**Blueberry App Sprint Spec 1**

**Team Blueberry**

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**Review**

**Problem Statement**

* **Problem:** *Distracted Multitasking* – It’s easy to feel like we are not reaching the full potential of our productivity. Throughout the day we have far more miscellaneous moments than we think, and they add up to roughly one to two hours by the end of the day. Our mission is to help our users make more intentional use of this time to help them be more productive and achieve their goals.
* How might we help our users enhance productivity by guiding them towards more effective uses of their idle time so that they can build more fruitful habits?

**Summary**

* The idea of Blueberry is to assist users in utilizing their idle moments throughout the day to accomplish tasks or take the opportunity to be more mindful, i.e. conscientious of how their time is being used day to day. What differentiates us from our competitors (Forest, Microsoft To-Do) is that we give users the option of how they want to use their time at that particular moment in an effort to increase both productivity and well-being. If we have time, we would love to implement a very minimalistic UI to really make it appealing for the user.

**Customer Profile**

* Our target audience includes business professionals, students, and parents, as people in these three categories often feel that there is just not enough time in the day to accomplish everything they need to do.
* Our target audience is people between the ages of 18-25 (College students primarily). College students/younger people often deal with the issue of not allocating time correctly. And at this age, they are starting to solidify their habits that will carry for years to come.

Name: Alex Wilson

Age : 22

Location:

**Goals**

* We would like to improve the overall well-being of our customers by helping them build healthy, productive habits to reflect on and better both their personal and work lives. Our ideal vision would be that users find our app something that enhances their productivity no matter how big or small that impact may be.
* Metrics for success:
  + Daily task completion rate
  + Number of tasks input by user
  + Number of daily users
  + Weekly journal entries

**Prioritized User Stories**

* “As a college student, I want to utilize my time in a manner that benefits my college career.
* “As a single mom, I want to complete more small tasks throughout the day so that I can spend more time with my kids.”
* “As a teacher, I want to get more done during the day so that I can continue to help kids grow with after-school programs.
* “As a college student, I want to list what I need to do so that I can figure out what tasks I have to accomplish”
* “As a person with a full time job and a family to tend to, I want to be more efficient with my little gaps of time so that I can spend more time with my loved ones.”

P0 – *Must Have*: Critical for the MVP

* To-Do List (Adding tasks in, utilizing that list across screens to alter.)
* Timer/Stopwatch (User gives time, count down timer starts from time given, recommended tasks based on time are generated/given)
* Reflection Page (What can differentiate us, mindfulness, creating empathy between us and the user.)

P1 – *Nice To Have*: Additional features to implement

* Daily/Weekly Stats (Compiles the data of completion rate and number of tasks done so that the user can see the statistics)
* Progress Bar (Displays the progress of task completion rate)
* Tutorial (Guides the user to learn about how to use the app)

P2 - *Stretch Goals:* Probably out of scope

* Gamification/Achievements (Creating a leaderboard to compare productive time with that of your peers, winning badges when you accomplish a particular task)
* Mood Tracker (Each day you rate how satisfied you are with your day/level of productivity on a scale of 1 to 5)
* AI Incorporation (You felt happy doing a particular task we would suggest it again)

UX and work breakdown

[Screens of application with components defined. Higher level of detail for P0 and P1 items. If P2 items come up, the spec can be revisited. User stories broken into tasks. Helpful to include all up app flow]

[Sample – describes controls and navigation, assigned, user story -> tasks

How will we remind users to engage with reflection page

|  |  |
| --- | --- |
| Journal view | Label + Texfield: What did I do well?  Label + Textfield: How can I improve?  Label + Table Cell View: Tomorrow’s goals   * Users can type individual goals into each cell * “Switch” functions as checkbox for now |
| Timer view | Label: Timer   * Identifies how long user has been doing a task   Button: Start - Starts time  Button: Pause  Button: Reset |
| Quick time View | Label: How much time do you have?   * Prompts user to put in the amount of free time   Textfield: Takes user input for time estimate  Label: Bite size tasks  Table cell + TextField: Display “quick” custom tasks for user |
| Task View | Label: To-do List  Table cell + TextField: Let user input tasks |

**Competitive Analysis: Forest**

|  |  |
| --- | --- |
| **STRENGTHS:** | **WEAKNESSES:** |
| * Provides reminders * Includes different lengths of time * Gamification features | * No meditation feature * No pause option * Overly expensive trees |
| **THREATS:** | **OPPORTUNITIES:** |
| * Already established fan base | * Option for real-life impact |

**Future Opportunities**

In future versions we would like to include a mood-tracker, a tutorial, and AI. We could easily advertise to college students.