**PRD Template for EduMate – Study Companion**

| **Version No** | **Date** | **Author / Reviewer** | **Notes** |
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| 1.0 | April 29, 2025 | Muhammad Firas / Irham Maulani | Initial Draft |

# Introduction

EduMate is a mobile app designed to help university students learn in a more organized, focused, and efficient manner. The app offers features like a Pomodoro timer, flashcards for studying, and task/reminder notifications for assignments and exams. The app is developed using Kotlin and Jetpack Compose, providing a smooth and modern user experience.

# Product Overview

**EduMate** integrates several key features that are essential for students in supporting their learning process:

* **Pomodoro Timer** to boost focus during study sessions.
* **Flashcards** to help with material memorization.
* **Task and Exam Reminders** to ensure students don’t miss deadlines.
* **Study Progress Reports and Statistics** for tracking learning achievements.

The app has a user-friendly interface, with a modern design that allows students to access and utilize these features anywhere, at any time.

# GTM Strategy / Press Release

**Go-To-Market Strategy**:

* **Target User**: University students who need a tool to manage their study time and tasks more effectively.
* **Platform**: The app will be launched on the **Google Play Store**.
* **Promotion**: Social media, student influencers, and partnerships with universities will be used for promotion.
* **User Growth**: The app will be free to use with basic features, with the option for a **premium subscription** offering advanced features like in-depth study analytics and customizable themes.

**Press Release**:

"EduMate, the ultimate study companion app for university students, has officially launched! With features like Pomodoro timers to enhance focus and flashcards for efficient memorization, EduMate helps students manage their study time more effectively. With an intuitive design, EduMate is the perfect companion for students in the digital age."

# User Stories/Use Cases

- Detailed scenarios describing how different users will interact with the product.

- Add Flow charts where possible to illustrate the flow of information

| **#** | **Requirement** | **User Story** | **Importance** | **Notes** | **Jira #** |
| --- | --- | --- | --- | --- | --- |
|  | **Pomodoro Timer** | As a user, I want to set a Pomodoro timer to stay focused while studying. | High | Timer should work correctly, with accurate countdowns. | 001 |
|  | **Flashcard** | As a user, I want to create flashcards for studying so I can memorize faster. | High | Flashcards should be customizable and use a quiz-like system. | 002 |
|  | **Task Reminder** | As a user, I want to receive notifications for upcoming deadlines so that I don’t miss my assignments. | High | Task reminder notifications should be based on entered due dates. | 003 |
|  | **Study Statistics** | As a user, I want to track my study time and performance to monitor progress. | Medium | Accurate study statistics showing time spent and progress. | 004 |
|  | **Customization** | As a user, I want to customize the app theme to make it feel personal. | Low | Options for light and dark themes. | 005 |

# Wireframes and UI/UX designs

* [Link to Figma Wireframe](https://www.figma.com/design/YfFH9fsHpdAKyQ4WGvx6sJ/UTS-Mobile?node-id=0-1&t=319Zp47FlmtT2r9q-1) https://www.figma.com/design/YfFH9fsHpdAKyQ4WGvx6sJ/UTS-Mobile?node-id=0-1&t=319Zp47FlmtT2r9q-1
* The UI will be minimalist, modern, and responsive, ensuring easy navigation and quick access to the main features like Pomodoro, Flashcards, and Reminders.
* UI will follow **Material Design** principles to provide a consistent and intuitive user experience.
* **References**: Design inspiration will be taken from popular educational apps and Google's Material Design guidelines.

# Assumptions

* The app will be available for the Android platform (Google Play Store).
* Users will have internet access for downloading the app, though certain features (Pomodoro & Flashcards) will work offline.
* User data, such as study notes and flashcards, will be stored locally on the device using a database (SQLite or Room Database).
* Task reminders and statistics will be managed through **Firebase**.

**Out of Scope**:

* iOS support will be excluded in the first release.
* Integration with third-party learning platforms (such as Moodle or Blackboard) is not planned.

# Acceptance Criteria

* The Pomodoro timer functions with a 25-minute study session and a 5-minute break.
* Users can create, edit, and delete flashcards for their studies.
* Users can set tasks, deadlines, and receive notifications.
* Study statistics (study time and progress) are viewable within the app.
* The app has a consistent and responsive UI.

# Functional Requirements

* **Pomodoro Timer**: A timer that runs for 25 minutes of study time followed by a 5-minute break.
* **Flashcard System**: Ability to create, view, and edit flashcards.
* **Task Reminders**: System for adding tasks with deadlines and receiving reminders.
* **Study Reports**: Ability to see study statistics in graphical form (e.g., total study time).
* **Theme Customization**: Light and dark mode options.

# Non-Functional Requirements

* **Performance**: The app must be responsive, with loading times under 2 seconds.
* **Security**: User data (study notes, tasks) must be stored securely, either locally or in the cloud.
* **Scalability**: The app should handle up to 10,000 active users without performance degradation.

# Dependencies and External Apps/API

* **Firebase**: Used for task reminders, user authentication, and storing user data.
* **Room Database**: For storing flashcards and study statistics locally.
* **Google Notifications API**: For task reminder notifications.
* **Timer Plugin**: Used for Pomodoro timer functionality.

# Milestones and Timeline

| **Milestone** | **Timeline** | **Remarks** |
| --- | --- | --- |
| Design & Wireframing | 1 week | Complete initial UI design |
| Pomodoro Feature Development | 2 weeks | Pomodoro timer completed |
| Flashcards Feature Development | 2 weeks | Flashcard system developed |
| Task Reminders Development | 1 week | Task reminder functionality |
| Testing & Debugging | 2 weeks | Functional testing of app |
| Beta Launch | 1 week | Beta testing on Google Play |

# Risks and Mitigations

* **Risk**: Difficulty in real-time data synchronization.
* **Mitigation**: Use Firebase as a solution for cloud storage and syncing.
* **Risk**: Users may not find the app engaging or may forget to use it.
* **Mitigation**: Add personalized features, like customizable themes, and offer progress tracking to keep users motivated.