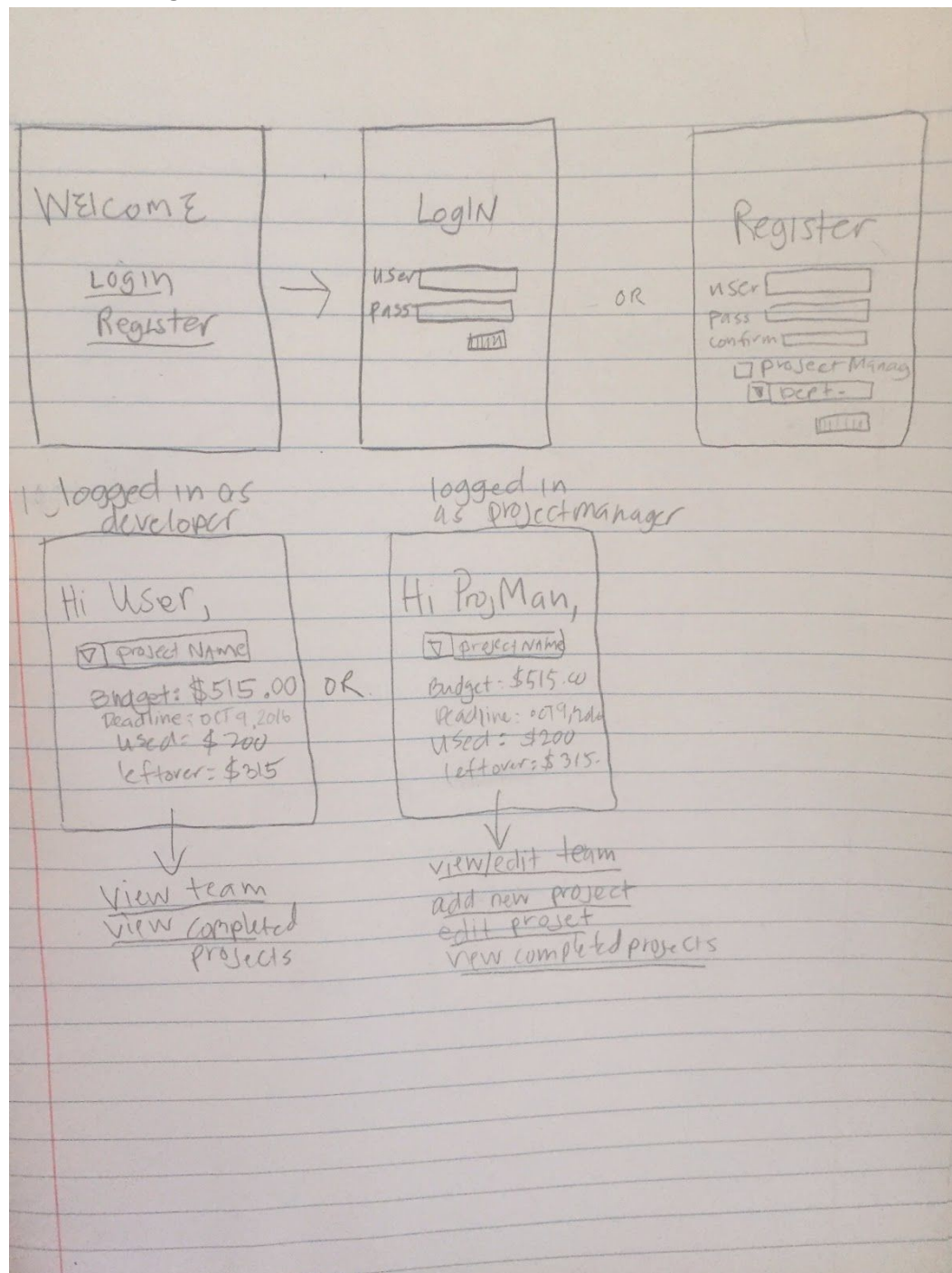


Deliverable 1

ICS 414 Team Kumquat

Shaun Kushisaki, Ming Zou, and Kristy Woodward

Ideas/drawing:



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Homepage(s)

Logged out
State

Log in Page

Homepage(s) wireframe showing the login and registration forms.

Central text: Welcome!
software development Budgeting Application

Left side (Login):

- username
- password
- ☐

Right side (Register Now):

- username
- password
- department
- status ☐
- Project manager
- Developer

Logged in
State

Dashboard Page
(Developer view)

Dashboard Page (Developer view) wireframe showing a grid of project cards and a log out button.

Grid of Project Cards:

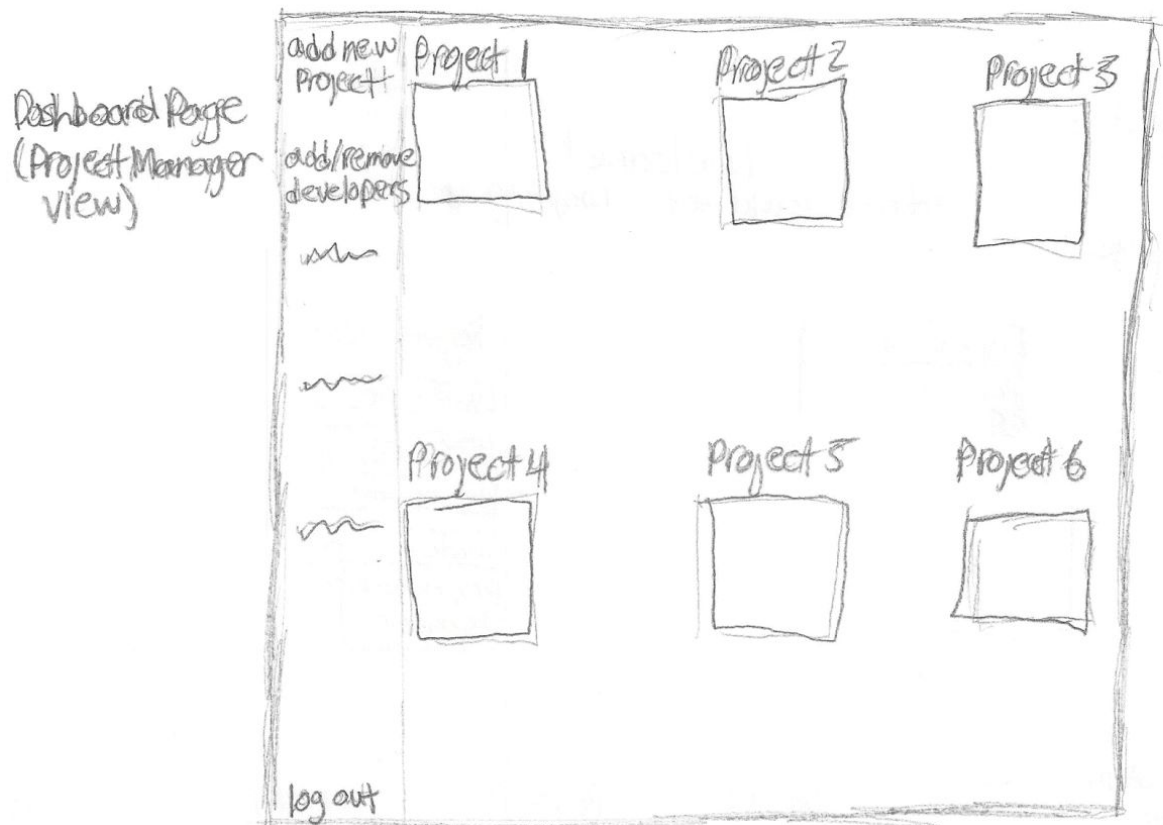
- Project 1
- Project 2
- Project 3
- Project 4
- Project 5
- Project 6

log out

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Project Info
Page

(clicking on
a project
from home
screen)

Project 5

Project Manager : John

Developers : Mary, Kyle, Frank

Total Budget : \$5000.00

Budget Spent : \$3200.00

Budget Left : \$1800.00

Deadline : Dec 5, 2017

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Purpose of the app:

- Allow development team to keep track of budgets
- Time tracker with pomodoro timer
- Sections:
 - History - see how much the development team made in the past
 - Current Job - display budgets for the project
 - Timer - Keep track of each developer's time spent on a project
- Multiple develop team can sign up for this app, and each develop team will have one or more developer.

User Interface (The Screens)

Homepage:

- Logged out = Description/Welcome page
- Logged in = see Dashboard

Log in page

Registration page

- Requires: Username, Password, Department, Declare if user is Project Manager

Dashboard (developer):

- List of projects apart of
- Budget available
- Countdown to submission
- Developer and their assigned task
- Check off completed task

Dashboard (project manager):

- Project names (+ option for new project)
- Set Project budget
- Budget available
- Countdown to submission
- Assign task to developer
- Worker and their assigned task
- Add/Remove/Edit developer from the team

Add Project Page:

- Budgets available
- Time before submission

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Paper Prototyping:

We want to find out - -

- Is our app straightforward and easy to understand?
- Is our app easy to use and navigate?
- Would our app be a useful tool?
- Does it do what users expect it to do?
- Which requirements we will want to make a *may/should/shall*.

Is our app straight forward, easy to use, and easy to navigate?

- Limiting the number of buttons on a page at any given time.
- Making buttons large enough/well spaced.
- In general, the user should not be thinking about the interface. Ideally, the user would be in a constant state of comfort while navigating it.
- Maintain consistency in terms of size, color, and style.
 - Text/Typography
 - Buttons
 - Background

Would our app be a useful tool?

- Would users be able to efficiently track the progress of their projects?
- Are the features that have been fleshed out too complex? Too simple? Do the users expect more features than what is already listed. Are they overwhelmed by the number of features, number of pages, number of options available to them?
- Would it appeal more to the users if we combined different features into one page, rather than using separate pages to do the same thing? We have provided two different drawings of the login page to illustrate this.
- Are the users more comfortable seeing the projects listed separately or listed as a drop down menu? We have provided two different ways of listing the projects in the drawings.

Does it do what users expect it to do?

- Do the buttons send users to the page that they are expecting?
 - Are those pages clear and intuitive in its meaning?

Which requirements we will want to make a *may/should/shall*.

- What are the trivial/unimportant features of this app? What are the important aspects? What are the absolutely necessary aspects?
 - Relates back to whether the features fleshed out are too complex/simple. Do the users expect more or less? What do they want or not want?

Initial estimate of number of LOC:

- Login page: 200 LOC
- Register page: 200 LOC

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- Dashboard: 900 LOC
- Project Import Page: 300 LOC

How will we test the functionality of our application?

- We will start the testing process from conception by way of paper prototyping. That way, we would hope that time spent coding/building the application is kept to a minimum. We also hope to realize what is actually feasible/practical for this app.
- Considering the relatively small scale of the project and low number of team members, we will probably be testing our app throughout the development process, for example, testing that buttons takes us to the right page immediately after we implement them.

Aspects or features that will distinguish our app from others:

- One thing that many apps fall victim to is loading up on the number of fancy features. While this may be good in theory, more features usually mean less functionality as a whole. We aim to do one or two things absolutely rather than five or six things decently. Simplicity and conciseness will be a key aspect of our app.