

- Requirements and Analyses: Project Proposal -

FAVOR

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Further Product Information

Participating	
Creation	Initial Extern

Change Listing

No	Change		Changed Chapters	Description of changes	Author	State
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1		0.1	All	Initial product creation		

Test Listing

The following table shows an overview of all tests – both self-tests as well as tests by independent quality assurance – for the present document.

Date	Tested Version	Notes	Inspector	New Product Status

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1 INTRODUCTION

In our research we found many really good to-do-list or organizer website, but no website was really optimized for a family, with motivation for the kids and useful functionalities for the parents.

We thought about a website that is perfect for families, no matter if really young or old people are part of this family. Everyone can use it and the family can work together to make their things done.

We planned and searched all good and bad things of the similar websites, thought about innovative functionalities and listed up some risks and opportunities, with the help of six different families.

2 INITIAL SITUATION

2.1 Introduction

Whenever more than two people live together in one house hold a number of (repetitive) tasks appear and the responsibility for getting these tasks done has to be shared among the members of this household.

Even in families the management of such tasks becomes pretty difficult nowadays since in most families all members have to do a daily job and household work is done during spare time. Without the support of any electronic devices such a family has to maintain paper task lists and calendars which must be stored in a central place. Access to these lists and calendars is impossible if one of the members is outside.

But nowadays, it would be way easier when all housework would be written down on the display of a phone or a computer. Everyone can create tasks at any time and in any place, and decide whether they are optional or necessary.

To keep the motivation of all members up (especially kids need this) rewards, like coins or real items could be a great help.

Websites like this already exist. In the following we want to introduce the most important/common services and highlight their pros and cons.

2.2 Todoist (www.todoist.com)

With Todoist the user is able to create tasks in different to-do-lists, he is also able to create his own lists.

Todoist has really good ideas which we also want to implement on our website, such as Karma points.

2.2.1 Karma points

These points track and visualize the productivity of a user.

Karma points are points that the user gets for adding tasks, complete tasks on time, reaching goals that the user can set up and achieving streaks.

But when the user has tasks that are 4 or more days overdue, he will lose karma points.

2.2.2 Levels

The more points the user earns, the higher his Karma level rises. (There are currently eight Karma-levels.)

2.2.3 Trend

In the karma menu the user can see how much tasks he completed.

The completed tasks of the current day get visualized in a bar graph, but too see the bar graph of a hole week or month is only available if the user pays for it.

There is also no real “History” that shows all completed tasks in a list, there is just an activity log but the user need to pay if he wants to activate that feature.

2.2.4 Goals

The user can set up a goal that contains how much tasks he wants to fulfill every day.

Fulfilling the goal gets the user karma points.

2.2.5 Undo

Undoing an action is just for one step, due to accidentally double clicking can't be undone.

2.2.6 Share a List

The user is also able to share his lists with other users.

Source: (<https://support.todoist.com/hc/en-us/articles/206209959-Karma>)

2.3 Wunderlist (www.wunderlist.com)

A simple task create website. Usable on many different devices.

The user is able to create different to-do-lists and can also store them in folders.

2.3.1 Sharing

With wunderlist the user is able to share a single list but also a hole folder.

2.3.2 History

Every fulfilled task can be looked up and can be reactivated.

2.3.3 Design with Wallpapers

The user can choose between 30 different Wallpapers and Color settings.

2.3.4 Calendar Feed

With Wunderlist Calendar Feed the user is able to transfer all his tasks with the due dates to, for example Google Calendar, iCal and Outlook.

(<https://6wunderkinder.desk.com/customer/portal/articles/1710196-how-to-show-wunderlist-tasks-in-google-calendar-ical-or-outlook>)

2.3.5 Create menu

Creating a task is really fast and easy, but there are not really much setting possibilities.

The only things that can be set up is the due date and the user can mark the task as important.

2.4 Cozi Family Organizer (www.cozi.com)

The Cozi Family Organizer is a pretty old website, but it is specialized on families.

2.4.1 Functionalities

Families can use a Calendar, a to-do-list and a shopping list.

“Gold Features” like a birthday-list, and a contact-list, are not available in the free plan.

2.4.2 Sharing

The Cozi Family Organizer got another sharing-system, everybody gets in one “Family-Group” and from this time everything it shared with the other members of the group.

2.4.3 Design

The website looks like it was designed in 2003, unfortunately there are also no animations.

3 GENERAL CONDITIONS AND CONSTRAINTS

3.1 The GUI (graphical user interface)

As we want to implement a website that should be used by a whole family, we need to make our website really easy to use, it should be usable by small kids but also from older persons.

Buttons should be really easy to find, setting possibilities should be limited to make it really easy to create a task, but if they are needed the user can extend the settings possibilities with one click.

To build a better relationship with younger user, we need to build in funny things, like the possibility to change the theme, into a more childish and change things, like the coins into animal paws or other things.

3.2 The login system

The login system is also really important, we thought about a “family login”, one person should create with his email and password a “family group”, in the course of the creation the user add all family members with their name and birthday date.

This system is also in use in another family organizer called picniic. (www.picniic.com)

3.3 Language

At first release we decided to adapt the website only for the German speaking area, but later we will try to translate everything into English and also make usable for English speaking people.

3.4 Database & Backup

All the information will be saved on a database to provide the login anytime and anywhere, saved should be a whole “Family group” with all his users, settings, and tasks.

A backup system is mandatory, it should never happen that all the tasks or coins are lost and can't be automatically recreated.

3.5 Technical framework conditions

To reduce initial development time the software shall be implemented as a web service, that we will develop in Visual Studio 2017.

The Database should be connected with the website and save all the information.

4 PROJECT OBJECTIVES AND SYSTEM CONCEPTS

One of our big target is that the user should be able to understand the website in just a few minutes, and also is able to add his family members and creating tasks without any complications.

Sharing the task should happen automatically and the other family members can instantly react on the new created task.

4.1 The task-create-menu

The task create menu will be easy to use and also will get many adjustment possibilities.

4.1.1 Timespan

The timespan is a necessary option, the default begin date is the actual day and the end date needs to be set up.

If the task is necessary (4.1.6) or was already accepted it needs to be done in the given timespan, if not, the family member will lose coins.

4.1.2 Short description

The short description should be like a title of the tasks and if it is needed it should describe the task in a limited number of letters.

4.1.3 Long description

The long description is like an instruction where the task creator can explain the task in detail, this description is seeable for the user when he hover with the cursor over the task then it expands and shows the description.

4.1.4 Reward

Setting up rewards is optional but if the task creator wants to, he can set up how many coins a family member will get when he fulfills this task, but also real items can be tipped in a text-box.

4.1.5 Repeat

This functionality automatically recreates the task at the right time, fitting to the chosen repeat-scheme, like "every day, week, month, year" with a number in front of it to choose, for example that the task will repeat every "2 days".

Deactivating this feature will be done by unchecking the checkbox again.

4.1.6 Optional or necessary

The task creator can choose whether a task is optional or necessary.

If a task is set up as optional it can be declined by the other family members, but if it's necessary it still can be declined but the family member who is declining the task will lose coins.

4.1.7 Allocation

The task can be allocated to just one or more specific family members and it will only be displayed for them, or it can be set up that just one member of the family can accept that task and if the first person accepted it, it will disappear for the others.

4.1.8 Label

The label is just a little text and color that shows in which category a task fits. Examples are "housework" or "gardening". These labels can be created by the user.

4.1.9 Priority

The task creator can set up the priority with a slide bar and it simply changes the sorting of the tasks, and also gives a new sorting possibility.

This value should display how important the task is for the task creator.

4.2 Accepting and approving a task

After the task is created there can be two different types, the optional or the necessary task.

All family members except the task creator can accept or decline the task if its optional, if the task is necessary, a decline will take some coins from their account.

The only other way to lose coins is by not fulfilling the task in the given timespan, but this will only happen if the task is accepted.

After accepting the task, and doing the work, the user can click on a button to show that he fulfilled the task.

The task creator can evaluate if the work was done good or bad, only when the task creator says that the work was done good by clicking on a button, the user will get his reward.

But if the work was done bad, and there is still enough time left, the task will be reactivated for the user and the user can try it again.

4.3 Functionalities of a family group

As in 3.2 already explained the family group should include the family members, with their names, birthday dates and optional their email address.

After the creation every family member can access the accounts of the others, but there will be a possibility to set up a four-number pin, to secure their accounts.

4.3.1 The Currency

As in 3.2 already said, the whole family can choose a currency instead of the default coins, for making it more interesting for smaller children, there will be different animal paws and other things selectable.

4.3.2 Rewards

The family is going to have a shared list of things they can buy from coins. But this feature is optional.

If the family want to activate that feature they need to assign roles to the different members, these roles are called "parent" or "child".

A "parent" is the one that buys these things in the real life, and can set up rewards, but the children just can make "whishes" and unlock rewards by paying coins.

Rewards are real life items, that can be wished by the children, a "wish" can be transferred into a reward by adding how much coins the child needs to pay to unlock it.

4.3.3 Themes

Every member should be able to change the themes of his page, basic color but also theme based changes will be available.

Also, more childish themes, to increase the motivation of the younger users of the website.

5 OPPORTUNITIES AND RISKS

5.1 Opportunities

As seen in 5.1.1. there is really positive response when families hear about our idea and how easy it will make their life, there is clearly a really opportunity to get many families to use the website on a regular base.

And that means that the website will throw off money because of the ad-system described in 5.1.2.

5.1.1 The Interview

As part of a family-birthday-party, we decided to interview our family members whether they will use such a website or not.

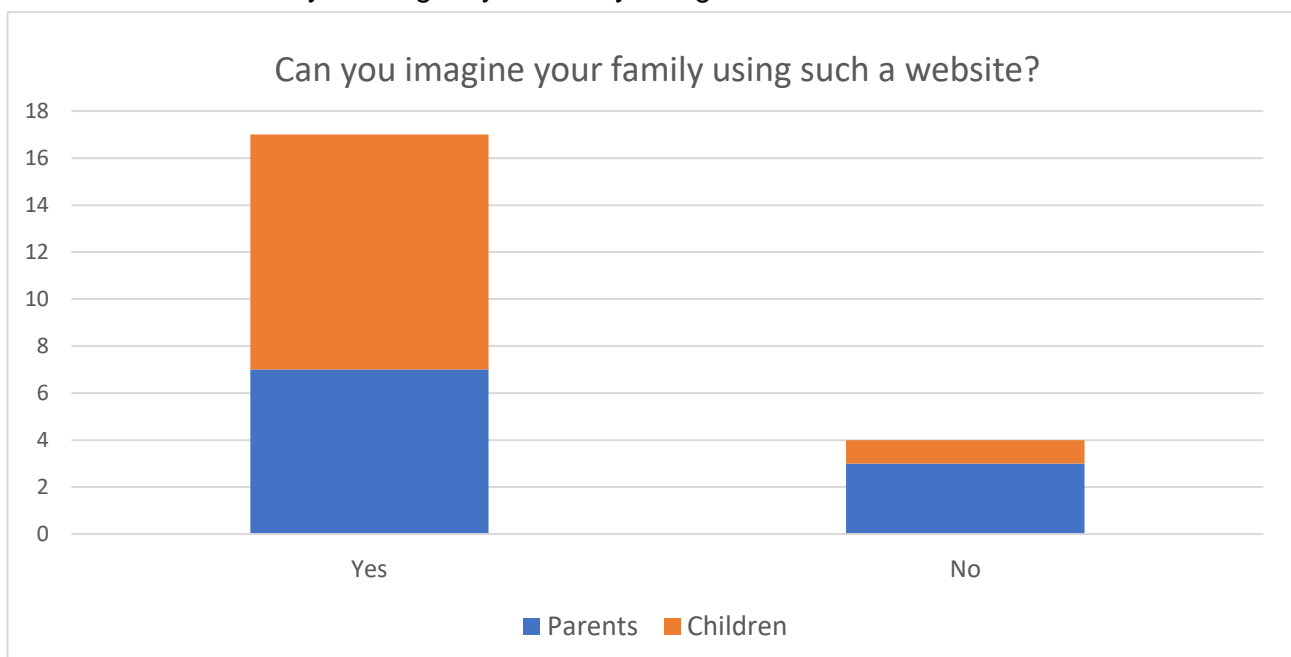
In the course of the day we asked every family member and the reactions were really positive, many of the children in the different families are in the age to get their first smartphone and they are also starting to use things like a tablet or a computer more often.

In many cases they probably want to use these technical devices all the time and their parents are clearly angry about it.

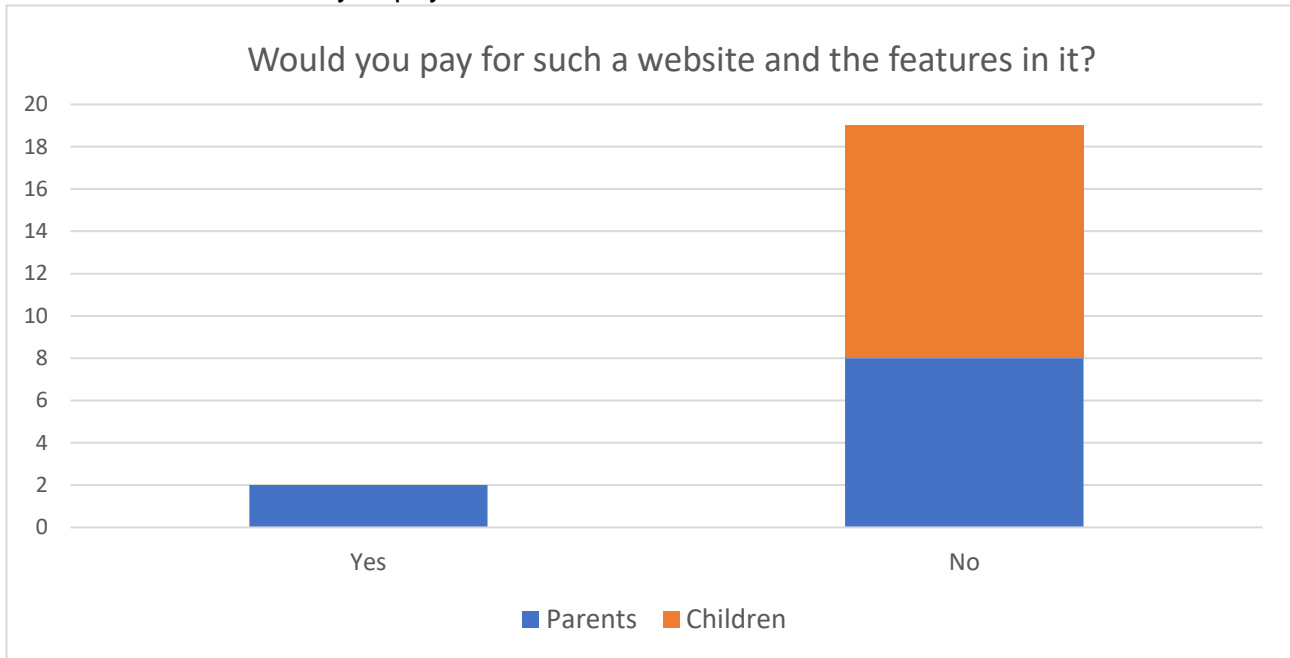
But when we told them about our idea, and how easy it will get, when their kids can look up things they need to do in the house or for their parents right on their phone or laptop, the majority directly gave a positive response.

After we described our idea and told them what we want to do, we polled six families, in total 11 children and 10 adults.

1. Question: Can you imagine your family using such a website?

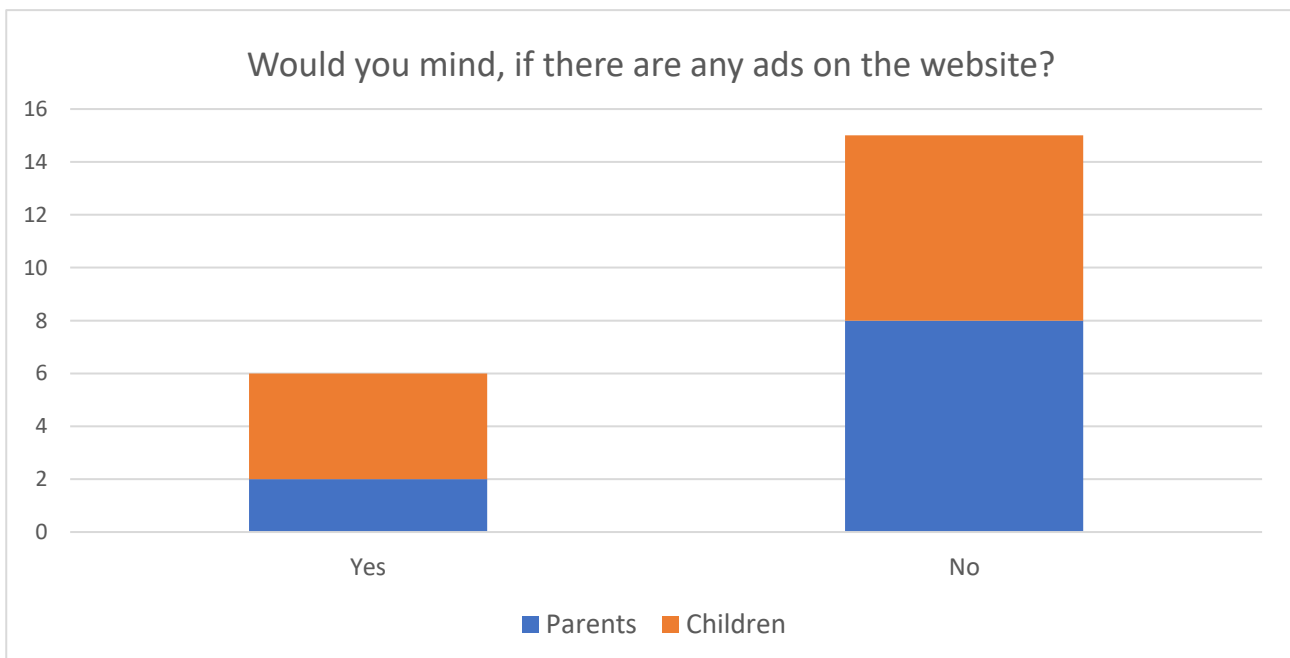


2. Question: Would you pay for such a website and the features in it?



Answer from "Dieter Auinger": "Yes I would pay for it, but only if the design and also the features I am paying for are good enough and perfectly fit my needs."

3. Question: Would you mind, if there are any ads on the website?



Answer from "David Auinger": "No, but they should be discreet and shouldn't interrupt me when I am using the page."

5.1.2 Conclusion

After the interview we knew we shouldn't implement a system where the user needs to pay for special or even fundamental features.

But there are many other ways we can implement ads in our website, in the reward menu for example, toy stores or websites like amazon can display their products and the user can choose one of them and add it to his wish-list.

The interview also shows that the majority of families are interested in using such a website and testing it out, also with pretty young kids, but we only interviewed six different families.

5.2 Risks

One risk for an investor but also for the owner of the website is when the ads don't throw off money enough money and the domain can't be paid from them anymore.

The website also needs to be used by many people on a regular base, if not there will be also problems how we earn money just from ads.

5.1 Planning

6.1 Schedule

Description	Date
Start of the project	26.09.2017
Start of the project proposal writing	28.09.2017
Project proposal completed	05.11.2017
First layout and GUI prototype available	21.12.2017
Start of implementation work	22.12.2017
First version with functionalities available	01.03.2018
End of implementation work	01.04.2018
Start of Testing & Bug fixing	01.05.2018
End of the project	01.06.2018
Publishing	01.06.2018

6.2 Resources

We clearly need a Domain and a server for the database, also more knowledge in operating with a database and connecting it to the website.

But we think this project is doable for us.

6 LIST OF ABBREVIATIONS

Abbreviation	Explanation

7 LIST OF LITERATURE

8 LIST OF FIGURES

LIST OF FIGURES

Guidelines for checking the documents

Contentwise and formal directives to the project are to be taken from part 5: V-Modell reference products of the V-Modell-XT and if necessary from an associated evaluation specification document. For checking the product regarding its contentwise consistency related to the already finished products, the following product dependencies are to be checked.

Consideration of the Project Proposal

Affected products:

- Project Proposal
- Project Manual
- Project Plan

Description:

The information about »Initial Situation, existing framework conditions, project targets, system conception and »Economic Efficiency contained in the »Project Proposal have to be considered in the »Project Manual and in the »Project Plan.

Preparing the first Project Progress Decision

Affected products:

- Project Proposal
- Project Progress Decision

Description:

The project ideas and realization proposals presented in the »Project Proposal have to be weighted in a decision process that is outside of the V-Modell. The decision that is made has to be laid down in a »Project Progress Decision.

Project Proposal and Requirements Specification

Affected products:

- Requirements Specification
- Project Proposal

Description:

In the product »Requirements Specification or Requirements Specification Overall Project, the information from the »Project Proposal concerning framework conditions, system idea and realization plan have to be taken into account.