - [Diagram](https://www.innovativearchitects.com/KnowledgeCenter/infographics/SDLC-7-phases.jpg)
  1. Project management tools
     1. <https://www.atlassian.com/project-management>
  2. Time management tools
     1. Toggl
     2. Clockify
     3. Excel/Libre Calc office products
  3. TDD/BDD
     1. We will write and edit an application structure outline (hierarchical list).
     2. We may use unit, system, and integration testing.
     3. We may configure continuous integration with GitHub (i.e., TravisCI)
     4. We may prototype components and integrate these components into the app after testing and review.
     5. We may rely on specifications by example as needed.

References

* + - <https://en.wikipedia.org/wiki/Behavior-driven_development>
    - <https://en.wikipedia.org/wiki/Specification_by_example>

1. Minimum viable product

Alarm clock mobile app that asks trivia questions to turn off alarm.

* 1. Stretch goals
     1. Single sign on

1. Project deliverables and timeline

|  |  |  |
| --- | --- | --- |
| Phase # | Description | End Date |
| 1 | * Draft app outline * Design wireframe * Design logo * Research technology:   + Expo.dev   + react native   + JavaScript * Write proposal * Prototype clock and question app. | 02/13/22 |
| 2 | * Crude implementation of wireframe. | 02/27/22 |
| 3 | * Polished implementation of wireframe. | 03/12/22 |
| 4 | * ? | 04/03/22 |
| 5 | * {MVP} | 04/17/22 |
| 6 | * {Stretch Goals} * system testing | 05/01/22 |
| 7 | * {Stretch Goals} * system testing | 05/15/22 |

1. Deployment plans
   1. Deploy to android on Google Play.
2. Form and extent of documentation
   1. User
      1. Walkthrough
      2. User guide
   2. Developer
      1. App specifications
      2. Reference documentation
      3. Comment generated documentation
3. Prototype
   1. Wireframe
      1. Homepage
         1. Menu
            1. homepage
            2. Stats

Personal

Global stats

High scores

Leaderboard

* + - * 1. calendar
        2. settings
    1. Stats
    2. Calendar
       1. Set scheduled alarm
    3. Configure your profile
       1. Questions about
          1. you (name, age)

Hello {name}

Happy birthday

* + - * 1. Categories/interests
        2. Practice questions to set difficulty
        3. Set difficulty
        4. Choose how many questions to answer each morning
        5. Multiple choice, true/false or both
      1. Change options
    1. Clock
       1. Trivia question
       2. Choices
       3. Submit/next
       4. solution
       5. Notification
       6. Timers count up/down
  1. Empty implementation
     1. A clock with a question and answers.

1. Risks and constraints
   1. SWOT analysis

References

* + - <https://en.wikipedia.org/wiki/SWOT_analysis>

1. Extras
   1. Team name
   2. SWAG (Stuff We All Get)