

Design diagrams for the MSD App and Comment in the Discussion Forum

h8 clock - the hateful alarm

By

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Mobile S/W Design

Diagrams of the App

1. Purpose of the app

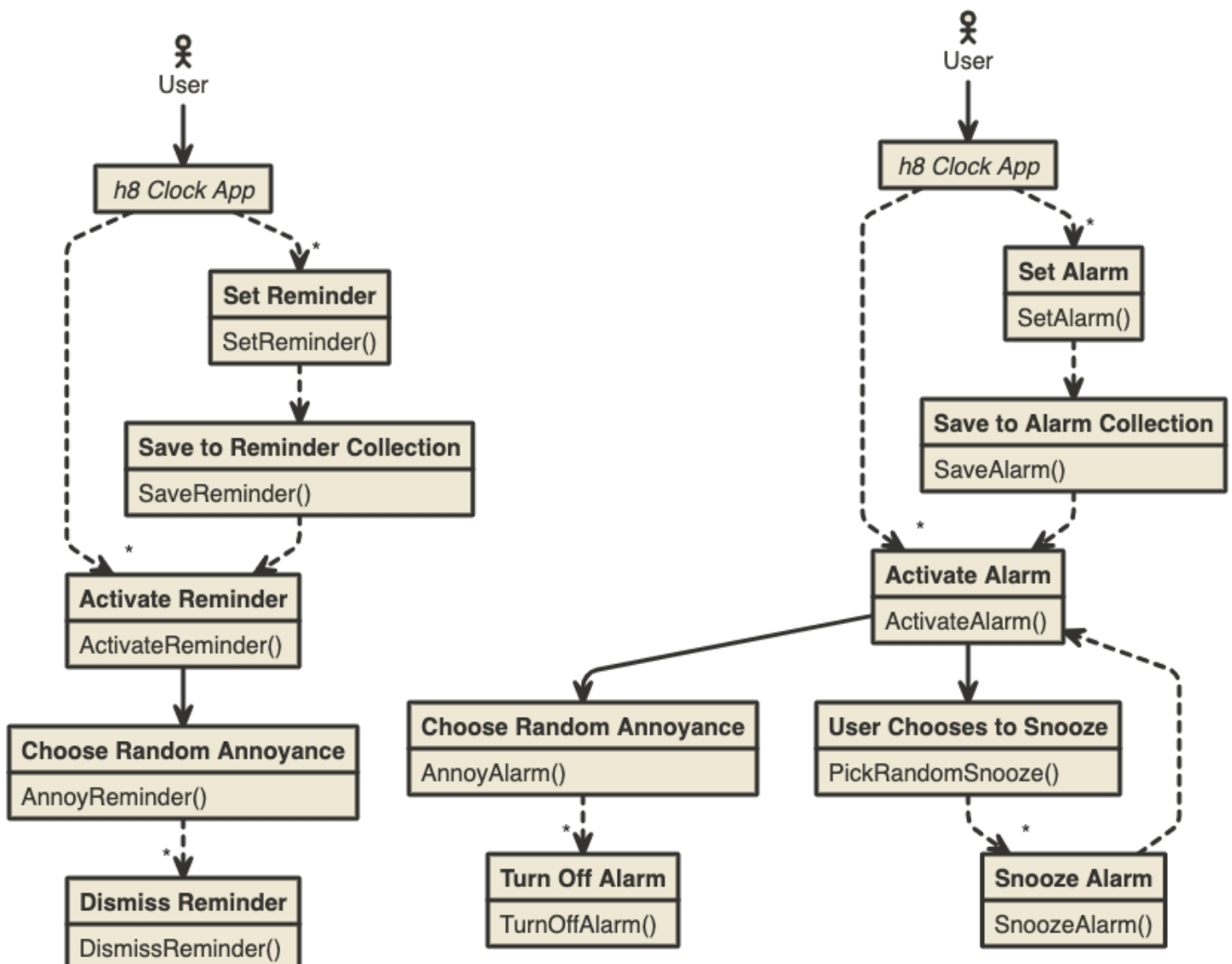
h8 clock is a simple, effective and annoying clock. It offers the user alarms, reminders and app timers in a way that won't be possible to ignore. You can expect to wake up on-time or remember stuff the date you ask it to just out of spite for the app.

Some features you can expect from h8:

- The turn off alarm button dashing through the screen, too fast to press
- The snooze feature choosing a random time interval each time you use it (from 20 seconds to 7 minutes)
- A reminder popping up before you told it to as a persistent notification you can't remove until the event starts
- Remind you that you ought to touch grass once in a while

Why install an app like this? Consider this app as a "transition" app - you will learn to wake up on time, pay attention to your reminders and use your phone less.

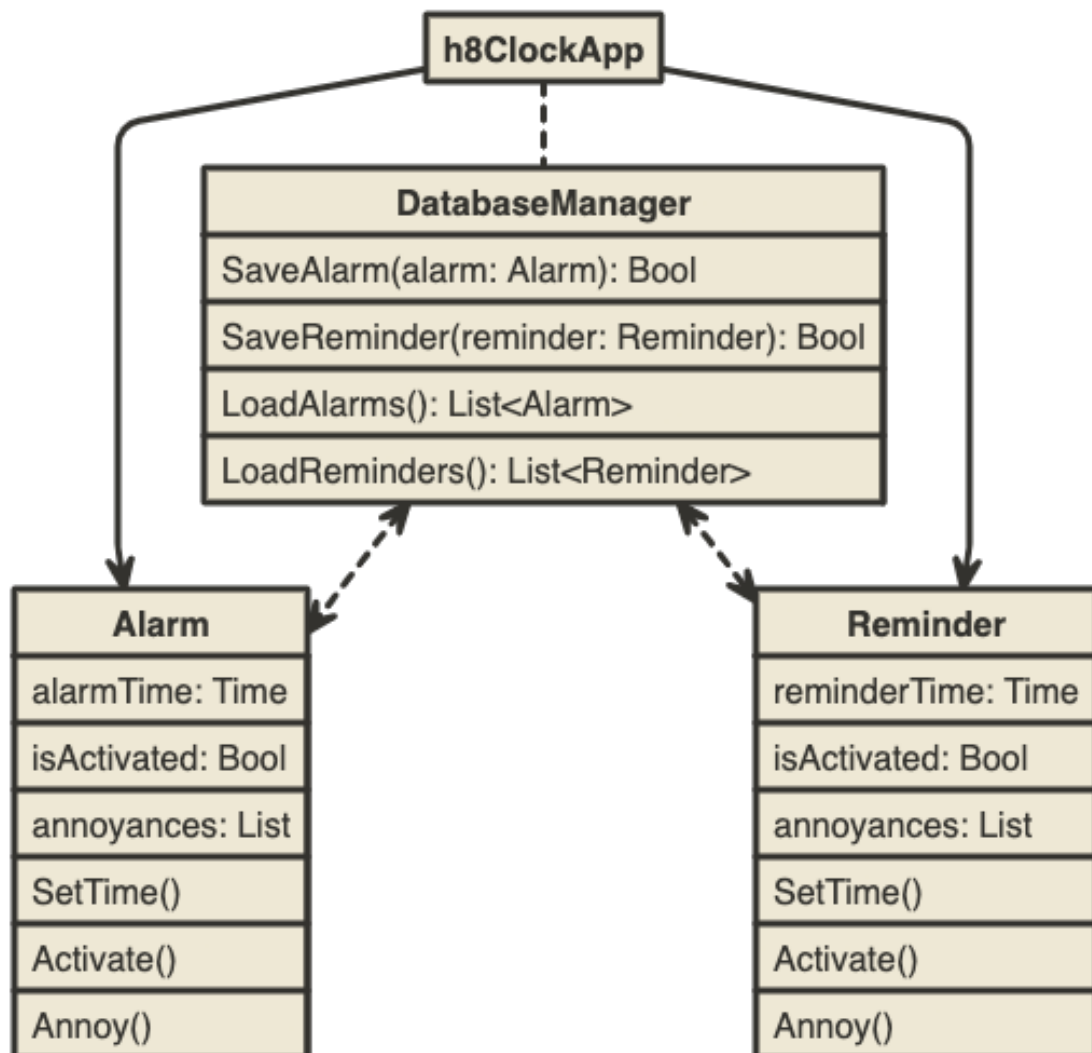
2. Use Case Diagrams



3. Screens Flow

Interactive mockup here: https://www.fluidui.com/editor/live/project/p_3heV6P9FnOIChE0sh4cvlXKtAD5VcvsU

4. Class diagrams



Can also be seen in question 2

5. Database design



Participation in the forum

<https://brightspace.tudublin.ie/d2l/le/286387/discussions/threads/53957/View>

I have gone a bit overboard, but i haven't found a way to explain how to optimise a Unity game for phones in an effective way without going in-depth.