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**Audio Reminder App**

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## 1. Project Title

Audio Reminder

## 2. Introduction

Today's modern life, thanks to the technological breakthroughs and cutting-edge innovations in every aspect of science, people's lives are surrounded by lots of works. In recent years, with the rapid growth in technology, mobile phones have become a vital part in human life. Even though mobile phones' core function is being telecommunication but now mobile apps made many things possible which was previously unimaginable (Bobby, 2018). Every day, we have many chores to do, meetings, birthday parties, events, phone calls, classes schedules, business work, doing housework, TV programs and so on. It's all too much. We have too much to do, too much information and too much pressure. And also, it is not easy to memorize all and our brain can't keep up with all the information we process in a day. More and more people who live with memory and cognitive impairments are turning to smart phone apps as a tool, an aid, a crutch, in hopes of helping them remember, stay on track and take control of their day-to-day life.

As there is lots of popular calendar and reminder apps like Apple iCal, Apple Reminders, Google Calendar, may not work. These apps, although sufficient enough for the average user, lacks the fundamental ability to get us to start something, follow-through with it, and not forget along the way (Qcard, 2020). So, to reduce these problems I am going to make mobile Application i.e. **Audio Reminder** where people can put their reminders from text or streaming translator which will deliver in audio notify. This app is also beneficial for the unlearned people as they don't have to type word and to remind suddenly the information's rather than seeing the popup messages or alarm.

### a. Problem Scenario

Today mobile technology is here to stay and holds a lot more features in the future to meet even the most of our basic needs and to make life a lot easier. In today's world most of us are afflicted with 'I am busy' syndrome. No matter how well you set your to-do list and calendar, you will never get things done unless you have a reliable way to remind yourself that you really did it. Anyone who has spent an hour writing a complete list of foods just to see in a store that you forgot to bring a list understands the importance of reminders. Sure, everyone has experienced a reminder that set you way off course. When you receive a reminder too often or at the 'wrong' time, you're more likely to ignore or unsubscribe. Even if it's something you might otherwise genuinely want to know about (MacKay, 2019). Yes, there is lots of reminder app with alarm and to-do list app with all needed features. But users find themselves in a situation whereby the threat actor can use this non-traditional attack vector to bypass the increasing amount of awareness amongst average users when it comes to the danger of clicking unsolicited links (Winder, 2019). Even though when reminder app supposed to work delivers in notifications but it doesn't feel reminded at all (Magesh, 2020). I just realized that we skip sometimes notification or pop-up messages and also, we decline the alarm (ncbi, 2020). Sometimes not for themselves also to their friends or whoever, wants to keep them remind the information's, we cannot put reminder for them too. In order not to forget or miss any important things, it's why **Audio Reminder** App is essential and it does be workable and helpful more than others app with streaming and text translation which notifies in audio

### b. Project as a Solution

With the help of this application user can put their reminders from text or voice-entry one. If you dread typing long to-do lists and prefer speaking, this application is meant for you. Any.do lets you create a to-do list of tasks by speaking into your smartphone and then creates your tasks for you, just like a virtual personal assistant which will deliver in audio notify. It will be more helpful to people, to remind suddenly the information's rather than seeing the popup messages or alarm and also in faster way instead of typing the

text can put directly reminder by streaming translator. Under each task, you can add multiple sub-tasks, notes, and priority levels, along with other basic information.

It has the ability for creating the recurring or customization of tasks with another level of benefit i.e., can put reminder for others too. This application will also the allows calendar notify widget reminder is an easy-to-use editing program. You can view everything as a simple list of events rather than a general view, so that you know exactly what is coming in your life and how you plan and set your agenda.

### **3. Aims and Objective**

The aim of this project is to develop a dependable application which help the people to remind their agendas for themselves and others too in audio notify. The main objectives identified as key to the project are:

1. To make a new resolution or commitment to establish annual goals in life.
2. To develop a mobile application for the people who can put their reminders from text or streaming translator which will deliver in audio notify.
3. To show how this application is beneficial for both educated and uneducated who cannot type sentence into English.
4. To develop an instant messaging solution to enable users to seamlessly communicate with each other.
5. Ability to implement and study independently.
6. Develop this application on the basis of methodology.

#### **4. Expected Outcomes and Deliverables**

After the successful development of this project, an app is expected outcomes from this project is that here the people will easily remind their sudden information in audio rather than viewing their pop-pup messages. The app would have the following features to be performed at the end:

1. Streaming Transmission
2. Text Translation
3. Capture and organize tasks the moment they pop in audio into your head.
4. Collaborate on projects by assigning tasks to others.
5. Prioritize tasks
6. Google calendar notify
7. Quick access
8. Organize notes

For a one-time download, upgrade your experience to Audio Reminder to unlock all themes and features.



## 5. Project Risks, Threats and Contingency Plans

During the development of the projects many bugs and problems may occurs which lead for the incompleteness of the project. And if we go through such bugs and error it may change mind and also create negative impact on the development of project. The following are the risks for the project: -

1. Can't able to get perfect references.
2. Shortage of time.
3. Sometimes design may not be appropriable.
4. Data may be lost.

To avoid such risks, followings can be done while developing the project: -

1. Make proper framework for the project.
2. Calculate the time before starting the project and take time seriously.
3. Find the appropriate references from different sites, books, journals, article and many more.
4. Discussion with seniors and teachers may help to reduce the bugs and errors.
5. To avoid the loss data must be stored in some safe memory or hard drive.
6. And some proper technologies must be chosen for the projects.

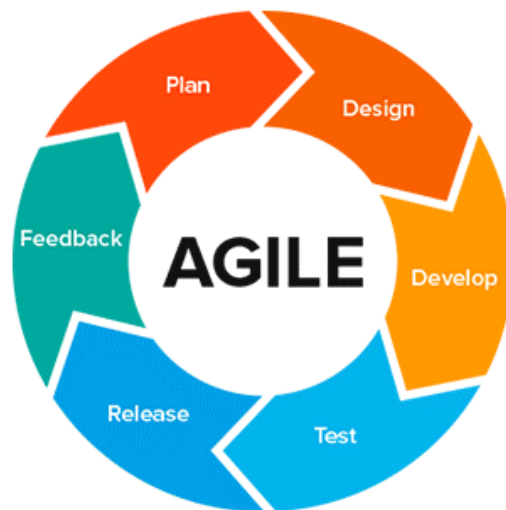
These are one of the most important measures which choose be taken while developing the project so that the project will be complete in time without any errors and bugs with perfect references.

## 6. Methodology

### 6.1. Considered Methodologies

#### 6.1.1. Agile Methodology

It is a process by which a team can manage a project by breaking it up into several stages and involving constant collaboration with stakeholders and continuous improvement and iteration at every stage. The Agile methodology begins with clients describing how the end product will be used and what problem it will solve. (wrike, 2020)



*Figure 1: Agile Methodology*

#### 6.1.2. RAD Methodology

Rapid Application Development (RAD) is a form of agile software development methodology that prioritizes rapid prototype releases and iterations. Unlike the Waterfall method, RAD emphasizes the use of software and user feedback over strict planning and requirements recording (Singh, 2019).

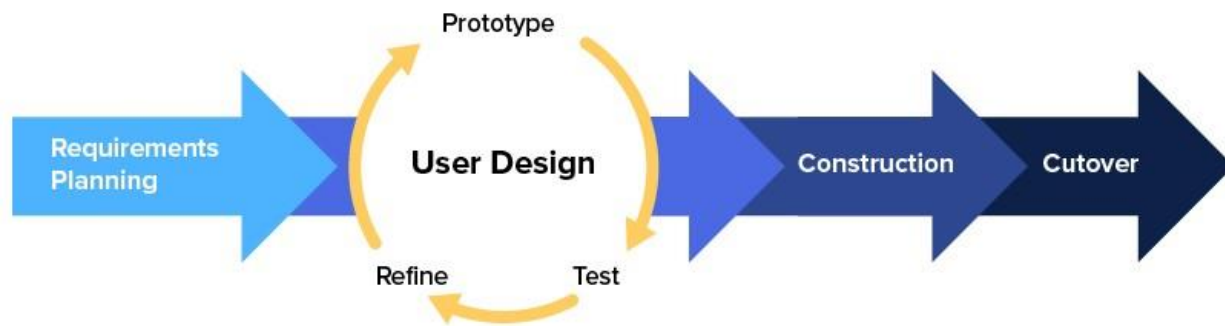


Figure 2: RAD Methodology

### 6.1.3. RUP Methodology

Rational Unified Process (RUP) methodology powers software development using rational tools. This methodology segregates the expansion process into four different stages that each includes business modeling, scrutiny and design, enactment, testing, and disposition. The model tends to assist software developer for stating guidelines, templates, and specimens for all features and stages of software development. (K, 2020)



Figure 3: RUP Methodology

## 6.2. Selected Methodology

### 6.2.1. DSDM Methodology

For this project i.e., Audio Reminder I will use Dynamic System Development Methodology (DSDM). DSDM is the part of Agile Methodology where a highly iterative and incremental approach to software development but adds additional discipline and structure to the process. Central to DSDM is the principle that “any project must be aligned to clearly defined strategic goals and focus upon early delivery of real benefits to the business.” (Airfocus, 2020)

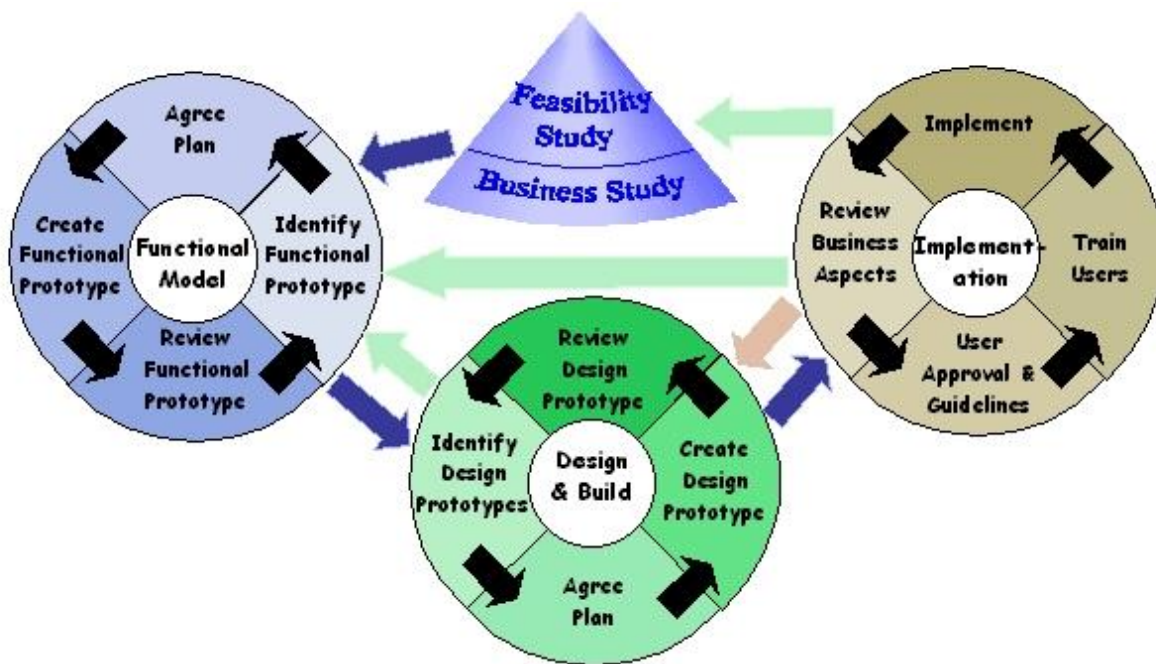


Figure 4: Selected methodology - DSDM Methodology

The advantages and disadvantages of DSDM are as follows:

Table 1: Advantages and disadvantages of DSDM

Advantages	Disadvantages
The end users are usually more involved in the process of software development in	The main disadvantage of the DSDM is that it is too expensive to implement mainly

this methodology and therefore are better able to understand the functions of the system.	as both the users as well as the developers have to have the required expertise in order to benefit from the methodology.
With the help of DSDM the basic functions are easily developed first and more complex or advanced functions are constantly being developed and added to the software.	As it is a new methodology its use is not common and there are not many experts available who can get the best out of this model.
Projects using DSDM are able to limit themselves to the budget on hand and are able to fit the time lines as well.	This is not suitable for businesses with a small budget as well as for those developing one-time projects.

(Bhalodia, 2020)

The purpose of the approach is simple. Namely, DSDM spans the entire lifecycle of a project. It provides the full roadmap for delivery on time and within limits of a budget. The aim is to ensure good governance as the foundation for project management. At the same time, it bestows organizations with enough agility, which is crucial in fast-paced sectors.

So, my reasons for implementing ' DSDM for One ' are as follows:

- ✓ Basic product functionality can be delivered rapidly.
- ✓ Developers have easy access to end-users.
- ✓ Projects are reliably completed on time.
- ✓ Basic Functionalities are delivered faster and even more at frequent intervals.

## 7. Resource Requirement

It is one of the most basic and needed part for the development of the project. To develop any kind of project we must need resource requirement for the project. This shows how we are going to use the project and shows the hardware and software needed for the project.

### **Hardware Requirements:**

4 Gb RAM

128 Gb Hard disk or more

Android Phone

PC with Windows 10

### **Software Requirements:**

Android Studio

XML

JavaScript

Java

C++

MySQL

## 8. Work Breakdown Structure

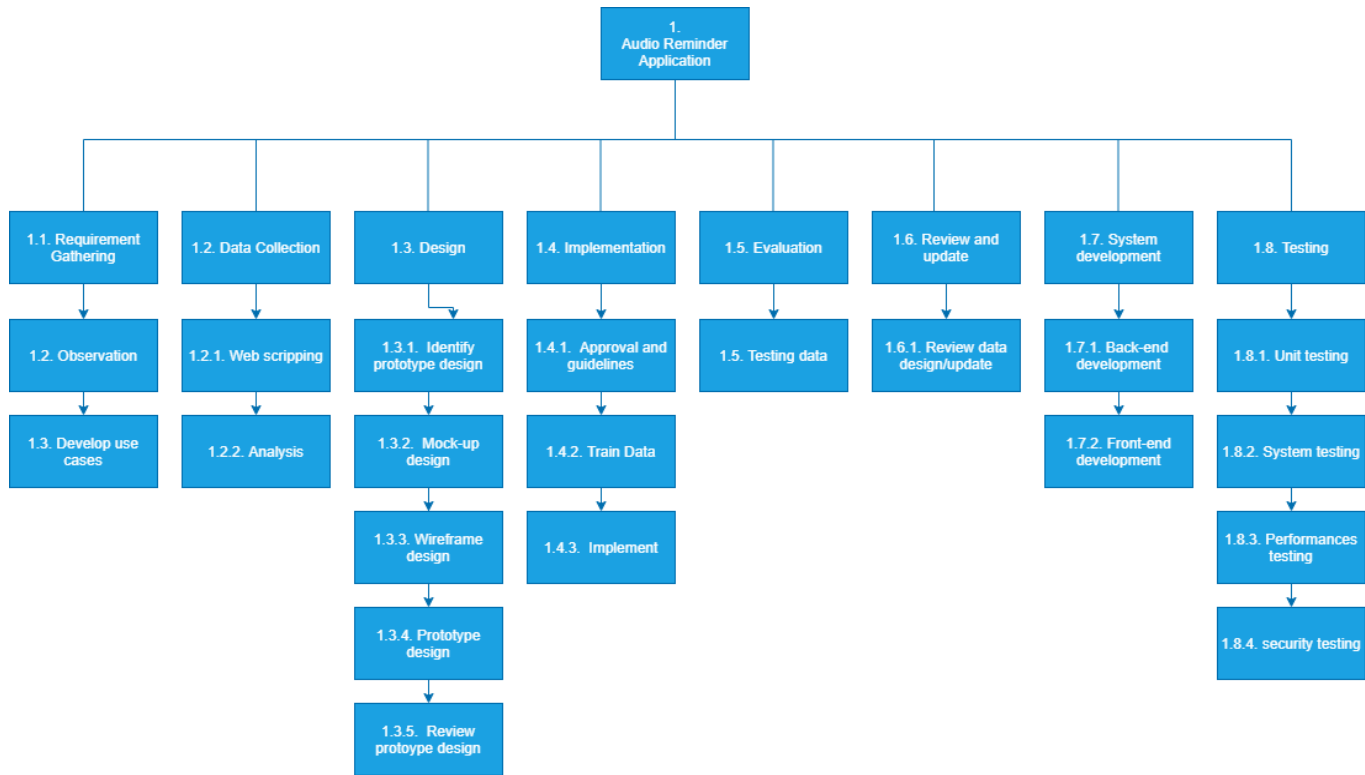


Figure 5: Work breakdown structure

**Note:** This work breakdown structure made on the basis of assumptions. It may take more or less time than this assumption.

## 9. Milestone

*Table 2: List of appropriate milestones with annotation.*

Date	Activities	Duration
8 November 2020	Research and Requirement gathering	13 days
25 November 2020	Collection of Data	29 days
4 January 2021	Design	21 days
1 February 2021	Implementation	33 days
17 March 2021	Evaluation	30 days
27 April 2021	Review and Update	20 days
24 May 2021	System Development	59 days
12 August 2021	Testing	15 days

Note: This milestone is based on the basis of assumptions.



## 10. Gantt Chart

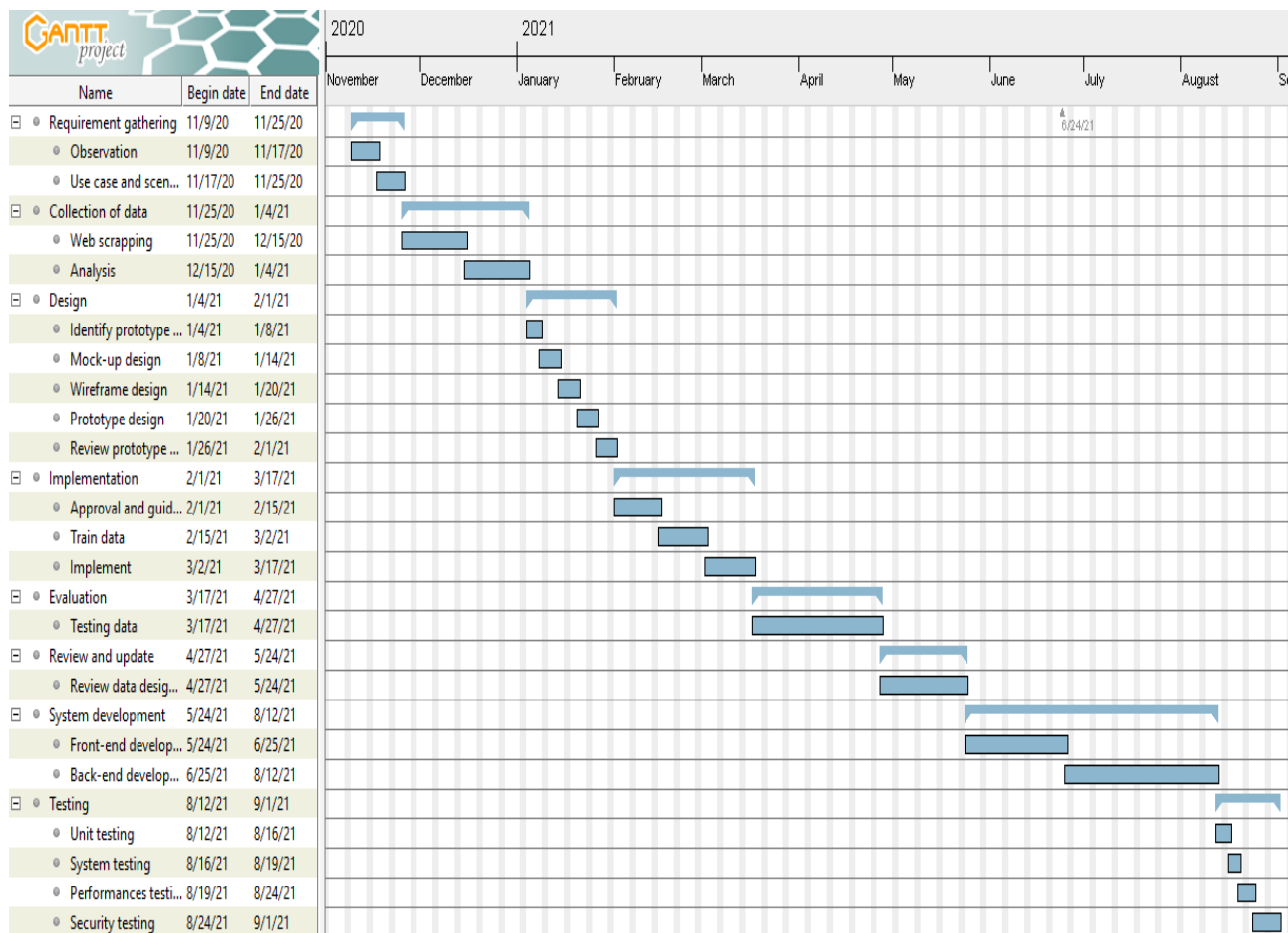


Figure 6: Table and graph of gantt chart

## 11. Conclusion

For developing any type of application, complex or simple, it is required to have deeper understanding on how a cross-platform functions and can be used to our advantage. A simple model must be created to simplify the process as it can greatly increase productivity by visually guiding us. This will help to develop the application where user can put their reminders from text or streaming translator which will deliver in audio notify in a faster way to remind suddenly the information's and to makes the procedure simpler. The development of the mobile application should be well customized as it can help people to understand the mechanisms of the application.

This system describes about the reminder management system namely called **Audio Reminder**. It has the ability for creating the recurring or customization of tasks with another level of benefit i.e., can put reminder for others too. This application will also the allows calendar notify widget reminder is an easy-to-use editing program. You can view everything as a simple list of events rather than a general view, so that you know exactly what is coming in your life and how you plan and set your agenda.

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