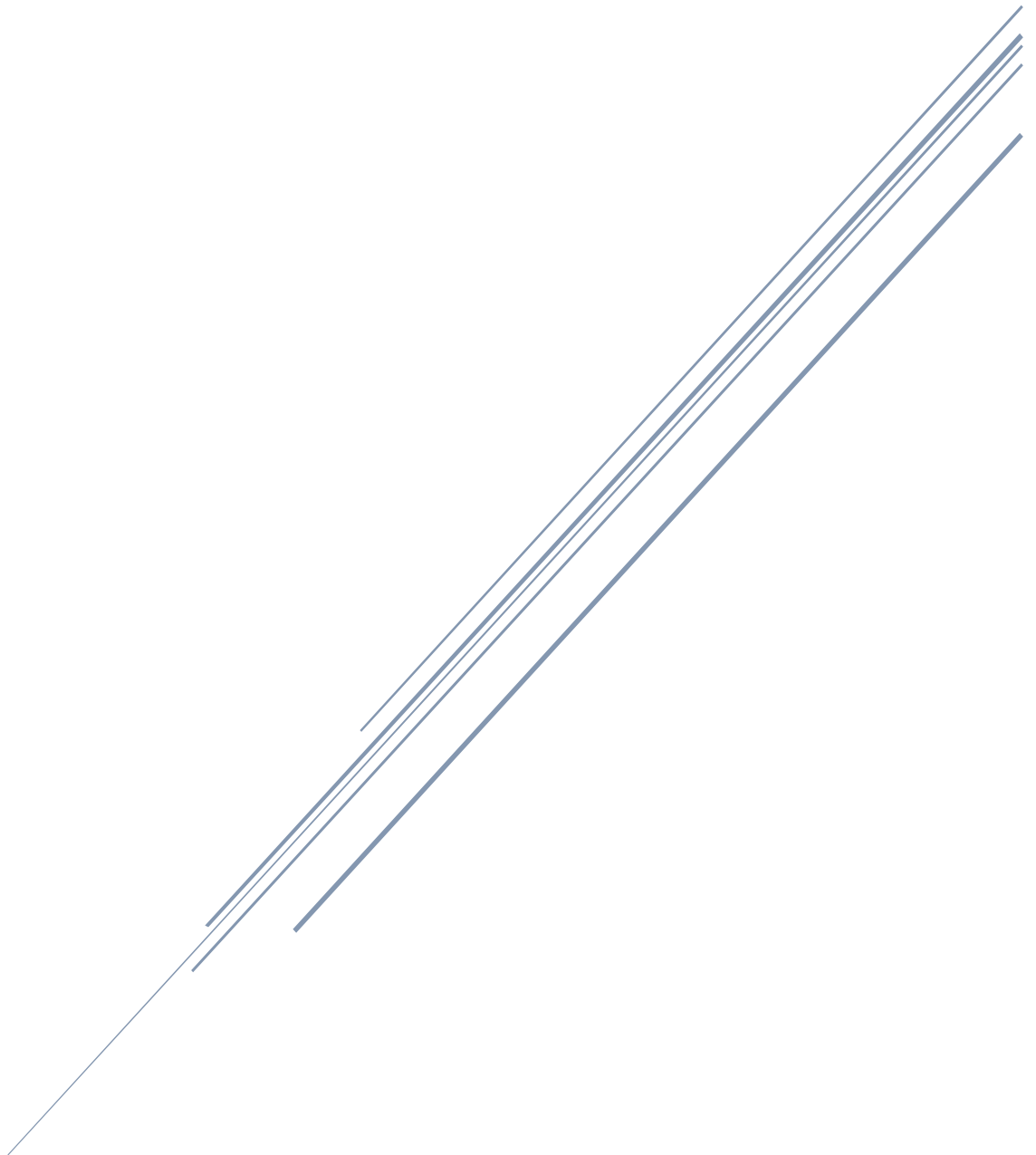# ST10084621

POE PART 1 - Planning and Design (OPCS7311)

Course: BCAD year 3 (group 1)
Due date: 24 April 2023

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POE Part 1 – Planning and Design

Introduction:

The following document consists of the planning and design for a time-tracking app. The purpose of this document is to describe the overview of the app, a list of requirement for the app, the design of the user interface and a project plan. The research document for this portfolio is used as an aid to this planning and design document.

Overview of the app:

Name of the app: Clock work

This is the name of the time-tracking app that will be used for users to record and view the time spent working on client projects.

Initial icon design:

This is the initial icon design that will be used for this app (gfycat, 2019).

**Description of innovative features that will be used:**

- Users can export timesheets in Excel format. A user can select a timesheet; and choose to export it as an Excel file type and download it to their device.
- Users can view statistics of timesheets on a graph. A user can select the option to view the statistics of their time-tracked on the app visually in the form on a graph.
- Users can back up and restore their timesheets. The database that is created for the user that stores recorded timesheets can be backed up and restored.
- A user guide will appear to user when the app is first opened. When the user selects opens the app, after the splash screen appears, a user guide will appear to the user to clearly explain how to use the app to the user.
- Users can view details of their timesheets on a calendar. A user can select the Calendar option on the app to view the timesheets that they have recorded in a calendar format.

Requirements:

- Users can log in to the app using username and password. Users are prompted to log in to their account to be allowed access to record and view timesheets.
- Users can create categories that timesheet entries will belong to. If a user has a client that perform work of a category that is not already stored on the database, the user can create a category.
- Users can create a timesheet entry (user must specify date, start/end times, description and category). When a user is ready to start working on a client's project, the user can start tracking the time as the progression of the project continues, and the user must be able to end the timesheet once working on a client's project has ended.
- Users can add a photograph to each timesheet entry (optional). Users will be allowed to use the camera on their Android device to take out a picture and store it to their timesheet.
- Users can set a min/max daily goal for hours worked. Once the user has entered this, they have goals to work toward on the app.
- Users can view list of timesheet entries created during a user selectable period. A user can select a period of time of which timesheets have been recorded by the user for the user to get an overview of the time it took to complete clients' projects.
- Users can view a graph showing the total number of hours spent on each category during user selectable period (POE final only). This will be a visually pleasing element to the design of the app for the user to view the hours spent on each category.
- The app must display how well the user is doing with staying between the min/max hour goals over the past month (POE final only). This will keep the user feeling interactive with the app by giving them a sense of progress toward their goals.
- The data must be stored in an online database (POE final only). This will be so that the app does not have to locally store the timesheets and instead store the database online where it can be accessed from any Android device.
- The app must include gamification throughout the app. For every 10 timesheets recorded by a user, a viewable badge will be awarded to the user that is stored on their profile to reward users for recording timesheets (Kovalenko, 2023).

User interface design:
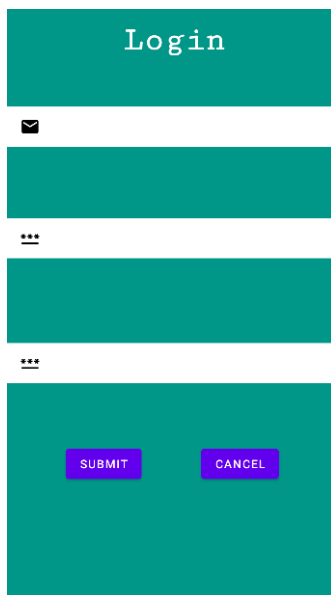
<u>Splash screen:</u>
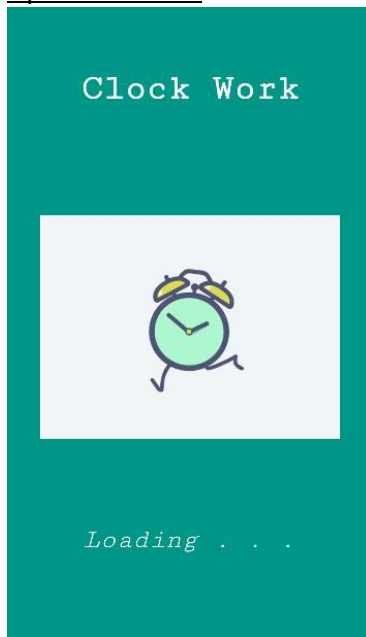
<u>Description:</u>

The purpose of this screen is for the user to view the app loading into the login screen.
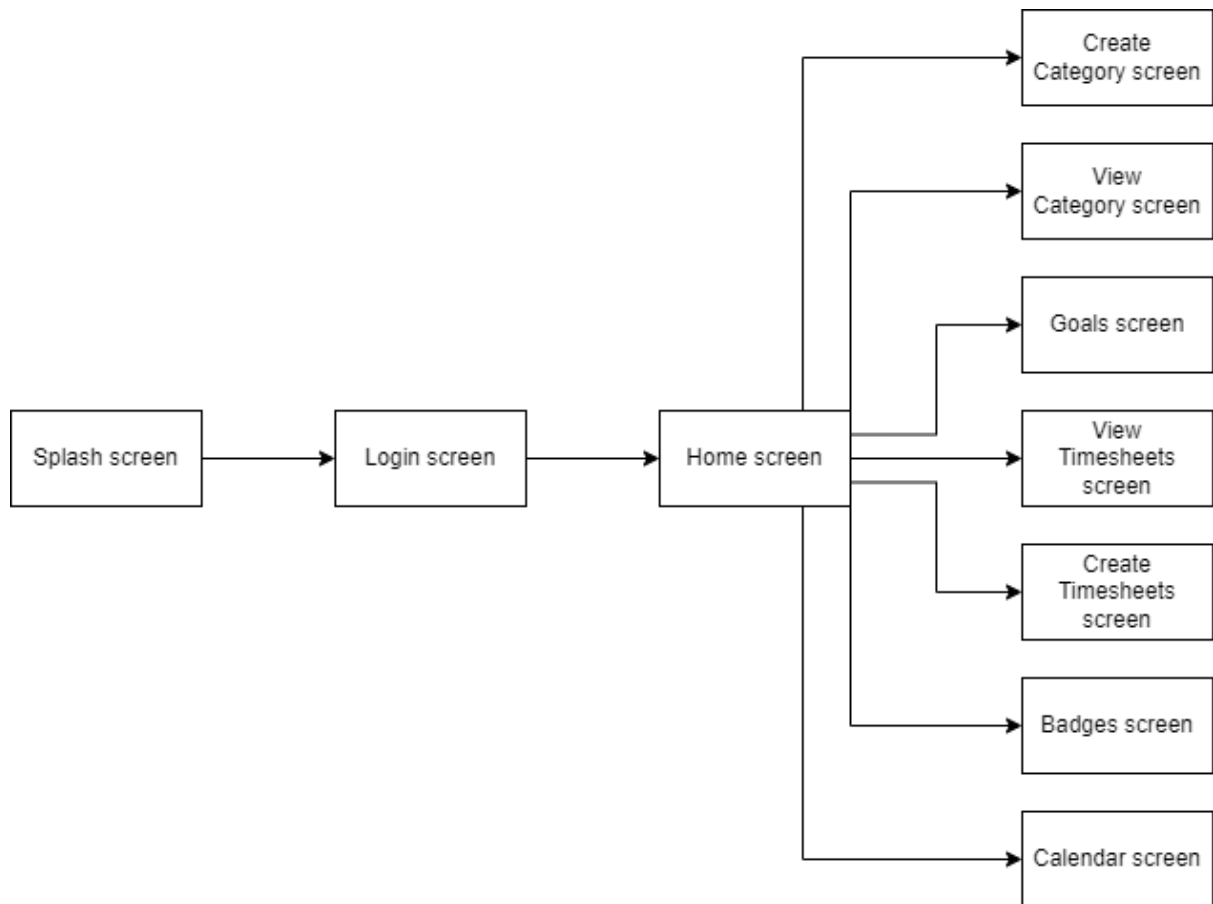
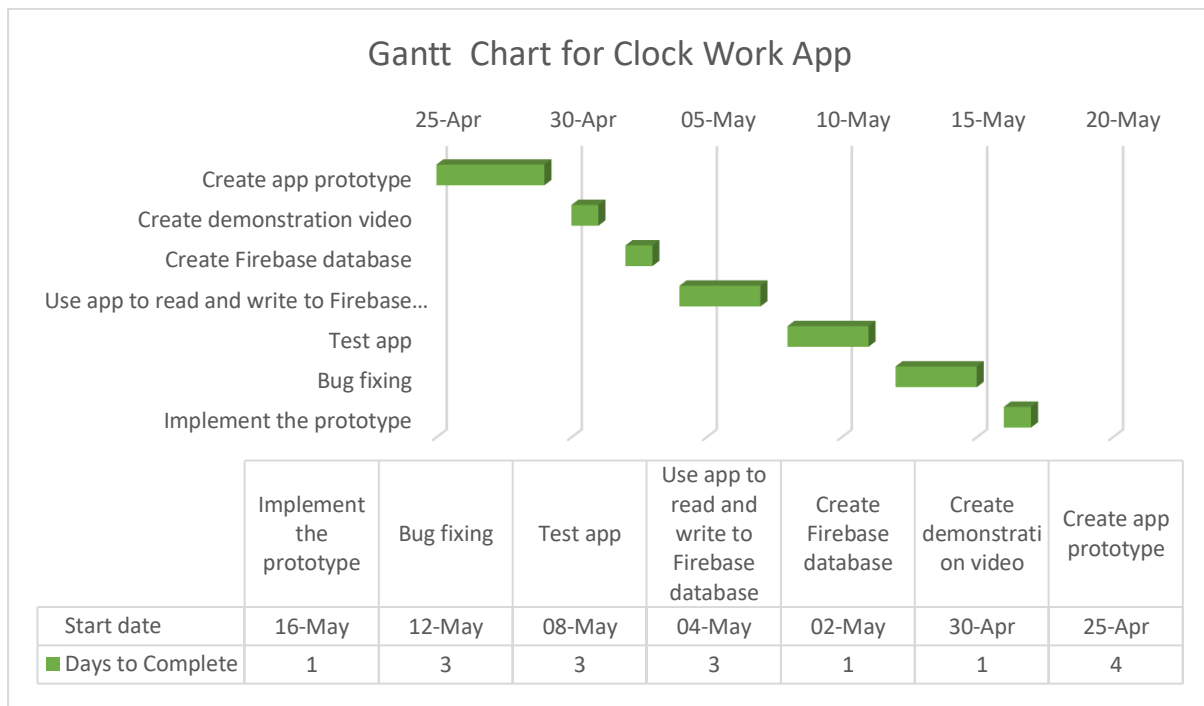<u>Login screen:</u>

<u>Description:</u>

The purpose of this screen is for the user to enter their login details (username, password, and confirm password), then click the submit button to access the home screen of the app.

Home screen:

Description:
The purpose of this screen is for the user to select which part of the app to use by selecting the various ImageViews.

Navigation between various screens:

Project plan:

Gantt Chart for Clock Work App

	Implement the prototype	Bug fixing	Test app	Use app to read and write to Firebase database	Create Firebase database	Create demonstration video	Create app prototype
Start date	16-May	12-May	08-May	04-May	02-May	30-Apr	25-Apr
■ Days to Complete	1	3	3	3	1	1	4

Conclusion:

This document consists of the planning and design for a time-tracking app. The app has requirements have been listed and described in detail along with the innovative features to be included in the app, mock-ups of the screens of the app and a project plan. This document will be used as an aid to create the prototype of the app.

References

gfycat, 2019. *gfycat.com.* [Online]
Available at: https://tinyurl.com/mr36vdzf
[Accessed 24 April 2023].

Kovalenko, L., 2023. *djangostars.com.* [Online]
Available at: https://tinyurl.com/mrxxxhwc
[Accessed 24 April 2023].