Team Spl/ice (32)

There is little to no surprise that nearly 88% of all students report that they procrastinate. But procrastination isn't always just the product of a lazy worker; oftentimes students just entering a new chapter in their education, such as high school or college, really have no clue where to begin, how to manage their time, or simply underestimate the relevance of burnout. Here's an example of a potential user:

Tim Burn

General Information

- Age: 19
- Gender: Male
- Marital Status: Single
- Occupation: Student
- Ethnicity: Asian-American

Overall Description

Tim is a freshman at the University of California, Los Angeles. He studies human biology and is planning to be pre-med. He wants to volunteer at a hospital to get more experience in the medical field, but he cannot get the motivation to start applying to hospitals. He is struggling with the transition to college classes and is getting overwhelmed by the workload. On his first quarter, he got a 2.5 GPA and was very disappointed. He's hoping to bring his GPA up in his next few quarters at UCLA.

He grew up in a lower-middle class first generation family in the Bay Area suburbs and breezed through his high school classes. He never developed good study habits because he didn't need to study for his classes before college. He was moderately active in high school organizations and was the treasurer for his school's Key Club.

Characteristics

- Lazy
- Procrastinator
- Social
- Aesthetic
- Helpful

Hobbies

- Hopping on Discord
- Partying
- Genshin Impact
- Photography
- Osu!

Technological Ability

Tim knows how to use a computer effectively, but he mainly uses the computer to casually game and watch YouTube. He only has experience using Apple products, and is not used to Windows or Linux. He uses his phone to text his friends, but despises mobile games.

Devices used

- Macbook Pro
- iPhone 11

User Stories

- As a freshman, I want a pomodoro work schedule so that I can fix my study habits and bring up my GPA.
- As a pre-med student, I want to divide my work into pomos so that I can focus on studying for classes and applying to volunteer at hospitals without getting overwhelmed.
- As a gamer, I want to have longer breaks between completed pomos so that I can play for a long enough time without getting too worried about the timer going off soon.

We've decided to make use of an already proven task managing procedure called the Pomodoro timer. The scope of our project is to create a Pomodoro timer that specifically caters to a student who is in need of such a time management process. The Pomodoro timer is one that prescribes a 25-minute session in which the user is focused solely on their task for that time. After each 25-minute session, a 5-minute break is entitled. After 4 25-minute sessions, the break time is raised to 15 minutes.

Our team of 9 developers plans on spending 4 weeks on this project to get it to its desired stage. We want to keep the simplicity of the all-mighty timer, yet make it unique enough for students to really make use of such a beneficial tactic.

Here is how we'll do it:

Our UI is designed to make everything important laid out on a single page. The Pomodoro timer is at its strongest when it is simply laid out and easy to understand how it works. Our goal in targeting students is to minimize all distractions.
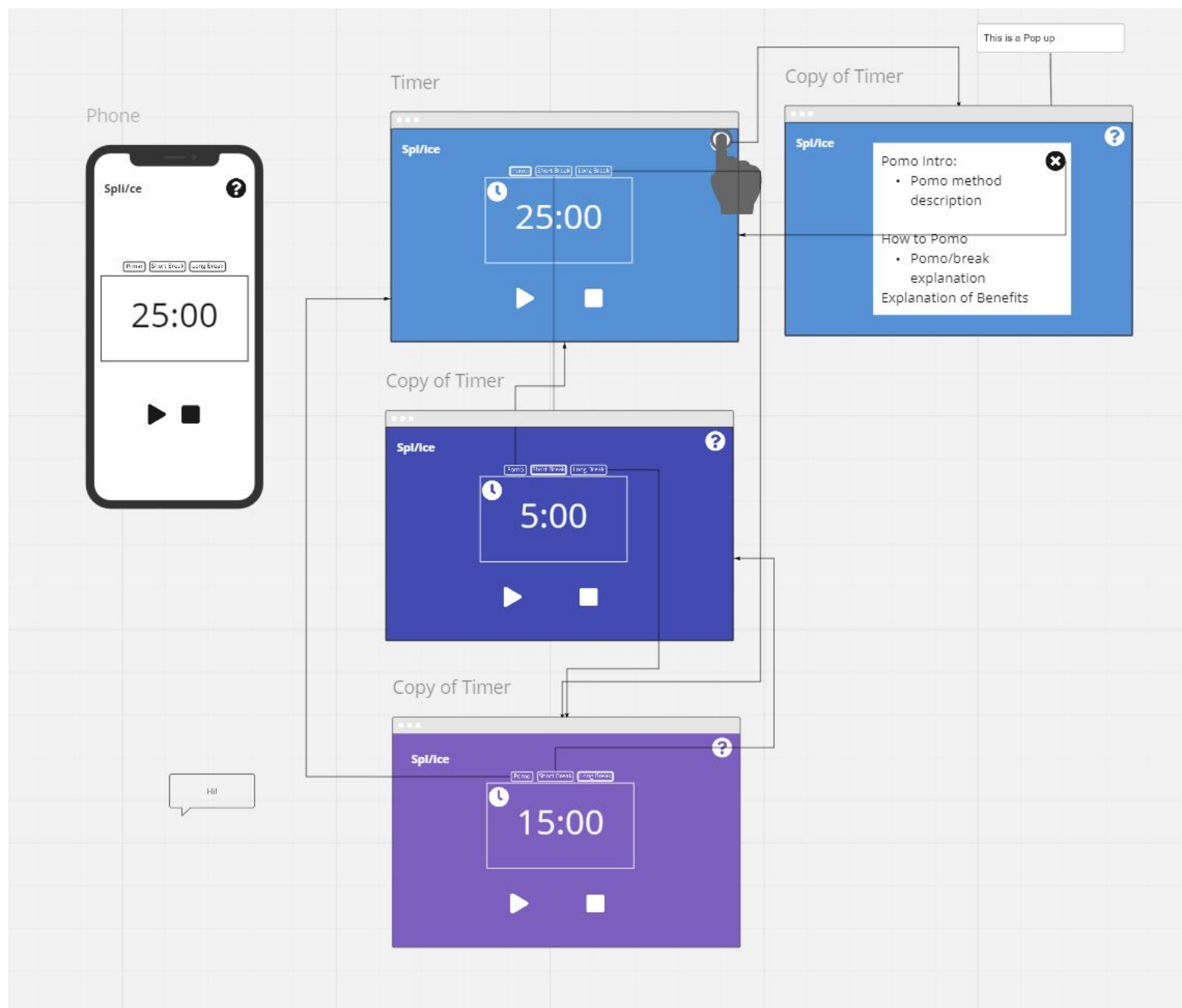
*The application will be composed of its major components: A **start button**, an **end session** button, and a **timer**.*

The application will have 3 pages that mimic each other in layout but are different colors to serve the purpose of letting the user know if they should be in work-mode, short break-mode, or long break-mode.
*The application will also have a **help button** to help the user understand how a Pomodoro timer should be used, how it works, and why it's useful.*

The extent to which we will implement additional features is minimal as to keep distractions low. One of these additional features will be a notification that reminds the user when it is time to switch between work and breaks.

Add-ons:
-Setting: change time amount per stage, change notification sound (dropdown similar to lab)
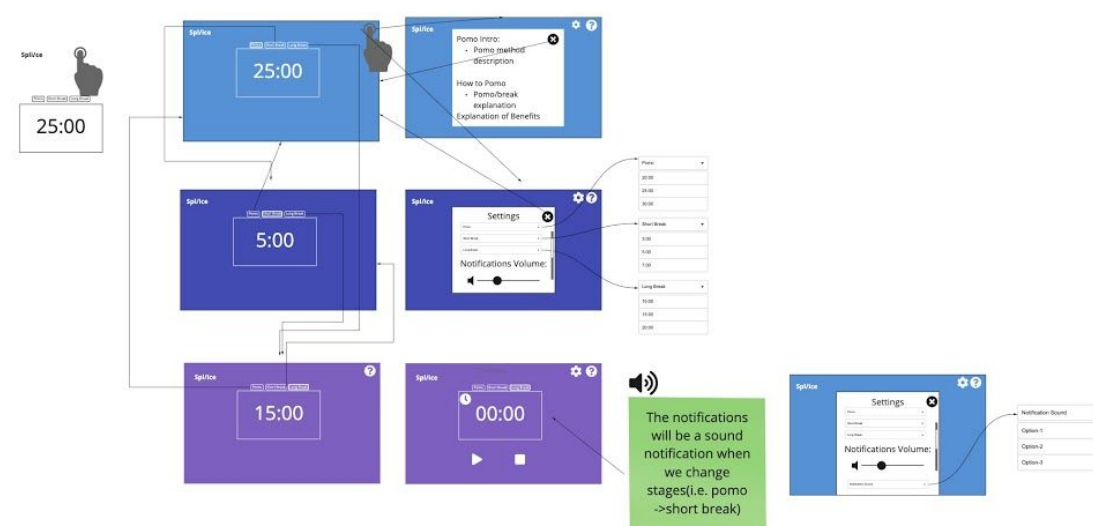
As far as additional features, such as locking a student out of their phone or a webpage extension that locks them out of their search engine, we will stay away from them as to keep within the scope and appetite of our project.

Here is a system diagram to show how the application will be structured as well as how the components will interact with each other
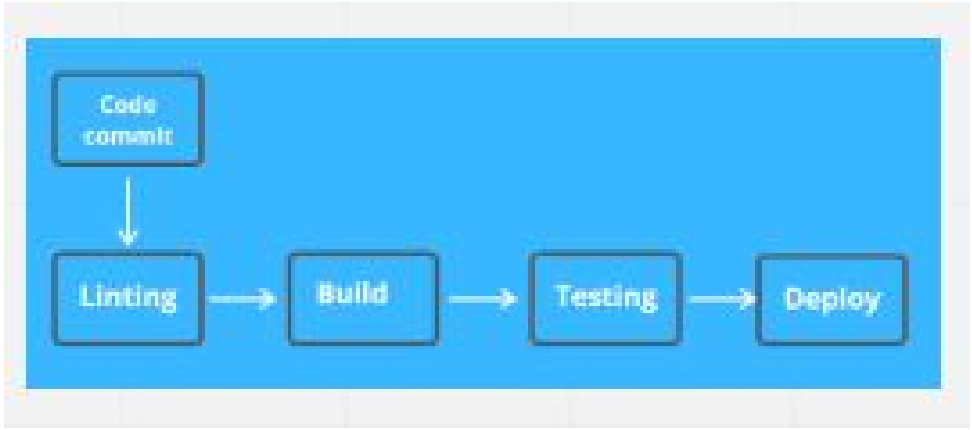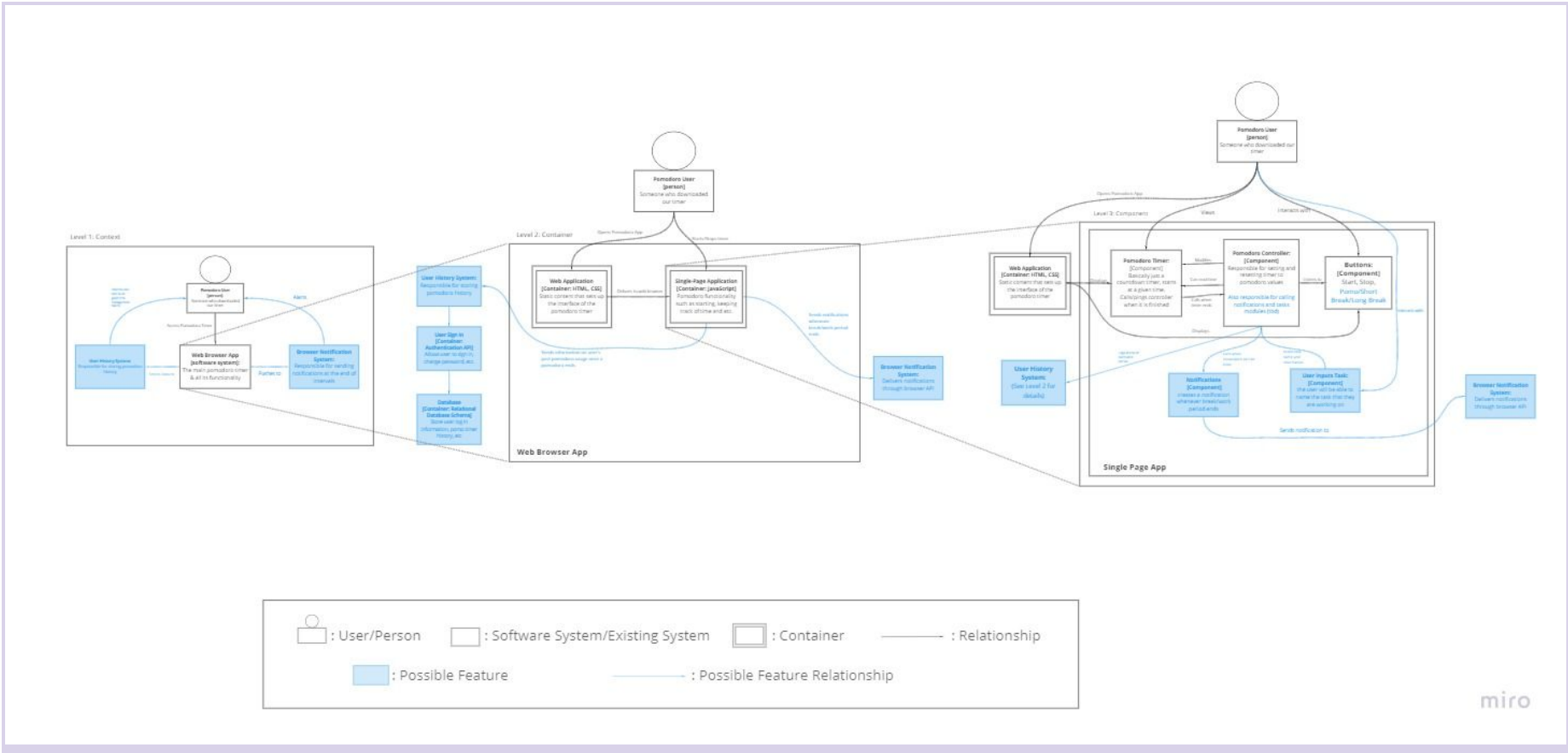
In order to complete our project within the given appetite, we will follow a laid out roadmap and pipeline.

Project Roadmap

Set-up Sprint

Project Roadmap (this)

Tasks: Assigning people to tasks

Pipeline (Everyone do the lab before meeting Fri)

ADRs

Personas

User-centered thinking document

Interface Designs
- fat marker sketch
- Ellie
- High fidelity

System diagrams

C4 Diagram — Zane

uml diagram — Jason

event modeling diagram — Elliot

Product Pitch — Elliot — Nathan

System diagram: -

MVP Sprint Week 1

Split by File type but develop features in the order of the list

1 person migrate tasks to github issues — Liz

CI/CD Pipeline - Phase 1
- a diagram of your phase 1 build pipeline
- a short 2 page status on the pipeline in terms of what works and what doesn't
- a no more than 2 min video demonstration of the pipeline
- ellie — Liz

1 person semantic html — Complete basic html interface

2 ppl responsive css — Complete basic CSS — formatting and styling of all the features — eric — Nathan

all the above due by fri

4 ppl — Basic timer javascript — zane — Elliot — Stephen — Jason

MVP Sprint Week 2

Essential Add-ons:
- Browser Notification (sound + alert pop-up)
- Settings: adjust volume of the alerts

Stretch Sprint

Add-ons: Setting: change theme(background color), change time amount per stage, change notification sound (dropdown similar to lab)

User database login, user history system, task list, popup notification

In conclusion, we will hope to continue to work on the project in a manner that ensures the timer itself does not ensue distraction and allows for an easy and simple use for students.