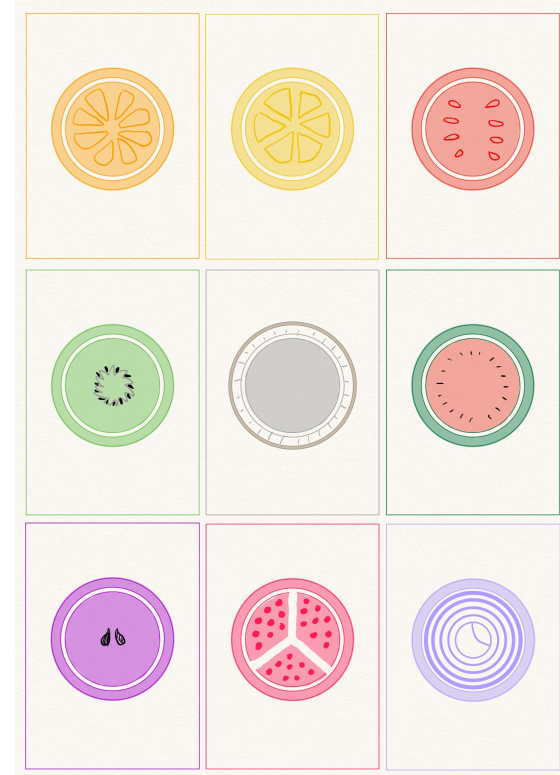


Pomodoro Timer

Accidental Web
Developers

Our Philosophy / Purpose

- This app is meant to help our users be productive by organizing their time into focused chunks.
- We will employ minimalist design principles to keep our application clean and simple.
- Since “pomodoro” is the Italian word for tomato, our app will be fruit themed to match its origins.



Risks/Rabbit-Holes

- We should be aware of the “true pomodoro technique” when deciding on features.
 - Features such as changing break time or # of pomos for a long break might alter the technique
- We might be able to create all of the features we want individually, but they have to fit together into a cohesive application.
- We should be careful about using external libraries for simple app functionality.
- We need to be prepared to make compromises with our UI. It may be harder to implement the fruit art and progress snapshots than we think.

Constraints

All computation will be done locally, as there is no need for us to store or manipulate any data.

We are choosing not to save any of our user's progress when they leave or refresh the site because we want this app to feel like “just” a timer. The original Pomodoro timer was a kitchen timer, so we want to maintain that simplicity and low-maintenance feel (an exception to this might be to use cookies to remember what background color they picked or what break duration they chose).

Constraints - cont'd

Our application will be hosted using GitHub Pages and will run in the browser.

We are choosing this as our platform because it seems to be the simplest way to host our app. All of us have some experience creating and editing web pages from the labs from this class, making web pages the most predictable environment for our team. Once we have a working app, we can consider other platforms like browser extensions.

Constraints - cont'd

All of the contents of our app will exist in 2 screens:

1. The main timer screen

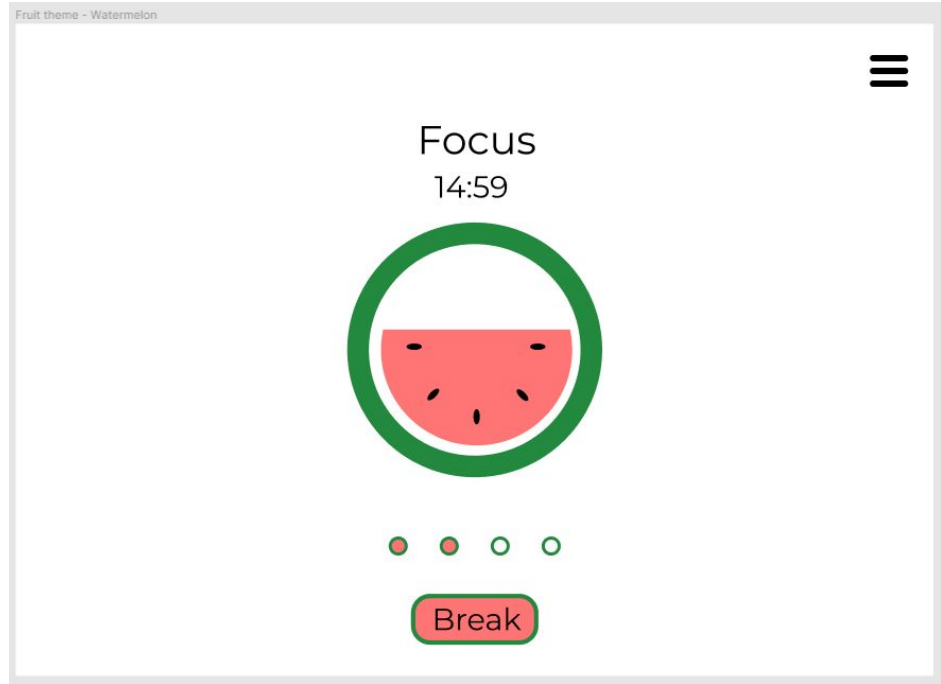
- a. Here the user will be able to see how much time they have left and how many Pomos they have completed in their work session
- b. There will be one button that performs all of the timer's functions
 - i. Starts the timer initially
 - ii. Skips to break if you get distracted during your work session

2. The options menu

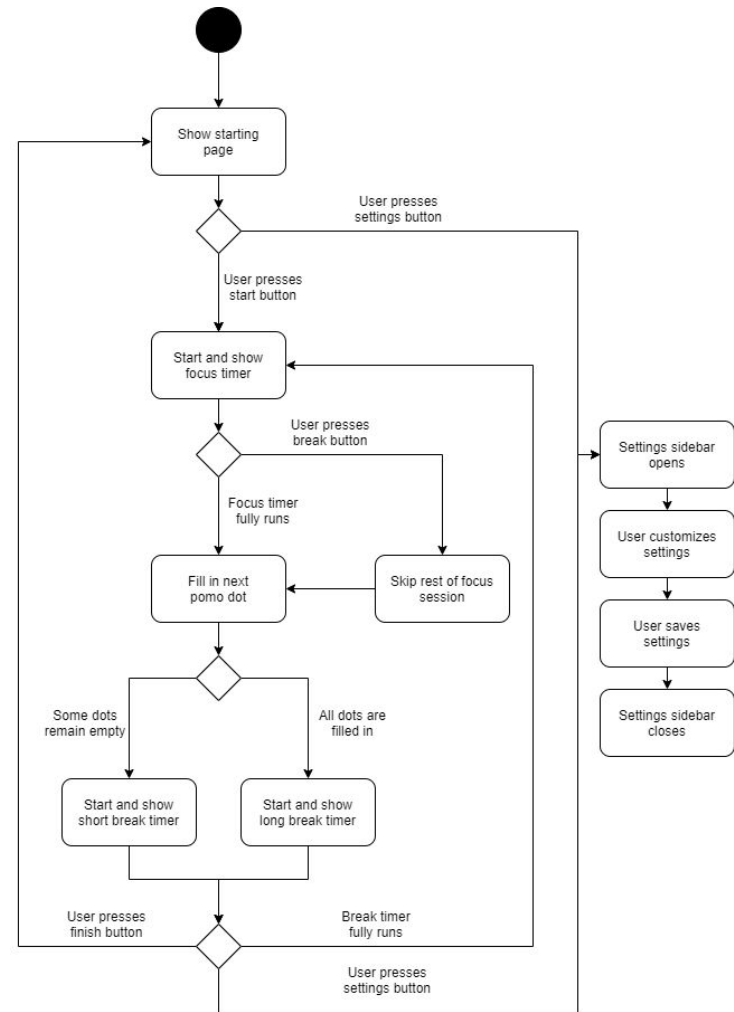
- a. Allows you to change background color, fruit type, language, etc.
- b. Allows you to set long break time
- c. (maybe) allows you to toggle "show time remaining"

Design Showcase

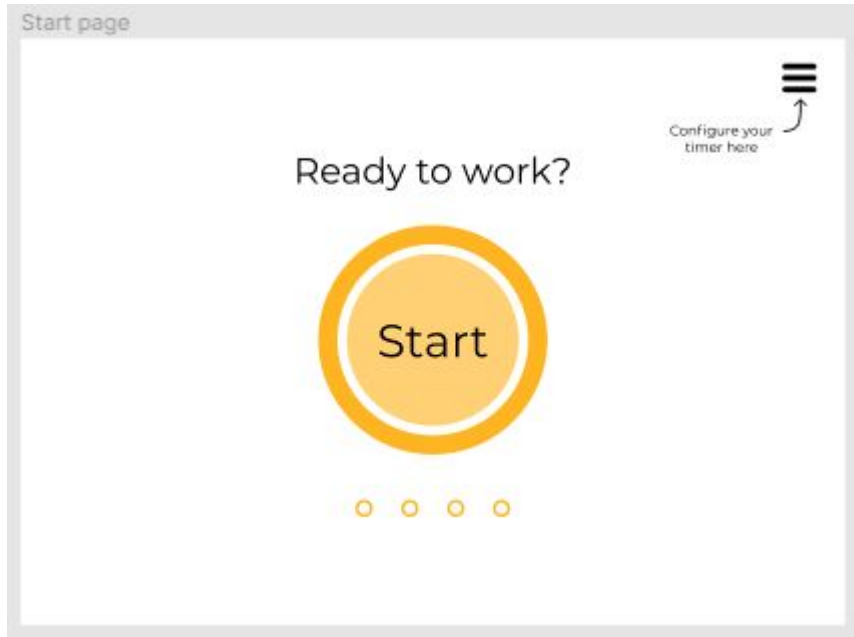
Here is an example screen from our wireframes that showcases our minimalist design with the fruit theme incorporated.



(Tentative)Activity Diagram

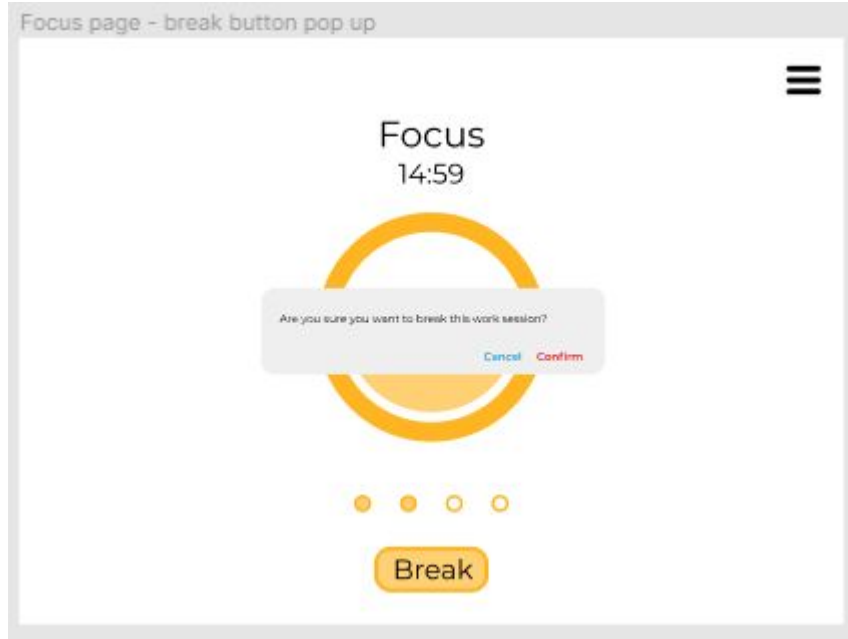


WireFrame Examples



WireFrame Examples - Cont'd

Focus page - break button pop up



Setting - Orange



User Persona: Student

- Who are they?
 - The typical student is highly constrained on time. They usually have difficulty finding the right balance between studying for classes, extracurriculars, and social/leisure activities.
- What are their goals?
 - Their primary goal is to complete all mandatory schoolwork as efficiently as possible. Beyond that some students like to learn more about the topics they've been exposed to in class, and others like to use their extra time on hobbies or socializing.
- What are the barriers preventing them from achieving their goals?
 - Many students have poor time management skills, so the struggle to finish their mandatory work, leaving less time for other activities.
 - Some students are not very passionate or aren't very disciplined when it comes to their schoolwork, so they are tempted to do other activities when they still have schoolwork.

User Persona: Self-Employed Entrepreneur

- Who are they?
 - Someone who runs their own business has a wide variety of tasks to manage each day. They usually need to sell to clients, hire third-party workers, and maintain their own product.
- What are their goals?
 - They want to tackle the non-product related tasks as efficiently as possible, so they can focus on the centerpiece of their business.
- What are the barriers preventing them from achieving their goals?
 - It can be very exhausting dealing with clients and people you need to work for you because they all have their own agenda.
 - They typically have a lot of other things going on in their life outside of their business, so those things may be a distraction from their work.

User Persona: Artist

- Who are they?
 - Artists spend a lot of time doing creative thinking, looking for ideas to expand into a full piece. Then once they find an idea they like, it requires a lot of discipline to polish their work. Additionally most artists have to promote themselves and do work for clients that they may be less passionate about.
- What are their goals?
 - They want to think of good ideas quickly, so they can produce as much inspired artwork as possible.
 - They also need to manage their time, so they can fulfill their clients' requests on schedule.
- What are the barriers preventing them from achieving their goals?
 - Good creative ideas are fleeting and hard to come by, so it can be frustrating to spend a lot of time on this process without producing results.
 - Polishing art pieces may be tedious because many artists have very high standards for themselves even after their main idea is done for the artwork.
 - It is a pain to create art that you are getting paid for, but aren't inspired by. Even though it is necessary for an artist to do commissioned pieces, it can be difficult to find motivation to finish these pieces.