

User stories, personas, and our product

We came up with user stories and personas which guided the design and implementation of our product in the following ways:

- 1) For users who are surrounded by work in their day-to-day activities, especially users within the age groups of 20 to 45, we came up with the idea to employ the Pomodoro technique in our app with the feature of “Ending their current session” in order to tend to other commitments and then coming back and starting from where they left off.
- 2) For users who are not tech-savvy and for users in general, we decided to automate our app so that they do not have to worry about learning how to operate the app and so that they can work hands-free, focusing on their tasks rather than on the screen.
- 3) College students formed the majority of our end users and so including a task list in order to give them the opportunity to include their tasks and homework so that they know what has been completed and what is pending was a unanimous agreement.
- 4) Some of our users wanted an account of how they did during the day, and we thought that it would be a nice feature to add – give analytics and report of how many tasks they did and how many Pomodoros it took per task. This targets two birds with one stone- the users get to retrospect on how they spent their day, and it gives them a sense of accomplishment to see how effective their day was with using the Pomodoro technique.
- 5) Users who come to use our app are users who want to focus and effectively manage time. So, it was undeniable that we have to provide them an app which has the minimal of features – features which only aid in their time management and do not become a distraction. We agreed to have basic graphics, no customizability options, and no pause buttons so that our users do not have to invest in time which was unaccounted for.