**Group:** Tule

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| **ID.** FR1. Add task to a list | | |
| Goal: The user should be able to add a task to their task list. | | |
| Stakeholders: Project Team, Customers, Instructor | | |
| Description: User will have a task list that they can add tasks with certain attributes to. All active tasks are stored in the task list. | | |
| Origin: Project proposal meeting | | |
| Version: 1.0 | Date: 01/23/23 | Priority: High |

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| **ID.** NR1. Hidden Passwords | | |
| Goal: Passwords will be hidden while being entered. | | |
| Stakeholders: Project Team, Customers, Instructor | | |
| Description: The text inputted in the password field on the login and sign-up page will be obfuscated with asterisks. | | |
| Origin:  Project proposal meeting | | |
| Version: 1.0 | Date:  01/23/23 | Priority: Medium |

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| **ID.** FR2. Schedule Generation | | |
| Goal: Users will be able to generate a daily schedule. | | |
| Stakeholders: Project Team, Customers, Instructor | | |
| Description: Application will generate a daily schedule during specified active hours based on the task’s attributes. | | |
| Origin: Project proposal meeting | | |
| Version: 1.0 | Date:  1/23/23 | Priority: High |

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| **ID.** FR3. Task Attribute - Location | | |
| Goal: Users can add locations into their task attributes. | | |
| Stakeholders: Project Team, Customers, Instructor | | |
| Description: Tasks may have a location attribute, to be able to notify the user of the location of a task. | | |
| Origin: Requirements Meeting 1 | | |
| Version: 1.0 | Date:  1/30/23 | Priority: Low |

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| **ID.** FR4. Dynamic Scheduling | | |
| Goal: The application can adjust the schedule when a task is completed or edited. | | |
| Stakeholders: Project Team, Customers, Instructor | | |
| Description: When a task is completed, it is removed from the current schedule and the application will be able to regenerate the schedule with incomplete tasks from the task list. | | |
| Origin:  Project proposal meeting | | |
| Version: 1.0 | Date:1/23/23 | Priority: High |

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| **ID.** FR5. Breaks | | |
| Goal: The user can set break times after tasks. | | |
| Stakeholders: Project Team, Customers, Instructor. | | |
| Description: When the user is creating a task, they can specify if the task should have a break after it and for how long the break should last. | | |
| Origin: Project proposal meeting | | |
| Version: 1.0 | Date: 1/23/23 | Priority: Medium |

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| **ID.** FR6. Login Info Storage | | |
| Goal:  Application should be able to store user login information. | | |
| Stakeholders: Project Team, Customers, Instructor. | | |
| Description: The application will store user login and password information to validate users identity and recall their tasks and schedules. | | |
| Origin: Requirements meeting 1 | | |
| Version: 1.0 | Date: 1/30/2023 | Priority: High |

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| **ID.** FR7. Persistent Storage | | |
| Goal: Application needs to save tasks and schedules to the user account. | | |
| Stakeholders: Project Team, Customers, Instructor. | | |
| Description: All actions that create, edit, or delete tasks or schedules will save the modified schedules and tasks specifically to the active account. | | |
| Origin: Project proposal meeting | | |
| Version: 1.0 | Date: 1/23/23 | Priority: High |

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| **ID.** NR2. Encryption | | |
| Goal: Secure data transfer (SSL) and storage | | |
| Stakeholders: Project Team, Customers, Instructor. | | |
| Description: When a user saves their data, the data will be securely saved. Data being transferred outside of the app will be encrypted. Our application will have a verifiable SSL certificate. | | |
| Origin: Requirements meeting 1 | | |
| Version: 1.0 | Date: 1/30/2023 | Priority: Low |

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| **ID.** FR8. Active Hours | | |
| Goal: User should be able to set active hours | | |
| Stakeholders: Project Team, Customers, Instructor. | | |
| Description: Users will be able to select active hours for any given day when creating a schedule. This can be in the form of digital clocks that you can select the fields from or any other method that the team decides on. Any task creation, dynamic schedule making, and task editing will also retrieve this information to ensure that the app is not scheduling anything outside of these hours. | | |
| Origin: Project proposal meeting | | |
| Version: 1.0 | Date: 1/23/2023 | Priority: High |

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| **ID.** FR9. Notifications - Task Start | | |
| Goal: User is alerted when a task starts | | |
| Stakeholders: Project Team, Customers, Instructor. | | |
| Description: When a task in the user’s schedule starts the application will notify the user. | | |
| Origin: Requirements Meeting 1 | | |
| Version: 1.0 | Date: 1/30/23 | Priority: Low |

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| **ID.** FR10. Notifications - Task End | | |
| Goal: User is alerted when a task ends | | |
| Stakeholders: Project Team, Customers, Instructor. | | |
| Description: When the current task’s estimated time in the user’s schedule ends the application will notify the user. | | |
| Origin: Requirements Meeting 1 | | |
| Version: 1.0 | Date: 1/30/2023 | Priority: Low |

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| **ID.** FR11 Task Editing | | |
| **Goal:** The user should be able to edit the attributes of any tasks in their task list | | |
| **Stakeholders:** Project Team, Customers, Instructor. | | |
| **Description:** When a user is viewing their schedule or task list they would be able to select a task. Once the task is selected, the application would display the attributes associated with that task. From this point, the user would be able to select any of the existing attributes and change them to their liking. The user would also be able to add any optional attributes that were not previously included. | | |
| **Origin:** Project proposal meeting | | |
| **Version:** 1.0 | **Date:** 1/23/23 | **Priority:** Medium |

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| **ID.** FR12. Task Priority | | |
| **Goal:** The user should be able to set a priority level of a task | | |
| **Stakeholders:** Project Team, Customers, Instructor. | | |
| **Description:** When creating or editing a task, the user should be able to select which tasks are more important, relative to other tasks. The application would allow the user to choose between options to describe the tasks priority. | | |
| **Origin:** Project proposal meeting | | |
| **Version:** 1.0 | **Date:** 1/23/23 | **Priority:** High |

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| **ID.** FR13. Task Times | | |
| **Goal:** The user should be able to set a duration and an optional start time for a task | | |
| **Stakeholders:** Project Team, Customers, Instructor. | | |
| **Description:** When creating a task, users will specify the duration of that task. They can also specify a start time for a task. This feature would be for particularly time sensitive tasks such as going to a class at a specified time. | | |
| **Origin:** Project proposal meeting | | |
| **Version:** 1.0 | **Date:** 1/23/23 | **Priority:** High |

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| **ID.** FR14. Recurrence | | |
| **Goal:** The user should be able to set a task to be repeated | | |
| **Stakeholders:** Project Team, Customers, Instructor. | | |
| **Description:** When creating a task, the user would be able to determine whether a task should be repeated. This, when selected, would cause the task to be added to the user’s task list every day or specific days of the week depending on the user’s preference. When a task is repeated using this feature, all of the selected attributes of the task, such as the start time or priority, will be the same as when the task was initially added. | | |
| **Origin:** Project Proposal Meeting 1 | | |
| **Version:** 1.0 | **Date:** 1/23/23 | **Priority:** Medium |

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| **ID.** FR15. Priority Scheduling | | |
| **Goal:** The application should be able to create the schedule with prioritization in mind | | |
| **Stakeholders:** Project Team, Customers, Instructor. | | |
| **Description:** When the application creates the schedule out of the list of tasks, it will choose the tasks in descending order based on priority, with high priority tasks being selected first and low priority tasks being selected later. This way the user can ensure that the tasks they deem most important are completed before less important tasks. | | |
| **Origin:** Project proposal meeting | | |
| **Version:** 1.0 | **Date:** 1/23/23 | **Priority:** High |

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| **ID.** NR3. Privacy | | |
| **Goal:** Our system shall not share a users schedule or task list without notifying the user | | |
| **Stakeholders:** Project Team, Customers, Instructor. | | |
| **Description:** When the user creates a task list or schedule, the application will not allow other users to see their schedule, names of the tasks, or any other attribute of the tasks. | | |
| **Origin:** Requirements meeting 1 | | |
| **Version:** 1.0 | **Date:** 1/30/23 | **Priority:** Low |

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| **ID.**  NR4 . Response Time | | |
| Goal: The application should take no longer than 2 seconds to respond. | | |
| Stakeholders: Project Team, Customers | | |
| Description: When the user enters in their data i.e  signing up, logging into their account or even asking for their saved information to be displayed, the application should complete this user request in at most 2 seconds. | | |
| Origin: Requirements Meeting 1 | | |
| Version: 1.0 | Date: 1/30/2023 | Priority: Low |

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| **ID.** FR16. Login and Create Account | | |
| Goal: User Should be able to create and login to their own account | | |
| Stakeholders: Project Team, Customers, Instructor | | |
| Description: When the user opens the application, they should be given the option to sign up so that they can have an account that allows their information to be saved. When they come back to the application they should be able to login to their account to access their tasks and schedules. | | |
| Origin: Requirement meeting 1 | | |
| Version: 1.0 | Date: 2/1/2023 | Priority: High |

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| **ID.** FR17. Schedule Editing | | |
| Goal: User should be able to edit their schedule | | |
| Stakeholders: Project Team, Customers, Instructor | | |
| Description: After the user’s schedule has been generated, a user should be able to go back into the application so that they can change the order of tasks, whether or not they want the task done that day so that they are not confined to the schedule generated by the application based on the initial tasks and task properties they provided. | | |
| Origin: Project Proposal meeting | | |
| Version: 1.0 | Date: 1/23/2023 | Priority: Medium |

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| **ID.** FR18. Task Completion | | |
| Goal: User should be able to tell application when they have completed a task | | |
| Stakeholders: Project Team, Customers, Instructor. | | |
| Description: If the duration of time a user has designated for a task is over, then the user can let the application know that they have completed the task. In addition, if the user completes a task early then they should be able to let the application know so that their schedule can be updated. | | |
| Origin: Requirements meeting 1 | | |
| Version: 1.0 | Date: 1/30/2023 | Priority: High |

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| **ID.** FR19. Unfinished Tasks | | |
| Goal: User should be able to tell application when they have not completed a task | | |
| Stakeholders: Project Team, Customers, Instructor. | | |
| Description: If the duration of time a user has designated for a task is over, but the user has not yet completed the task, then the user should be able to tell the application that the task is not completed and be given the option to add more time to that task. | | |
| Origin: Project Proposal Meeting | | |
| Version: 1.0 | Date: 1/23/2023 | Priority: High |

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| **ID.** FR20. Alternative tasks | | |
| Goal: User should be able to select alternative tasks in place of another task | | |
| Stakeholders: Project Team, Customers, Instructor. | | |
| Description: If a user has a long list of tasks that can’t fit into the allotted time in the day, then the user should have the option to select an alternative task amongst the tasks that were not included in the schedule that day to replace a task that is in the generated schedule. | | |
| Origin: Requirements Meeting 1 | | |
| Version: 1.0 | Date: 1/30/2023 | Priority: Low |

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| **ID.** NR5. Location Privacy | | |
| Goal: Application should never access the user’s location without their permission | | |
| Stakeholders: Project Team, Customers, Instructor. | | |
| Description: The application will accomplish this without using location data. | | |
| Origin: Requirements Meeting 1 | | |
| Version: 1.0 | Date: 1/30/2023 | Priority: Low |

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| **ID.** FR21. Saving Unfinished Task | | |
| Goal: If the user is not able to finish a task within the allotted time, the app will ask the user if they want to save it for a later date. | | |
| Stakeholders: Project Team, Customers, Instructor | | |
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| Origin: Requirements Meeting 1 | | |
| Version: 1.0 | Date: 1/30/2023 | Priority: High |

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| **ID.** NR6. Daily Planner Display | | |
| Goal: When displaying the schedule, it will be in the form of a daily planner display with times and their correlating tasks. | | |
| Stakeholders: Project Team, Customers, Instructor | | |
| Description: When the applications takes the user’s input and produces an output, the display will be like that of a daily planner. It will show times and their corresponding tasks at the proper times for an easily understandable interface. | | |
| Origin: Project Proposal Meeting | | |
| Version: 1.0 | Date: 1/23/2023 | Priority: High |

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| **ID.** NR7. Weekly Planner Display | | |
| Goal: The app can display the user’s schedule in a weekly form. | | |
| Stakeholders: Project Team, Customers, Instructor | | |
| Description: The application, in addition to displaying the user’s schedule on a daily basis, can also display the user’s schedule on a weekly basis. It can show all the days at the same time as well, and the tasks corresponding to the times on each day. | | |
| Origin: Project Proposal Meeting | | |
| Version: 1.0 | Date: 1/23/2023 | Priority: Medium |

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| **ID.** FR22. Task Progress Tracker | | |
| Goal: App can track the user’s progress of completing all their designated tasks, and display it on the homepage. | | |
| Stakeholders: Project Team, Customers, Instructor | | |
| Description: The application will keep track of the user’s completion of their tasks relative to all the tasks they have on their schedule. The app will display this on the homepage as a circle that’s filled relative to how much the user has completed i.e. half the tasks being finished means the circle will be half full | | |
| Origin: Requirements Meeting 1 | | |
| Version: 1.0 | Date: 1/30/2023 | Priority: Medium |

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| **ID.** FR23. Priority Color Coding | | |
| Goal: Based on the priority level of different tasks, they will be colored differently to distinguish themselves for the user. | | |
| Stakeholders: Project Team, Customers, Instructor | | |
| Description: When the app displays the schedule, different tasks will be in different colors depending on what their priority level is, allowing the user to quickly identify the most important tasks. | | |
| Origin: Project Proposal Meeting | | |
| Version: 1.0 | Date: 1/23/2023 | Priority: High |

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| **ID.** NR8. Web application | | |
| Goal: Implement the application as a website app | | |
| Stakeholders: Project Team, Customers, Instructor | | |
| Description: As opposed to a phone application, Tule will specifically be a website app. | | |
| Origin: Project Proposal Meeting | | |
| Version: 1.0 | Date: 1/23/2023 | Priority: High |