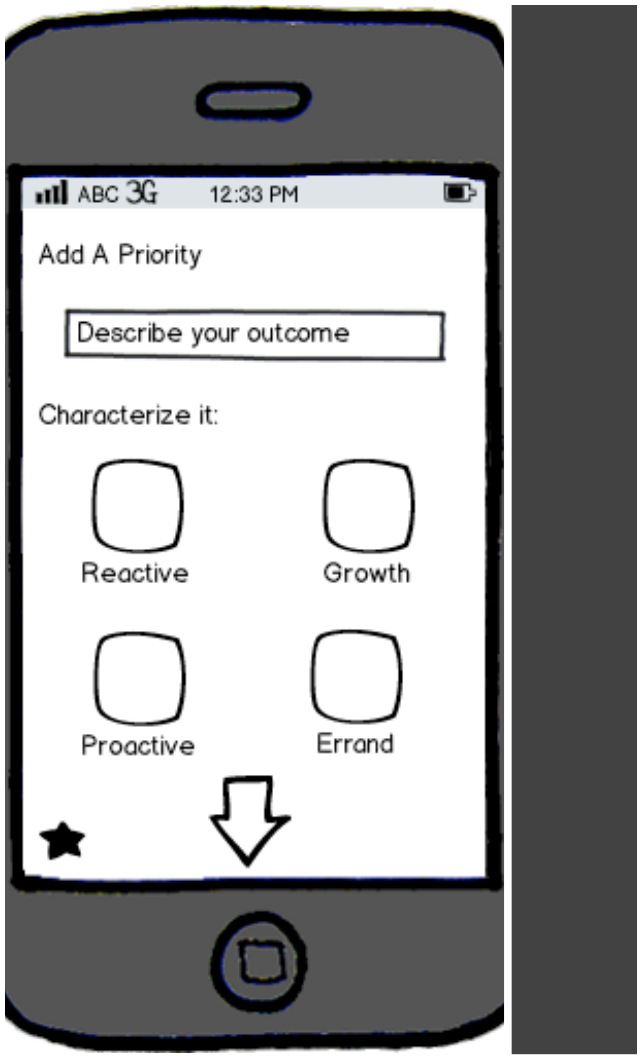


Jon Lam SDLC Project Requirements Document

"Watch My Six" To-Do List App

Executive Summary

1. Introduction

With so many demands on our attention, it is often difficult to be productive. 3 common problems can hold a user's productivity back:

1) Difficulty focusing. User's todo list is too long, and important items get lost in the jumble.

2) Not working on the most strategic items because they are difficult to do.

3) Difficulty measuring my productivity - User doesn't know whether the tasks they did last week moved them closer to their goals, or whether they did better this week.

Watch My 6 is an app where one can define a maximum of 6 to-do's for the day. The user will rank each todo item along 2 criteria. First, the user selects the type of task it is from 4 choices: Reactive, Growth, Proactive and Errand. Then, the user selects the number of difficulty points to assign to the task.

The app will then calculate the point score for each todo, and display the item that the user should do first. This will be the todo item with the most strategic value (i.e. highest point score)

When the user indicates on the app that the task has been completed, the app will display the next most valuable task to do.

Finally, the app will maintain a total of the points I have completed weekly. I can view a historical list of these so that I can see whether I am accomplishing more points per day.

The goal of the app is actually behaviour modification. Specifically, to get the user to:

1) Perform the tasks that are most strategic

2) Perform the most difficult tasks first

3) Work sequentially instead of trying to multi-task

4) Increase their productivity over time

1.1 Definitions and Acronyms

Term	Definition
DESC	Description
RAT	Rationale
DEP	Dependency

2. User Requirements

2.1 Software Interfaces

2.1.1 The mobile application UI will communicate with the sorting algorithm to determine the priority order of task items.

2.2 User Interfaces

James uses Watch my Six to keep track of his priority task items on his phone. He opens up the app at the beginning of the day, and sees that there are 4 tasks left to do from yesterday.

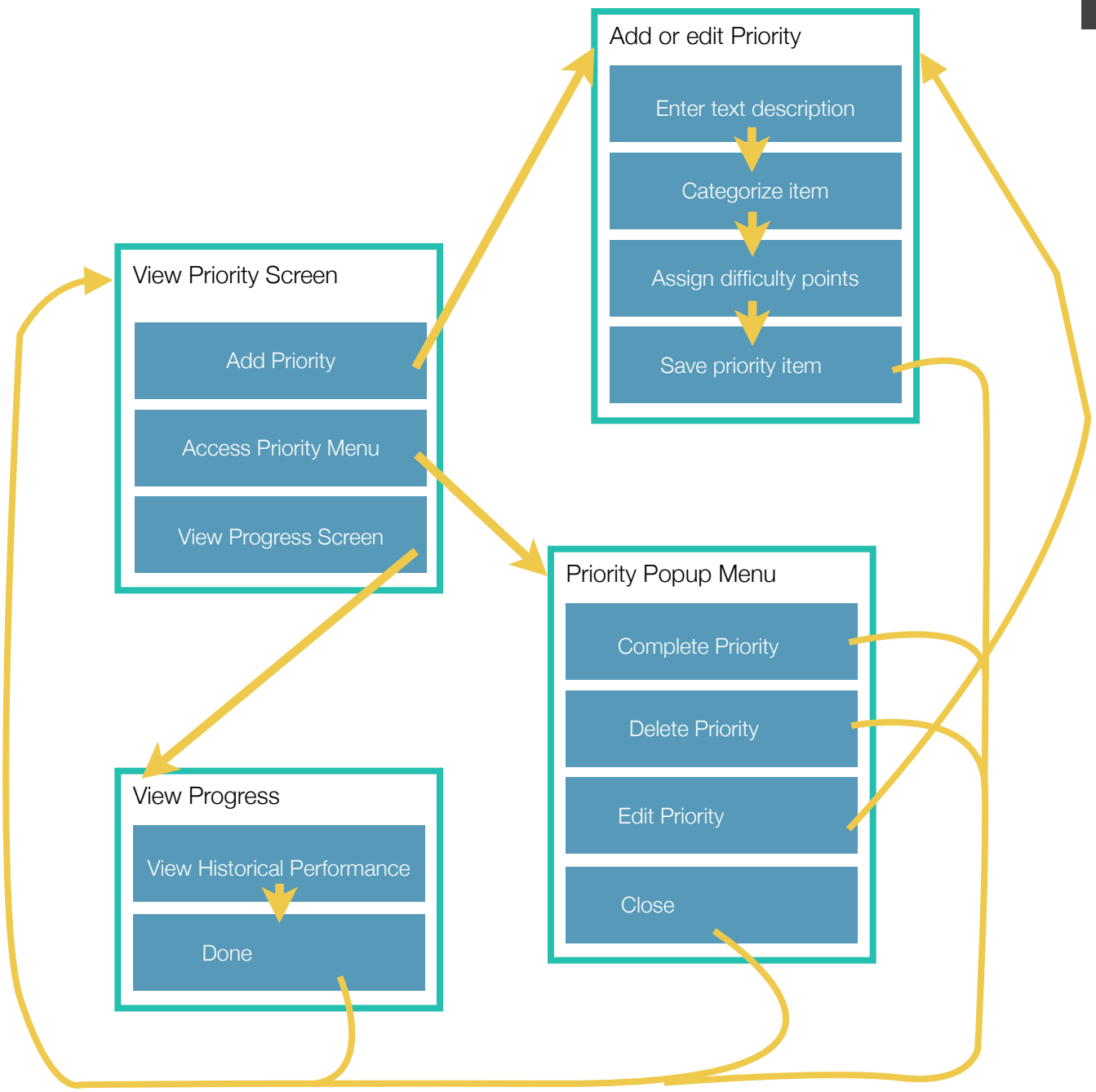
He can only have 6 priorities at a given time, so he enters 2 more. For each, he describes the outcome he wants to achieve, then assigns a category type, a difficulty point value, and confirms the addition of the item.

The App will now prioritize the tasks for James and give him a list in the order they should be completed.

James does some work.

He comes back to the app, and views his list of priorities. He taps one to open a menu, and taps to complete the task. For one of the others, he feels like the point value was incorrect so he edits that one.

Finally, at the end of the day James completes the remaining to-do's and looks at his progress over the last few weeks.


Add or edit Priority
Enter text description
Categorize item
Assign difficulty points
Save priority item
View Priority Screen
Add Priority
Access Priority Menu
View Progress Screen
Priority Popup Menu
Complete Priority
Delete Priority
Edit Priority
Close
View Progress
View Historical Performance
Done

View Priority Screen

The user of the mobile application should see the Priority Screen when he/she opens the application. If the user does not have any active priorities (for example, when the user is opening the application for the first time), the priorities list will be empty. From this screen, the user can:

- Add a task (if they have less than 6 tasks in the queue)

- View the progress screen

- Tap on a task to open a menu

Add or Edit Priority

Allows user to add a to-do according to a specific process:

- Type in text describing the to-do item (max 140 characters)

- Characterize the task according to one of 4 categories

- Assign a difficulty point value to the task according to the following scale: 1,2,3,5,8

- Save

After saving, the user is shown the View Priority Screen again, but with the new task added to the queue in order of priority.

Priority Popup Menu

This menu is accessed by tapping on a task in the View Priority Screen.

From the menu, the user can:

- Mark the task as done

- Delete a task

- Edit a task: This will bring them to the Add or Edit Priority screen

- Close: This will bring them back to the View Priority Screen

View Progress

- User can view their daily productivity for the past week and month. Productivity will be displayed as the total difficulty points accomplished per day.

- If user taps “Done” button, they are taken back to View Priority Screen

2.3 User Characteristics

The target user is an entrepreneur, aged 30-40, male, located in North America. Education level is high (University degree or higher), comfort with technology is high. Income levels are mid-high (50k + household income) User is married, with children.

The user is a very experienced user of mobile technology. In fact, the user may have created some mobile software themselves.

Psychographicaly, the user is high on drive, but may be overwhelmed with information, or requests from various stakeholders. The user has trouble focusing or remembering the task at hand, and prioritizing to-do items.

3. System Requirements

3.1 Functional Requirements

This section includes the requirements that specify all the fundamental actions of the software system.

3.2.1 User Class 1 - The User

3.2.1.1 Functional requirement 1.1

ID: FR1

TITLE: Download mobile application

DESC: A user should be able to download the mobile application through either an application store or similar service on the mobile phone. The application should be free to download.

RAT: In order for a user to download the mobile application.

DEP: None

3.2.1.2 Functional requirement 1.2

ID: FR2

TITLE: Download and notify users of new releases

DESC: When a new/updated version or release of the software is released, the user should check for these manually. The download of the new release should be done through the mobile phone in the same way as downloading the mobile application.

RAT: In order for a user to download a new/updated release.

DEP: FR1

3.2.1.3 Functional requirement 1.3

ID: FR3

TITLE: User registration - Mobile application

DESC: Given that a user has downloaded the mobile application, then the user should be able to register through the mobile application. The user must provide user-name, password and e-mail address.

RAT: In order for a user to register on the mobile application.

DEP: FR1

3.2.1.4 Functional requirement 1.4

ID: FR4

TITLE: User login - Mobile application

DESC: Given that a user has registered, then the user should be able to log into their account through the mobile application. The user must provide user-name, and password.

RAT: In order for a user to log in on the mobile application.

DEP: FR3

3.2.1.5 Functional requirement 1.5

ID: FR5

TITLE: Priorities Screen - Mobile application

DESC: Once the user has logged in, they should be viewing their Priorities List. This is essentially a prioritized to-do list. The maximum number of priorities that can be displayed is 6.

RAT: In order for a user to view their current priorities list

DEP: FR4

3.2.1.3 Functional requirement 1.6

ID: FR6

TITLE: Add a Priority - Mobile application

DESC: From the Priorities Screen, the user can tap the button “Add a Priority”. This will bring them to the add priority wizard, where they will do the following:

RAT: In order for a user to add a priority to their list on the mobile application.

DEP: FR5

ID: FR6.1

TITLE: Add a Priority - Enter Description

DESC: Upon entering the add priority wizard, the keyboard will appear to let the user enter a description of the priority item. This text field will be limited to 140 characters.

RAT: In order for user to describe the priority item

DEP: FR 6

ID: FR6.2

TITLE: Add a Priority - Characterize Item

DESC: User must characterize the priority item as one of 4 things: Reactive, Growth, Proactive, and Errand. Each category has a point value associated with it for use in the decision engine. The point values are: Growth:5, Proactive:5, Reactive: 3, Errand: 2.

RAT: In order for user to characterize the priority item, so the system can apply the prioritization algorithm

DEP: FR 6

ID: FR6.3

TITLE: Add a Priority - Assign Difficulty Points

DESC: User must assign difficulty points to the priority item. The available choices will be 1,2,3,5,8, and 13

RAT: In order for user to assign difficulty points to the priority item. This will play a part in showing the user their progress (points accomplished per day) over time.

DEP: FR 6

ID: FR6.4

TITLE: Add a Priority - Ability to Scroll

DESC: Items FR6.1-3 will be longer than one screen, so the user must be able to scroll up and down by swiping the screen.

RAT: In order for user to complete the form, they must be able to scroll.

DEP: FR 6

3.2.1.7 Functional requirement 1.7

ID: FR7

TITLE: Priorities Screen - Add Priority Button Change

DESC: Once the user has reached the maximum number of priorities (6), the "Add a Priority" Button from FR6 will turn into an X with a text label "Your Priorities Are Full". This button is not tappable.

RAT: In order to let the user know that their priority list is full and to block user from adding additional priorities.

DEP: FR6

3.2.1.8 Functional requirement 1.8

ID: FR8

TITLE: Priorities Item - Swipe to Complete

DESC: On the Priorities Screen, if the user wants to complete the priority listed, they can swipe the item to the left, and the item will complete. The points associated with that item will be added to the day's total.

RAT: In order to let the user complete a to-do that has been done.

DEP: FR5

3.2.1.9 Functional requirement 1.9

ID: FR9

TITLE: Priorities Item - Tap for menu

DESC: On the Priorities Screen, when the user taps the priority item once, a contextual menu will open up underneath. This menu has 3 buttons - Complete, Edit, and Delete.

RAT: In order to let the user perform an action on a priority item

DEP: FR5

ID: FR9.1

TITLE: Priorities Item - Menu Complete

DESC: When the contextual menu is open for a priority item, the user can complete the item by tapping the complete icon.

RAT: In order to let the user complete a to-do that has been done.

DEP: FR9

ID: FR9.2

TITLE: Priorities Item - Menu Edit

DESC: When the contextual menu is open for a priority item, the user can edit the item by tapping the edit icon. This will bring them back to the wizard to edit their choices.

RAT: In order to let the user edit a to-do that has been done.

DEP: FR9

ID: FR9.3

TITLE: Priorities Item - Menu Delete

DESC: When the contextual menu is open for a priority item, the user can delete the item by tapping the delete icon. When the delete icon is tapped, a confirmation popup will appear asking if the user is sure they want to delete the priority. Touching yes will delete the priority, and present the user with the updated Priorities Screen. Touching no will cancel the delete and bring them back to the priorities item menu.

RAT: In order to let the user delete a to-do.

DEP: FR9

ID: FR9.4

TITLE: Priorities Item - Menu Close

DESC: When the contextual menu is open for a priority item, the user can close the menu by tapping an area of the screen that is not in the menu bar.

RAT: In order to let the user close the priority menu.

DEP: FR9

3.2 Non-Functional Requirements

3.2.1 Usage of the priority in the priorities screen

ID: QR1

TITLE: Usage of the priority in the priorities screen

DESC: The results displayed in the priorities screen should be user friendly and easy to understand. Selecting an element and opening the contextual menu in the priorities screen should only take one click.

RAT: In order to for a user to use the priorities screen easily.

DEP: none

3.2.2 Heirarchy of the priorities information

ID: QR2

TITLE: Heirarchy of the priorities information

DESC: The highest priority item should be prominent and it should be evident that it is the most important item on the screen. Selecting the information link should only take one click.

RAT: In order to for a user to identify their top priority easily.

DEP: none