**ScheduleMe Development Notes**

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**Development Tasks**

* Design and implement infrastructure classes
  + [DONE – TAM] UML Class Diagram
  + [DONE – TAM] User, Goal, Metrics class hierarchy designed and implemented (initial version)
* Design and implement front-end classes
* Implement back-end database integration
* Design and implement user interface
* Design unit tests

**Types of Goals and Examples**

Financial (Quantitative)

* Put away at least $50/month for the next six months
* Cut down on food costs by 10%

Study

* Have a list of homework problems to attempt to prepare for a test
  + Keep track of which ones have been done and percentage completed

Project

* Complete multiple phases of a project
  + Could have dependencies
  + Gannt chart (?)

Performance

* *Deadline?, Resources Needed, Recurring?, Duration, All/Nothing or Progressive*
* Improve mile time by 10 seconds in the next three months

Temporal

* *Deadline?, Resources Needed, Recurring?, Duration, All/Nothing or Progressive*
* Study at least 30 minutes/day for the rest of the semester

Personal

* *Deadline?, Resources Needed, Recurring?, Duration, All/Nothing or Progressive*
* Spend at least 1 hour/day reading non-school-related books
* Lose 10 pounds

Task-Based

* *Deadline?, Resources Needed, Recurring?, Duration, All/Nothing or Progressive*
* Take out the trash
* Clean room
* Organize computer desktop

**Caveats/Notes/Stretch**

* Group goals
  + Being able to form groups of users to track progress towards a goal
    - Assignment of subpart to particular user?
* Resource/Dependency
  + Necessary resource in order to accomplish goal
    - Obtaining/resolving dependency would be a preliminary subgoal
* Dashboard
  + Sets of goals potentially grouped by type to show progress on a dashboard
  + Each type of goal, or each goal, having a type of widget to display progress/status
  + Also used to check off completion/progress
* Account billing (?)
* Bulk task specification
  + Import/export to Excel/Numbers/CSV
* Reminders/Progress Notifications
* Negative goals
  + Don’t lose temper more than two times/day