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**Team 52: Jaromir Latal & Lambros Zannettos**

**Client: The Mind Manifesto**

**(Imran Ahmad, Terry Hall)**

**Supervisor: Dr. Yun Fu**

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# **2. Abstract**

The application we were asked to develop is meant to provide people escape from every day’s routine by providing them with multiple guided and unguided meditation courses (or “interventions”, as defined by client). The target user of this application is a busy person, who is likely to be overwhelmed and stressed; thus this application will allow him to slow down and relax. The application should be simple to use, including the UI and the user should be able to see how much time he has left and be able to jump to any place he wants. Another possible functionality is to provide user reminders / notifications that he has broken his meditation streak and should start over.

# **3. Context**

## **3. 1. Background to project and clients**

The Mind Manifesto (MM) is a set of toolboxes to help people improve their well-being and counter the negative effects of anxiety and stress in today’s hectic environment. The toolboxes are meditation tracks focused on certain areas of our lives, such as work, health or relationships – areas which have the greatest influence upon us.

Our clients, Imran Ahmad and Terry Hall, have asked us to create the mobile version of The Mind Manifesto, so that the interventions are available offline and on-the-go.

## **3. 2. Problem being solved**

Maybe add this here / expand 3.1.?

# **4. Team Roles and Skills**

## **4.1. Jaromir Latal**

* **Team Role:** Team Leader / Project Manager, Lead Interviewer for Requirements, Lead Tester
* **Key Skills:** I am proficient in Python, as it is the first programming language I have taught myself and have used it during multiple projects and programming competitions. I have also familiarity with C++ and Java due to taking International Baccalaureate Computer Science course.
* **Prior Project Experience:**
  + Machine Learning project in Python (scikit-learn) to predict stock prices
  + Patients Database in Java & MySQL for a child doctor
  + Educational Math Game written in Java using Swing GUI library
* **Communication & Teamwork:** Debating for 3 years have given me the opportunity to respect others’ opinions and approach them neutrally, finding the best possible solutions for multiple parties. Working as a Software Engineer in the largest agricultural software company in Slovakia provided me a plenty of opportunities to improve my teamwork and communication skills.

## **4.2. Lambros Zannettos**

* **Team Role:** Lead Software Engineer & UI Designer
* **Key Skills:**
* **Prior Project Experience:**
* **Communication & Teamwork:**

# **5. Requirements**

After being introduced to the project & client by Dr. Yun Fu, we discussed with my team partner possible scopes of the application. For this we researched current applications on the market (for Android and iOS) in order to prepare ourselves better for the upcoming meeting with the client. Our client sent us specifically three to have a closer look at – *Calm, Headspace and Insight Timer*.

## **5.1. Initial questions**

During the first meeting with the client we asked following questions to know the size and the scope of the project, as well as any preferences client has for the platform / technologies and design.

* What is exactly the project about?
* What platform would you like to target? Are there any preferences?
* Are there any technologies / languages / frameworks we are expected / asked to use?
* Details about the application and its functionality:
  + Do you have any specific UI design in mind?
  + What features are required for the core functionality?
  + What are the additional features we might implement?
  + Should it be on-line / off-line application? (e.g. tracks stored remotely)
  + Should the application feature in-app purchases as well?
  + Should the user have some settings available?
  + How many songs do you plan the app to hold? (relevant for off-line)

## **5.2. List of requirements**

Based on the client’s answers to the questions, we drafted a list of requirements in MoSCoW (Must-Should-Could-Would) style, splitting the requirements into 4 categories based on their importance for the success of the project. After meeting with HCI Teaching Assistant Aisling O’Kane we finalised it and have it approved by our client.

**Must have -** **What must be delivered, i.e. it is essential for this phase?**

* Capability to play mp3 files stored locally on the device, including common media functions like play/stop/pause.
* Ability to detect connected headphones as the content is to be listened to via headphones only.
* Minimal, simple and intuitive UI design.

**Should have - What should be delivered as a high priority but not essential?**

* A reminder function by which the app reminds the user to take some time to meditate. This could be either at random times or at specific times each day.
* Skip forward/backward buttons that skip a set number of seconds.
* Remembering last place left off in a session (if it was closed before completion).
* A big countdown timer signifying the time left in a session.

**Could have - What could be delivered if there was available time / budget / resource?**

* A store part of the app, where the users can buy and download new content.
* Translatable (this is easy to implement so could also belong in the Must list above).

**Would have - What would be delivered if time / budget / resource was unlimited?**

* Intelligent reminder that detects habits and breaks them.
* Payment integration for new interventions in the application