# All for One and Ten for All

Arela Ebbah, Ashley Kou, Brian Lin, Dhanush Nanjunda, Ivan Luu, Jamie Larsen, Jonathan Moon, Haley Tran

## Problem

- Need a way to stay focused and increase productivity
- Pomodoro timer that is well-built but not too distracting
- Many timers already exist, but most don't cater to all kinds of people in terms of use case and experience with technology
  - Younger people may get easily distracted in the digital world and need a way to focus
  - Older people need an easy way to track their physical activity and work time vs. rest time
- Keep track of progress and reduce interruptions
  - Increase planning skills
  - Reduce multitasking
- Deter procrastination

## Appetite

Our appetite is easy to address as we have been given the set time period of this quarter to work on the project in.

We were given ten weeks to work on the project, and of those five weeks remain.

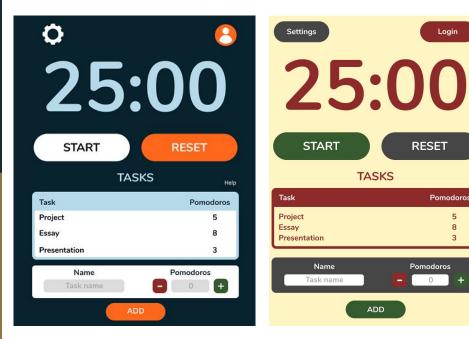
As we have been planning and learning for the past five weeks, we believe we have a sufficient Shaping of the project to begin the work of putting it all together.

We expect to have our first increments and iterations done within three weeks. From there we hope to refine what we've made into a shippable product.

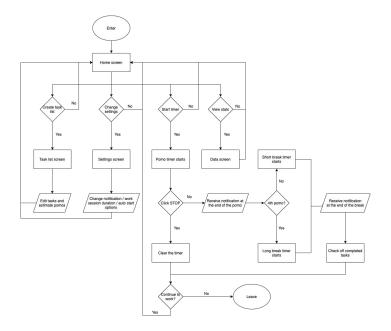
### Solution

- Simple task list
  - Adding/editing task names and pomodoros easily
  - Checking each item as done
- UI that is easy to navigate/use
  - Minimalistic layout
  - Colors are easy on the eyes and non-distracting
  - Common icons (ex: settings, login)
- A simple timer
  - Inputtable time
  - Time intervals
  - Starting/stopping/resetting the timer
  - Playing notification sound when timer ended
- Adjustable volume slider
  - With various sound options

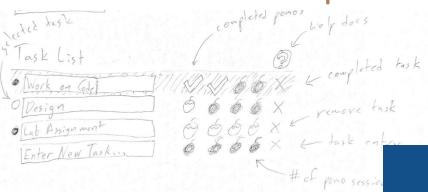
## Solution - examples



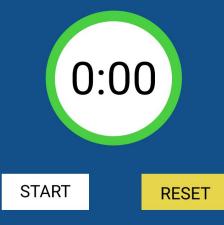




# Solution - examples









#### Rabbit Holes

Our biggest time sink so far in our exploratory programming is learning the tools we're working with.

Our needs from our timer are different from many other examples of timers online, and so making ours from scratch is something that is actually really helpful.

This leads us to believe that the biggest rabbit hole we're facing with this project is attempting to use tools that we don't understand.

In order to address this rabbit hole, we will need to make sure we're familiar with the tools we have available to us.

This means continuing to build on our HTML, CSS, Javascript knowledge and make sure that no knowledge of how our code works rests on a single person.

#### Rabbit Holes

Another rabbit hole is trying to make a perfect product. Since there are already so many timers that exist, we may feel pressured to make something unique.

This isn't necessary, as the goal is to make a timer that works and solves the problem we described.

To avoid this rabbit hole, we need to not get too bogged down in the details of the design, specific features of the timer, or certain styles for the whole app.

Rather, the focus should be on the overall functionality/effectiveness of the app and the process of getting there.

#### No-Gos

- No hamburger menu/side menu
  - Increases complexity
  - Distracts from the timer
- No bright colors
  - Visually harsh, specifically in a dark environment
  - Adds the need of a dark mode option
- No(t too many) personalized settings
  - Too many features/choices are distracting and deviate from the pomodoro technique