The Goal Setter and Getter App

Executive Summary

This document will help in the guidance of designing and building a goal setting app that gives the user the ability to set their goals, their desired timelines and the ability to remind them of their goals each week and provides them the opportunity to measure the amount of progress they’ve made. By providing the specific features desired in the app, the developers can differentiate between actions that add no value to their work versus actions that contribute directly to producing a fully-functioning app.

Business Objectives

The purpose of this app is to provide the end users a better alternative to another token to-do list app. By focusing on the user’s most desired objectives, we can provide them with the information they need to understand their own progress, equip them with the technology they need to specifically outline the detailed actions needed to progress towards each goal and provide them with periodic reminders of what they’re aiming for and what their current standing is in relation to their goals.

Background

To combat the natural tendency to allow for projects and tasks to fall by the wayside, this app is purposed with giving the users the reminders they need either daily, weekly or monthly of what they’re hoping to achieve and how well they’re progressing towards their goal(s).

Scope

This app will include the standard to-do list, but will include a progress bar to allow the user to define either on a daily, weekly or monthly basis the amount of progress they’ve made towards each goal. The app will also provide the user to detail actions items for each goal as a way of planning and progression towards their intended outcome. Finally, the app will provide the user a periodic reminder of their choosing with a summary of the goals that were set, the progress that has been made and the time left to accomplish said goal(s) according to the user’s original timeline.

Functional requirements

* When the user opens the app, a list of the user’s goals should populate the screen.
  + Also included with each goal is the amount of progress that’s been made on each goal.
* When the user selects a goal, the goal detail screen should appear
  + This new screeen will appear with all of the goal details
    - The goal details will include a list of action steps, as determined by the user, to take in order to achieve the goal
  + The new screen will include a progress bar to show the estimated amount of progress that occurred
  + The new screen will include the original goal deadline
  + The new screen will provide the user the CRUD options for the goal(s)
  + After setting a new goal, the user must determine the list of action items to take.
    - The user cannot enter a goal without any actions to take towards achieving them
    - The user defined actions will be used to measure the amount of progress towards achieving the goals
  + After entering their goal(s), the user should be prompted for a personal contact to be used to contact them with the periodic update on the goals in the app.

Personnel requirements

* A designer for the look and feel of the app
* A front-end/full-stack/backend developer(s) to implement the design from the designers with all the necessary functionality
* A project manager to ensure the program is progressing as desired
* A DevOps engineer to maintain the app

Delivery schedule

* Designers initial UX/UI app designs ( 3 weeks from kickoff)
* Front end development to implement the designers design (7 weeks from kickoff)
* Backend development to setup and connect to databases with user goal information (11 weeks from kickoff)
* Initial deployment of prototype for internal testing and evaluation (13 weeks from kickoff)
* Initial deployment of prototype for customer evaluation (16 weeks from kickoff)
* Alteration tweeks to address customer feedback for look and app feel and functionality ( 20 weeks from kickoff)
* 2nd deployment of prototype for customer interaction and evaluation (24 weeks from kickoff)
* Allotted buffer to address 2nd round of feedback ( 27 weeks from kickoff)
* App deployment and DevOps maintenance (30 weeks from kickoff)

Other requirements

* After a user enters goal action item into the app, the app should display the full action item list for that goal.
* An uplevel button should be included at the action item level to return the user to the full goal list
* A separate completion bar should be present at the top level of the app to show the cumulative amount of progress the user has made towards achieving all of their goals
* If a goal has persisted beyond the original fulfillment date set by the user, the goal’s text color should change to and remain red until the goal has been completed or deleted from the app
* ~~The frontend should be built using either Angular or React and the backend using either Java/Spring, C#/.Net or NodeJs~~
* The app should be built as a hybrid mobile app so for deployment to different operating systems using a single codebase.

Assumptions

N/A

Limitations

Performance of app based on the capabilities of device app is used on

Risks

* Potential of the app crashing due to underpowered device
* App unresponsive during customer testing, causing the customer to lose confidence in team
* App features more ambitious than what customer wants
* Privacy concerns from customers providing personal contact information for goal reminders beyond in-mobile app notifications
* App crashing and losing all of user’s data
* App inadvertently sharing user’s goals w/o user’s knowledge or consent