CRITERION A: PLANNING

SCENARIO:

My client for my project is my brother Amaar Khan, and my Advisor for my IA is my dad Asif Khan. The problem I am addressing is my client's problem with keeping track of his homework. My client's current solution is keeping most of his work on paper and has tried different online solutions including *Microsoft to-do* and *Homework Pal* but has failed to find the personalization and desired results that he is seeking. He also complains that these apps fail to include tasks like group projects in their scope where many users may need to follow the same timeline to stay organized. He has also complained that carrying a separate notebook with him everywhere has made it far more inconvenient compared to tracking digitally as he mainly relies on uses his laptop and phone as his school has moved to digital assignments. With respect to my first consultation with my client the following features are requested:

1. Be able to keep track of all homework assignments and have different organization structures (class, due date, importance).
2. Able to collaborate with other users on shared timelines. This would include the ability to create project timelines that all users can see and interact with.
3. Able to add tasks quickly and efficiently replace the need for a paper planner.

Evidence of my consultation can be seen in **Appendix B Part 1.**

The main takeaway of my client's problem is the following (problem): Client wants ability to effectively track and collaborate on homework assignments, while having easy to follow organization.

RATIONALE:

> **Solution**: My solution to my client's problem is to create a multi-platform app (with a focus on iOS) to effectively allow my client to keep track of homework assignments, but also project assignments with other users. This app will be based off the requests of my client and will be easy to understand to avoid clutter and confusion when tracking assignments and allow for easy organization.

I believe that this is the best solution for my client as it would eliminate his current need for analog tracking and allow him to keep everything digital as he as stated in our initial consultation (Appendix B Part 1). He furthered this idea with the fact that his school has moved to a digital approach to assignments, and it is highly inconvenient compared to constantly must switch between his laptop/phone and a notebook. In addition to this would make his group projects easier as his groups would be able to have a shared timeline to ensure work is getting done efficiently. I also believe that this will be a good IA project for me as I have the basics of Flutter and Dart down, however I am not experienced with the collaboration portion of this project which I believe will be challenge for me. This will allow me to focus on more backend with Firebase, and how security concerns are addressed and storing more complex data types then I have previously interacted with. This could also be published to

the App Store and allow my client to effectively communicate with team members in future assignments. My product will also be able to be effectively expanded if my client were to request additional features due to the workflow of flutter where apps are quite simple to scale up.

Word Count: 525

SUCCESS CRITERIA:

1. User should be able to add assignments and projects into app. This can then be viewed on the user's main timeline and be able to be sorted in different ways including Due date, importance, and class.
2. App should be able to handle errors with empty fields and ensure user has entered all details of the assignment or project before continuing with the next step.
3. UI should be easy to navigate to ensure that user does not have problems with finding or interacting with current and previous assignments/projects
4. User should be able to collaborate with other users on shared "project" assignments, where a shared timeline/calendar is in view.
5. The application should include multiple different ways to sort and personalize users home screen, so the design is custom tailored and personalized to each user.
6. Load time and fetching assignments should have minimal delay (> 2 seconds) to ensure that user experience isn't sacrificed.
7. User should be able to create accounts with email and password, and have preferences saved to avoid burden on the user when logging in. In addition, password must have strength requirements to ensure security and validity of data.