

Team CS25 Storyboard

User Primary Task

1.

Please Enter:

Number of Cycles:	<input type="text" value="2"/>
Break Time:	<input type="text" value="5"/> min
Long Break Time: <small>(one at the end of each cycle)</small>	<input type="text" value="20"/> min
Focus Time:	<input type="text" value="1"/> min

2.

Confirmation:

2 Cycles	<input checked="" type="checkbox"/>
5 min Breaks	<input checked="" type="checkbox"/>
20 min Long Break <small>(one at the end of each cycle)</small>	<input checked="" type="checkbox"/>
30 min Focus Time	<input checked="" type="checkbox"/>

3.

30 5 30 5 30 5 30 20

Cycle 1 Cycle 2

FOCUS TIME

☐ Pause
☐ Stop
☐ Reset

4.

30 5 30 5 30 5 30 20

Cycle 1 Cycle 2

BREAK TIME

☐ Pause
☐ Stop
☐ Reset

5.

30 5 30 5 30 5 30 20

Cycle 1 Cycle 2

COMPLETE

6.

Please Enter:

Number of Cycles:	<input type="text" value="1"/>
Break Time:	<input type="text" value=""/> min
Long Break Time: <small>(one at the end of each cycle)</small>	<input type="text" value=""/> min
Focus Time:	<input type="text" value=""/> min

1. **User Input:** This design choice allows the user to customize their experience, with fields for entering the number of cycles, break times, and focus times. The input supports different working styles and preferences.
2. **Confirmation Selection:** After the user inputs their preferences, a confirmation section is displayed, which serves to ensure that the user has reviewed their choice. This prevents accidental starts with incorrect settings.
3. **Visual Timers:** The use of timer icons acts as a visual cue that indicates the function of those sections, which is tracking focus time and break time respectively.
4. **Control Buttons:** Each timer section has control buttons (Start, Pause, Stop, Reset), which gives the user full control over tracking their time. This choice empowers the user to manage their time effectively and adapt to interruptions or changes in their schedule.
5. **Progress Bar:** The progress bar visually represents the completion of cycles, providing a clear and motivational indication of progress.
6. **Color Coding:** The use of colors (like green for confirmation and red for stopping) aligns with the common color associations, where green often signifies 'go' or 'correct', and red signifies 'stop' or 'caution'. All in which make the app more intuitive.