

Self-Assign
Learn – Personal / User Stories / User Cases
Design – Overarching Decisions

Pomodoro Philosophy

Notes

The Pomodoro Technique is a time management system that uses a timer to break down work into intervals, typically 25 minutes in length, separated by short breaks. Each interval is called a "pomodoro", named after the tomato-shaped kitchen timer that the technique's creator, Francesco Cirillo, used in the late 1980s.

The Pomodoro Technique is based on the idea that the human mind can only focus on a single task for a limited period of time. By working in short, focused bursts, you can maintain your concentration and avoid burnout. The technique also encourages taking regular breaks, which helps to refresh your mind and improve your productivity.

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Timer

- Goal:
 - Have a functional web timer just like that in *jQuery's clock app*
- Rules:
 - Interface Design
 - (downward/transitions/pagebound)
 - We need hours, minutes, seconds
 - No drawing, no coding
 - HTML/Layout/Mouse/Clicking/javascript
 - Actually make buttons starting, timer, emergency stop and updating timer display every second
- Timing logic (start/end/reset/stop)
 - JavaScript timer, need start, stop, reset functions
- Browser integration (persistence after tab closure/ storage/cookies)
 - Get used to browser features to save state & keep counting down after tab close
- Backend integration (REST api + Accounts)
 - Account creation, Sign in with OAuth providers
 - Setup server and reverse proxy
 - Should keep progress for each user in the database and persist through logs
- Tester
 - Should make sure timer doesn't lag if internet is down
 - Should make sure there is no error if

[illegible]

Extra Features

- 1. Adding the formula to cells
- 2. Adding the formula using the formula bar
- 3. For application, add a few practical examples
- 4. Understanding
- 5. Review exercise, practice the formula in various scenarios
- 6. Content of other topics, describe the application
- 7. Example application between the chapters and various cells
- 8. Using the formula
- 9. Excel Management
- 10. Application

Wireframe/ High Fidelity Prototype

Other Interface Design Docs

System Diagrams

Overarching Decisions (ADR)

- What is the purpose of the contract?
 - to fulfill the contract
 - to fulfill the contract
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The diagram illustrates a 'User-Centered Documents' interface. It features a header section with the title 'User-Centered Documents'. Below the header, there is a sidebar on the left containing a search bar and a list of document titles. The main content area on the right displays a grid of document thumbnails. Each thumbnail consists of a small image and a title. The thumbnails are arranged in a 2x3 grid, with the last cell in the second row being empty.

Checklist/Task List

Task	Status	Date
Review Task A	not	01
Review Task B	100	02
Review Task C	100	03

Buttons: New Task, Task List

The screenshot shows a 'Timer Page' with a sequence of tasks represented by boxes and arrows. The tasks and their durations are:

- Task 1: 10:00
- Task 2: 10:00
- Task 3: 10:00
- Task 4: 10:00
- Task 5: 10:00
- Task 6: 10:00
- Task 7: 10:00
- Task 8: 10:00
- Task 9: 10:00
- Task 10: 10:00
- Task 11: 10:00
- Task 12: 10:00
- Task 13: 10:00
- Task 14: 10:00
- Task 15: 10:00
- Task 16: 10:00
- Task 17: 10:00
- Task 18: 10:00
- Task 19: 10:00
- Task 20: 10:00
- Task 21: 10:00
- Task 22: 10:00
- Task 23: 10:00
- Task 24: 10:00
- Task 25: 10:00
- Task 26: 10:00
- Task 27: 10:00
- Task 28: 10:00
- Task 29: 10:00
- Task 30: 10:00
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- Task 39: 10:00
- Task 40: 10:00
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- Task 83: 10:00
- Task 84: 10:00
- Task 85: 10:00
- Task 86: 10:00
- Task 87: 10:00
- Task 88: 10:00
- Task 89: 10:00
- Task 90: 10:00
- Task 91: 10:00
- Task 92: 10:00
- Task 93: 10:00
- Task 94: 10:00
- Task 95: 10:00
- Task 96: 10:00
- Task 97: 10:00
- Task 98: 10:00
- Task 99: 10:00
- Task 100: 10:00

The total time shown is 25:00.

Very basic examples of graphs

Pie Chart: A circle divided into three segments labeled 'Apple', 'Banana', and 'Fruit'. The segments are labeled with numbers 1, 3, and 5 respectively.

Bar Chart: A bar chart with five bars of increasing height. The x-axis is labeled 'Fruit' and the y-axis is labeled 'Count'. A red line is drawn across the top of the bars.

Fruit List: A list of fruit items: 'Fruit: Apple', 'Fruit: Banana', 'Fruit: Apple', 'Fruit: Banana', 'Fruit: Apple', 'Fruit: Banana', 'Fruit: Apple', 'Fruit: Banana', 'Fruit: Apple', 'Fruit: Banana'.

Project Pitch
Project Pitch

Project Roadmap

References

OpenStax: Climate Examples

1. Visually akin to something like [this](#)
2. Examples:
 - a. [https://climateopenstax.org](#)
 - b. [https://climateopenstax.org/what-is-climate](#)
 - c. [https://climateopenstax.org/faq](#)
 - d. [https://climateopenstax.org/what-is-climate](#)



Core Features

Checklist/ Task List

- a. Have the feature to label approximately how many pomodoro cycles it will take.
 - i. After the set amount of cycles finish, have a pop up asking if task is finished or if more cycles are needed
- b. If a single tasks takes more than 4 cycles, recommend splitting up into more tasks
- c. If a task takes 1 cycle, recommend combining tasks
- d. Label Systems (tags, colors, categories)
 - i. Finished early, Finished late, Finished (normal), Started/In progress, Not started.
- e. Break the Pomodoro when stopped manually before timer stops.

25 Minute timer

- a. If you finish your task early, Don't go onto the next task or take a break early
- b. Have two buttons - An emergency stop button and a finished early buttons
 - i. Finished early button would give instructions for the user without ending the timer/Also mark task completed
 - ii. Emergency Stop Button would have confirmation and function to end the timer
- c. Alarm when timer done

Short Break/ Long break

- a. Typically 5 minutes for short breaks
- b. Typically 15 minutes for long breaks
- c. Long break every 4 cycles

Extra Features

1. How long the Pomodoro timer is
2. How long the short/long takes
3. For stop button, add an “are you sure?” button
4. Limiting Distractions
5. Remove seconds counter/show minutes to remove distractions
6. Locked all other features besides the stop button
7. Consider automation between the buttons and checklist, etc.
8. Logging/Analysis
9. Account Management
10. Notifications

Pomodoro Philosophy

Wikipedia

a. The Six Steps

1. Decide on the task to be done.
2. Set the pomodoro timer (traditionally to 25 minutes).[\[1\]](#)
3. Work on the task.
4. End work when the timer rings and put a checkmark on a piece of paper.[\[5\]](#)
5. If you have fewer than four checkmarks, take a short break (3–5 minutes) and then return to step 2; otherwise continue to step 6.
6. After four pomodoros, take a longer break (15–30 minutes), reset your checkmark count to zero, then go to step 1.

b. After Task Completion

1. Review and edit the work just completed.
2. Review the activities from a learning point of view: What did I learn? What could I do better or differently?
3. Review the list of upcoming tasks for the next planned Pomodoro time blocks, and start reflecting on or updating those tasks.

Link: https://en.wikipedia.org/wiki/Pomodoro_Technique

To Doist

1. Break down complex projects. If a task requires more than four pomodoros, it needs to be divided into smaller, actionable steps. Sticking to this rule will help ensure you make clear progress on your projects.
2. Small tasks go together. Any tasks that will take less than one Pomodoro should be combined with other simple tasks. For example, "write rent check," "set vet appointment," and "read Pomodoro article" could go together in one session.
3. Once a pomodoro is set, it must ring. The pomodoro is an indivisible unit of time and can not be broken, especially not to check incoming emails, team chats, or text messages. Any ideas, tasks, or requests that come up should be taken note of to come back to later. A digital task manager like [Todoist](#) is a great place for these, but pen and paper will do too.

Link: <https://todoist.com/productivity-methods/pomodoro-technique>

Pomo Philosophy from class:

1. The Pomodoro timer's main function is to alleviate the anxiety of having an unwieldily large goal at hand
2. As such, in order for it to function properly, it must be respected:
 - a. The timer bell must either cease or start work, it can't be blown off for a few extra minutes nor can it be implied early if the task doesn't take the full session
 - b. Work done in a work session must be genuine, if the session is broken for any reason then that Pomodoro is lost
 - c. The Pomodoro technique/Pomodoro apps should be: Simple to learn, simple to apply, nearly transparent in application

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To Doist

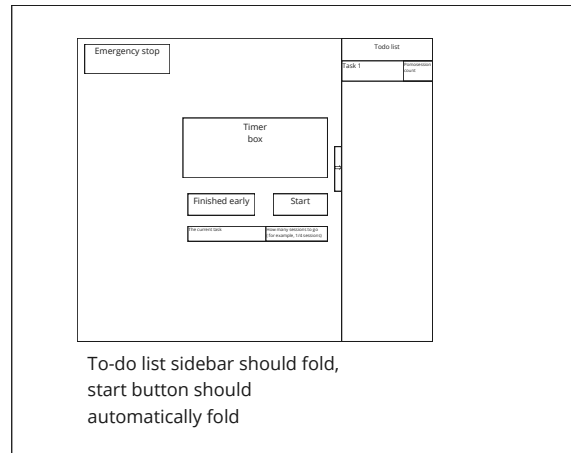
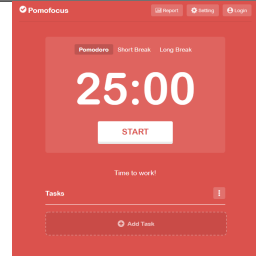
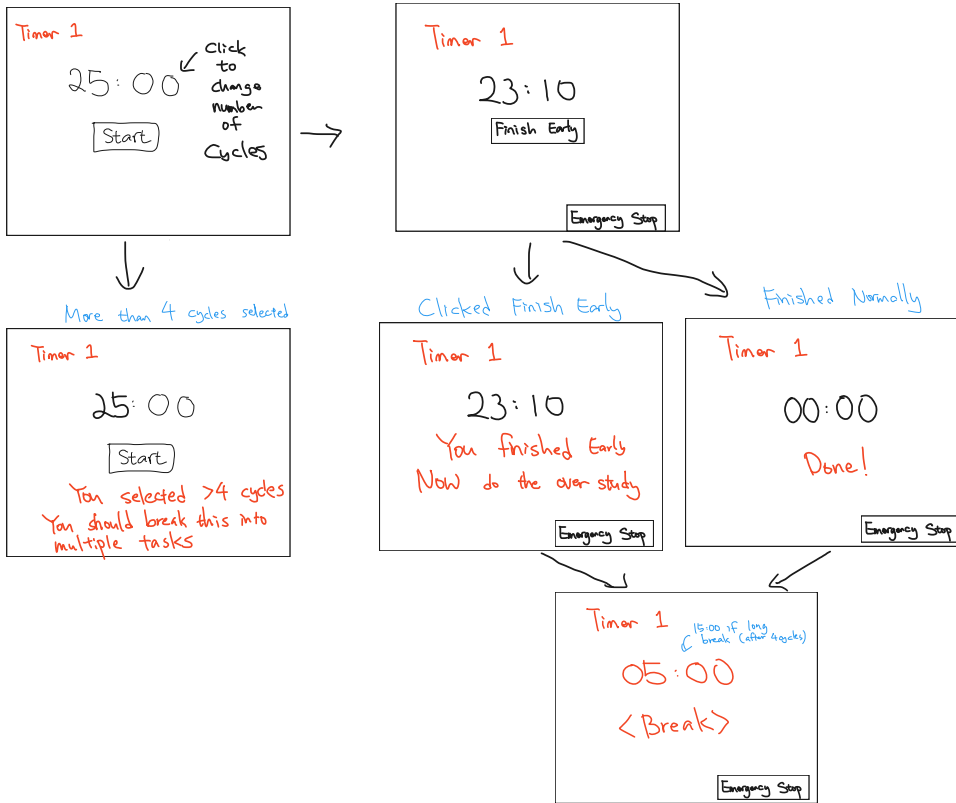
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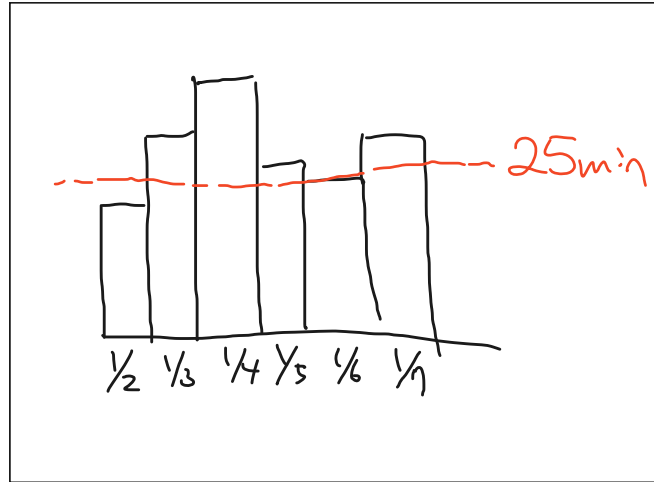
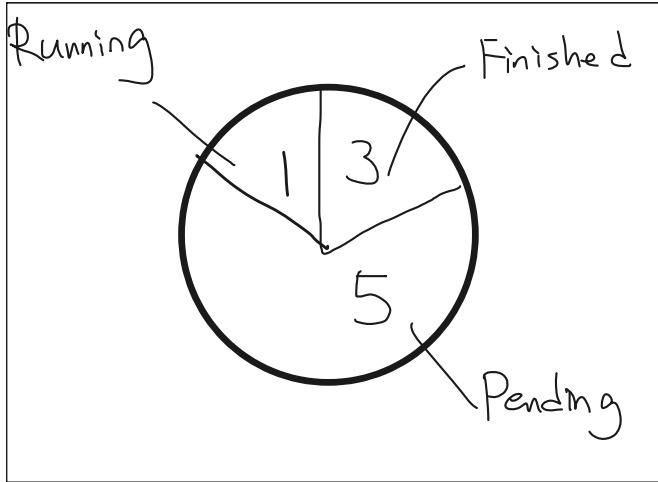
Timer Page



Logging/Analysis



Very basic at start of project



Finished Normally

1. Task A
2. Task B

Ranking
tasks

Finish Early

1. Task C
2. :

Finish Late

1. Task D
2. :

Checklist/Task List

New Task

cycles
3

Running

1. Task A
- 2.
- 3.

cycles

3

Pending

1. Task B
- 2.
- 3.

2

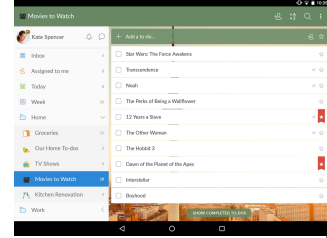
delete

Finished

1. Task C <Terminated Early 01/31 2021>
- 2.

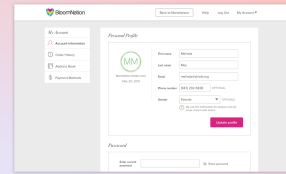
1

delete



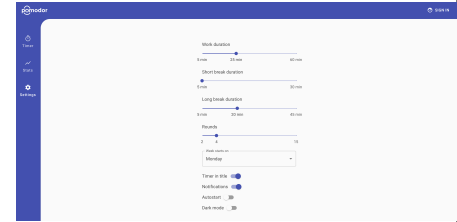
Account Management

Extra



Settings Tab

Extra



<https://pomodor.app/settings>

References

Pomodoro Timer Examples

1. Visually akin to something like [this](#)
2. Examples
 - a. <https://pomofocus.io/>
 - b. <https://pomodoro-tracker.com/>
 - c. <https://tomato-timer.com/>
 - d. <http://www.tomatotimers.com/>



Self-Assign

Liam - Personas / User stories / Use cases

Daniel - Overarching Decisions