Title

Digital Lifestyle Habit Tracker

Members

- Rhea Bhatia
- Sophia Maloney
- Cameron Meyer
- Mark Mondt
- Jackson Nestelroad
- Andrew Sylvester
- Prathyusha Thiruvuri

Description

We are developing a mobile application to track time spent in other applications with an emphasis on accountability. Users will be able to set limits on certain apps and monitor how they are using their device throughout the day with a variety of data visualization tools. Users can invite others to view and monitor their activity as well, allowing friends and family members to hold each other accountable in lowering screen time. Our application offers a new way to decrease screen time, because it's easier to seek goals together rather than alone.

High-level features:

- Track time on apps
- Limit time on apps or app categories
- Data visualization
- Invite others for accountability (mutual or not)

Reasoning

We find ourselves wasting so much time through social media and other distracting apps on our phones. Furthermore, it's even easier to neglect times of productivity for distractions when we are alone or when we know nobody else will know. Our goal is to provide a time-tracking application that will be more effective in decreasing screen time compared to other applications, and we believe increased accountability and transparency will achieve this goal.

Task Delegation

Tasks will be further delegated as more research is conducted and as the parts of our application solidify in the requirements gathering process. All team members will be responsible for contributing to each deliverable, including requirements, system design, and business estimates. Team communication will be conducted using GroupMe and in-person meetings will be scheduled as needed.

A loose delegation of tasks for the deliverables are as follows:
- Deliverable 1
    - Domain Research (Mark, Jackson)
    - Functional requirements (Andrew)
    - Non-functional requirements (Sophia)
    - Use case diagram (Rhea)
    - Sequence diagrams (Cameron)
    - Architectural design (Prathyusha)
- Deliverable 2
    - Project Scheduling (Prathyusha, Mark)
    - Cost, Effort, and Pricing Estimation (Rhea, Cameron)
    - Test plan (Andrew)
    - Competition research (Jackson)
    - Conclusion (Sophia)
    - Prototype/test code (all)
    - References (all)
    - Presentation slides (all)