ADHD Task Manager

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| Version | Name | Author | Date |
| 2 | ADHD Task Manager System Vision Document | D. Chand, S. McConchie, M. Neil, C. Rhodes | 22/04/23 |

# Introduction

Charles Sturt University, Team 1, has commissioned the development of an innovative mobile application called ADHD Task Manager. The application is aimed at helping people with ADHD to better manage their time and organize their thoughts, enabling them to be more productive and achieve their goals.

The business problem that the application aims to address is the difficulty that many people with ADHD have in managing their daily tasks and staying focused on their goals. Traditional task management and organization tools may not be effective for people with ADHD, as they require a high level of focus and discipline.

To solve this problem, the ADHD Task Manager will offer a range of features, including a customizable task list, Pomodoro timer, habit tracker, rewards system, and insights and analytics. These features are designed to be user-friendly and accessible, providing people with ADHD with an effective tool to manage their time and stay on track.

Overall, the ADHD Task Manager will be a valuable resource for people with ADHD who struggle with time management and organization, helping them to achieve their goals and improve their quality of life.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Poor time management and organization |
| affects | People with ADHD |
| the impact of which is | The impact of this problem includes reduced productivity, increased stress and anxiety, and a lower quality of life. |
| a successful solution would be | A successful solution would provide people with ADHD with an effective tool to manage their time and stay on track, leading to increased productivity, reduced stress, and a greater sense of control. |

## Product Position Statement

|  |  |
| --- | --- |
| For | Individuals with ADHD |
| Who | Struggle with time management and organization |
| The (product name) | ADHD Task Manager is a mobile application |
| That | Provides a comprehensive set of tools to help manage daily tasks and achieve goals |
| Unlike | Unlike traditional task management tools, the ADHD Task Manager is specifically designed to be user-friendly and accessible for people with ADHD, with features such as a customizable task list, Pomodoro timer, habit tracker, rewards system, and insights and analytics. |
| Our product | The primary differentiation of our product is its tailored approach to addressing the unique needs and challenges faced by people with ADHD. |

# Stakeholder Descriptions

## Stakeholder Summary

| **Name** | **Description** | **Responsibilities** |
| --- | --- | --- |
| Project Sponsor | The Project Sponsor is the individual or group responsible for initiating the project, defining its objectives, and securing the necessary resources to complete it. They are typically senior executives or leaders within the organization commissioning the project. | As a stakeholder, the Project Sponsor has a keen interest in ensuring that the system being developed meets the needs of the organization and achieves its stated objectives. Their key responsibilities include:   * Defining the scope and objectives of the project * Allocating resources (including funding) to support the project. * Approving project plans and deliverables * Monitoring the project's progress and ensuring that it stays on track. * Identifying and managing risks and issues that may impact the project's success. * Ensuring that the final product meets the organization's needs and delivers the intended benefits. |
| Users | The primary stakeholders in the ADHD Task Manager application will be individuals with ADHD, who will use the system to manage their time and stay organized. Users will have a direct interest in the usability, effectiveness, and overall user experience of the system. | As stakeholders, users will have the following key responsibilities:   * Providing feedback on the usability and effectiveness of the system, including identifying areas where the system could be improved or enhanced. * Ensuring that the system is used in accordance with its intended purpose, and that it is used in a safe and responsible manner. * Providing input into the design of the system, including identifying features and functionalities that would be most useful and beneficial to them. * Identifying potential risks or issues associated with the use of the system, and providing feedback on how these risks can be mitigated or managed. * Participating in user testing and other activities that are designed to ensure that the system meets the needs of its intended users. |
| Therapists/Counsellors | Mental health professionals assisting ADHD children in managing symptoms and their schedules. | * Facilitating in spreading awareness of the app to their clients * Guiding parents and children on the app’s effective use. * Contribute giving feedback on the apps features and functionality. |
| ADHD and Education experts | Specialists in education and ADHD who offer insights on the app’s functionality and its features. | * Collaborating with team developers to edit and create features for ADHD children. * Providing feedback on the app’s efficiency and ways to improve user experience. |
| Schools/Teachers | Educators who work with children with ADHD can benefit from the app from being able to enhance a variety of scheduling and organization. | * Collaborating with guardians and therapists to promote usage of the app. * Facilitating in app integration within school routines and accommodations. |

## User Environment

The working environment of the target user for the ADHD Task Manager application is expected to be highly variable, as individuals with ADHD may have different work and study environments, routines, and schedules. However, here are some general characteristics of the working environment that the application is intended to support:

* **Number of people involved in completing the task:** Typically, the target user will be working independently, or with a small number of colleagues or classmates. However, the number of people involved in completing a task may vary depending on the nature of the task and the individual's role within a larger organization or project team.
* **Task cycle duration and time spent in each activity:** Again, this will depend on the specific task and the individual's work/study routine. However, users may be expected to complete tasks that range from a few minutes to several hours or more, and they may spend varying amounts of time on activities such as planning, researching, writing, or analyzing data.
* **Environmental constraints:** The application is designed to be used in a variety of environments, including indoor and outdoor settings. However, given the potential for distraction and other environmental factors to affect individuals with ADHD, the application is designed to support focus and concentration in a variety of contexts. For example, the Pomodoro Timer feature can help users manage their time and stay on task even in noisy or distracting environments.
* **Other applications in use:** Users may be using a variety of other applications to support their work or study, including email, messaging apps, and productivity tools. The ADHD Task Manager may need to integrate with these other applications to provide a seamless user experience and ensure that all necessary information is available in one place.

Overall, the ADHD Task Manager application is designed to support individuals with ADHD in a variety of work and study environments, and to help them stay focused, organized, and productive throughout the task cycle.

# Product Overview

## Needs and Features

| Need | Priority | Features | Planned Release |
| --- | --- | --- | --- |
| * personalised to do list. | H | * User logs in with unique credentials to access personalised items. | Before launch |
| * integration with preinstalled apps like Gmail. | H | * [Gmail API](https://developers.google.com/gmail/api/reference/rest) is available | Before launch |
| * Authentication |  | * Username and password get checked with the stored ones. | Before launch |
| * access to user’s historical data for better customization. | H | * a database repository. * Both local storage (on device) and external storage will be implemented. | Before launch |
| * New user account |  | * User provides details to create account. | Before launch |
| * Length and strength of password and username |  | * Username of X characters long and must be unique. * Password to be Y characters long, include a number, an uppercase and special character. | Before launch |
| * help user stay focused and productive by assigning time to tasks. | H | * built-in timer library in Kotlin. | Before launch |
| * improve focus and reduce distractions |  | * external hardware device connectivity such as Bluetooth headphone. | Before launch |
| * Handle user interactions. | H | * buttons such as start, pause, and reset to handle interactions | Before launch |
| * Maintain/improve user motivation. | H | * Provide rewards on task completion or after *n* pomodoro sessions. | Before launch |
| * Generate user specific data. For instance, is the user most productive during morning, afternoon, or night. | M | * Use AI implementations. | Before launch |
| * App available in areas with poor or no internet connection. | L | * provide basic functionality such as setting time for a task. * use local storage. * update the external storage once internet connection is re-established. | Before launch |
| * Internet connectivity issues | L | * notification message alerting user that limited service will be available. | Before launch |
| * Customizable Reminder Settings | M | * A settings interface that the user can set up so that they can be reminded about tasks as often as they wish | Before Launch |
| * Interactive leaderboards | H | * Part of the gamification, Splitting users into groups, a user can compare their score with others and get a promotion at the end of the week with the more points they earn | Before Launch |
| * “Feel Good” statements and facts | M | * Part of the Look and Feel of the application, the app will show a fact about ADHD and task management and will also offer tips in dealing with tasks and other aspects of life. | Before Launch |

[Use cases](https://github.com/commet003/ITC303-9-Team1-Project/tree/main/Use_Cases)

# Other Product Requirements

|  |  |  |
| --- | --- | --- |
| **Requirement** | **Priority** | **Planned Release** |
| User Manual, readme. | Normal | With the launch of the product. |
| Phone or Table must be running on Android | Priority | With Launch but work will be done on Android |
| Permission to access certain services on the device. (Access network, access vibration allows for notifications) | Normal | Launch of Product |
| Assume the user has an internet connection to download | Normal | n/a |
| Product Should run on all or most android devices. | Priority | Before Launch |
| Product should be able to run offline. | Priority | At Launch |
| Help and support doc | Priority | While working on it |
| Eventually have worldwide access | Least Concern | After Launch |
| If collecting data, Privacy policy as per privacy act 1998 and the Australian Privacy Principles. | Normal | By Launch |
| ~~Patents and Trademarks~~ | ~~Normal~~ | ~~Before Launch~~ |
| End User License Agreement | Normal | Before Launch |
| Terms and Conditions | Normal | Before Launch |
| Disclaimer | Normal | Before Launch |
| Thorough Reviewing of Test Cases to ensure accuracy, performance and usability. | Normal | Before Launch |

# Change Log

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| --- | --- | --- | --- | --- | --- |
| Change ID | Name | Description | Date Raised | Raised By | Priority |
| 001 | Remove Patents and Trademark | Patents and Trademarks are beyond the scope of this assignment | 22/04/23 | M. Neil | Low |
| 002 | Customizable Reminder Settings | Added Customizable Reminder settings, a feature tailored to the user’s needs. | 22/04/23 | M. Neil | Medium |
| 003 | Interactive Leaderboard | Added Leaderboard for gamification of application | 22/04/23 | M. Neil | High |
| 004 | “Feel Good” Pop Up statements | Added Feel Good Statements to help users feel encouraged to complete their tasks | 22/04/23 | M. Neil | Medium |