

Lab 1 Schedule Puzzle

Lab 1 Schedule Puzzle Product

Kayla Pineda

Old Dominion University

CS 410, Spring 2023

Professor Thomas Kennedy

April 26, 2023

Table of Contents:

1. Introduction	3
2. Schedule Puzzle Product Description	3
2.2. Major Components (Hardware/Software)	4
3. Identification of Case Study	5
4. Schedule Puzzle Product Prototype Description	5
4.1. Prototype Architecture (Hardware/Software)	6
4.2. Prototype Features and Capabilities	7
4.3. Prototype Development Challenges	8
5. Glossary	8
6. References	8

Table of Figures:

Figure 1. Current Process Flow	3
--------------------------------	---

1. Introduction

People have many tasks and comparatively little time. In a 2022 study of 500 employees across several industries, less than 18% have a proper time management system, with the other 82% using a list or their email inbox as a time management tool (Richardson, 2022). From the same study, 12.5% of people felt as if they never had control in their work (Richardson, 2022).

Scheduling is a solution to this. Scheduling has benefits such as improved structure and increased productivity (Prabhu, 2022). By scheduling tasks, people have more control and understanding. The problem is, scheduling does not come naturally to all. The current approach is all done by the user. The common approach is to schedule tasks with a specific time frame or due date known, then schedule tasks that do not have a specific time frame or due date known. However, a person may create a schedule only to realize the schedule does not work for that person, resulting in that person starting over.

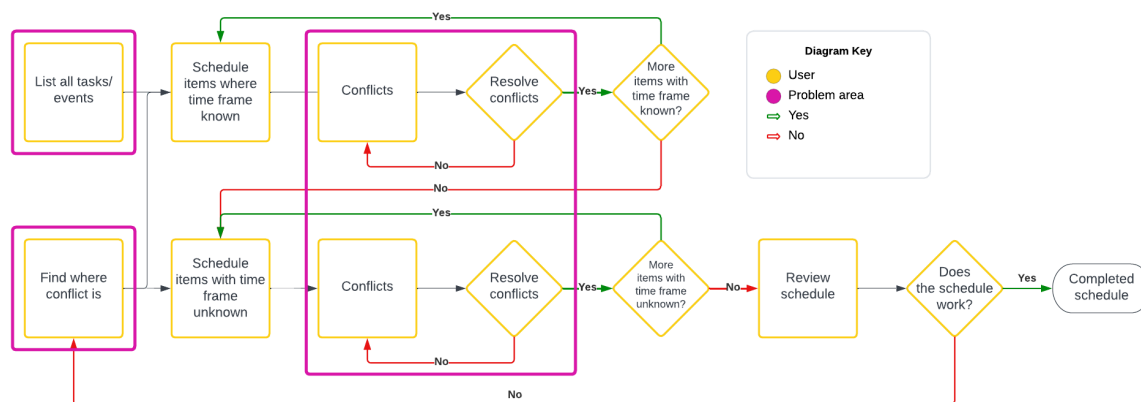


Figure 1: Current Process Flow

The solution is automated scheduling. The system and the user work together to create a schedule. The user inputs their tasks, and the system prioritizes and schedules tasks based on user given tasks and events. This is our product, Schedule Puzzle.

2. Schedule Puzzle Product Description

Placeholder

2.1. Key Product Features and Capabilities

Placeholder

2.2. Major Components (Hardware/Software)

Placeholder

3. Identification of Case Study

Placeholder

4. Schedule Puzzle Product Prototype Description

Placeholder

4.1. Prototype Architecture (Hardware/Software)

Placeholder

4.2. Prototype Features and Capabilities

Placeholder

4.3. Prototype Development Challenges

Placeholder

5. Glossary

- Task: catch all term for things that need to be completed by the user
 - One time task: appointments, meetings
 - Recurring task: chores, school, work

6. References

Indeed Editorial Team. (2021, February 22). *12 Time Management Problems (and How To Fix Them)*. Indeed. Retrieved from

<https://www.indeed.com/career-advice/career-development/time-management-problems>

Nemko, M. (2021, December 3). *4 Causes of Poor Time Management | Psychology Today*.

Psychology Today. Retrieved from

<https://www.psychologytoday.com/us/blog/how-to-do-life/202112/4-causes-of-poor-time-management>

Prabhu, A. (2022, November 25). *Importance of scheduling tasks and its benefits*. Profit.co.

Retrieved from

<https://www.profit.co/blog/task-management/importance-of-scheduling-tasks-and-its-benefits/>

Richardson, B. (2022, October 26). *Time Management Statistics & Facts (New 2022 Research)*.

Acuity Training. Retrieved from

<https://www.acuitytraining.co.uk/news-tips/time-management-statistics-2022-research/>