

Starting Pitch

Statement of Purpose

Our Pomodoro timer is an application that will assist users in maintaining their focus and decomposing their work process into smaller, more manageable chunks. The pomodoro timer app should also be minimally attention-grabbing and should be intuitive for our users to use and figure out the functions of.

There should be no confusion as to what each function of our web application does to our users. Our application will also feature options for users to alter thematic colors and work stages to their own preferences to better reflect a customizable application. Accessibility and convenience for users will lie at the heart of our project.

User Personas

What are our users goals/ what do they need done?

- Have deadlines to meet, perhaps company goals they must hit on a quarterly basis, may be trying out Pomodoro timers as a team
- Keep a rigid schedule as to studying or work, may have deadlines to meet for projects/examinations
- Tasks may be a thought-intensive process, users may want to split their attention span into more manageable fragments.
- Getting daily work tasks done (Emailing clients, responding to coworker emails, etc.)

User Personas (Cont.)

What are their main barriers to achieving their goals?

- They are thinking of accomplishing too many tasks, which cause lack of focus in any one specific task.

 Pomodoro timer may help with divide and conquering tasks at hand so that individual tasks get a sufficient amount of focus/attention.
- Social media, anything remotely distracting for students (Instagram, Snapchat, Reddit, etc.)
- Focusing for too long at once (burnout, they lose focus for the rest of the day after their initial coding spree) Pomodoro will help to take measured breaks in between coding sessions.

User Personas (Cont.)

How can the Pomodoro Technique help them?

- Help break complicated tasks into smaller, more manageable pieces
- Turn long sessions prone to burnout into short, focus intense sessions with high productivity
- Keep energy high throughout the day, breaks are included to maintain the energy

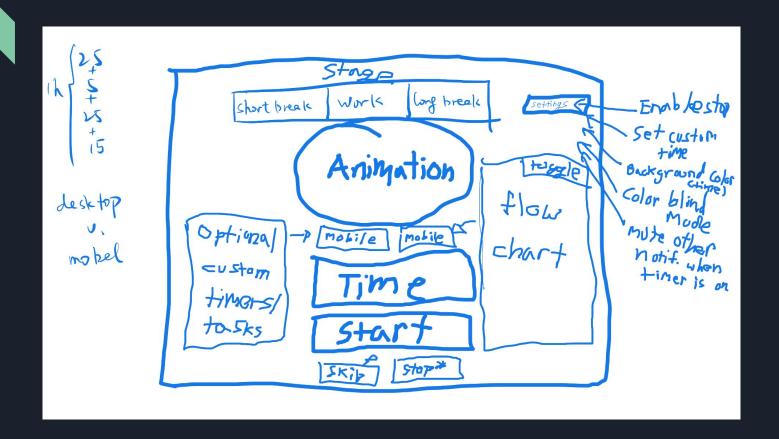
Risks

- We don't want to make our web app too flashy
- Spending too much time planning out what our functions need, instead of actually getting them done.
- Spending too much time on non-essential components of the application when we should be getting the core functionality of our app down first.
- We should better specify which parts of our app should belong to the front-end or the back-end
- Having no documentation and basically not knowing what everything does. (We should have intuitive names for our functions, variables, and have comments on version control and what each function does exactly)
- App not working during presentation due to an error (We must have try-catch statements in the backend)
 (CSS should use @'s for different browser sizes, make sure our app is compatible with different browser sizes like phones or different resolutions)
- Everyone in the group has varying expectations of the grade outcome of the project (specific to this course)

Rabbit Holes

- Spending too much time on documentation, not actually getting things done.
- Making too many non-essential functionalities, crowding out the app. The app at that point is no longer simple and intuitive.

Visual Representations (System Diagrams & Wireframes)



Visual Representations (System Diagrams & Wireframes)

