



BSC_ ORGANIZER

BSC_

Ashray Soares-190910

Joshua Alkins-190908

INTRODUCTION

Problem

- The inability to work efficiently and effectively due to a lack of mental clarity.

Solution

- Our solution to this problem is to implement a digital version of the system found in the book “Getting Things Done” by David Allen.
- Utilized by hundreds of highly effective workers
- Such as several Fortune 500 CEOs
- “Getting Things Done” – now on referred to as “GTD”

The GTD system

- Free your mind to focus on completing tasks at hand.
- Instead of keeping track of various information we all have stored in our brain.
- Do this by:
 - Removing unnecessary information or ideas
 - Write down ideas and placing them in a trusted system
 - Decide how to handle those thoughts later

Process

- Collect thoughts/ideas (write them down)
- Process ideas (go through item by item)
- Place in category:
 - Action
 - Project
 - Waiting
 - Tickler

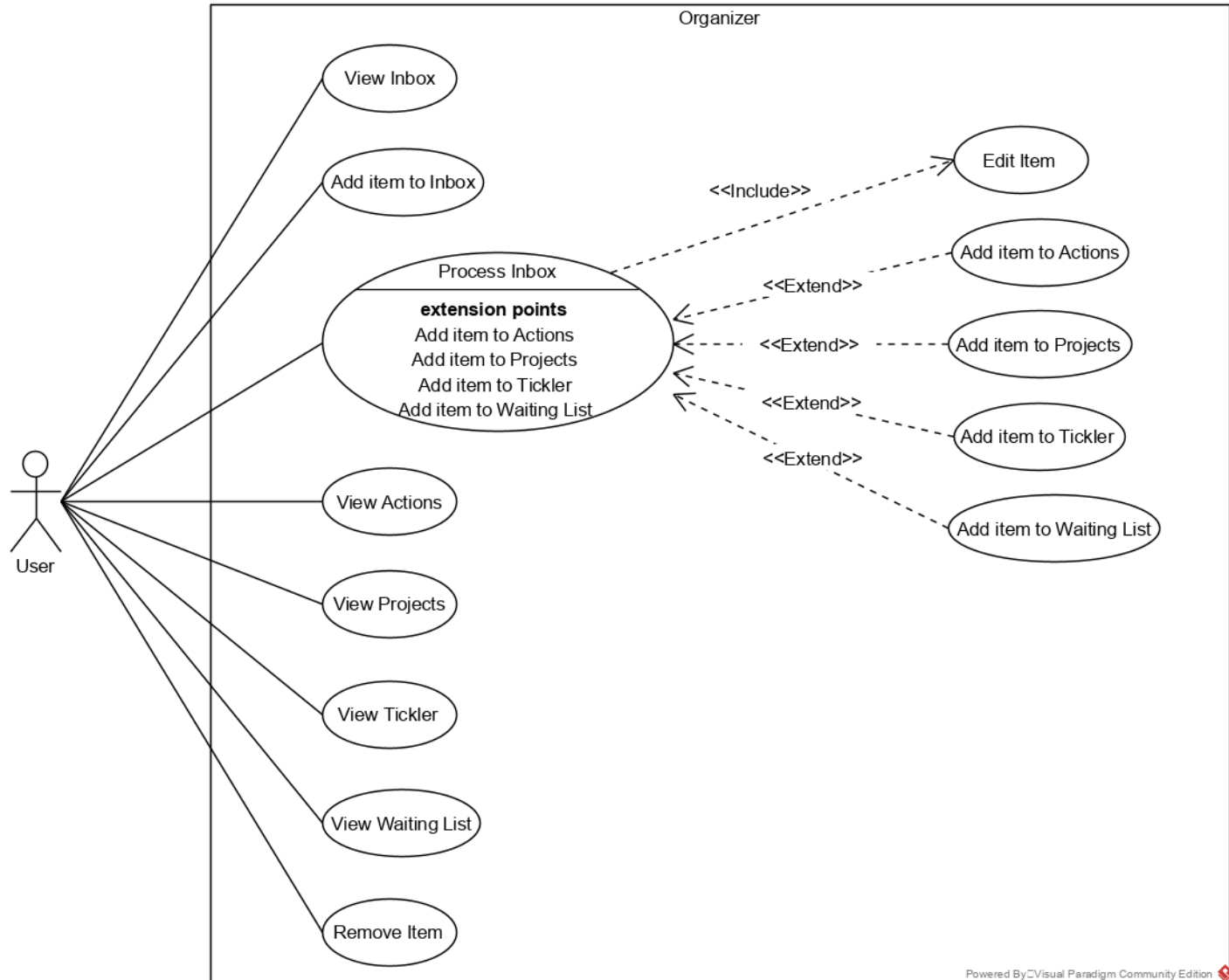
Traditional Implementation

- Paper based
- Uses paper, folders, and cabinets
- Disadvantages
 - Requires large amounts of space & materials
 - Not portable

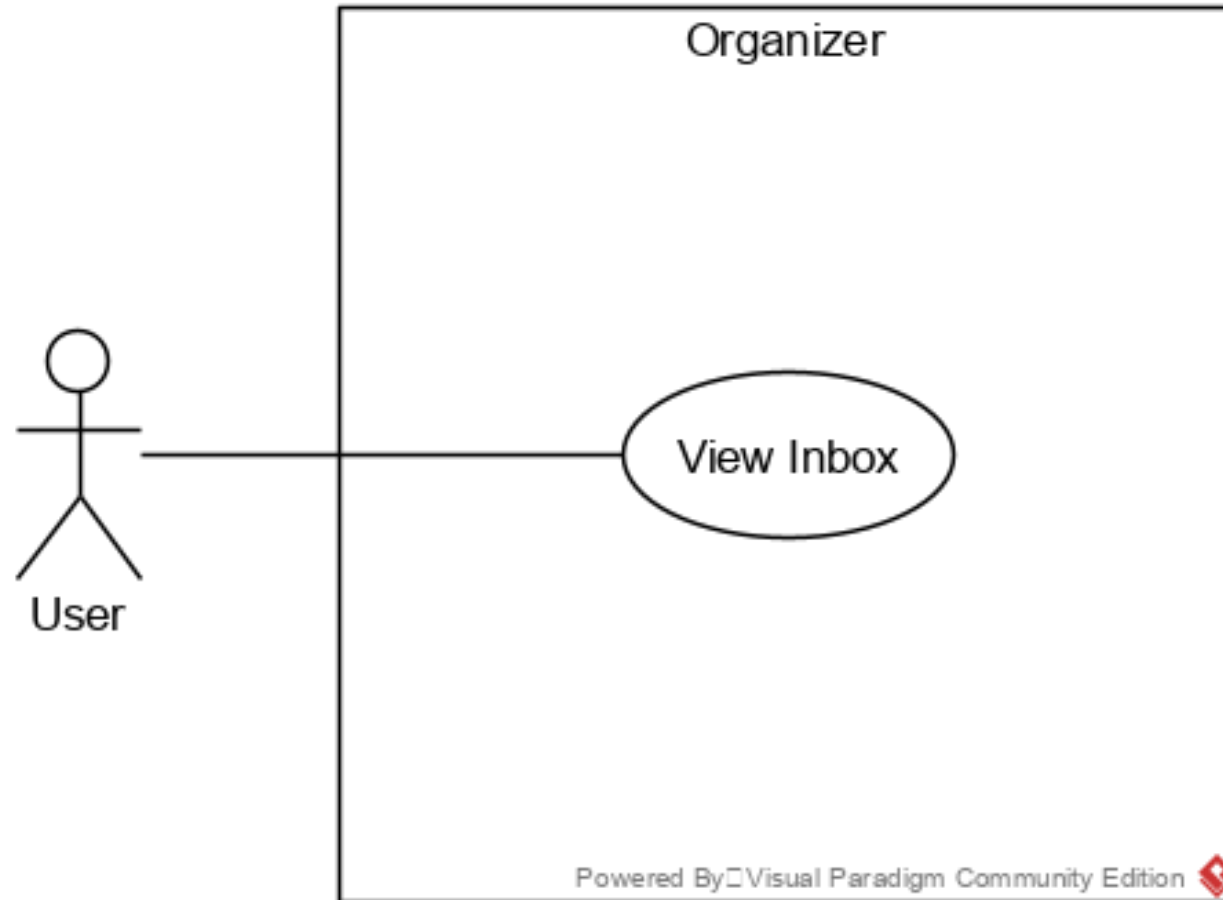
Digital Implementation

- Translating this system to an application has several advantages:
 - Requires no physical space or materials
 - Portable
 - Lower entry cost
 - Presents opportunities for new features

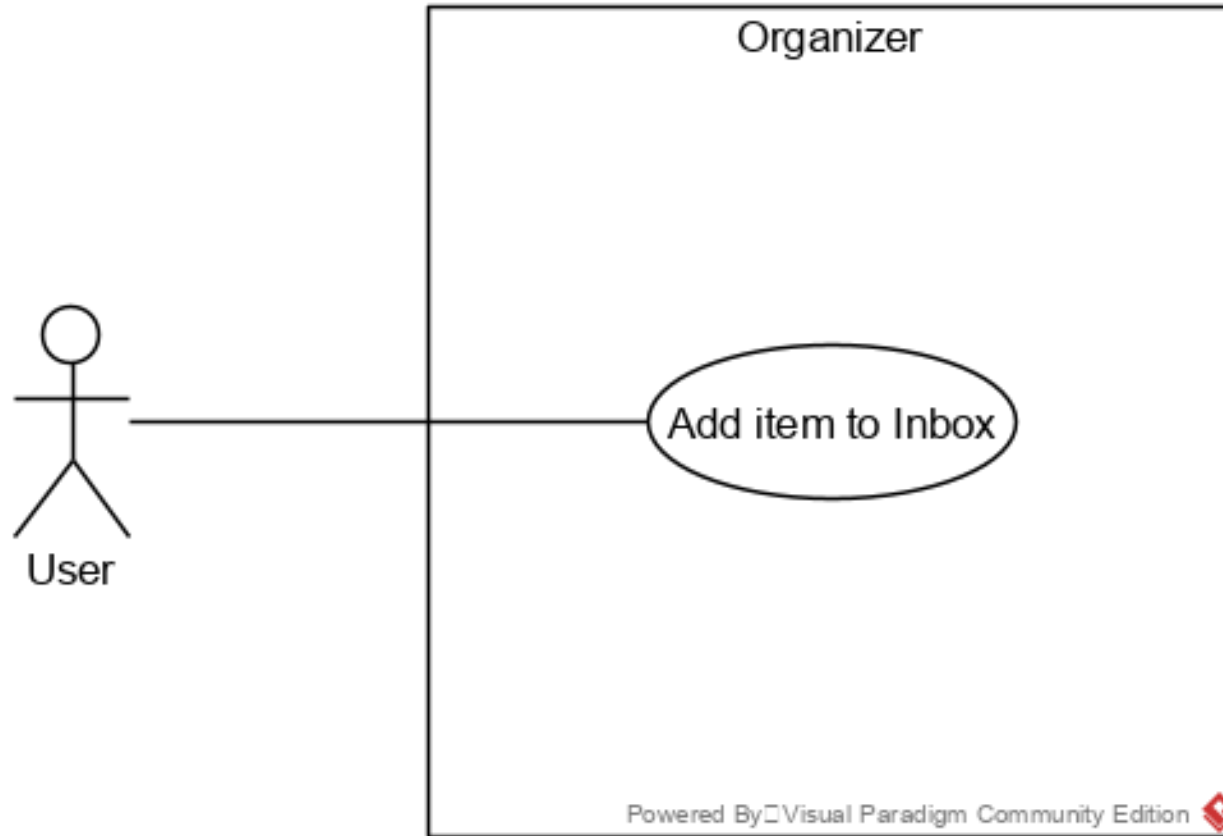
REQUIREMENTS



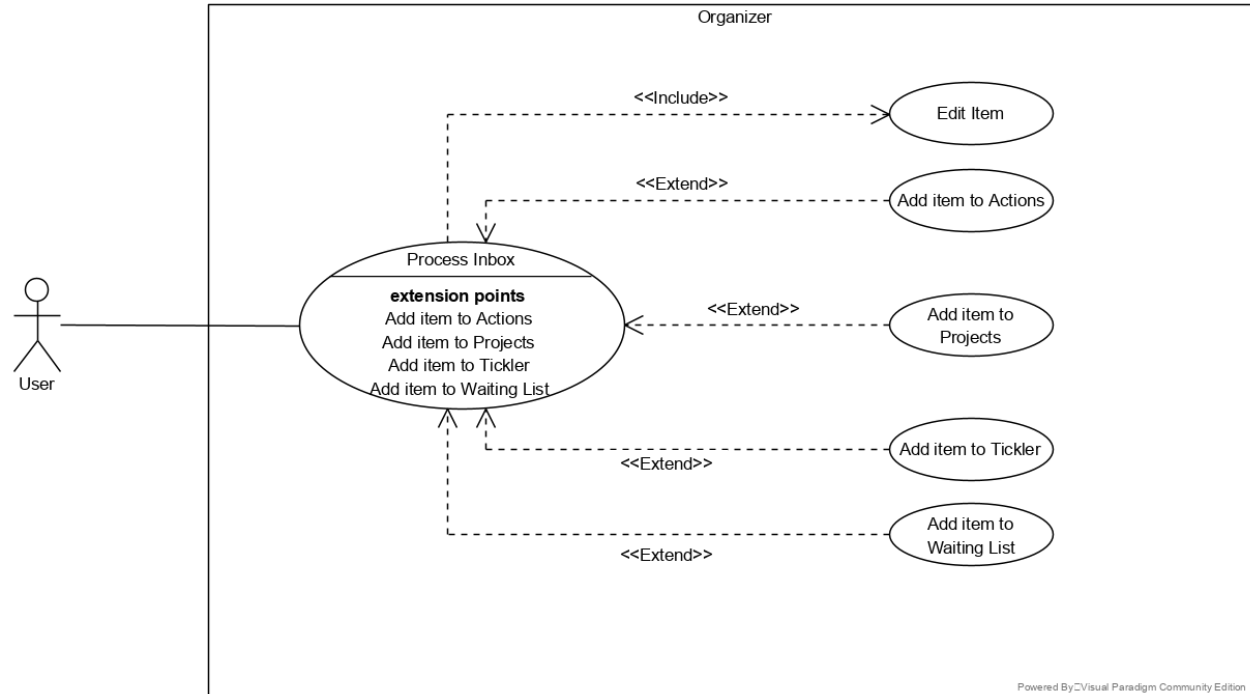
USE CASES



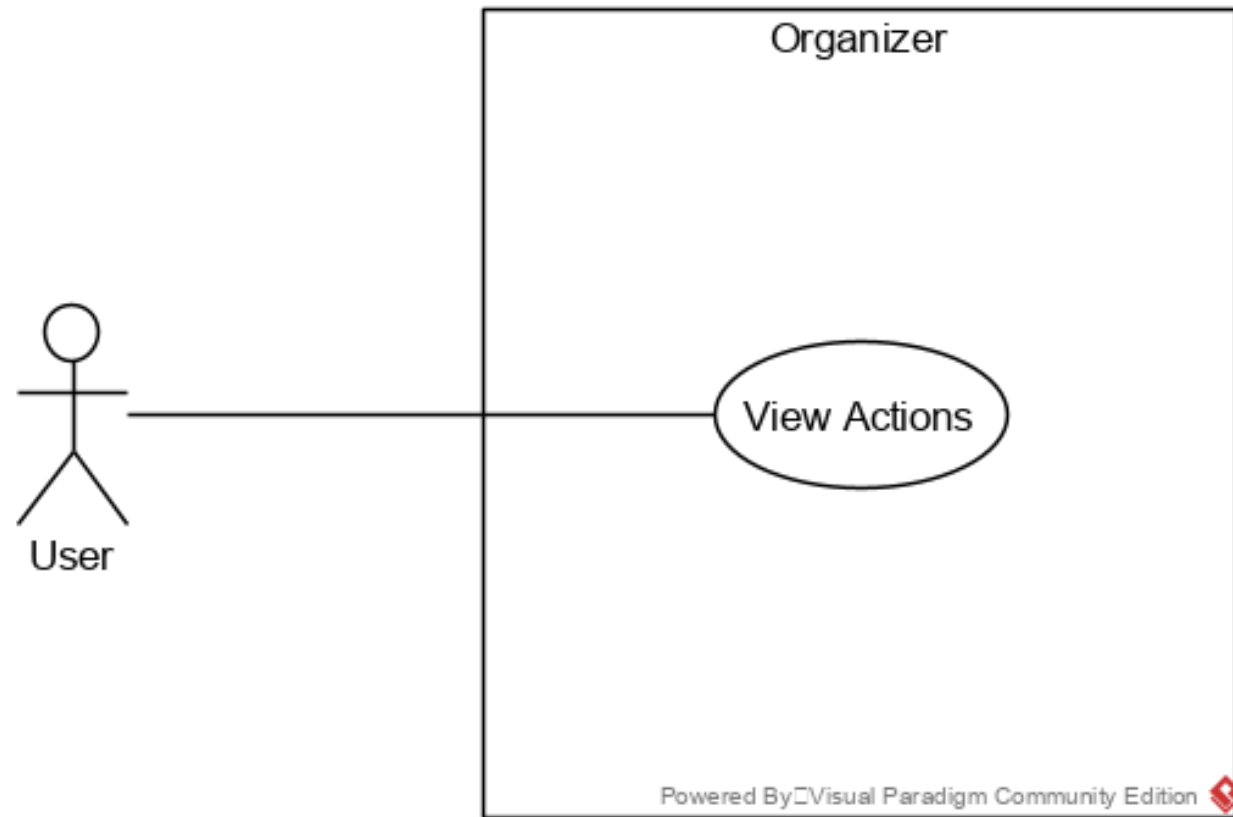
VIEW INBOX



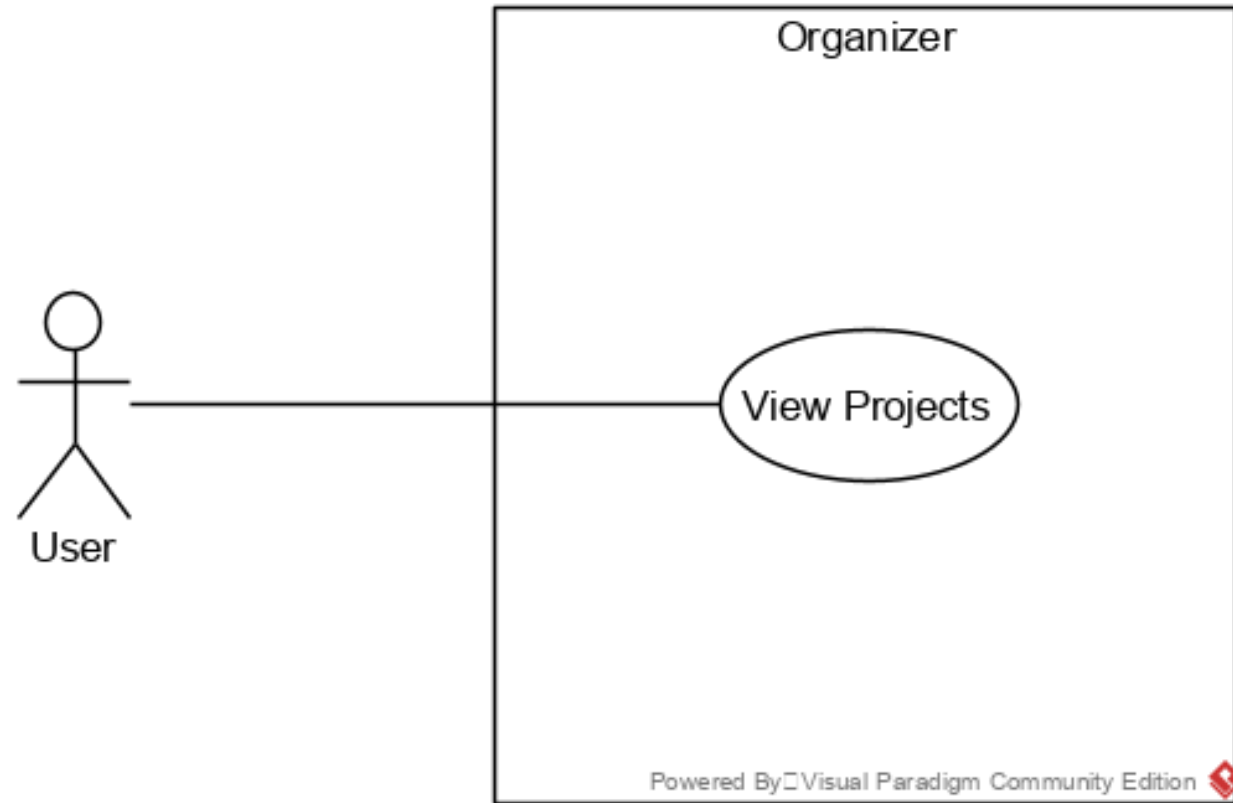
ADD ITEM TO INBOX



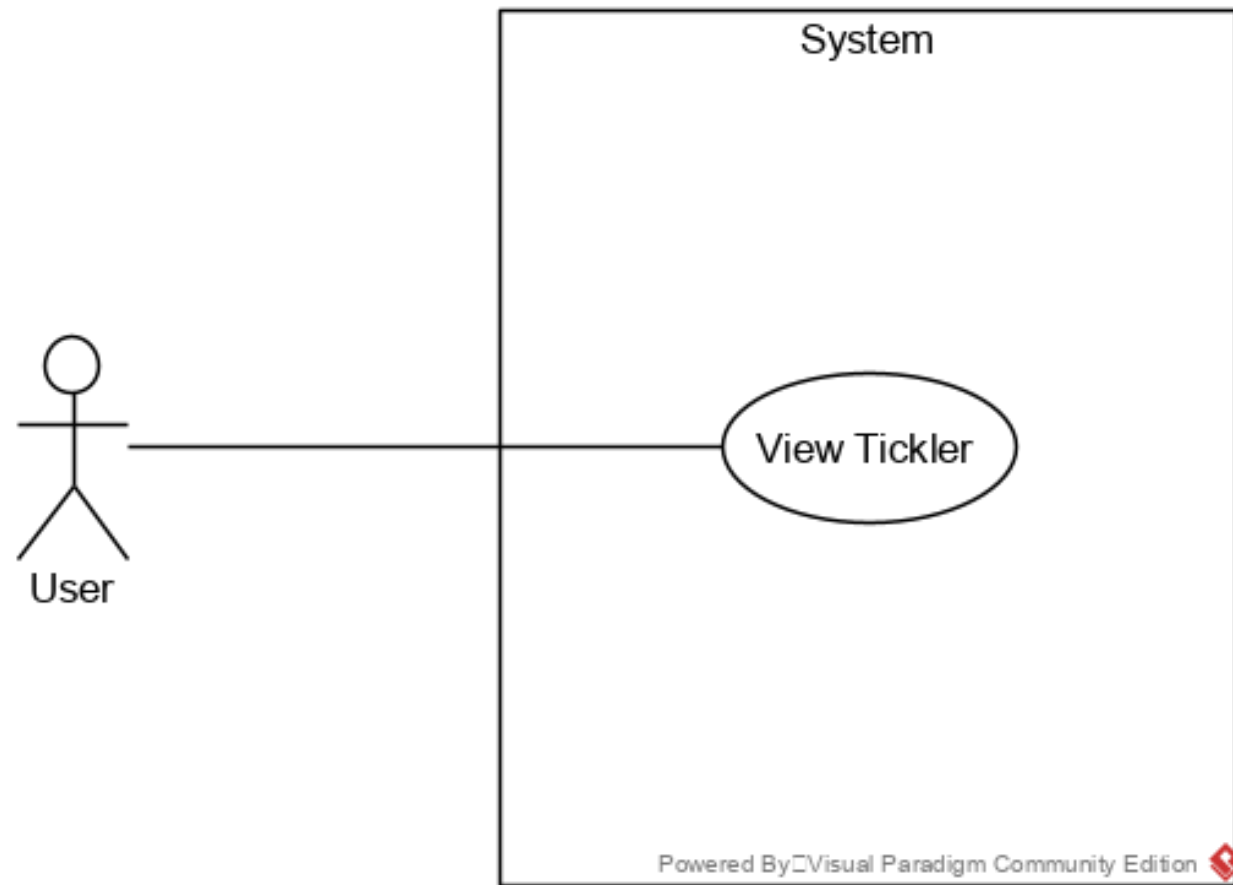
PROCESS INBOX



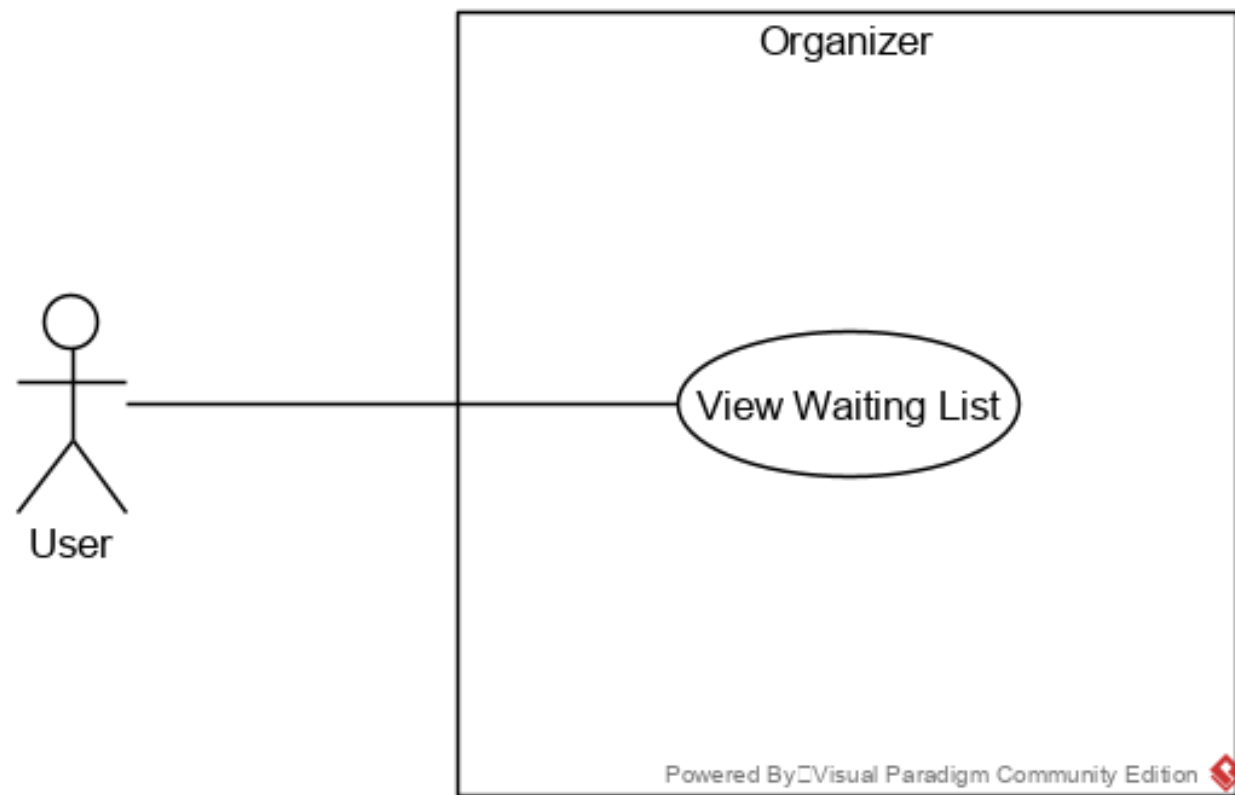
VIEW ACTIONS



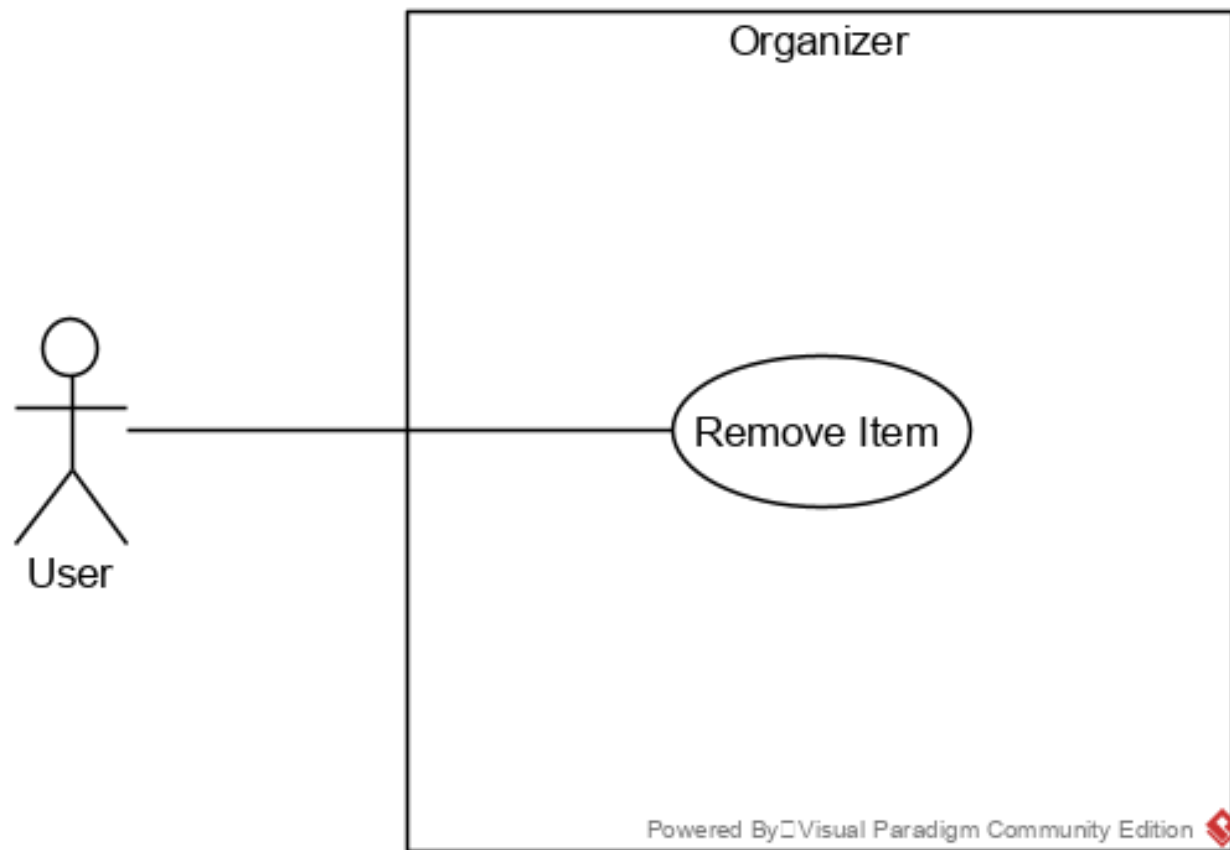
VIEW PROJECTS



VIEW TICKLER

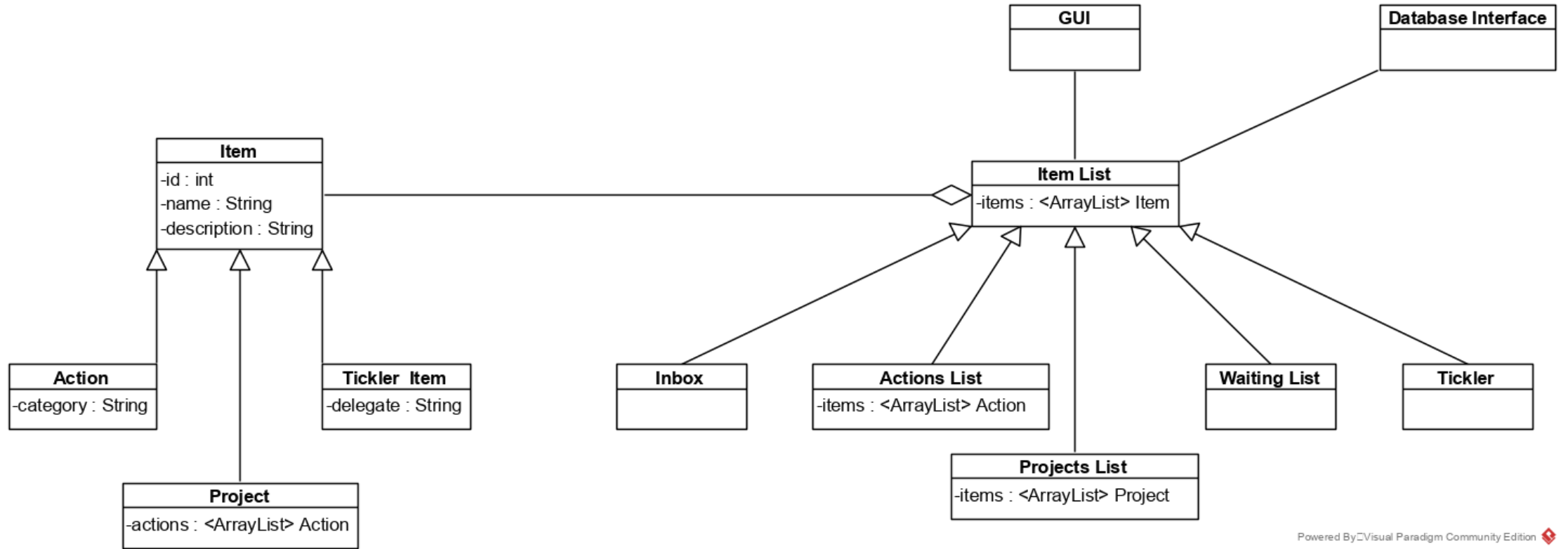


VIEW WAITING LIST



REMOVE ITEM

DESIGN



Powered By Visual Paradigm Community Edition

CLASS DIAGRAM

Design Decisions

Navigation
Drawer

1 Activity

5 Fragments for
main pages

Recycler View

Database to
store data
between sessions

SQLite for
Database

Basic Implementation Plan

1. Navigation Drawer
2. Inbox Fragment
3. Add Items to Inbox
 - Add Item to database
4. Actions Fragment
5. Process Inbox Function
6. Projects Fragment
7. Tickler Fragment
8. Waiting Fragment
9. Update Action Item
10. Update Project Item
11. Update Tickler Item

Current State of App

- Basic Functionality
- Stage 3

DEMONSTRATION

Questions