

Assignment 2: Software Requirements Specification

Team: ProcrastinAide Team – Group 6

Project Title: ProcrastinAide

Members:

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Meetings date	Participants
10/03/2025	Faith Suh, Ryan Dilley, Kaleb Mallory, Zach Conrad, Twah Reh, Joseph Manno
10/06/2025	Faith Suh, Twah Reh, Jake Henderson, Joseph Manno

Stakeholders	Requirements
<ul style="list-style-type: none">• All Users• Students• Teachers• Parents• App Store Reviewers	<p>FR1: Account and Onboarding (GitHub #14) - All users</p> <p>FR2: Create/Read/Complete Tasks User Interface (GitHub #17) - Students & App Store Reviewers</p> <p>FR3: Naïve task prioritization (GitHub #18) - Students & Teachers</p> <p>FR4: Priority scoring v1 (GitHub #27) - Students & Teachers</p> <p>FR5: Basic Pomodoro timer with start/stop (GitHub #19) - Students</p> <p>FR6: Session history list (GitHub #20) - Students, Teachers, Parents</p> <p>FR7: Trivia Questions (GitHub #52) - App Store Reviewers, Students</p> <p>FR8: Task details panel (GitHub #28) - All Users</p> <p>FR9: Configurable pomodoro lengths (GitHub #29) - Students</p>

	<p>FR10: Link session to next recommended task (GitHub #30) - Students</p> <p>FR11: Push notifications (GitHub #46) - Students, Parents</p> <p>FR12: Progress rings (GitHub #47) - Students</p> <p>FR13: Weekly Recap (GitHub #48) - Students, Parents, Teachers</p> <p>FR14: Calendar View (GitHub #53) - Students, Parents, Teachers</p> <p>FR15: Reward Badges (GitHub #49) - Students</p> <p>NR1: Route guard and auth state signal (GitHub #15) - All Users</p> <p>NR2: Access Firestore schema for tasks (GitHub #16) - All Users</p> <p>NR3: Load trivia from local JSON during break (GitHub #21) - All Users</p> <p>NR4: Offline support (GitHub #50) - All Users</p> <p>NR5: Session Recovery (GitHub #51) - All Users</p>
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FR1. Account and Onboarding		
Goal: Streamlined onboarding/login experience.		
Stakeholders: Account Holders		
Longer Description: When the user logs in it will display a very simple and effective sign up page or login page to ask them for an email and password. Upon successful completion of signup, we will walk them through the app and show them around.		
<u>Origin:</u> Based on the initial project specification document, team members came up with this description during the first meeting.		
<u>Version:</u> 1.0	<u>Date:</u> 10/03/2025	<u>Priority:</u> 1

FR2: Create/Read/Complete Tasks User Interface		
Goal: A friendly UI for creating, reading, and completing tasks.		
Stakeholders: Students, App Store Reviewers		
Longer Description: When the user loads the app, a friendly UI system will be present. Buttons will be correctly labeled and colored as well as text and non-functional labels for easy understanding. The UI will be easy to navigate, buttons should not be over complicated when clicked, it should directly perform the action described by the button.		
<u>Origin:</u> Based on the initial project specification document, team members came up with this description during the first meeting.		
<u>Version:</u> 1.0	<u>Date:</u> 10/03/2025	<u>Priority:</u> 1

FR3. Naïve task prioritization		
Goal: The system will prioritize tasks based on assignment deadlines.		
Stakeholders: Students, Teachers		

Longer Description: When a student fills in their to-do list with assignments, they will also add the specified deadlines. Then the system will rank and display the assignments based on what is due first.		
<u>Origin:</u> Based on the initial project specification document, team members came up with this description during the first meeting.		
<u>Version:</u> 1.0	<u>Date:</u> 10/03/2025	<u>Priority:</u> 1

FR4. Priority scoring v1		
Goal: Mark tasks with higher priority to be worked on first		
Stakeholders: Students		
Longer Description: Mark assignments/projects with upcoming due dates or heavier weighted percentage of grade to be prioritized and finished first while marking other assignments with less weight or farther out due dates to be worked on after the higher prioritized assignments.		
<u>Origin:</u> Based on the initial project specification document, team members came up with this description during the first meeting.		
<u>Version:</u> 1.0	<u>Date:</u> 10/03/2025	<u>Priority:</u> 1

FR5. Basic Pomodoro timer with start/stop		
Goal: Basic Pomodoro function 25/5		
Stakeholders: Students		
Longer Description: A pomodoro timer that functions with its core feature of 25 mins of studying followed by 5 minutes of break time. After this is complete, we will expand functionality.		
<u>Origin:</u> Based on the initial project specification document, team members came up with this description during the first meeting.		
<u>Version:</u> 1.0	<u>Date:</u> 10/03/2025	<u>Priority:</u> 1

FR6. Session history list		
Goal: The goal of this feature is to keep a hold of the user's history of this. This is to ensure that the user can see their previous sessions and continue them if they wish or to even see the progress they have made!		
Stakeholders: Students, parents, teachers		
Longer Description: This is a feature that will allow the users previous sessions to be saved. Thus, they will be able to see their previous sessions if they wish to continue or if they wish to see their session in case they need to keep studying.		
<u>Origin:</u> Based on the initial project specification document, team members came up with this description during the first meeting.		
<u>Version:</u> 1.0	<u>Date:</u> 10/03/2025	<u>Priority:</u> 1

FR7. Trivia Questions		
Goal: Provide users with an engaging but enjoyable trivia break between sessions.		
Stakeholders: Students, App Store Reviewers		
Longer Description: In the five-minute break between Pomodoro study sessions, users will be prompted to relax with a simple trivia game. The UI should be simple and straightforward, displaying the question and allowing for different kinds of answers based on the question.		
<u>Origin:</u> Based on the initial project specification document, team members came up with this description during the first meeting.		
<u>Version:</u> 1.0	<u>Date:</u> 10/03/2025	<u>Priority:</u> 1

FR8. Task details panel		
Goal: The goal of the task panel is to edit tasks, with due dates and the effort estimate.		
Stakeholders: All Users		

<p>Longer Description: This is going to allow the user to edit different things with the task that they need to actually complete. So some of the things that they can edit is the due date, that way the program knows the importance of the date (When it needs to be due) also the amount of effort that is going to be needed, that way the program knows about how long it will take to actually complete the program.</p>		
<p><u>Origin:</u> Based on the initial project specification document, team members came up with this description during the first meeting.</p>		
<p><u>Version:</u> 1.0</p>	<p><u>Date:</u> 10/03/2025</p>	<p><u>Priority:</u> 1</p>

FR9. Configurable pomodoro lengths		
<p>Goal: Allow students to alter the time of the pomodoro timer.</p>		
<p>Stakeholders: Students</p>		
<p>Longer Description: This is going to allow the end user to adjust how long they want to study for and how long they want their breaks for.</p>		
<p><u>Origin:</u> Based on the initial project specification document, team members came up with this description during the first meeting.</p>		
<p><u>Version:</u> 1.0</p>	<p><u>Date:</u> 10/03/2025</p>	<p><u>Priority:</u> 1</p>

FR10. Link session to next recommended task		
<p>Goal: Recommend to the user what task to work on next.</p>		
<p>Stakeholders: Students</p>		
<p>Longer Description: The goal of this feature is to recommend to the student what assignment they should work on next after they have completed a session. The recommendation will be based on factors like the task's due date and priority. Higher priority tasks will be recommended first along with tasks with nearing deadlines.</p>		
<p><u>Origin:</u> Based on the initial project specification document, team members came up with this description during the first meeting.</p>		

<u>Version:</u> 1.0	<u>Date:</u> 10/03/2025	<u>Priority:</u> 1
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FR11. Push notifications

Goal: The push notifications will alert students to important information.

Stakeholders: Students, Parents

Longer Description: When a message is needed to alert a student, the application will send a push notification. Such as when the time is up to move on to the next stage of studying, or when the student earns a badge. Many aspects can and will be sent as a push notification to the students.

Origin: Based on the initial project specification document, team members came up with this description during the first meeting.

<u>Version:</u> 1.0	<u>Date:</u> 10/03/2025	<u>Priority:</u> 1
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FR12. Progress rings

Goal: The progress rings will close one at a time once the student completes an assignment.

Stakeholders: Students

Longer Description: When a student completes an assignment via their pomodoro study session, the system congratulated the student by displaying confetti, then closing one of the student's progress rings. Once the student completes all the assignments they have for the week, all their task completion rings will be closed, indicating 100% completion.

Origin: Based on the initial project specification document, team members came up with this description during the first meeting.

<u>Version:</u> 1.0	<u>Date:</u> 10/03/2025	<u>Priority:</u> 1
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FR13. Weekly Recap

Goal: Provide a weekly summary of what they have studied.		
Stakeholders: students, parents, teachers		
Longer Description: After the user has spent a week studying on the app, a pop up will show when the app is opened. This popup will feature a short summary of everything they have learned throughout the week, like the main topics and details on that main topic. This is intended to refresh the student on topics and ideas.		
<u>Origin:</u> Based on the initial project specification document, team members came up with this description during the first meeting.		
<u>Version:</u> 1.0	<u>Date:</u> 10/03/2025	<u>Priority:</u> 1

FR14. Calendar View		
Goal: To display all upcoming assignments for up to a year.		
Stakeholders: Students, teachers, parents		
Longer Description: The system will display a calendar that allows the user to see all upcoming assignments. The user can also click on specific days on the calendar to get a more detailed view of the upcoming assignment. The user can choose to get ahead on the assignment by starting a study session directly after clicking on the date on the assignment.		
<u>Origin:</u> Based on the initial project specification document, team members came up with this description during the first meeting.		
<u>Version:</u> 1.0	<u>Date:</u> 10/03/2025	<u>Priority:</u> 1

FR15. Reward Badges		
Goal: The goal here is to keep track of the progress that the user is making. This way they feel rewarded for the work that they have done.		
Stakeholders: Students		
Longer Description: There will be reward badges for tasks that are completed. For example, one of them will be a streak counter. It will show how many days in a row you log in, and it keeps a counter of it.		

Origin: Based on the initial project specification document, team members came up with this description during the first meeting.

Version: 1.0

Date: 10/03/2025

Priority: 1

NR1. Route guard and auth state signal

Goal: Maintain security and session data during use of application

Stakeholders: All Users

Longer Description: The application must be able to maintain security and consistency for users. Angular's route guard functionality helps maintain security and smooth routing on the client-side, while authentication state signals will maintain authentication access for the user.

Origin: Based on the initial project specification document, team members came up with this description during the first meeting.

Version: 1.0

Date: 10/03/2025

Priority: 1

NR2. Access Firestore schema for tasks

Goal: Retrieve task information from Firestore database.

Stakeholders: All Users

Longer Description: Student tasks will be stored via Firestore's database system. The application must be able to access Firestore and retrieve that data securely and efficiently. Once the data is retrieved, it must be passed to the user interfaces and displays.

Origin: Based on the initial project specification document, team members came up with this description during the first meeting.

Version: 1.0

Date: 10/03/2025

Priority: 1

NR3. Load trivia from local JSON during break

Goal: Provide trivia questions from a database during a break to keep students' attention.

Stakeholders: Students		
Longer Description: Provide enough trivia questions for the student/user to help break up their studying and working sessions. The questions shouldn't be too difficult and should be "fun". Maybe some current culture, avoid politics and difficult questions.		
<u>Origin:</u> Based on the initial project specification document, team members came up with this description during the first meeting.		
<u>Version:</u> 1.0	<u>Date:</u> 10/03/2025	<u>Priority:</u> 1

NR4. Offline support		
Goal: The system allows students to start a pomodoro study session while offline.		
Stakeholders: All Users		
Longer Description: The system will allow the student to get usability of the application even while they are offline. Say that a student goes camping in a place with no service, they can still get their tasks completed with ease.		
<u>Origin:</u> Based on the initial project specification document, team members came up with this description during the first meeting.		
<u>Version:</u> 1.0	<u>Date:</u> 10/03/2025	<u>Priority:</u> 1

NR5. Session Recovery		
Goal: To recover a session that was ended or deleted prematurely.		
Stakeholders: Students		
Longer Description: If a student ends a session midway through their pomodoro study interval. The system will allow them to recover that specific session via the recently ended settings option. The user can then pick up from where they left off with their study session.		

Origin: Based on the initial project specification document, team members came up with this description during the first meeting.

Version: 1.0

Date: 10/03/2025

Priority: 1