

CSCI 3308 Software Development Methods and Tools Final Project

Project Part 1

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Title: Awake+

Description: The idea is to create an alarm app that uses principles of gamification to turn the boring wake-up experience into a well thought out game that incorporates elements of positive and negative reinforcement to the user. Our user will start their day by playing a game that builds a positive mindset from the moment they wake up.

Vision Statement: Waking up should be a positive and enjoyable experience to all.

Motivation: Our motivation for undertaking this particular project stems from personal experience and a relatively untapped market for apps that help people wake up in a positive way. This app is intended to make users look forward to waking up in the morning and start their day with a positive outlook. If we can create a game that people enjoy enough to keep coming back to, and encourage them to look forward to playing when they wake up, our vision will be realized.

Risks:

- Unfamiliarity with Android SDK, Android Studio, and Google Play Services
- Coordination and teamwork with Trello for project task deadlines
- Creating a visually appealing user interface and gameplay environment with little graphics experience
- Finding time to meet up as a whole group as well as balance other work
- Defining group roles democratically while continuously working on the project

Mitigation:

- Setup software together to ensure that we have similar developing environments.
- Compartmentalize work. Use user stories to segregate work into areas that individual members excel at.

- Go through a tutorial as a team for Trello and set up an effective scheduling system.
- Plan a consistent weekly meeting.

Version Control System:

- Git / Github: <https://github.com/mchowdhury/CSCI-3308>

List of Requirements:

User Requirements			
ID	Description	Agile Sizing	Priority
US-01	As a user, I want to be able to set, reset, add, and remove alarms so that I can use this app as an alarm clock	3	High
US-02	As a user, I want to be able to complete/win game with relative ease so that it does not become tedious	2	Medium
US-03	As a user, I want the game to be short so that I can start my day with minimal time taken out of it.	2	High
US-04	As a user, I want to be able to open and close app easily so that I don't have to waste valuable time	3	Medium
US-05	As a user, I want the user interface to be simple and intuitive so that I can use the app without having to learn any new skills	6	High
US-06	As a user, I want to be able to set recurring alarms so that I don't have to remember to set an alarm every night	4	Low

Functional Requirements			
ID	Description	Agile Sizing	Priority
FN-01	As system developers we want to tell time and date so that alarms will go off at the correct time (will be achieved by implementing the Android alarm API)	2	High
FN-02	As system developers we want an Interface with phone's sound capabilities so that the alarm will wake up the user	4	High
FN-03	As system developers we want to store times and dates so that we can properly save alarms	3	High
FN-04	As system developers we do not want the alarm sound to play while the game is being played, so that the user does not get annoyed	1	Medium
FN-05	As system developers we want to turn off the alarm sound once the game is finished so that the user can get on with their morning in a productive manner	2	High
FN-06	As system developers we want to interface with the user's calendar so that the alarms can be set based on the user's existing schedule (optional)	4	Low

Non-Functional Requirements			
ID	Description	Agile Sizing	Priority
NF-01	As system developers we want to save progress with the cloud so that we can have added security and data retention in case of a defect	3	Medium
NF-02	As system developers we want our app to be accessible to most android API's so that we can reach a greater audience	2	High

NF-03	As system developers we want our code to be easy to improve and refactor so that updates and upgrades are quick and seamless	3	High
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Methodology: Mix of Agile with Iterative. Plan for 1 week sprints.

Project Tracking / Communication Software: Trello, Google Hangouts / Group MMS

Project Plan Part 1:

The screenshot shows a Trello board titled "Software Development Methods and Tools Project" with a blue header bar. The board is organized into three main columns: "To-Do List", "In Progress", and "Completed".

- To-Do List:** Contains a list of tasks: "Design Interface", "Design Game", "Create Basic Alarm Functionality", "Plan a Consistant Weekly Meeting", "Setup software together to ensure that we have similar developing environments.", "Project Part 2" (due Oct 13), "Project Part 3" (due Nov 12), "Project Part 4 - Individual Interview", "Project Part 5 - Presentation", and "Project Part 6 - Final Submission". Each task card has a list of assignees: JP, JS, MC, and SS.
- In Progress:** Contains a card for "Project Part 1" with a due date of "Sep 24" and assignees JP, JS, MC, and SS.
- Completed:** Currently empty, with a placeholder "Add a card..."

At the bottom of the "To-Do List" column, there is an "Add a card..." button.