

Project Pitch: Bullet Journal

Team Catch 22

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Introduction

Personal organization and task management is a common problem for students nowadays where things like time and workload management can be overwhelming. Our group has been developing a digital bullet journal application where our goal is to not only solve these types of problems but to focus on user productivity by maximizing accessibility, all through maintaining all the core functionalities of a bullet journal.


Purpose

Our Bullet Journal is aimed towards providing a platform that allows users to be more efficient with their workload by providing resources to organize their due dates and partition their time effectively. This journal will be geared more towards students in high school and college, as the emphasis will be on providing a platform that helps plan out assignments. Also, the journal will include features that may help students improve their mental health. We decided to add these features because we've noticed the large amount of stress associated with today's educational system, with students struggling to fill out their resumes for future opportunities and more often than not taking on more than they can handle.

For the development of the application, our team is prioritizing simplicity and functionality of core features above all else. We spent time brainstorming many features and found that a bullet journaling application doesn't require many of them to be successful. A large emphasis of bullet journaling lies in the simplicity of the process and the key reliance on core structures, such as daily logs and task lists. Also, we want the interface to be more user friendly, and feel like a lot of added features may result in the user being overwhelmed by an application that can be simplistic in nature. Our main foundation of this project will be built upon vanilla javascript, as well as HTML and CSS. These languages are powerful enough to drive this kind of application, and so we won't need to force a larger load on the user in order to run it.

User Personas:

High School:



**JOANN
REVELLE**

Demographics

Age 16

Occupation High School Junior

Location Seattle, WA

Extracurricular


Soccer, Track Team

Frustrations

- Too much on his plate
- Disorganized and falling behind
- Poor grades
- Not studying or reading enough

Goals

- Wants to get back on track for classes
- Better time management for college applications



**VICTOR
MUIR**

Demographics

Age 14

Occupation High School Freshman

Location Los Angeles, CA

Extracurricular

Nothing

Frustrations

- New student
- Just transferred
- Overwhelmed by new experiences of clubs, classes, and friends

Goals

- Wants to organize his thoughts and experiences
- Wants to transition better to high school

College:


**FELIX
ROOSEVELT**

Demographics

Age	20
Occupation	College Second Year
Major	Electrical Engineering
Location	San Diego, CA

Extracurricular

IEEE Treasurer

Frustrations

- Pressures from his club and school work
- Procrastination
- Poor time management

Goals

- Track club events to better manage
- Figure out what works and what does not for his time
- Track expenses



**SOPHIE
WARREN**

Demographics

Age	22
Occupation	College Fourth Year
Major	Political Science
Location	New York, NY

Extracurricular

AS President

Frustrations

- Stressed out with entering workforce
- COVID sucks
- Cramming classes for graduation
- Too pessimistic

Goals

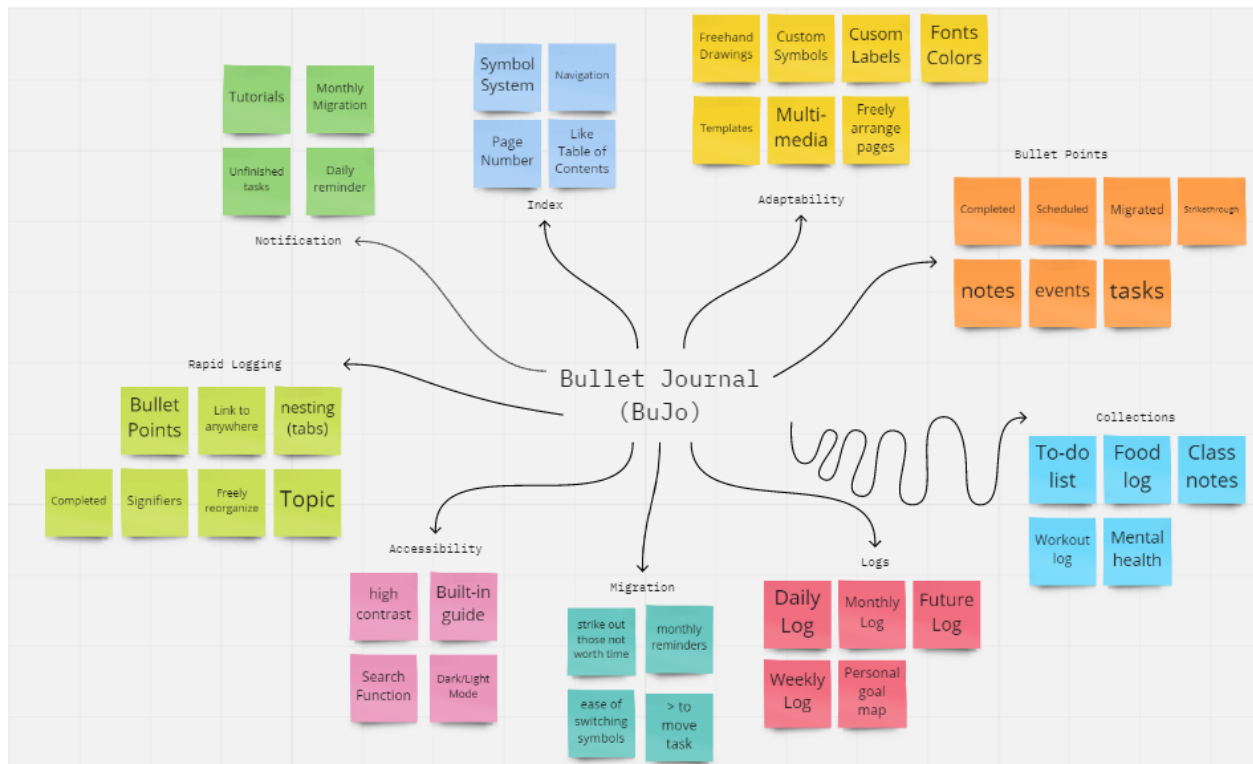
- Graduate on time
- Get job out of college
- Better mental health
- Better outlook on life

User Stories:

Our target users are students who have general background knowledge of using technology and have a need to balance & organize their school life & daily activities. The most time-consuming task of being a student is to keep track of on-going school work and future tasks & deadlines. While focusing too much on other aspects of life, they tend to neglect their mental health, which is crucial in creating a positive mindset and keeping them moving forward with their life.

Risk/Rabbit Holes:

When brainstorming ideas for the bullet journal, we quickly came up with many features that we could potentially implement into our application. We quickly found how this feature focused thinking was just a rabbit hole of non-essentials that may not be worth it given our limited time frame. Here are a few examples:



1. Exam Tracker

- A section where user can check their upcoming exam and past exam

2. Grade/GPA Calculator

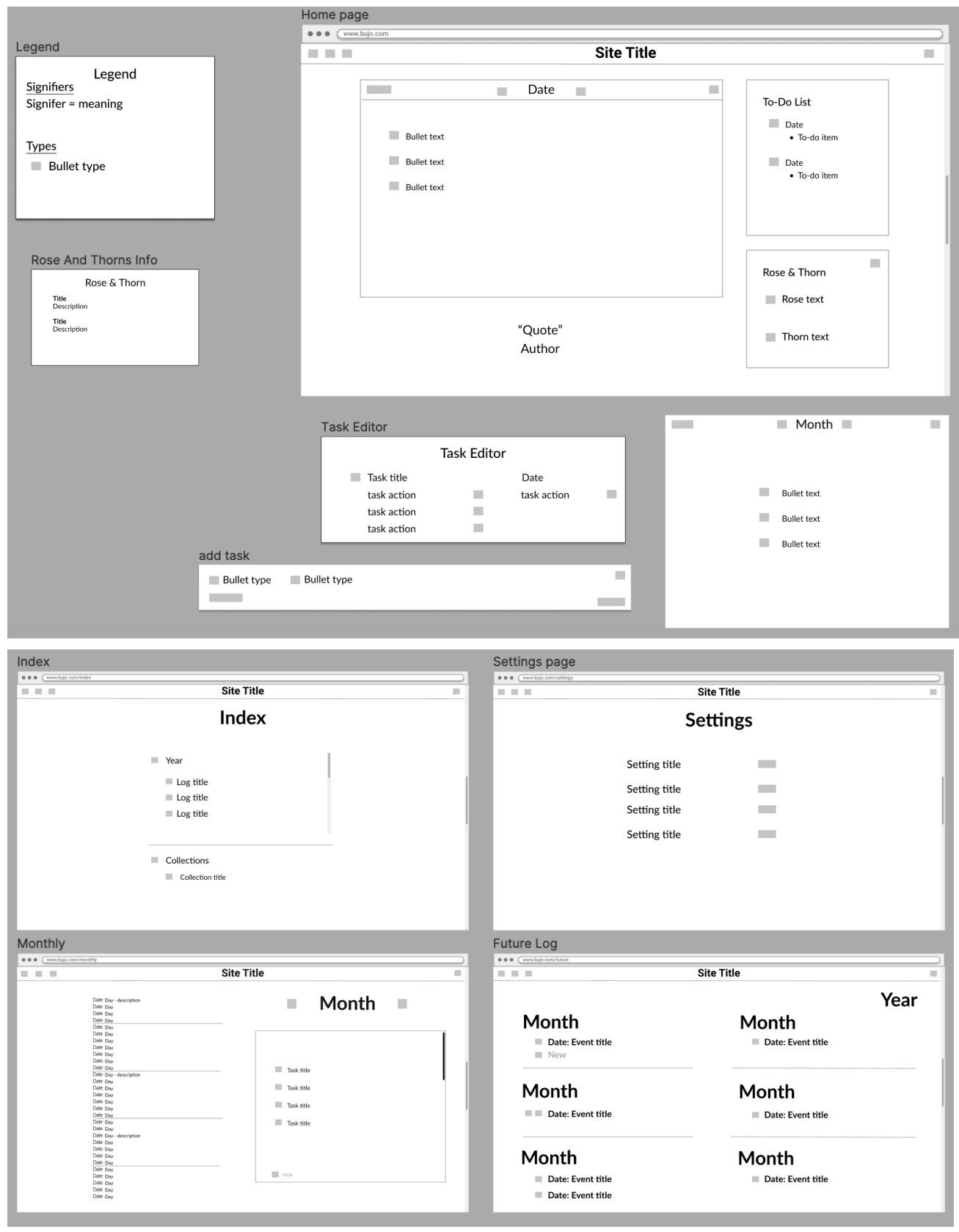
- A section where users can enter the grade for each class and will output a GPA for the student.
- (optional) a section for calculating major GPA and overall GPA

3. Quarter/School year duration

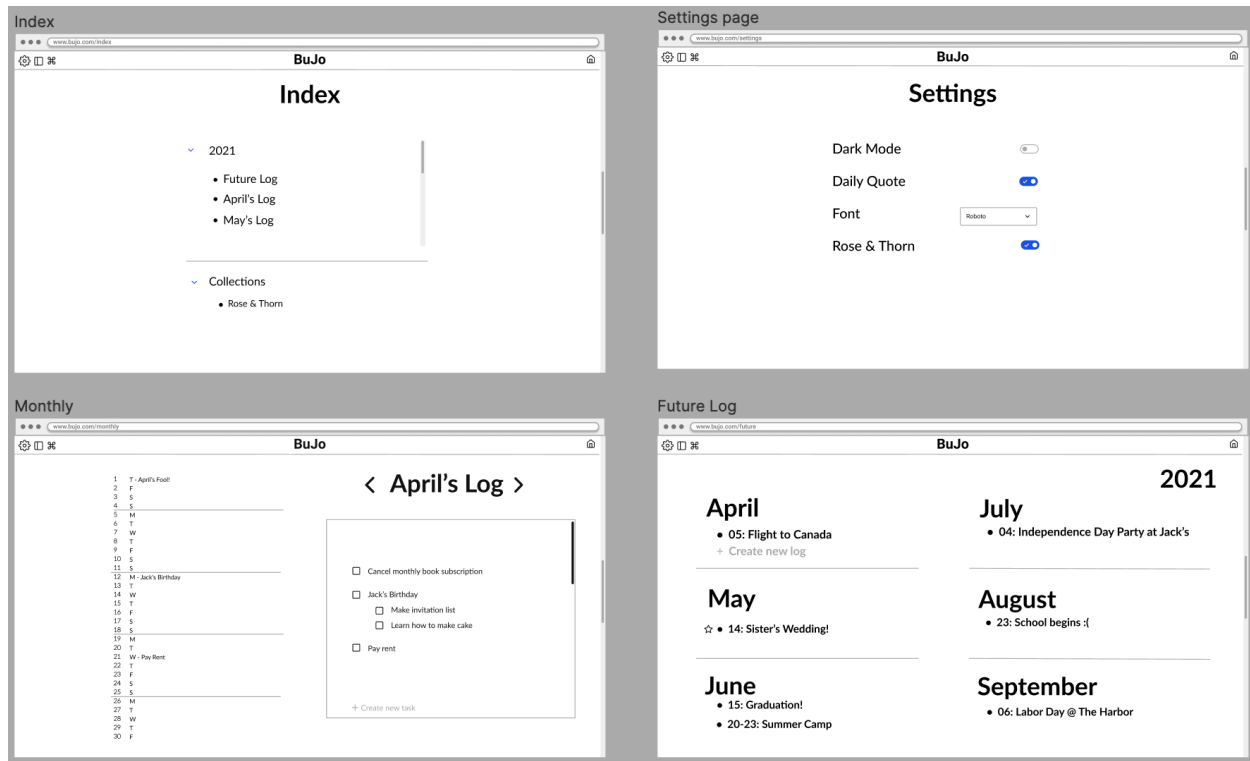
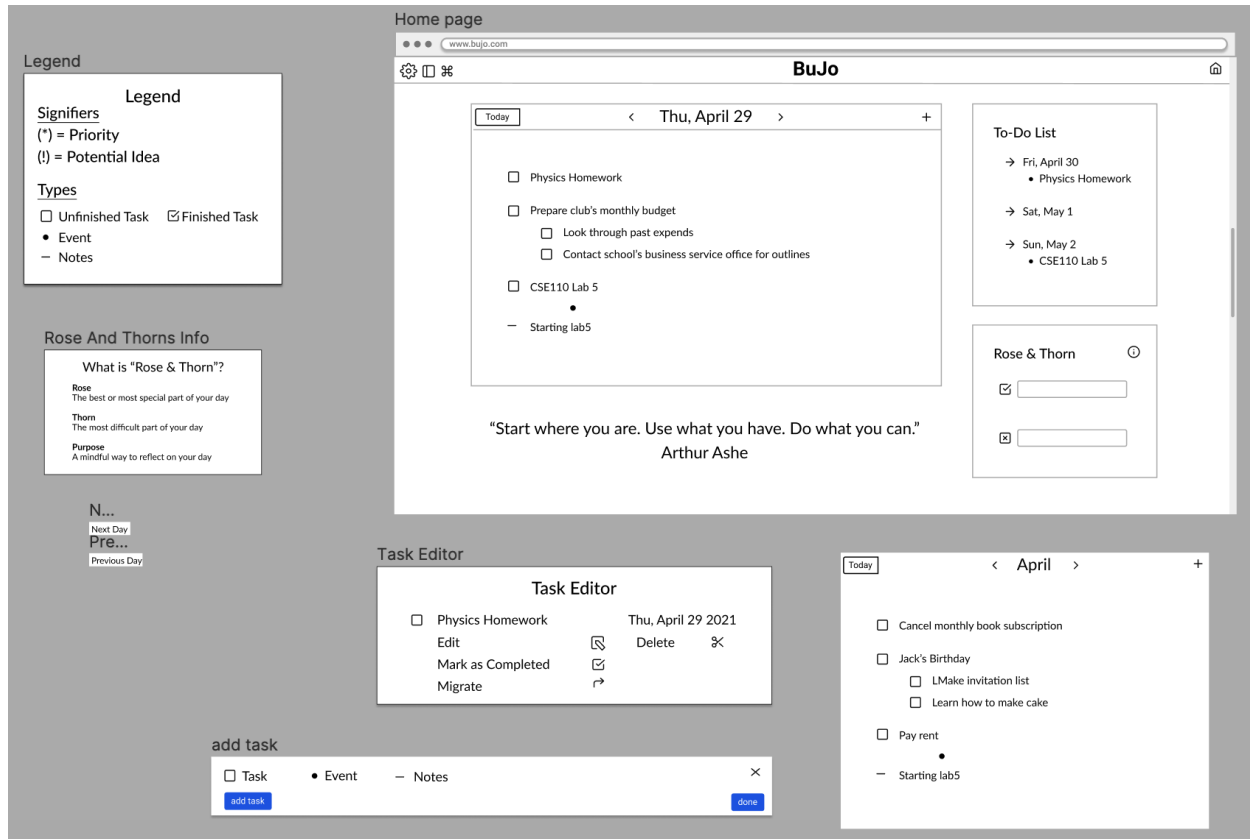
- Option to define a custom view for the school quarter or year
- 4. Search function**
 - Universal search function to search through tasks and logs
- 5. Daily reminders**
 - Ability to set daily reminder to update the bullet journal
- 6. Custom collections**
 - Personal Goal of the year: where user can enter their goals and will create a page for personal goal and user can have a collection of page that user can enter the steps to achieve their goal
 - (optional) Personal goal mini map
 - Ability to define custom collections such as a food log, mental health log, workout log, etc.
- 7. Custom symbols/labels/fonts**
 - Customizability options for the user to set custom symbols, labels, and font text/color
- 8. Link to anywhere**
 - Ability to add links to any journal entry
- 9. Built-in guide/tutorial**
 - Help/intro guide to show users how to use the application

Ultimately, we decided to focus on core features that are related to bullet journaling and set priority features that allow for the user to most effectively distribute their tasks, and a few features in attempts to improve the user's mental health in order to add a unique flavor to our application.

Wireframe:



High Fidelity:



System Diagram:

