Rough Draft Pitch

1. **Problem**

Students with poor time management, lack of focus/attention on work, lack of an understanding of work burnout, procrastination

Do Students want to keep a log of their finished pomodoros and if so how would that benefit them?

1. **Appetite**

**~**9 developers

~4 Weeks

Week 1 (UCSD Week 6):

Week 2 (UCSD Week 7):

Week 3 (UCSD Week 8):

Week 4 (UCSD Week 9):

1. **Solution**

Pomodoro time blocks: Tried and tested focus method

Simple UI: Distraction free

No Pause Button: Prevents the user from 'cheating' while using the app

1. **Rabbit holes**

Will students feel any satisfaction or receive any form of gratification for completing pomodoros? Or Students having trouble with being motivated to get their task completed.

1. **No-Gos**

Any unnecessary features

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.

\***Refer to user personas and stories (tie into pitch)\***

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.

**$ Should have miro board of UI pulled up with fat marker annotations $**

*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.*

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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 eachother

**\*Pull up C4 diagram\***

In order to complete our project within the given appetite, we will follow a laid out roadmap like so:

\***Pull up project road map & touch on pipeline\***

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