



# OPC7311-ALISA DIYA THOOL

ST10037089- POE Part 1

Planning Document – PART B

28-03-2024

## Contents

Introduction:.....	2
Overview: beeBusy Timer.....	2
Requirement List .....	3
User interface design: beeBusy Timer .....	4
Project plan Grrant Chart.....	9
Conclusion.....	10
Bibliography.....	11

## Introduction:

The objective of this document is to ensure I design a well-developed prototype , using my research which I conducted , after highlighting the strengths and weakness of other applications, I know exactly what to look out for , and the mistakes I need to prevent , this document , will incorporate a brief overview of the application as well as well as the name of the app , icon design , and a brief description of the features I would like to implement , as well as detailed list of the requirements and a user friendly prompt guide and UI design to ensure my users have a swift and easy user experience , I will also showcase the production project plan , which will specify detailed deadlines of the tasks, highlighting the production time line of the application (Kissflow, 2023).

## Overview: beeBusy Timer

BeeBusy Timer , is a productivity based inspired application , which will allow users to face their procrastination head on by creating a detailed timesheet of the tasks they need to complete, with its count down watch feature , they can track the amount of time they spend on each task , after each session is completed , the user will receive a flower which will then be saved to their pet bees garden , as a form of motivation to help ensure the user continues studying ,users can set a goal of how many hours they want to study and if they achieve this goal they will obtain another flower , a shortcut feature will also be implemented in the application , so they can have access to their daily tasks , to help save time . We discuss more of the above mentioned features in the document bellow, let's buzz into productivity, one task at a time! (createely, 2022)

App name: beeBusy Timer

App logo design:

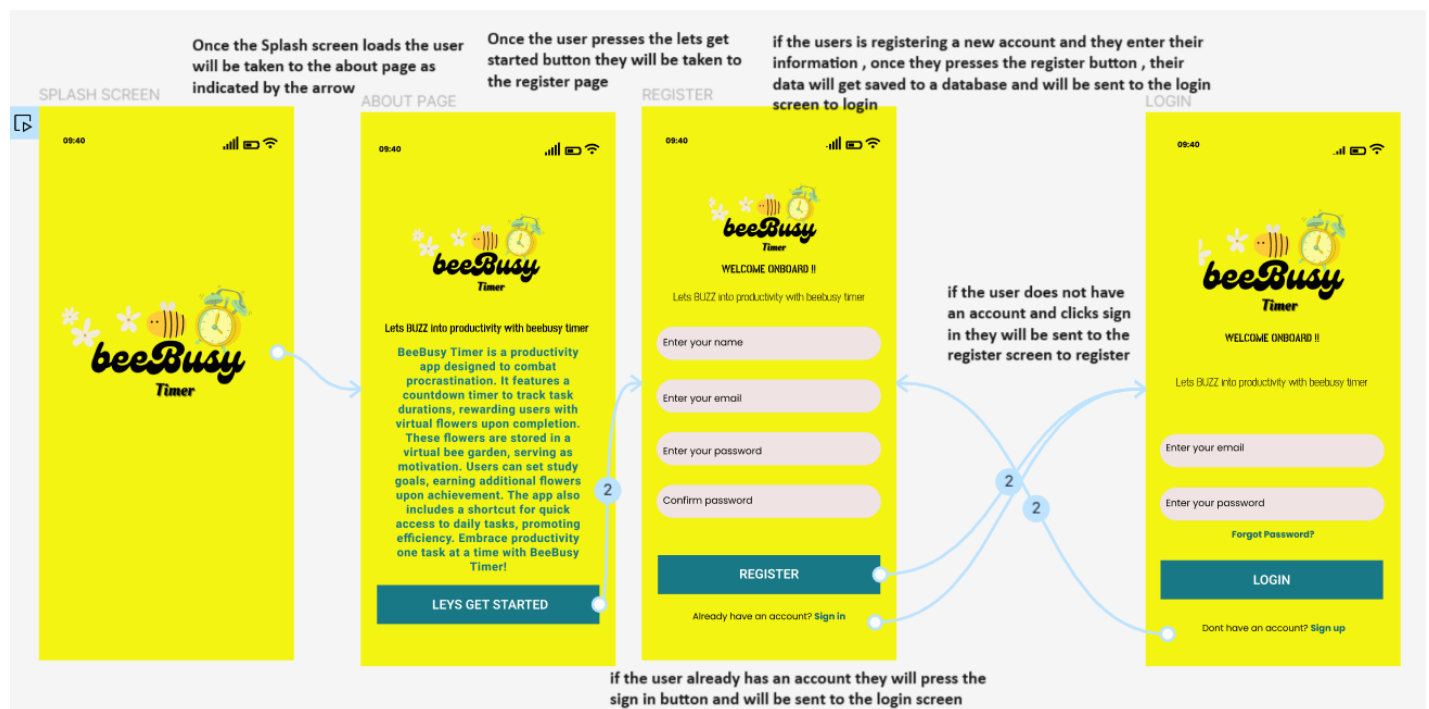


## Requirement List

- The user should be able to log into the beeBusy timer application using their username and password , take note that if the user fails to log in or enters the wrong credentials all failed attempts should be saved to the database , if the user forgets their password they will have the option to forget their password and reset the password (TechGrapse, 2023)
- The user should be able to pick a category /tag , the time sheet entries will all have a specific category attached to it , examples of categories are as follows school , work (TechGrapse, 2023)
- When a user creates a timesheet entry in the beeBusy app , they must enter the date of this entry as well as the start time and end time , as well as a short description of the task and the specific category / tag attached to it (TechGrapse, 2023)
- When the user is creating their desired timesheet they will also have the option to add a photograph as an additional step (Kissflow, 2023)
- Daily goal settings , in the beeBusy app , every day the user should be able to add a minimum amount of hours they would like to spend working as well as their maximum goal , if they reach their target goal they will be rewarded with a badge (Guinness, 2024)
- All of the users timesheets will be stored in the history section of the app , and they will be able to view all of the entry's they made as well as if they decided to add a photograph to that specific entry
- In another section of the app , called , "my achievements" users will be able to see the total amount of hours that they worked on a specific tag/category (Sharma, 2023)
- In the application users will also have access to a graph showing them the amount of hours they worked , depending of the specific date they choose (Sharma, 2023)
- Since no two people are alike, the user can personalize the application to their preferences. They may also be sensitive to particular colours, but the main goal is to make sure the user has a positive user experience , so the user will be able to change the colour theme of the app , based on the colours available in the app for them to pick from (Guinness, 2024)
- Dark mode implementation enables users to customize the application to their preferences once more, guaranteeing a positive user experience. (Sharma, 2023)
- Gamification: Forest uses a unique and creative method to keep its users engaged and productive. I would like to introduce a system of rewards, where the users complete a Pomodoro session and receive a virtual flower that they can add to their bee's avatar garden. Note, users will be able to name their pet bee (If they complete a session the bee will get a flower as a reward) (Sharma, 2023)
- Users can build pre-made Pomodoro sessions for daily activities, such as exercising, and define the task and the amount of time it might take to accomplish it. This helps users avoid wasting time because they can just press the shortcut to start the Pomodoro session. (Guinness, 2024)

# User interface design: beeBusy Timer

Diagram indicating the user's navigation (Gupta, 2021)

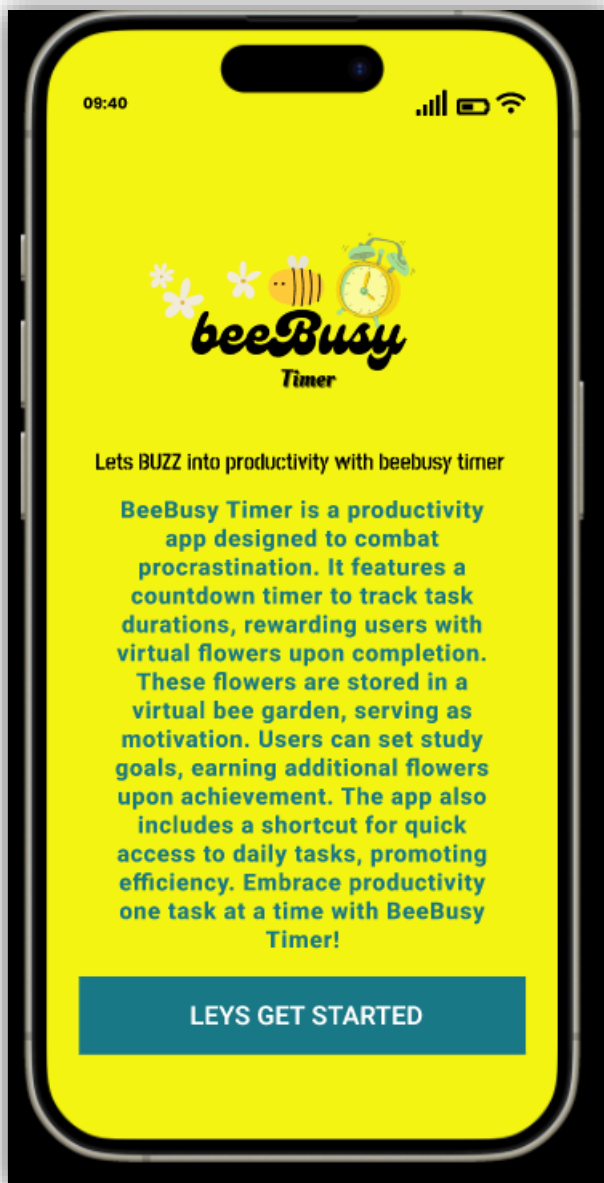


## Screen 1: Splash Screen



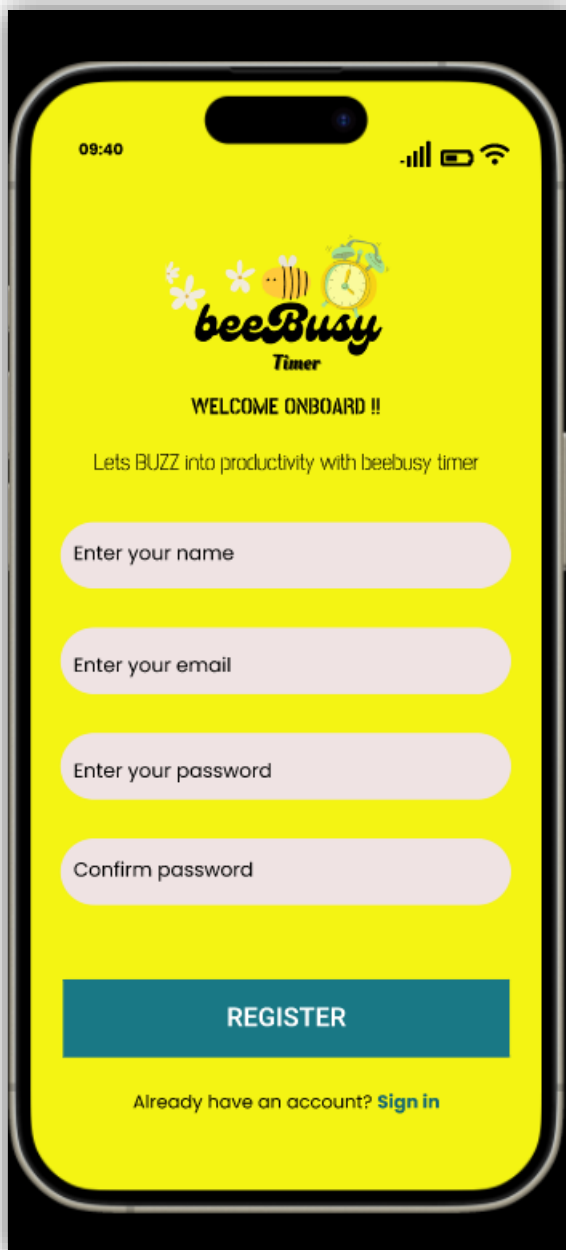
This is the first screen that the user will see when they open the beebusy timer application, it allows for the app to load, the splash screen will display for around 4 seconds, the splash screen is displaying the apps logo in the centre of the screen (Gupta, 2021)

## Screen 2: About screen



In the about screen the user is greeted by the beebusy timer logo as well as their “lets BUZZ into productivity with beebusy Timer” slogan, a small overview is also on the home screen of the app, providing information of the beebusy timer application, once the user presses the “let’s get started button”, they will be taken to the register screen of the application (Gupta, 2021)

### Screen 3: Register Screen



09:40

**beeBusy**  
Timer

WELCOME ONBOARD !!

Lets BUZZ into productivity with beebusy timer

Enter your name

Enter your email

Enter your password

Confirm password

**REGISTER**

Already have an account? [Sign in](#)

The Register screen contains the beeBusy Timer logo , as well as its slogan , with an welcome message , to new users , the users are prompted to enter their name , email address , and password of their choice , take note that the password has requirement parameters , and the user need to meet these requirements , if it doesn't the user will need to enter another password , all fields need to be completed for the registration for it to be successful , once they tap on the register button , they will be prompted to the login screen , if they already have an account they can click on the login button at the bottom of the screen where they will be taken to the login screen to login (Gupta, 2021)



#### Screen 4: Login

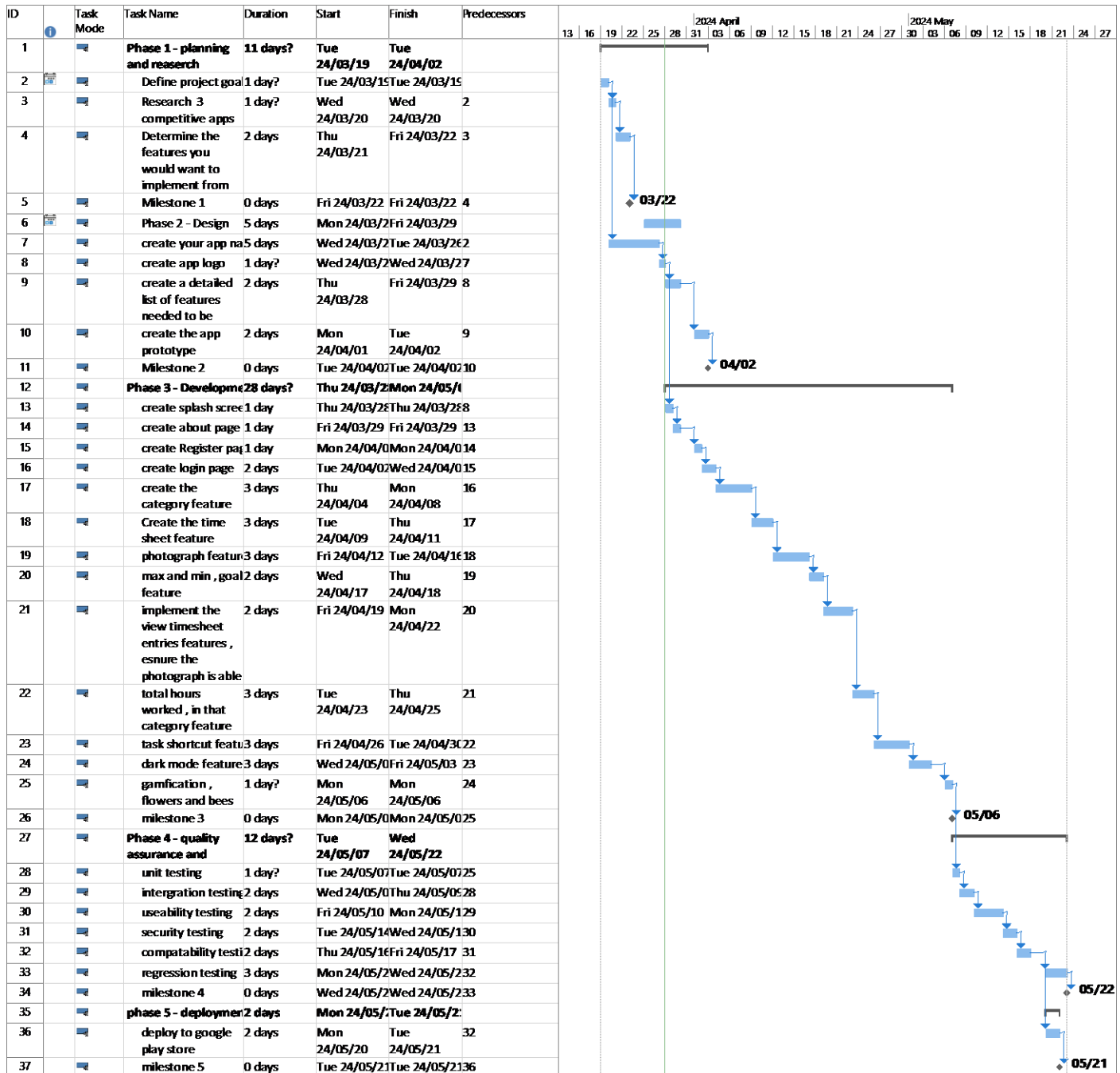


The login screen contains the apps logo as well as slogan , to log into the app users will need to enter their email address they registered with as well as their password , if the user has forgotten their password they can reset their password by pressing on forget password ,once they press log in they will be able to use the application , if the user has not registered yet they can press the sign up button at the bottom and they will be sent to the register screen to register their information (Gupta, 2021)

# Project plan

## Grrant Chart

Take note if the image is not clear enough please look at the pdf I provided called, Grrant chart (Miyake, 2024)



## Conclusion

After researching the 3 google play apps , as well as creating this plan and design document , I feel my beeBusy timer application , having highlighted the features required as well as determining a personal branding in the prototype design ,I feel like we have the potential to create a user friendly as well as creative productivity application thanks to the addition of the gamification , if the project plan in the in the grant chart is followed accurately the development process will be very smooth and beeBusy truly has the potential to be a leading productivity application (Kissflow, 2023)

## Bibliography

creately, 2022. *Step-by-Step Visual Guide to Mobile App Planning*. [Online]  
Available at: <https://creately.com/guides/how-to-plan-an-app-visually/>  
[Accessed 27 March 2024].

Guinness, H., 2024. *The 5 best Pomodoro timer apps in 2024*. [Online]  
Available at: <https://zapier.com/blog/best-pomodoro-apps/>  
[Accessed 27 March 2024].

Gupta, S., 2021. *How to Create a WireFrame: Step-by-Step Guide*. [Online]  
Available at: [How to Create a WireFrame: Step-by-Step Guide](#)  
[Accessed 27 March 2024].

Kissflow, 2023. *The Essential Checklist to App Development Planning*. [Online]  
Available at: <https://kissflow.com/application-development/application-development-planning/>  
[Accessed 27 March 2024].

Miyake, D., 2024. *How To Create A Gantt Chart*. [Online]  
Available at: <https://www.clearpointstrategy.com/blog/how-to-create-a-gantt-chart>  
[Accessed 27 March 2024].

Sharma, N., 2023. *How to Create A Pomodoro Timer App?*. [Online]  
Available at: <https://www.nimbleappgenie.com/blogs/create-pomodoro-timer-app/>  
[Accessed 27 March 2024].

TechGrapse, 2023. *How to Build Pomodoro Timer App?*. [Online]  
Available at: <https://www.techgropse.com/blog/build-pomodoro-timer-app/>  
[Accessed 27 March 2024].