



SIMON FRASER UNIVERSITY  
ENGAGING THE WORLD

## WEC 2018

# TaskNow- Requirements Document

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### **Document Modification History**

Version	Date	Author	Modification
1	January 11, 2018	Karamveer, Kalvin	Added Sections 1

			through 6
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## **1. Introduction**

In a world that is becoming more congested with tasks, people are becoming increasingly more busier and stressed. Hence, one resource that has become critically important in this world is time. Proper scheduling and time management can make efficient use of such a scarce resource. By doing this, people will be more focused on tasks when multitasking, have clear priorities, and thus, using their time much more efficiently, effectively, and reducing procrastination.

This program is called TaskNow. It was designed in order to provide user-friendly means to help users manage time and tasks, in order to get their tasks and projects completed in a more efficient manner. Combined with motivators to boost incentives for completing tasks, procrastination is reduced.

What sets this program apart from others is that it uses a very visual and familiar interface. The user interface layout is relatively simple and easy to use, meaning that anyone can pick up this software and start using it with a minimal learning or training. Thus, providing a user-friendly experience. Once logged in, the user is presented with some visual motivators in order to set a positive atmosphere meant to encourage the user in order to adhere to their set deadlines and complete tasks. The main page is broken up into three main sections.

The central section contains the analog clock which displays tasks that are meant to be completed on the day of logging in. The right section displays the actual content of a created task or note that the user has inputted. The left section is the main motivation window providing some visual cues intended to motivate the user to complete their tasks. This visual motivators include a trophy and motivational quotes that change every twenty seconds. Tasks are displayed on a centralized clock and are laid out radially corresponding to the time that these tasks are intended to be completed.

The stakeholders for this software are anyone that needs assistance or a simple means to iteratively improve their time-management skills. Many other people ranging from children to business that need a simple and user-friendly piece of software for time-management and task scheduling purposes are also stakeholders.

## **2. Intended Audience List**

TaskNow has been developed for a wide range of users ranging for school children to more advanced users in the business work needing a simple and easy means of managing tasks and projects.

TaskNow software code, program, and all related documentation is made to be viewed by potential and actual users of the software and others prospective users hoping to have an easier means to manage time.

### **3. Functional Requirements**

- Clock  
There shall be a large clock displayed in the center of the screen. This clock shall display tasks from a json file. The tasks shall be displayed radially. Tasks that are due at the same time will be displayed linearly from the center of the clock. As tasks near their deadline, the clock will flash in order to alert the user.
- Notes  
The user shall be able to create notes on the right side-bar of the program. These notes will be editable, draggable, and deletable.
- Left Sidebar  
The program shall have a sidebar on the left side which will contain a progress bar that shows how many tasks are remaining.
- Quote Bar  
There shall be a horizontal bar at the top of the screen that displays a random motivational quote every 20 seconds.

### **4. Non-functional Requirements**

In addition to the functional requirements, the following are non-functional requirements that must be met. These non-functional requirements are associated with the quantifiable aspects related to performance. They fall under six categories: speed, size, robustness, operating system, efficiency, and security.

#### 4.1) Speed

1. The program must start up in less than 5 seconds
2. The Control Panel response time must be less than 1 second

#### 4.2) Size

1. The executable file must be less than 500mb

#### 4.3) Robustness and Reliability

1. The program must not crash
2. The program must have error checking for unreasonable input values

#### 4.4) Operating System

1. The program must work on a 64-bit version of Windows 10

#### 4.5) Efficiency

1. The program must not use more than 25% of CPU (8th generation i7 8700k)

#### 4.6) Security

1. The program must not use any of the user's personal information

## **5. Timeline**

The following table outlines the timeline for developing this program. The development timeline has been split into six phases. These phases include additional tasks that must be accomplished. The duration in minutes, task description, and assigned members are shown in the rows. Short term scheduling, planning and project organization will be done using Trello.

The following initials will be used to represent the different members of the group: Yagnik (Y), Enes (E), Karamveer (KD), Calvin (KR).

Phase	Duration	Time elapsed	Description	Members
1	5	0:05	Read problem individually	All
1	15	0:20	Discuss problem as a group, develop requirements	All
1	30	0:50	Develop architecture of program	All
1	5	0:55	Divide work into components and assign tasks in Trello	All
2	120	2:55	Main development phase. Group will be split into two: 1. Development 2. Documentation There will be a 5 minute meeting at the end of every hour (for a total of two)	1. Y, E 2. KD, KR
2	60	3:55	1. Continue previous tasks 2. Begin testing code	1. Y, E, KD 2. KR
3	15	4:10	Halfway Meeting. Discuss current state of documents and development. Make changes to plans as necessary and determine work for last half of development time.	All
4	50	5:00	Assign new tasks as planned in previous meeting and work on them.	All
5	5	5:05	Final Meeting. Plan last hour and submission detail. Focus on high priority tasks.	All
5	40	5:45	1. Finalize Documents	1. KD,

			2. Finalize Code	KR 2. Y, E
15	15	6:00	Gather all final documents and submit.	All

## **6. Glossary**

Functional Requirements: Requirements that describe the functionality or system services of the software. In other words, functional requirements state what a system must do.

Non-Functional Requirements: Requirements that describe system properties and constraints. In other words, non-functional requirements state the limitations or constraints on resources or design.

Stakeholder: A person, group, or organization that have a "stake" or interest in an organization or enterprise

Phase: represents the collection of the *project* activities aimed to prepare the product

Trello: a web-based project management application

Github: a web-based Git version control repository hosting service