# Feature Specifications

This document outlines the requirements for what the apps needs to function. The list of features we have is as follows:

* Account and User  
   - Login and Sign up  
   - Persistent data saved per user – their notes, calendar and customization
* Calendar and Timetable  
   - Create and manage time blocks on a screen of a weekday schedule  
   - integrate compatibility with other calendars – google calendar, etc., so that the calendar can be synced up with them  
   - Set time blocks as repeating or single time, which allows for a weekly timetable  
   - designate busy time and free time  
   - time blocks are busy time by default, but can be marked as free
* Notes  
   - CRUM  
   - can have different parameters – deadlines, subtasks, can be slotted into the calendar  
   - sorted by how specific they are – ones with deadlines/set reminders, and ones without - amorphous blobs – “Thought bubbles”  
   - can be crossed off as done
* Quick Reminder  
   - Quick and easy way to add a reminder for something  
   - will appear as a current task in the app, can be crossed off as done

## Account and User

**Description:**

As the app will have persistent data, we will need to enable users to log in to their accounts.

**Conditions of satisfaction:**

A login/sign up screen will need to be implemented. On sign up, there is a short introduction to the app (viz “tutorial”). Users need to be able to log in and out. Persistent data saved per user includes all their calendar, notes, reminders and customizations.

Customizations should include settings regarding how the app reminds them – alarms, notifications, etc., dark and light mode, font size.

## Calendar and Timetable

**Description:**

This app is aimed at scheduling, and reminding users of their notes in their free time. A calendar should let users easily create weekly timetables and one-time events. The user should have complete freedom in making the calendar suit their needs.

**Conditions of satisfaction:**

The Calendar should consist of rows of different days of the week, which are divided into timeslots by the hour. Users can create time blocks to fill up their calendar. Each timeblock can have a specific name, colour and description. They are an hour long by default but can be set to specific durations (example: from 14:15 – 16:02).

Each timeblock is set to “busy time” by default, but can be marked as “free time” (this ties into other features). Each timeblock can be marked to repeat on specific days of the week.

On sign up, the user should be able to upload their calendar from major calendar applications, such as Google calendar and Microsoft Outlook calendar. Alternatively, a simple busy time can be set to start off – the user can input a single timeframe (ex. 9:00 – 17:00) for each day of the week to designate as “busy time” which can be specified later.

## Notes

**Description:**  
The notes are themed around having different stages of specifications – the user can create a note with no other metadata, and then later add deadlines, subtasks, reminders, and other parameters, at which point the note is moved to “specific thoughts” section. Otherwise, the note stays in a “thought bubble” section.

The thematic difference between these two sections is that “specific thoughts” are more grounded and specific, the notes are in a normal list. The “thought bubble” section is more nebulous, and visually appears as floating bubbles with animation of slight floating in an unconfined space.

**Conditions of satisfaction:**

User is able to create notes by tapping a “create” button – this opens up a popup window where the user can set a name, description and colour. Furthermore, they can set up a deadline (specific date and time), reminder (day of the week, time, can tick a box to make it repeating), or subnotes – these act as a checklist, and can each also have a deadline or a reminder. A delete/cancel button should be placed here as well. The same window opens when the user taps an edit button on an existing note.

2 different sections of notes need to be created – one for non-specific tasks and one for more grounded ones. A grounded task is one which has either a deadline, reminder, or subtasks attached to it. Notes that the user creates, or edits are automatically added to the appropriate section – they are told where the note goes right above the confirm button which finishes the action.

## Quick Reminder

**Description:**

The user should have access to a simple tool to create a quick reminder without having to go through additional menu, or scrolling to an “add note” button. For a quick way to get a reminder for later while in the middle of a meeting, lecture of other important busywork.

**Conditions of satisfaction:**

A specific button to add a quick reminder should always be on the nav bar. This will lead to a screen just like from an alarm clock app – select time by scrolling through the hours and minutes, toggleable buttons for days of the week will repeat the reminder every week, a calendar selection for a specific day in the future. A textbox for the name of the reminder. The reminders will show up in the appropriate time inside the calendar view as a line in the timeline.

## App notifications

**Description:**

The app should be able tell when the user is busy or free. This can be used to remind the user of things they wish to do.

**Conditions of satisfaction:**

During a user’s Free Time, the app will push a notification onto the device, reminding the user of a random Thought. This should be limited to once per day - the purpose is to bring the user back to the app, which shows all the tasks they have set, effectively reminding them of all of them.

Some tasks have deadlines – the user should be reminded of these if the deadline if approaching. The standard is one week before the deadline.

These notifications are made by the app itself, but can be changed in a “notifications settings”. The user can turn the notifications off, change how many per day they receive, and set times for automatic reminders of upcoming deadlines.