**Tasker**

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1. **Introduction**

Many people(including us) have creative pursuits; projects we want allocate time for; goals to accomplish. In our team, I write; Gem plays music; Anton draws. Its always been hard for us, and we suspect for many other people, to stay on task. More specifically, it’s even harder to keep track of one’s progress. The timers of our world—smartphones, desktops, etc—aren’t designed to *accurately* time the tasks we do. One of the reasons for this is that human error is inevitable. A writer like myself may set the timer to 30 minutes, but halfway through the writing session, I might go make tea. If one is doing it right, making tea takes time. I forget to stop my timer, which is supposed to keep me attached to the keyboard for 30 minutes. In the meantime, while time runs out, I’m setting up the pot, waiting for it to boil, take my tea bag to dip in, fetch milk, make toast. When I come back to my novel, the timer ran out! Even though my timer counted 30 minutes, I only did 15 minutes of writing. This is not ideal. Tasker aims to solve this problem, or at the very least make our timers more accurate(hence mitigating human errors) by binding our timers to hardware.

1. **Proposed System**

With the explicit consent of the user, our system will track hardware interaction to provide a real-time timer that will only count down as the user is interacting with the peripheral device that they are using or interacting with at the moment—a writer would use a keyboard, a musician would be making noise, a designer would mostly use a mouse(with the occasional use of keyboard). Not only would this time accurately measure our user’s progress throughout their task, but over weeks and months our system can intelligently evolve into providing *personalized* data for our users so that they can more accurately assess how productive they are on a particular task. We believe this system will add value to the user’s productivity on a particular task; be a television writer or a musician.

* 1. *Functional Requirements*

*In-001*

*In-002*

*InK-003*

*InM-004*

*InA-005*

* 1. *Non-Functional Requirements*

*Put the revised non-functional requirements from the previous phase.*

* 1. *System Models*

*Briefly summarize the models you have in this section.*

* + 1. Use Cases

*Put the use cases using the template provided on Canvas.*

* + 1. Use Case Diagrams

*Put the use case diagrams here.*

1. **Glossary**

*Session: The total amount of time the user takes to accomplish a task. This includes productive time and unproductive time.*

*Task:This can be any task that the user may specify at the beginning of a session. This task can be a writing or a musical task.*

*Commitment: A long-term commitment to a task. For example; a writer may want to write 30 minutes a week.*

*Productive time: Time that we detect was spent on the task that the user is committing to.*

*Unproductive time: Time that the user does NOT spend on the task.*

1. **Reference**

*List all references.*