

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

Self-Assign

Open: Previous / Open Goals / Open Users

Default: Grouping Decisions

Pomodoro Philosophy

What is Pomodoro?
Pomodoro is a time management technique that involves working in short, focused bursts (called "pomodoros") separated by short breaks. The technique is named after the tomato, which is the shape of the timer used to track the time.
How to use Pomodoro:
1. Choose a task to work on.
2. Set a timer for 25 minutes.
3. Work on the task until the timer rings.
4. Take a short break (5 minutes).
5. After 4 pomodoros, take a longer break (15-30 minutes).
Benefits of Pomodoro:
- Increases focus and productivity.
- Reduces burnout and fatigue.
- Helps with time management and prioritization.
- Improves work-life balance.

Why Pomodoro works:
The Pomodoro technique works because it leverages the human brain's natural ability to focus for short periods of time. By working in short bursts, you can maintain high levels of concentration and avoid the distractions and fatigue that often come with long, uninterrupted work sessions. The short breaks help to refresh your mind and prevent burnout, allowing you to stay productive throughout the day.

Timer

- Goal
 - Make a functional web timer just like that in iPhone's clock app
- Roles:
 - Interface Design (drawing/transition/pages/layout)
 - We need hour, minutes, seconds
 - Just drawing, no coding
- HTML Layout/Mouse Clicking/javascript
 - Actually make buttons (start, emergency stop) and updating timer display every second
- Timing logic (start/end/reset/stop)
 - JavaScript timer, needs start, stop, reset functions
- Browser integration (persistence after tabs close/local storage/cookies)
 - Get used to browser features to save state & keep counting down after tab close
- Backend integration (REST apis + Account)
 - Account login, Sign in with OAuth providers
 - Setup server and reverse proxy
 - Should save progress for each user in the database and persist through logins
- Tester
 - Should make sure timer doesn't lag if internet is down
 - Should make sure there is no error if

Core Features

- Interface Goals:**
1. Make the timer easy to use, approaching how many commands you can use
 2. Make the timer easy to use, approaching how many commands you can use
 3. Make the timer easy to use, approaching how many commands you can use
 4. Make the timer easy to use, approaching how many commands you can use
 5. Make the timer easy to use, approaching how many commands you can use
 6. Make the timer easy to use, approaching how many commands you can use
 7. Make the timer easy to use, approaching how many commands you can use
 8. Make the timer easy to use, approaching how many commands you can use
 9. Make the timer easy to use, approaching how many commands you can use
 10. Make the timer easy to use, approaching how many commands you can use
- Interface Goals:**
1. Make the timer easy to use, approaching how many commands you can use
 2. Make the timer easy to use, approaching how many commands you can use
 3. Make the timer easy to use, approaching how many commands you can use
 4. Make the timer easy to use, approaching how many commands you can use
 5. Make the timer easy to use, approaching how many commands you can use
 6. Make the timer easy to use, approaching how many commands you can use
 7. Make the timer easy to use, approaching how many commands you can use
 8. Make the timer easy to use, approaching how many commands you can use
 9. Make the timer easy to use, approaching how many commands you can use
 10. Make the timer easy to use, approaching how many commands you can use

Extra Features

1. Make the timer easy to use, approaching how many commands you can use
2. Make the timer easy to use, approaching how many commands you can use
3. Make the timer easy to use, approaching how many commands you can use
4. Make the timer easy to use, approaching how many commands you can use
5. Make the timer easy to use, approaching how many commands you can use
6. Make the timer easy to use, approaching how many commands you can use
7. Make the timer easy to use, approaching how many commands you can use
8. Make the timer easy to use, approaching how many commands you can use
9. Make the timer easy to use, approaching how many commands you can use
10. Make the timer easy to use, approaching how many commands you can use

Wireframe/ High Fidelity Prototype

Checklist/Task List



Timer Page



Logging/Analysis



Account Management



Settings Tab



Other Interface Design Docs

Overarching Decisions (ADR)

1. Make the timer easy to use, approaching how many commands you can use
2. Make the timer easy to use, approaching how many commands you can use
3. Make the timer easy to use, approaching how many commands you can use
4. Make the timer easy to use, approaching how many commands you can use
5. Make the timer easy to use, approaching how many commands you can use
6. Make the timer easy to use, approaching how many commands you can use
7. Make the timer easy to use, approaching how many commands you can use
8. Make the timer easy to use, approaching how many commands you can use
9. Make the timer easy to use, approaching how many commands you can use
10. Make the timer easy to use, approaching how many commands you can use

Project Pitch



Project Roadmap



System Diagrams

User-Centered Documents



References

- Pomodoro Timer Examples**
1. Visually able to see what's going on
 2. Examples:
 - <https://pomodortimer.com/>
 - <https://pomodortimer.com/>
 - <https://pomodortimer.com/>
 - <https://pomodortimer.com/>



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.

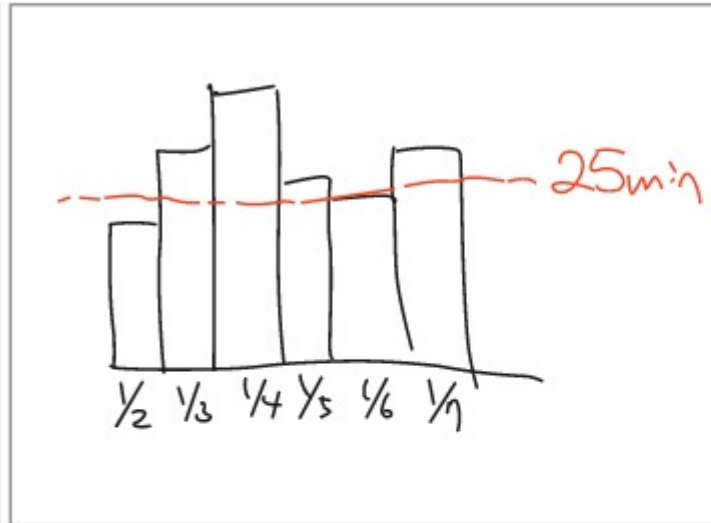
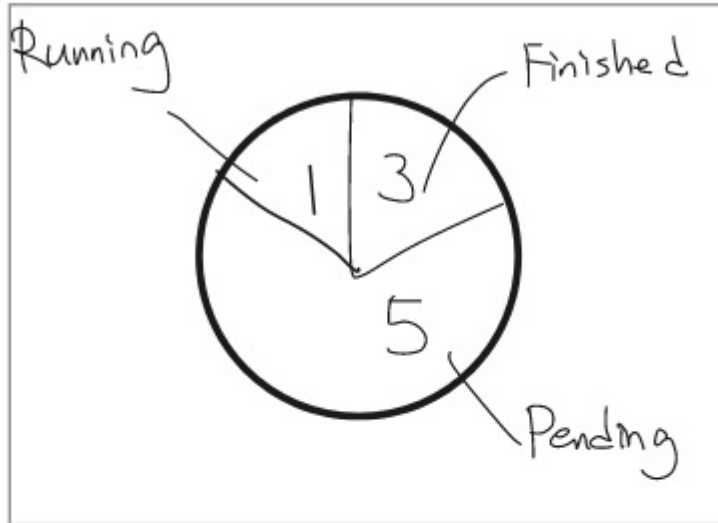
Link: <https://todoist.com/productivity-methods/pomodoro-technique>

Self-Assign

Liam - Personas / User stories / Use cases

Daniel - Overarching Decisions

Very basic at start of project



Finished Normally

1. Task A
2. Task B

Ranking tasks

Finish Early

1. Task C
2. Task D

Finish Late

1. Task D

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

New Task

cycles
30

Running

1. Task A
- 2.
- 3.

cycles

3

Pending

1. Task B
- 2
- 3.

2

delete

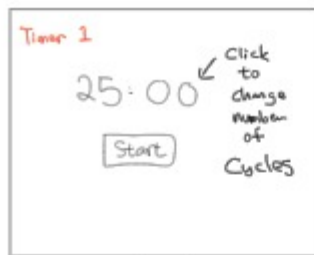
Finished

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

1

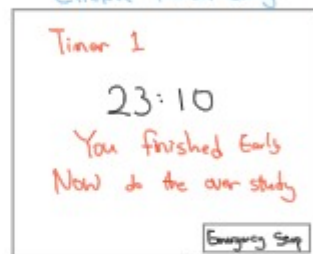
delete



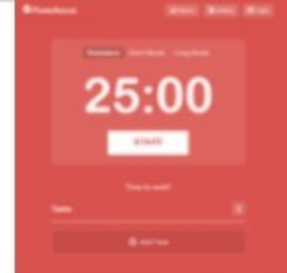
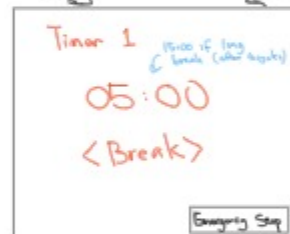
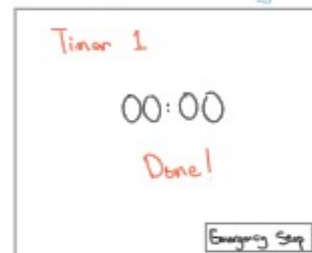


Emergency Stop

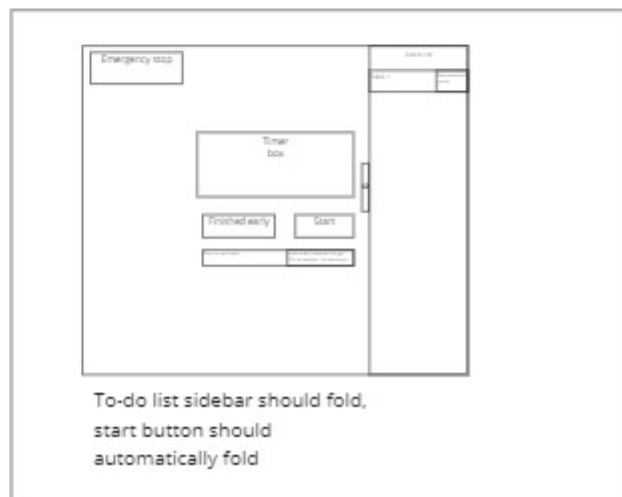
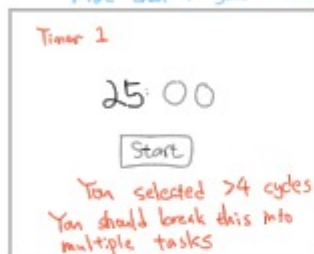
Clicked Finish Early



Finished Normally



More than 4 cycles selected



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

Account Management

Extra



Settings Tab



<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/>



The advertisement features a dark background with a laptop and a person working. The text is white and yellow. The top part says 'Take back control of your time' with a small 'RescueTime' logo. Below that, it says 'RescueTime: Automatic Time-Tracking Software'. At the bottom, it says 'Only 10% of people say they feel "in control" of how they spend their time. RescueTime is the world's most powerful time management software. Start your free 14-day trial today.'

RescueTime
Take back control of
your time
RescueTime gives you the tools and
insight to become a more productive person.

www.rescuetime.com

**RescueTime:
Automatic Time-
Tracking Software**

Only 10% of people say they feel "in control" of how they spend their time. RescueTime is the world's most powerful time management software. Start your free 14-day trial today.'

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