

CSE 110: Team 6 Project Pitch



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Problem

There is nothing new about having an application for journals. However, **tailoring one for developers** is something that's unique- especially considering that **various ages** and **backgrounds** of people trying to enter this industry.

Here are some of the problems that we identified:

- Difficulty in **tracking progress**
- **Lack of incentive** to work on projects- some sort of reward system
- A **single place to track your tasks**, have a personalized daily log, accumulate your projects and boost efficiency
- **Personalizing** the journal to match your aims/goals and make you **enjoy journaling!**

Our dev journal will tackle these problems and allow users to progress on their journey into becoming a successful developer!

After making the different user personas (slides 4 and 5), we were able to identify more niche problems.

- Features for **visual and other disabilities**
- Adding a **reminders feature**
- Must be **accessible on different devices**
- Must be **easy to use for all ages.**



MISSION



VISION



VALUES

Statement of Purpose:

We are looking to create a space for developers to address and record their past, present, and future tasks. Our hope is to encourage developers to track their goals, achievements, and failures to their own benefit.

As such, we analyzed and considered different user personas and concluded it would be beneficial to include a projects page, a to-do list page, and a daily log page. We believe these features will allow developers of all kinds to stay productive and, at a glance, visualize their growth.

User Personas

Rachel, 67



Novice programmer who wants to build an app in an unrelated industry, Unfamiliar with technology

“I want an easy way to keep track of my tasks and progress. I can’t read big chunks of text. I also wish there’s an option to enlarge the text, as well as have reminders sent to my device”

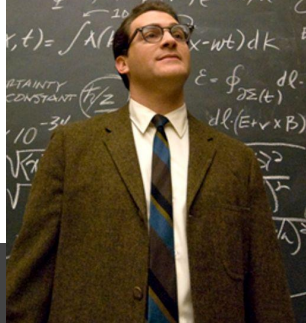
Isaiah, 22



CS major who started programming in college, first time making an actual website

“I need a place to keep track of multiple long-term projects. I like minimalist design that’s easy to navigate and doesn’t have too many features. I also want to be able to add many tasks and subtasks”

Pomas
Thowell, 42



Professor with accomplished education, Lots of SWE experience in the industry

“I need a journal that looks visually appealing, is easy to add and track my work progress. I expect it would be a great tool to access all my work and tasks. Better not be too slow or clunky”



Henry Jr, 10

Complete beginner, wants to create a simple game for his school project

“I need guidance in completing a coding project from start to finish. I hope the interface isn’t too complicated”

Features: Functional Pages



To-Do List

Allows users to keep track of multiple upcoming and ongoing goals and tasks.

Daily Log

Encourages users to see what they have to do or have completed for the day.



Compounds all past, present, and future projects for a user to visualize in one place.

Projects Page

A single place a user can use to envision their goals in both words and pictures.

Vision Board



Features: Visual and Progress Rewards

Task Progress Bar

Progress bar for to-do list and project items to fuel accomplishment.

Study Timer

Promotes concentration for tasks in time blocks.

After completing tasks and projects, users are rewarded with (website specific) gifts to incentivize productivity and encourage growth.

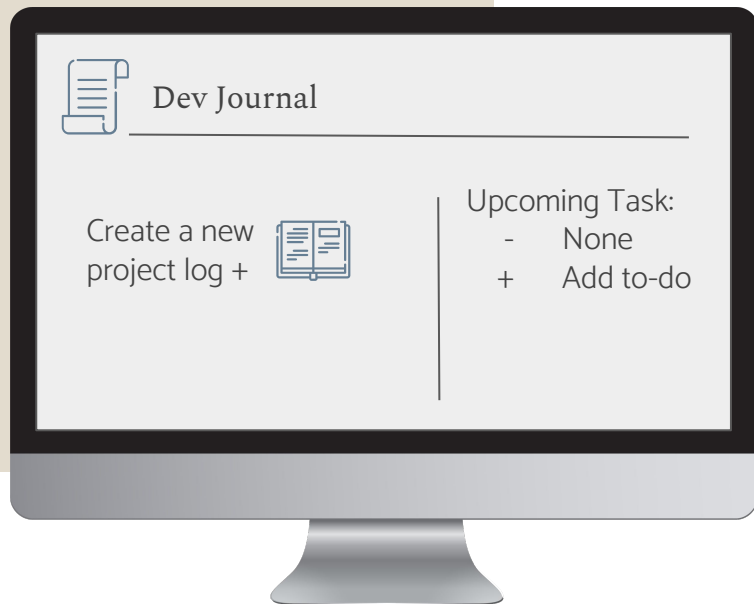
Gift Incentives

Daily and weekly rewards to encourage users to stay on track and revisit their daily log and short/long term goals.

Daily Streak



Starting Page



Welcome page:

What will it look like initially empty

- No projects
- No to-do entries
- No logs yet

Vs. what's it supposed to look like filled out

Quick access button
(right bottom corner)

- + New Project
- + New task
- + New log

After user starts using



Quick Access
Tabs:

Most
recently
edit
projects



Project Page



To Do



Calendar view of when task are due
Sort by option: daily / weekly / by project

Welcome User!

PET PICTURE/
ICON

GOAL TRACKER



CURRENT TASKS

TASK NAME

Label

Label

DESCRIPTION: Lorem ipsum dolor sit
amet, consectetur adipiscing elit, sed
do eiusmod tempor incididunt ut
labore...

TASK NAME

Label

Label

DESCRIPTION: Lorem ipsum dolor sit
amet, consectetur adipiscing elit, sed
do eiusmod tempor incididunt ut
labore...

EXPAND



DAILY LOG

ENTRY

ENTRY

EXPAND



VISION BOARD

Image

Image

New Entry



Upon opening the homepage, users are encouraged to make progress on their project through the progress bar, images of their pet, streaks, a summary of current tasks, and a vision board. Users can also navigate smoothly through the website with the navigation bar at the top.

WIREFRAMES - Homepage

DAILY LOG

Today's Entry

INPUT DATE

Label



INPUT DAILY LOG

SUBMIT

Past Entries

Options for sorting
entries

DATE

ENTRY TEXT

DATE

ENTRY TEXT

DATE

ENTRY TEXT

In the Daily Log, users can track their progress, as well as personalize the entries with labels. They can also look at past entries to see their progress on their projects.

WIREFRAMES - Daily Log

TO DO

☐

to do task 1

due date

☐

to do task 2

due date

☐

to do task 3

due date

These pages help users keep track of multiple projects and their various tasks. Users can see their tasks through two views - an overview with all of the projects, or an overview of just the individual tasks.

PROJECTS

Options for sorting
entries

PROJECT NAME

EDIT BUTTON

☐

TASK NAME

Label

Label

DUE DATE

☐

TASK NAME

Label

Label

DUE DATE

☐

TASK NAME

Label

Label

DUE DATE

PROJECT NAME

EDIT BUTTON

☐

TASK NAME

Label

Label

DUE DATE

☐

TASK NAME

Label

Label

DUE DATE

☐

TASK NAME

Label

Label

DUE DATE



New Entry

WIREFRAMES- Project + Todos

Too many features

We have planned to include quite a few unique features in our dev journal which may cause us to hyperfixate on features that are not necessary and delay our progress.

Programmer's Perspective

We anticipate that it may be hard to program our website with the user's desires at the forefront. This can lead to issues with our user interface. This is where the importance of UCD (User Centered Development) shines.

Hyper-independence

We may find ourselves trying to complete each task without asking for help from the TAs/professor, because we want to figure it out on our own. However asking for support may help us progress more quickly.

Perfectionism

In developing our website, we may spend lots of time trying to make it look perfect, which may take away from our time dedicated towards ensuring its functionality.



SCOPE

As we aim to satisfy the project design constraints, there is a possible risk of us going too far beyond our own scope, causing unnecessary complexity.



DEADLINES

Considering the short duration of this course, there is a possible risk of us not meeting our own, or class, deadlines.



TEAMWORK

Due to the cooperative nature of this project, we aim to collaborate as a team whenever possible. However, possible risk can arise if there is unfair work distribution or a lack of collaboration.



LEARNING

Most of us in the group are new to these technologies and thus have to learn them on the spot. This can pose possible risk, as we have to manage our own learning with the accomplishments of our tasks.



SCHEDULING

As we all have our own duties and responsibilities outside of the project, possible risk can be present if there is difficulty in scheduling meetings/deadlines among the group.



CONFLICTS

Because this is a group project, there is a possible risk to our work if a conflict among group members is not addressed.

RISKS



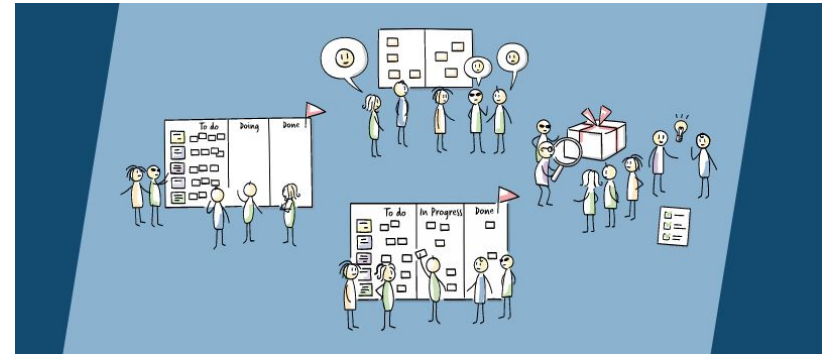
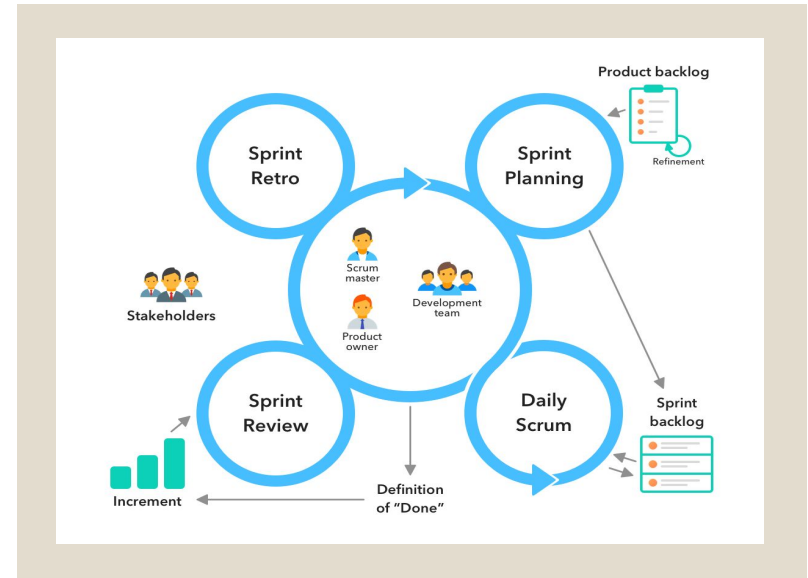
Task Delegation/Teamwork

Teamwork:

- Split group into **subgroups based of specializations** (recorded through a Google form that was sent to every member)
- Utilize the **Agile** and **Scrum** methodologies to maintain communication between these subgroups
- Work can be done between subgroups
- **Document** and **test** every feature before merging with master branch
- Utilizing PRs, CI/CD pipelines, automated testing, and other GitHub practices for the repo

Task delegation (as voted by the team):

- Split tasks by features
- Work in **sprints**
- Will be assigned task every meeting
- Consistently test, document, use branches and make PRs



TIMELINE



WEEK 7

Finish writing HTML for all pages, begin designing and adding features (CSS/JS) and focusing on responsive design



WEEK 9

Have rough draft of dev journal completed and continue revising, begin presentation



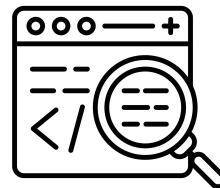
WEEK 6

Finalize design through Figma as well as branding (name, color scheme, etc), delegate tasks, begin HTML and documentation



WEEK 8

Continue adding CSS and Javascript, begin testing, check-in with team to see if app is working as envisioned



WEEK 10

Complete final draft, documentation, and presentation



**Full Sized Diagrams
from Brainstorming
sessions**

User Personas



Name: Rachel

Age: 67

Background:

Novice programmer
Wants to build an app
In an unrelated industry
Unfamiliar with technology

Needs:

As an older person new to this field, I want an easy way to keep track of my tasks and progress. My vision is not so good so I need an option to enlarge the text and have reminders sent to my device.

Desires:

I want a fun theme to keep my attention and help my memory association.

Dont need/want:

I cannot understand big chunks of text.

Fears:

- Heights probably
- Poor user interface/navigability



Name: Pomax Thowell

Age: 40

Background:

Professor
Accomplished education
Lot of SWE experience in industry

Needs:

I need a journal that looks visually appealing, is easy to add and track my work progress, and is just a great tool to log in my work and tasks

Desires:

I would love to have an easy way to visualize my progress and work done and also something to incentivize me to log in every day I work

Dont need/want:

I don't want my dev journal to be slow and difficult to navigate. I am busy and don't have time to waste

Fears:

Students who don't want to learn SE principals
Missing deadlines
Getting bad reviews, user unfriendly designs



Name: Isiah

Age: 21

Background:

Started programming in college
Has taken many classes but this is the first time making a website

Needs:

-place to keep track of multiple long-term projects
- (A show more details option//option to show more than just the project's title) to make their dev journal look more filled when there aren't as many projects

Desires:

minimalist design
easy to navigate
can add many tasks and subtasks

Dont need/want:

Does not need it to be overly complicated/have too many features
- Does not need it to be difficult to use/take a long time to learn

Fears:

unemployment, never finishing a project, getting a B



Name: Henry Jr

Age: 10

Background:

Complete Beginner wants to create a simple game
Teacher recommended website in class

Needs:

- guidance/help on how to complete a coding project from start to finish

Desires:

Incentives, simplicity
doesn't really know themselves

Dont need/want:

-complicated interface
-needs colors and characters

Fears:

-lack of experience
-forgetting to press save after writing a log



