Eazzzy

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Team Name: Dream Team

Team Members:

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Project Release Plan

Goal:

Create a sleep management app that allows users to fine tune their sleeping habits.

Ideally this would result in better sleeping habits during use.

Project Release Plan - User Stories

1) As a user, I want to be able to set a wake up time, so I can automatically be reminded to prepare for rest. Total Hours : 9 Hours

   a. Setting up time/day inputs. (1.5 Hours)
   b. Adding a proper notification(sound, pop-up) (2.5 Hours)
   c. Custom Notification(5 Hours)

2) As a user, I want to be able to save my settings to a profile, because of the convenience in regulating my weekly schedule. Total Hours : 20 Hours

   a. Coding more than one user profile(10 Hours)
   b. Saving settings to the device storage(10 Hours)

Project Release Plan - User Stories

3) As a UI Designer, I want the interface to be reliable and efficient, to provide as much of a streamlined process as possible. Total Hours : 12.5 Hours

a) Offering various brightness/gradients to be easy on the senses (5 Hours)

b) Options to plan ahead in days/weeks. Calendar(7.5 Hours)

Total over all user Stories: 41.5 hours

Project Architecture

1) Main Menu -

    a) Options to enter wake up time

    b) Options to create/choose custom notifications (reminders/tones)

    c) Options to change User Profile

2) Secondary Menu -

    a) Create Sleep Calender

    b) Visualize Past Sleep Patterns

    c) Create More User Profiles

Sprint 1

Within 1.5 - 2 weeks have the following accomplished:

1) **High Priority -** Finished basic App/UI layout
2) **High Priority -** Functional app with working notifications
3) **Medium Priority -** Familiarity with GitHub/Android Studio
4) **Low Priority -** Custom Notifications

Sprint 2 (preliminary plan)

1) **High Priority -** Saving basic settings to the device
2) **High Priority -** Multiple User Profiles
3) **Medium Priority -** Calendar functionality to plan ahead
4) **Low Priority -** Improve basic UI layout / Improve Customizability

Stretch Goal

Make an identical app using the iOS Framework

Some notes to consider:

- Is an entire second app in a different language.
- The logic is nearly the same. Would be a little easier than building from scratch.
- Android **and** iOS offer a huge market share together.

Challenges & Risks

1) The group is new to mobile app development.
2) The team is split between iOS and Android compatible hardware.
3) Programming for multiple Android devices as opposed to 3-4 iOS devices.

Project Release Plan - Technologies

Technology #1: Java

Technology #2: Android Studio

Technology #3: Android Device/Emulator