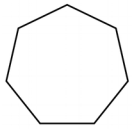
Computer Science & ENGINEERING

University of Nevada, Reno



Quantivity

Quantifying Productivity

Start developing discipline
by making better choices
using numbers.

Instructors:
David Feil-Seifer
Devrin Lee

Team
Robin Brossard
Melina Tan

Friday, February 26th, 2021

1 Abstract:

Quantivity's goal is to provide a simple tool that users can use to maximize their productivity by gamifying their progress. We'll be talking about the high-level design processes, as well as the user interface by going in depth in the design process of our application. You will find that we've elaborated the technologies that were used in the process of developing the design of our application following it up with the application significance and impact to the user's life.

2 Recent Project Changes:

Changes since 2/12: recent project changes include the change of features of our website. Instead of assigning points (0, 0.5, 1) for task completion, we decided to assign colors (green and gray) instead for the purpose of simplifying our user interface. We've come into conclusion that colors are simpler to implement. For the weekly analysis, the numbers on the y-axis will represent the number assigned to each task the user intends to complete within a day.

Changes since 2/26: We are adding JavaScript animation to our headers using framer motion. When the page loads, the text will fade in. Other than that, we are continuing to use React JS to develop our website.

3 User Stories and Acceptance Criteria:

Quantivity:

Subsystem	User stories	Acceptance criteria
Homepage	1. Bob, the financial analyst needs credible information presented as to why the product would be useful to their work. 2. Dylan, a graphic designer is interested in visual information so they may resort to watching the video.	1. AC1: A video is displayed to explain what the app is all about. AC2: There will be referenced articles that are hyperlinked on our homepage. 2. AC1: A video is displayed for visual learners. AC2: There will be diagrams in the video that conveys the information given.
Sign up	1. Bob may be interested to sign up due to the ease of usability. 2. Dylan may be interested in signing up to master a particular skill or to get ideas from the application.	1. AC1: After clicking the sign up page, it will take the user to a form. AC2: Filling all the requirements in a form is necessary to finish signing up. 2. AC1: After clicking the sign up page, it will take the user to a form. AC2: Filling all the requirements in a form is necessary to finish signing up.

Sign in	1. Bob signs it to update their activity log sheet. 2. Dylan signs in to keep track of their progress.	1. AC1: After clicking on the sign in link, it will take the user to where they put in their email and password. AC2: User must enter the right credentials and click “done” when done. 2. AC1: After clicking on the sign in link, it will take the user to where they put in their email and password. AC2: User must enter the right credentials and click “done” when done.
Activity log sheet	1. Bob meditates on his progress and subconsciously plans on how he can optimize his progress better in the future. 2. Dylan is happy with the consistency of their progress and feeling motivated to keep going.	1. AC1: Bob may edit the taskbar and change the task they desire to change. AC2: Bob may click on the boxes to change colors that indicate completion of task. 2. AC1: Sally may edit the taskbar and change the task they desire to change. AC2: Sally may click on the boxes to change colors that indicate completion of task.

Account deletion	1. Bob may no longer need Quantivity because he's developed the discipline to be consistent on his productive habits. 2. Dylan may no longer need Quantivity because they developed the confidence in themselves on following through tasks.	1. AC1: At the very bottom of the activity log sheet, there is a link that says "I don't need this app anymore" that the user can click on. AC2: Clicking on that link will take the user to an "delete account" page where they can permanently delete their entire account. 2. AC1: At the very bottom of the activity log sheet, there is a link that says "I don't need this app anymore" that the user can click on. AC2: Clicking on that link will take the user to an "delete account" page where they can permanently delete their entire account. AC3: There's an option to enter the reason for deletion.

4 Testing Workflow:

Visiting the homepage:

1. Click play on the video for it to start playing.
2. Scroll down to find more credible cites that backup the purpose of the app.

Signing up:

1. Click “sign up” to display the form.
2. Fill in the form with the right credentials.
3. A button in the bottom called “done” when form is completed.

Signing in:

1. Click sign in to display the sign in page with email and password.
2. Click “enter” once signed in with the right credentials.
3. The page will load to the user’s account when the entered information is correct.

Activity log sheet:

1. Click on the first left column to start entering the name of the task.
2. Click the gray box until it turns green to mark task completion.
3. Click on the task box to edit the name of the task.

Delete Account:

1. Scroll all the way down to the activity log sheet.
2. Click the link “I don’t need Quantivity anymore” to take you to account deletion page.
3. There will be a box where it’s optional to type reason for deletion.
4. Click “done” after checking “No reason”.
5. Account will be deleted.

5 Testing Strategy:

Testing is being done in three places. We have been writing small unit tests as we write the functional pieces of the project. A user test is being developed which will test the interactions any given user will have with the service. Bugs detected by the testing framework are reported to the central repository on github for both team members to review.

The project will be considered complete, when a user can be created, have its data be manipulated and have the user be deleted all through the UI.

6 Contributions of team members:

Robin Brossard: 4 hours

Melina Tan: 5 hours