Start thinking about the user! What does the user want to see? What type of action of the user do we want the user to take? UX design. Written in scenarios. Text User Interface

What does the User see when prompted to take actions? Wire framing and prototyping. Its enough to describe the process

2 implementation routes

Application User Interface

1. Walking skeleton- get enough of the program working to see it run.
   1. Given menu, only option quit.
      1. Then keep adding step by step
2. Data oriented process- more concerned bout the data and data manipulation
   1. Down Top, data first

For each item

1. Action the item (do a little)
2. Cross out (no longer needed)
3. Skip ( Don’t Want to action now)

When you action an item, your next step is

1. Complete (Cross Out)
2. Incomplete (re-enter)

When you reach the end of the list, you return to the first unactioned task at the beginning of the list.

The first item in the list should always be unactioned. Actioned items before the first unactioned item should be deleted, but actioned items after the first unactioned item should never be deleted.

Actioned Tasks should be displayed in a different color foreground.

Current Task should be displayed as highlighted foreground & background colors reversed.

Is there a limit of tasks? No limit of tasks / any number of tasks can be stored. 15 tasks per page.

The user should be able to enter a new task from the command line at any time while the program is running.

Create a cross-out function.

In order by the user input

Re-entering a task always puts it at the end of the list.

Stretch Goals:

Keep track of the last time and the total # of times that any given task has been actioned and re-entered.

Increase its size dynamically. (One long list)

2 files.

Daily task list

Data

Function

Implementation Methods