

Release Plan

Product: YourDay

Team: YourDay Development Team

Release Name: Release 1.0

Release Date: June 3rd, 2025

Revision Number: v1

Revision Date: April 7th, 2025

High Level Goals

In Release 1.0, the user will...

- Be able to create a to-do list for the day with tasks and descriptions
- Receive suggestions for their daily list based on incomplete tasks from the previous day
- Receive positive reinforcement after completing tasks via gamification
- Be able to have tasks broken down based on their notes/description using LLM integration
- Be able to view a weekly “Task Wrapped” to let users know what they’ve accomplished throughout the week
- Get reminded via notifications to check off tasks completed at end of the day

User Stories List

Sprint 1

- {Must Have} Add tasks [2 points]
 - As a user, I want to **add tasks**, so that I can set up a new to-do list every day.
- {Must Have} See/Access tasks [5 points]
 - As a user, I need to be able to **easily access/see all my active tasks**.
- {Must Have} Check off tasks [2 points]
 - As a user, I want to **be able to check off completed tasks** over the course of the day, so I can quickly remember what needs to be done.
- {Should Have} Task descriptions [5 points]
 - As a user, I need to **add a description to my task** so I can remember context about my tasks.
- Infrastructure – Set up the development environment + repository (GitHub, XCode, ...)
- Infrastructure – Visual development and frontend style exploration
- Spike – Learn frontend tech (Figma, Swift, XCode)

- Spike – Learn agile a little better

Sprint 2

- {Should Have} LLM Task Population [13 points]
 - As a user, I want **the ability to easily make tasks from written notes using an LLM**, so they are easier to accomplish.
- {Should Have} Gamification systems [13 points]
 - As a user, I want to **receive some sort of reward once I've completed a task** set for the day so that I can be motivated to complete future tasks.
- Spike – Gamification design and research
- Spike – Animation API research

Sprint 3

- {Should Have} End-of-day reminders [8 points]
 - As a user, I want to **be reminded to check off completed tasks** by the end of the day, in case I'm too busy during the day to do it.
- {Should Have} Start-of-day suggestions [8 points]
 - As a user, I want **reminders of what was left incomplete at the start of the day**, so I can make sure to complete any of my pending tasks.
- {Should Have} Account creation + management [21 points]
 - As a user, I want to **create an account**, so I can use the app and sync my tasks across devices.
- {Should Have} Customization systems [13 points]
 - As a user, I want to use the points I gain from completing tasks to customize my app so that I feel attached to my progress and motivated to continue.
- {Should Have} Beautification [8 points]
 - As a user, I want to decorate my garden with nice looking plants so that I am interested in engaging with the points system.
- Spike – Learn notification API + UX
- Spike – Database integration research

Sprint 4

- {Should Have} Task wrapped [5 points]
 - As a user, I want to **view my accomplished tasks at the end of each week** so that I can see if I'm keeping pace with my own goals.
- {Could Have} Recurring tasks [8 points]
 - As a user, I want to **create recurring tasks** because I have a routine and don't want to have to add certain tasks manually every time I need to do them.
- {Could Have} Ordering tasks [5 points]
 - As a user, I want to **order my tasks based on priority** so I can quickly check which tasks I should be doing first.

Product Backlog

- {Could Have} Smart notification system [13 points]
 - As a user, I want the app to **only send me check-in notifications when I'm stationary for a long time**, so I don't get reminders when I'm out and about.

Working Agreements

Logistics

- The YourDay team shall use a Discord server for asynchronous communication and updates on tasks.
- The YourDay team shall meet synchronously:
 - In-person on Monday and Wednesday @ 9AM in Engineering 1 397.
 - Both shall begin with a 5 minute standup.
 - If there are action items to discuss, after the standup is adjourned, any relevant members will begin a second meeting for discussion.
 - The Wednesday meeting shall include talking to our TA on Zoom.
 - Online on Tuesday, Thursday, and Friday @ 9PM over voice call on Discord.
- The repository shall be hosted on Github and be maintained by our backend developers, Rachit and Ruthwika.
- Production documentation, meeting notes, and assets, shall be stored in a Google Drive folder accessible by all members of the team.
 - Adding assets to the Drive shall be the responsibility of our frontend developers, Zaryana and Dylan.

Development Environment

- **Backend**
 - **iOS, MacOS** – App targets
 - **Swift** – Primary development language
 - **Xcode** – IDE
 - **Firebase, Firestore** – Database integration
 - **Vertex AI, Google Gemini** – LLM integration
- **Frontend**
 - **Figma** – Early UI concepting
 - **Adobe Photoshop** – Sprites and gamification assets
 - **Adobe After Effects** – App animations

Code Style Guidelines

- Stick to Xcode auto-formatting as it will automatically format the code cleanly
- Comment every few lines for general functionality of the code
- Prioritize modularity
 - Different views should be defined in separate files
 - Keep SwiftUI views focused on rendering UI—push state and logic into view models or controllers
- Keep git commits clean and organized
- Use descriptive naming conventions, as variable, class, and function names should describe their purpose

Work Patterns

Team Roles and Collaboration

The YourDay team consists of 4 members:

- **Rachit Verma**, backend developer, product owner
- **Ruthwika Gajjala**, backend developer, product owner
- **Zaryana Suhova-Molina**, frontend developer
- **Dylan Mahler**, frontend developer, scrum master (Sprint 1-4)

The team holds the following expectations on work:

- Where needed and appropriate, members can synchronously collaborate on tasks.
- Members are expected to communicate their progress regularly on the Discord,
- Members are encouraged to share documentation of in-progress work with the team.

Definitions of Done

The Definition of Done for a task shall differ depending if the task is primarily a **backend** task (touches the codebase, involves implementing new features or assets) or a **frontend** task (does not touch the codebase, involves designing layouts or creating image/animation assets)

A task is done if it is a task for the...

- **Backend, and...**
 - it is submitted to Github repository
 - it passes functional tests
 - it passes non-functional tests
 - it has been merged into the main branch
- **Frontend, and...**
 - it is submitted to the Discord for review by a product owner
 - it has been approved by a product owner
 - it has been submitted to Google Drive (if an asset)
 - it has been archived on Discord (if a layout or design)

Product Design Patterns

Visual Design

As a productivity app, keeping the visual design of YourDay clean and cohesive was a high priority, so that users would be comfortable using it regularly.

(continued on next page)

Aesthetic Pillars

Core Aesthetic Pillars

Focused, Tidy, Organized

- Productivity app ⇒ UI encourages peaceful+focused headspace
- **Not** maximalist
 - Visuals don't scream for the user's attention

Plantlife

- Green as our core color, floral colors as accents
- Emphasize **botanical visual motifs** (flowers, leaves)
 - 'Tended' nature—gardens, not forests

'Natural'

- Textures should be **organic+matte**, not plastic+glossy
 - Avoid feeling artificial or mechanical
- Incorporate **corner rounding** where possible

Colors

| | | | | | | | |
|--|---|---|-----------------------------|--|-----------------------------------|---|------------------|
|  Tea Green #CAE4C5 | Main App Background |  Lemon Chiffon #FFF7CD | Main Task Background |  Pale Purple #FFE7FD | Bottom Navigation Bar Icon Titles |  Coral Pink #EE8C80 | |
|  Asparagus #739C54 | Sunflower Leaf |  Vanilla #ECE2B1 | |  Plum #833780 | |  Falu Red #71241B | Sunflower Center |
|  Forest Green #5E8D3F | Bottom Navigation Bar, Subtask/Description Font |  Orange #FAAA33 | Sunflower Head Petals Color |  Finn #6F376C | |  Garnet #6D2726 | Sunflower Center |
|  Cal Poly Green #254222 | Main Text (Titles) |  Butterscotch #DB8F29 | Sunflower Head Petals Color |  Violet (JTC) #5B3758 | Garden Icon |  Caput Mortuum #5B1A15 | Sunflower Center |

This Document is Approved By:

- Dylan Mahler
- Rachit Verma
- Ruthwika Gajjala
- Zaryana Suhova-Molina

Sprint 1 Plan

Goal: Become comfortable with the necessary tools required to build the application and create a MVP version of the application with the basic functionality.

Task listing, organized by user story:

As a user, I want to add tasks, so that I can set up a new to-do list every day.

- Task 1: Add a button or component that allows users to add a new row (1 hour)
- Task 2: Allow users to type a high level title for the task (1 hour)
- Task 3: Add a button or swiping mechanism to delete tasks (1 hour)
- Task 4: Design the UI for the main page and where the components should be placed (2 hours)
- Task 5: Design an animation when tasks are added or deleted (2 hours)

Total for user story 1: 7 hours

As a user, I need to be able to easily access/see all my active tasks.

- Task 1: Come up with a vision/sketch of the layout for tasks (2 hours)
- Task 2: implement in XCode ability to scroll/swipe through tasks (3 hours)

Total for user story 2: 5 hours

As a user, I want to be able to check off completed tasks over the course of the day, so I can quickly remember what needs to be done.

- Task 1: Add a button to check off tasks (1 hour)
- Task 2: Potentially gray out a task if checked off (1 hour)
- Task 3: UI element for the button/animate the effect for when a task is checked off (1 hour)

Total for user story 3: 3 hours

As a user, I need to add a description to my task so I can remember context about my tasks.

- Task 1: Add a functionality to add/edit descriptions for each task (2 hours)
- Task 2: Look into how the description should be displayed for the user (1 hour)

Total for user story 4: 3 hours

Infrastructure tasks:

- Set up a Figma project for the Team.
- Set up development environment (GitHub, XCode, SwiftData).
- Do visual development and come up with a compelling aesthetic that frontend designers can work with.

Team roles:

Rachit: Developer {Backend}, Product Owner

Ruthwika: Developer {Backend}, Product Owner

Zaryana: Developer {Frontend}

Dylan: Developer {Frontend}, Sprint 1 Scrum Master

Initial task assignment:

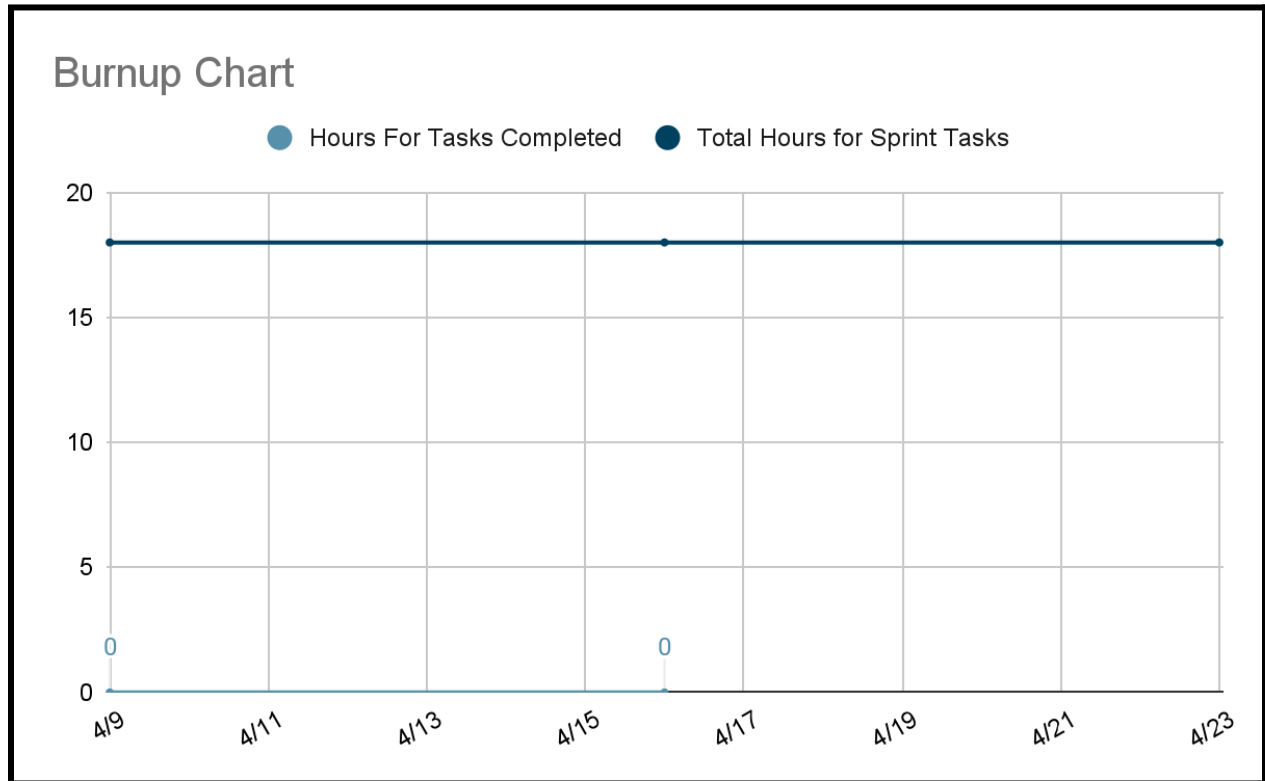
Zaryana: As a user, I want to add tasks, so that I can set up a new to-do list every day, Design the UI for the main page and where the components should be placed

Rachit: As a user, I want to add tasks, so that I can set up a new to-do list every day, Add a button or component that allows users to add a new row

Ruthwika: As a user, I want to be able to check off completed tasks over the course of the day, so I can quickly remember what needs to be done, Add a button to check off tasks

Dylan: As a user, I need to be able to easily access/see all my active tasks, Come up with a vision/sketch of the layout for tasks (2 hours)

Initial burnup chart:



Initial scrum board:

<https://trello.com/invite/b/67f6a81cab5911e15d0e8349/ATTI3389f455af4e43fbd77f9ab2436786c8972887E3/yourday-scrum-board>

Scrum times: Monday 9:05am, Wednesday 9:05am, Friday 9:05am

- We will meet with the TA/Tutor during our Wednesday meeting

Sprint 1 Report

Heading

Sprint 1 Report

Project 'YourDay'

YourDay Development Team

4/21/25

Actions to Stop Doing

The items should take the form of a brief description of what the team wants to stop doing, followed by a brief explanation.

- Zaryana: Stop procrastinating!

Actions to Start Doing

The items should take the form of a brief description of what the team wants to start doing, followed by a brief explanation.

- Dylan: The team should give better time estimates for my tasks; we consistently underestimated how long it would take to do tasks across the board.
- Dylan: I want to be less stretched thin; I've been working on 4 different software projects and have been struggling hard to make time for all of them. After this week, 2 of them will be done.
- Dylan: I want us to do async check-ins more consistently. I dropped the ball a little bit in keeping them going daily.
- Ruthwika + Rachit: Remember to do the stand-ups, they're a good way to keep everyone on the same page.
- Rachit: Pay better attention to detail, I want to dedicate more time to this project—finishing the stories takes less time than adding polish.

Actions to Keep Doing

The items should take the form of a brief description of what the team wants to start doing, followed by a brief explanation.

- Dylan: I like our schedule of meetings, with two synchronous ones M/W and then others on-demand. It feels like it keeps us flexible.
- Rachit: I like how organized we're keeping things between the discord and the drive.

Work Completed/Not Completed

This is a list of the user stories that were completed during the sprint, and a list of the user stories not completed during the sprint (but which were in the sprint plan).

- **All**
 - As a user, I want to add tasks, so that I can set up a new to-do list every day.

- Task 1: Add a button or component that allows users to add a new row (1 hour)
 - Task 2: Allow users to type a high level title for the task (1 hour)
 - Task 3: Add a button or swiping mechanism to delete tasks (1 hour)
 - Task 4: Design the UI for the main page and where the components should be placed (2 hours)
 - Task 5: Design an animation when tasks are added or deleted (2 hours)
 - Total for user story 1: 7 hours
- As a user, I need to be able to easily access/see all my active tasks.
 - Task 1: Come up with a vision/sketch of the layout for tasks (2 hours)
 - Task 2: implement in XCode ability to scroll/swipe through tasks (3 hours)
 - Total for user story 2: 5 hours
- As a user, I want to be able to check off completed tasks over the course of the day, so I can quickly remember what needs to be done.
 - Task 1: Add a button to check off tasks (1 hour)
 - Task 2: Potentially gray out a task if checked off (1 hour)
 - Task 3: UI element for the button/animate the effect for when a task is checked off (1 hour)
 - Total for user story 3: 3 hours
- As a user, I need to add a description to my task so I can remember context about my tasks.
 - Task 1: Add a functionality to add/edit descriptions for each task (2 hours)
 - Task 2: Look into how the description should be displayed for the user (1 hour)
 - Total for user story 4: 3 hours
- **Completed**
 - All backend tasks, List view frontend design
- **Not Completed**
 - Other frontend tasks
 - Note– Frontend capacity was reduced in Sprint 1. Frontend tasks from Sprint 1 will be ported to Sprint 2 under a frontend infrastructure task.

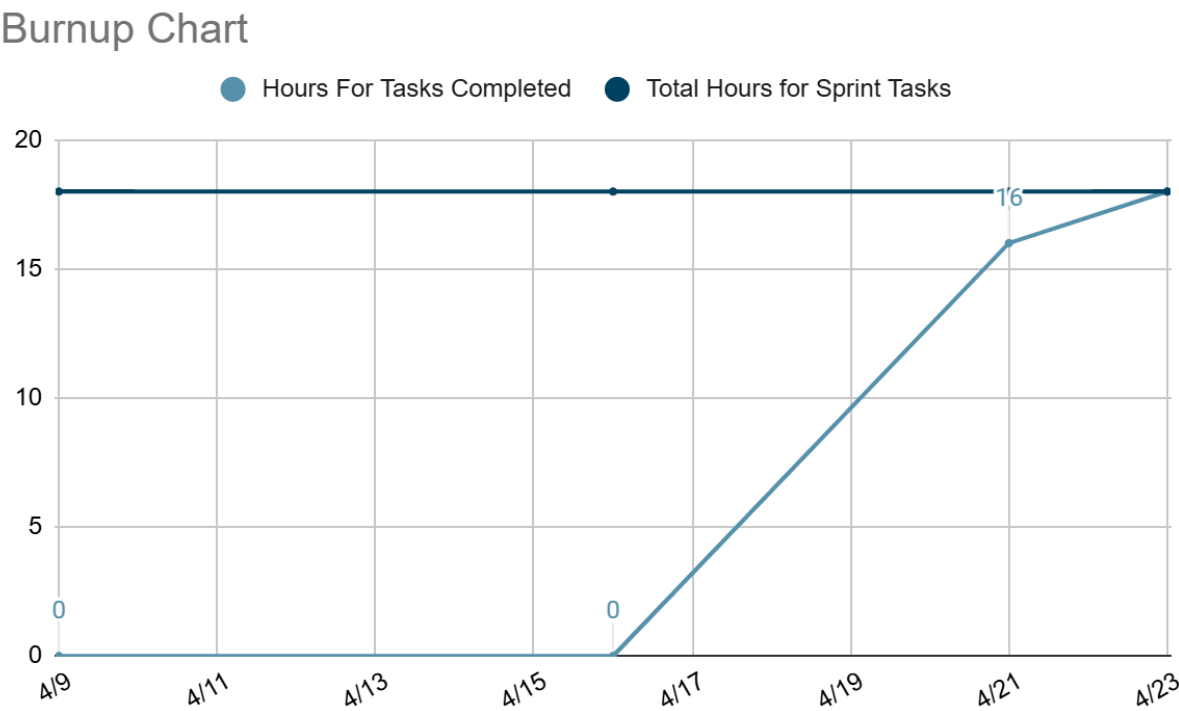
Work Completion Rate

This section should report the following:

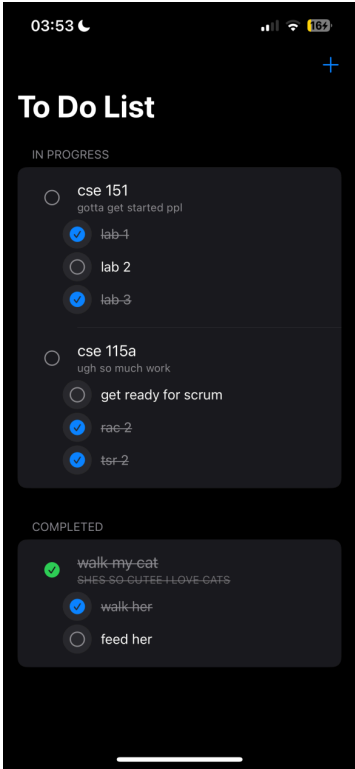
- Total number of user stories completed during the prior sprint.
 - 4
- Total number of estimated ideal work hours completed during the prior sprint.
 - ~36 hours (estimated 2x our planned hours)
- Total number of days during the prior sprint.
 - 14 days
- For the previous sprint, the user stories/day and ideal work hours/day figures should be reported.
 - ~0.29 user stories / day
 - ~2.6 work hours / day

The final sprint burnup chart for the previous sprint should be available for viewing in the lab and an email of this chart sent to the TA/prof.

Burnup Chart



Demo of Our Product









Sprint 2 Plan

Goal: Make progress with the gamification and LLM components of the application to make it stand out from other productivity applications and create increasing motivation for the users to use the applications.




Task listing, organized by user story:

As a user, I want the ability to easily make tasks from written notes using an LLM, so they are easier to accomplish.

-  Task 1: Add a button or component that allows users to switch between the notes page and tasks page (1 hour)
-  Task 2: Allow users to type notes and create new notes through the notes page (1 hour)
-  Task 3: Add a button or swiping mechanism to delete notes (1 hour)
-  Task 4: Implement the LLM functionality that will parse through the notes to come up with tasks (2 hours)
-  Task 5: Create task suggestions for users based on the parsed notes (2 hours)
-  Task 6: Finetune the vision/sketch on Figma of the Notes section (Notes + Notes LLM) (2 hour)



Total for user story 1: 9 hours

As a user, I need to be able to easily access/see all my active tasks.

-  Task 1: Finetune the vision/sketch on Figma of the layout for tasks (3 hours)
-  Task 2: Apply the sketch through Xcode to see how it looks dynamically (2 hours)
-  Task 3: Finetune the sketch on Figma of the Task Add Popup and both Focus View screens (4 hours)



Total for user story 2: 9 hours

As a user, I want to receive some sort of reward once I've completed a task set for the day so that I can be motivated to complete future tasks.

-  Task 1: UI element for the button/animate the effect for when a task is checked off (1 hour)
-  Task 2: Create animations/assets for the gamification of the application that the user can interact with (5 hours)

Total for user story 3: 6 hours

As a user, I want to engage with the points I earned by completing the tasks so that I can receive a form of positive feedback for completing tasks.

-  Task 1: Create a page for the gamification component of the application start-of-day screen (3 hours)
-  Task 2: Work on the logic (the points earned and what they can be used for) of the game (5 hours)

Total for user story 4: 8 hours

Infrastructure tasks:

- Discuss with ITS about downloading Xcode on lab computers for non-Mac users within our team.
- Do visual development and come up with a compelling aesthetic that frontend designers can work with.

Team roles:

Rachit: Developer {Backend}, Product Owner

Ruthwika: Developer {Backend}, Product Owner

Zaryana: Developer {Frontend}

Dylan: Developer {Frontend}, Sprint 2 Scrum Master

Initial task assignment:

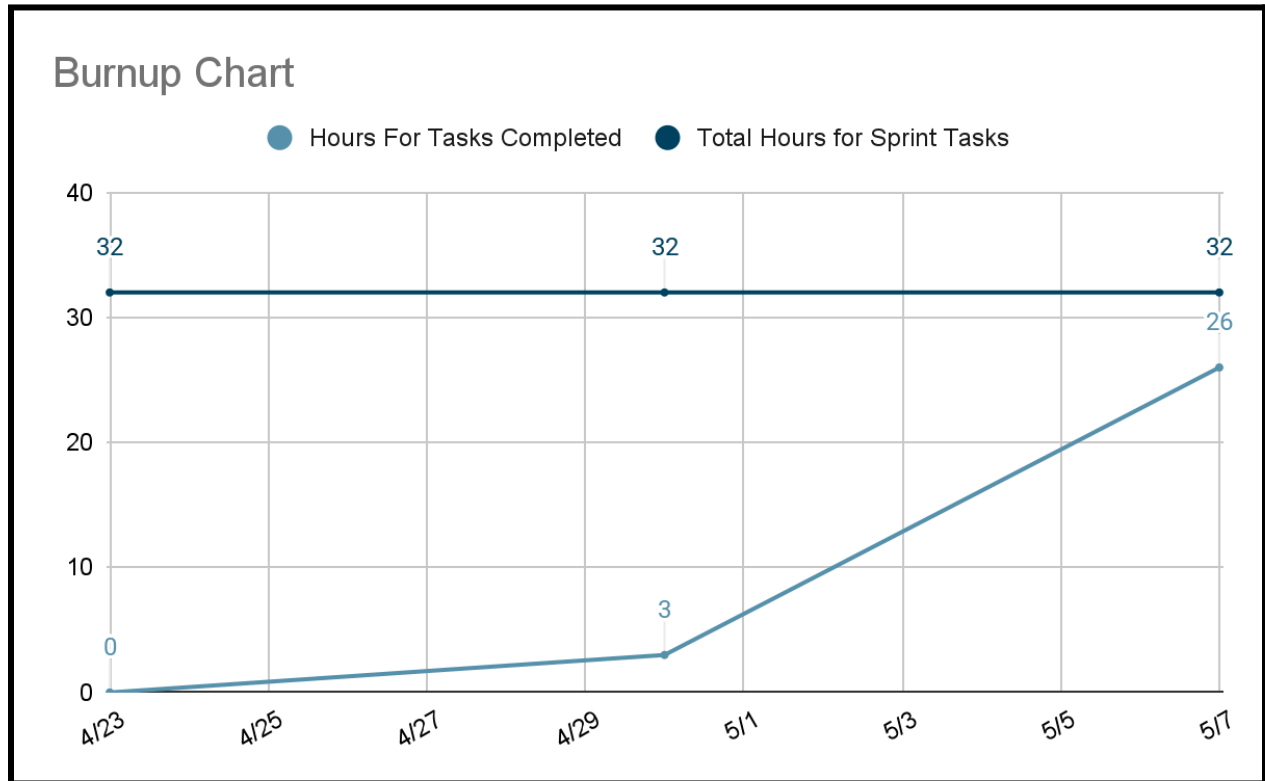
Zaryana: **As a user, I need to be able to easily access/see all my active tasks**, Finetune the vision/sketch on Figma of the layout for tasks

Rachit: **As a user, I want the ability to easily make tasks from written notes using an LLM, so they are easier to accomplish**, Implement the LLM functionality that will parse through the notes to come up with tasks

Ruthwika: **As a user, I want the ability to easily make tasks from written notes using an LLM, so they are easier to accomplish**, Add a button or component that allows users to switch between the notes page and tasks page

Dylan: **As a user, I need to be able to easily access/see all my active tasks**, Apply the sketch through Xcode to see how it looks dynamically (2 hours)

Initial burnup chart:



Initial scrum board:

<https://trello.com/invite/b/67f6a81cab5911e15d0e8349/ATTI3389f455af4e43fbd77f9ab2436786c8972887E3/yourday-scrum-board>

Scrum times: Monday 9:05am, Wednesday 9:05am, Friday 9:05am

- We will meet with the TA/Tutor during our Wednesday meeting

Sprint 2 Report

Heading

Sprint 2 Report

Project 'YourDay'

YourDay Development Team

5/5/25

Actions to Stop Doing

The items should take the form of a brief description of what the team wants to stop doing, followed by a brief explanation.

- Stop waiting for ITS to fix our XCode problems!
 - Waiting on bureaucracy has cost us ~4 weeks at this point.

Actions to Start Doing

The items should take the form of a brief description of what the team wants to start doing, followed by a brief explanation.

- Rework sprint+release goals depending on blockers.
- For scrum master- course assignment reminders 9PM day-of.
- Try out daily synchronous scrum meetings at night. (~10PM?)
- Individually keep the Trello board updated.




Actions to Keep Doing

The items should take the form of a brief description of what the team wants to keep doing, followed by a brief explanation.

- Continue to hit most sprint progress goals
- Keep showing up for meetings.
- Keep sending regular updates in the discord.
- Keep doing online check-ins (posting + responding).

Work Completed/Not Completed

This is a list of the user stories that were completed during the sprint, and a list of the user stories not completed during the sprint (but which were in the sprint plan).

1. **As a user, I want the ability to easily make tasks from written notes using an LLM, so they are easier to accomplish.**
 -  Task 1: Add a button or component that allows users to switch between the notes page and tasks page (1 hour)
 -  Task 2: Allow users to type notes and create new notes through the notes page (1 hour)
 -  Task 3: Add a button or swiping mechanism to delete notes (1 hour)

- ☒ Task 4: Implement the LLM functionality that will parse through the notes to come up with tasks (2 hours)
- ☒ Task 5: Create task suggestions for users based on the parsed notes (2 hours)
- ☒ Task 6: Finetune the vision/sketch on Figma of the Notes section (Notes + Notes LLM) (2 hour)

2. As a user, I need to be able to easily access/see all my active tasks.

- ☒ Task 1: Finetune the vision/sketch on Figma of the layout for tasks (3 hours)
- ☒ Task 2: Apply the sketch through Xcode to see how it looks dynamically (2 hours)
- ☒ Task 3: Finetune the sketch on Figma of the Task Add Popup and both Focus View screens (4 hours)

3. As a user, I want to receive some sort of reward once I've completed a task set for the day so that I can be motivated to complete future tasks.

- ☒ Task 1: UI element for the button/animate the effect for when a task is checked off (1 hour)
- ☒ Task 2: Create animations/assets for the gamification of the application that the user can interact with (5 hours)

4. As a user, I want to engage with the points I earned by completing the tasks so that I can receive a form of positive feedback for completing tasks.

- ☒ Task 1: Create a page for the gamification component of the application start-of-day screen (3 hours)
- ☒ Task 2: Work on the logic (the points earned and what they can be used for) of the game (5 hours)

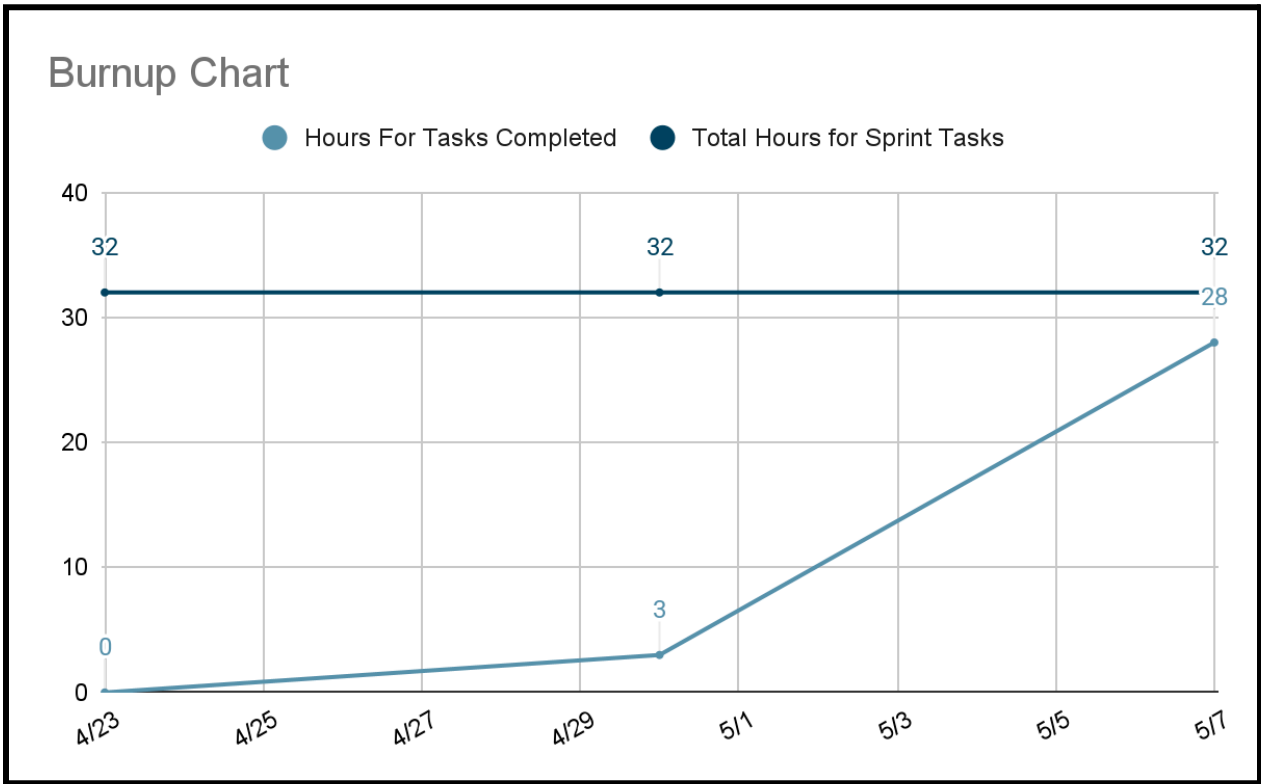
Work Completion Rate

This section should report the following:

- Total number of user stories completed during the prior sprint.
 - **2**
- Total number of estimated ideal work hours completed during the prior sprint.
 - **28 hours**
- Total number of days during the prior sprint.
 - **14**
- For the previous sprint, the user stories/day and ideal work hours/day figures should be reported.
 - **1/7 user stories/day, 2 hours/day**

The final sprint burnup chart for the previous sprint should be available for viewing in the lab and an email of this chart sent to the TA/prof.

Burnup Chart



Sprint 3 Plan

Goal: Push for all the primary features in our v1 Release, specifically focusing on notifications, accounts, and finalizing gamification systems.

Task listing, organized by user story:

1. **As a user, I want to be reminded to check off completed tasks by the end of the day, in case I'm too busy during the day to do it. [8 points]**

- Task 1: Set up a reminder system to notify at night (2 hours)
- Task 2: Set up a setting for users to customize their reminders ex: how many notifications a day (2 hours)
- Task 3: Smart reminder system based on location and other activity(4 hours)
- Task 4: Figma Sketch of page, and any icons needed (2 hours)

Total for user story 1: (10 hours)

2. **As a user, I want reminders of what was left incomplete at the start of the day, so I can make sure to complete any of my pending tasks. [8 points]**

- Task 1: Connect the reminder system to send reminders throughout the day for pending tasks. (2 hours)
- Task 2: Finetune the vision/sketch on Figma of the reminder system. (3 hours)

Total for user story 2: (5 hours)

3. **As a user, I want to create an account, so I can use the app and sync my tasks across devices. [21 points]**

- Task 1: Finetune the vision/sketch on Figma for the login page. (3 hours)
- Task 2: Implement Firebase into the existing implementation of database storage(10 hours)

Total for user story 3: (13 hours)

4. **As a user, I want to use the points I gain from completing tasks to customize my app so that I feel attached to my progress and motivated to continue. [13 points]**

- Task 1: Implement the garden system, where plants can be placed, grow, and wither (4 hours)
- Task 2: Implement the 'shop', where customizable elements can be purchased with points (4 hours)
- Task 3: Finetune the layout of the garden and shop on Figma (5 hours)
- Task 4: Implement the finetuned layout in XCode (3 hours)

Total for user story 4: (16 hours)

5. **As a user, I want to decorate my garden with nice looking plants so that I am interested in engaging with the points system. [8 points]**

- Task 1: Make a list of sprites for desired customizable elements (garden plants, UI

themes, etc) (1 hour)

- Task 2: Create sprite assets for customizable elements (10 hours)

Total for user story 5: (11 hours)

Infrastructure tasks and spikes:

- Spike – Learn notification API + UX
- Spike – Database integration research

Team roles:

Rachit: Developer {Backend}, Product Owner

Ruthwika: Developer {Backend}, Product Owner

Zaryana: Developer {Frontend}

Dylan: Developer {Frontend}, Sprint 3 Scrum Master

Initial task assignment:

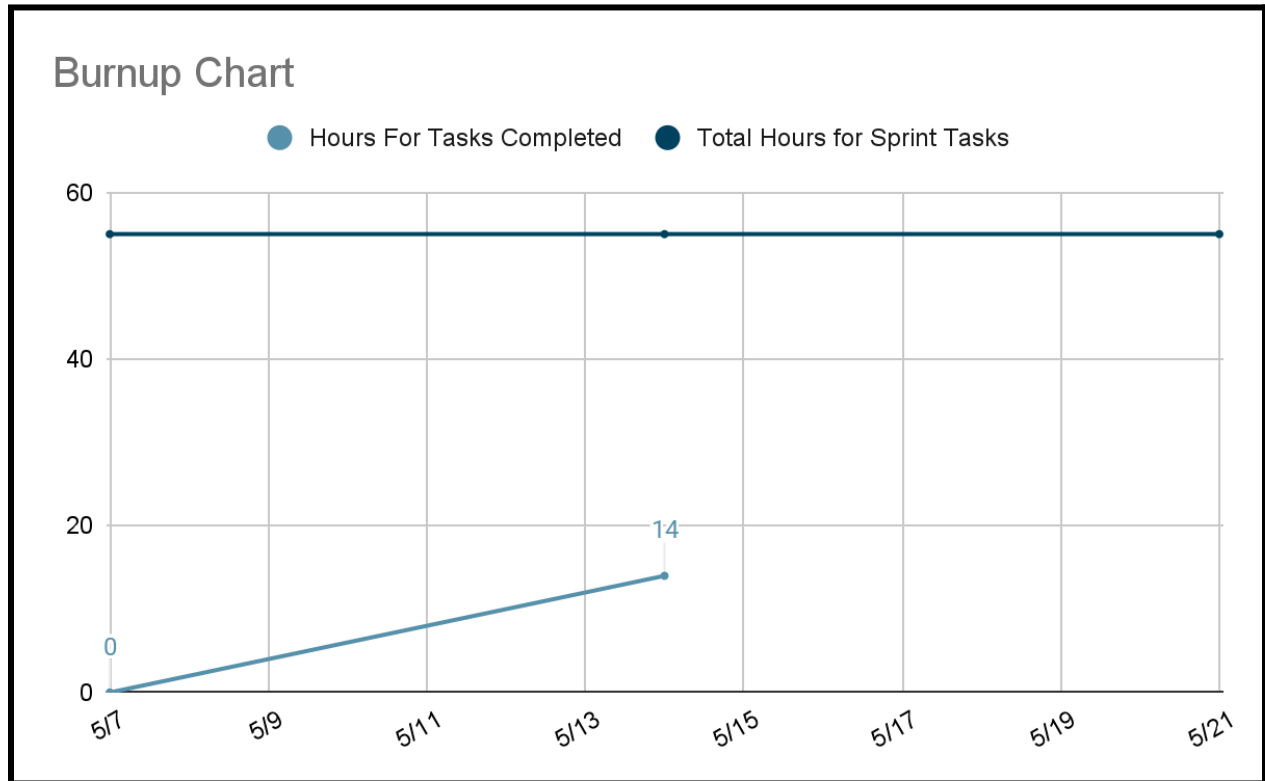
Zaryana: As a user, I want to create an account, so I can use the app and sync my tasks across devices. Task 1: Finetune the vision/sketch on Figma for the login page. (3 hours)

Rachit: As a user, I want to use the points I gain from completing tasks to customize my app so that I feel attached to my progress and motivated to continue. [13 points] Implement the garden system, where plants can be placed, grow, and wither (4 hours)

Ruthwika: As a user, I want to be reminded to check off completed tasks by the end of the day, in case I'm too busy during the day to do it. Set up a reminder system to notify at night (2 hours)

Dylan: As a user, I want to decorate my garden with nice looking plants so that I am interested in engaging with the points system. Make a list of sprites for desired customizable elements (garden plants, UI themes, etc) (1 hour)

Initial burnup chart:



Initial scrum board:

<https://trello.com/invite/b/67f6a81cab5911e15d0e8349/ATTI3389f455af4e43fbd77f9ab2436786c8972887E3/yourday-scrum-board>

Scrum times: Monday 9:05am, Wednesday 9:05am, Friday 9:05am

- We will meet with the TA/Tutor during our Wednesday meeting

Sprint 3 Report

Heading

Sprint 3 Report

Project 'YourDay'

YourDay Development Team

5/19/25

Actions to Stop Doing

The items should take the form of a brief description of what the team wants to stop doing, followed by a brief explanation.

- Pull back on asynchronous checkins – replace with synchronous scrums, see below

Actions to Start Doing

The items should take the form of a brief description of what the team wants to start doing, followed by a brief explanation.

- Nightly synchronous scrums – 9PM weekdays

Actions to Keep Doing

The items should take the form of a brief description of what the team wants to keep doing, followed by a brief explanation.


- Current workload has been ideal, keep it up going through Sprint 4.
- Two regular all-hands meetings + meeting on-demand when needed.
- Keep regular communication on the Discord



Work Completed/Not Completed





This is a list of the user stories that were completed during the sprint, and a list of the user stories not completed during the sprint (but which were in the sprint plan).



- **Story 1 — As a user, I want to be reminded to check off completed tasks by the end of the day, in case I'm too busy during the day to do it. [8 points]**
 - ☒ Task 1: Set up a reminder system to notify at night (2 hours)
 - ☒ Task 2: Set up a setting for users to customize their reminders ex: how many notifications a day (2 hours)
 - ☒ Task 3: Smart reminder system based on location and other activity(4 hours)
 - ☐ Task 4: Figma Sketch of page, and any icons needed (2 hours)

Total for user story 1: (10 hours)
- **Story 2 — As a user, I want reminders of what was left incomplete at the start of the day, so I can make sure to complete any of my pending tasks. [8 points]**
 - ☒ Task 1: Connect the reminder system to send reminders throughout the day for

- pending tasks. (2 hours)
 -  Task 2: Finetune the vision/sketch on Figma of the reminder system. (3 hours)

Total for user story 2: (5 hours)
- **Story 3 — As a user, I want to create an account, so I can use the app and sync my tasks across devices. [21 points]**
 -  Task 1: Finetune the vision/sketch on Figma for the login page. (3 hours)
 -  Task 2: Implement Firebase into the existing implementation of database storage (10 hours)

Total for user story 3: (13 hours)
- **Story 4 — As a user, I want to use the points I gain from completing tasks to customize my app so that I feel attached to my progress and motivated to continue. [13 points]**
 -  Task 1: Implement the garden system, where plants can be placed, grow, and wither (4 hours)
 -  Task 2: Implement the 'shop', where customizable elements can be purchased with points (4 hours)
 -  Task 3: Finetune the layout of the garden and shop on Figma (5 hours)
 -  Task 4: Implement the finetuned layout in XCode (3 hours)

Total for user story 4: (16 hours)
- **Story 5 — As a user, I want to decorate my garden with nice looking plants so that I am interested in engaging with the points system. [8 points]**
 -  Task 1: Make a list of sprites for desired customizable elements (garden plants, UI themes, etc) (1 hour)
 -  Task 2: Create sprite assets for customizable elements (10 hours)

Total for user story 5: (11 hours)

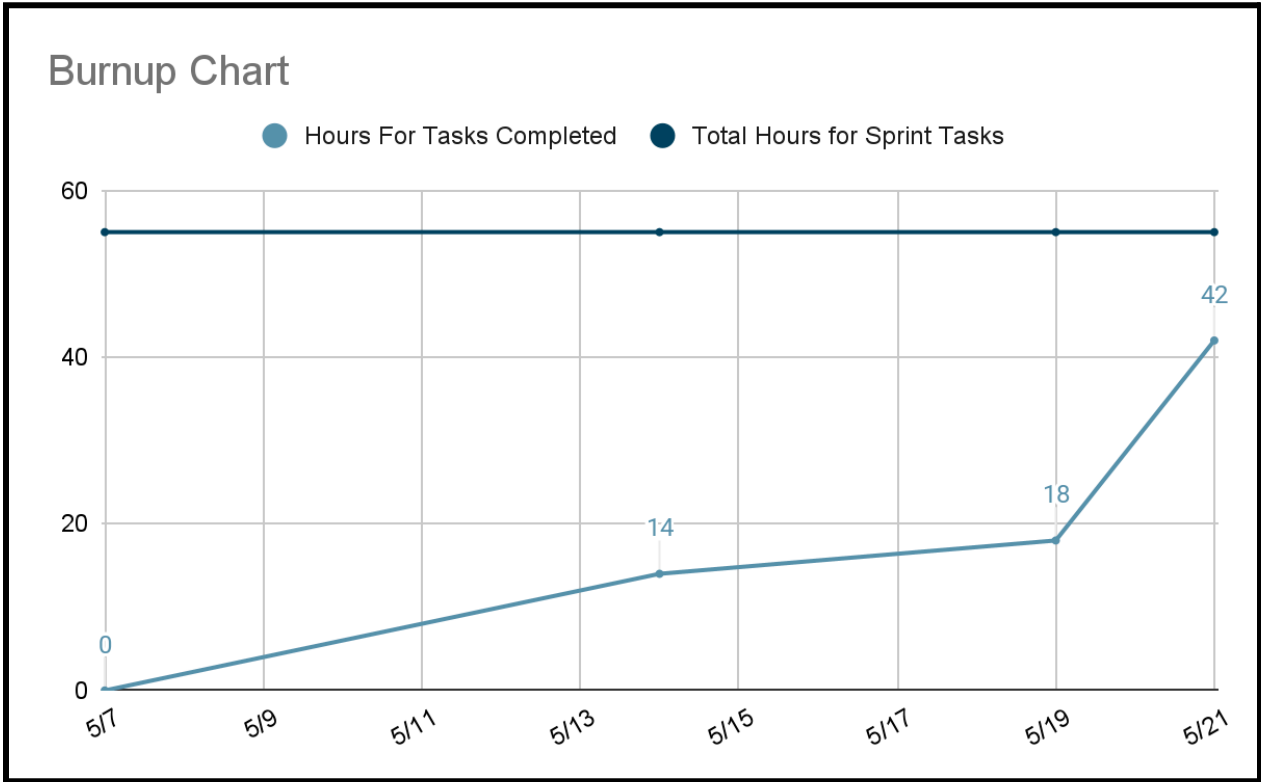
Work Completion Rate

This section should report the following:

- Total number of user stories completed during the prior sprint.
 - **4**
- Total number of estimated ideal work hours completed during the prior sprint.
 - **42**
- Total number of days during the prior sprint.
 - **14**
- For the previous sprint, the user stories/day and ideal work hours/day figures should be reported.
 - **~0.29 stories/day, 3 hours/day**

The final sprint burnup chart for the previous sprint should be available for viewing in the lab and an email of this chart sent to the TA/prof.

Burnup Chart



Sprint 4 Plan

Goal: Polish visuals and finalize feature implementation in preparation of the final release.

Task listing, organized by user story:

1. As a user, I want to reorder my tasks so I can move more urgent tasks to the top. [5 points]

- Task 1: Implement draggable tasks. (5 hours)

Total for user story 1: (5 hours)

2. As a user, I need negative reinforcement to not forget to use the app, so that I don't become unproductive. [3 points]

- Task 1: Implement a plant withering system for users who don't complete tasks regularly (2 hours)
- Task 2: Implement guilt-tripping notifications for the user. (1 hour)
- Task 3: Create generic plant sprites (seed, sprout, withered). (1 hour)

Total for user story 2: (4 hours)

3. As a user, I want the app to look visually appealing and customizable so that I am interested in engaging with gamification. [13 points]

- Task 1: Design a base icon for the app. (2 hours)
- Task 2: Create alternate background and icon recolors sprites. (2 hours)
- Task 3: Create banner sprites for the season categories in the store. (1 hour)
- Task 4: Design animation for startup. (2 hours)
- Task 5: Design animation for task checkoff. (2 hours)
- Task 6: Design animations for plant watering. (3 hours)
- Task 7: Implement After Effects animations. (3 hours)

Total for user story 3: (13 hours)

4. As a user, I want to know how the app works the first time I launch it. [3 points]

- Task 1: Tutorial page for tasks and generating (2 hours)
- Task 2: Tutorial page for notification setup (2 hours)

Total for user story 4: (4 hours)

Infrastructure tasks and Spikes:

- Learn Adobe After Effects
- Research potential App Store release

Team roles:

Rachit: Developer {Backend}, Product Owner

Ruthwika: Developer {Backend}, Product Owner

Zaryana: Developer {Frontend}

Dylan: Developer {Frontend}, Sprint 4 Scrum Master

Initial task assignment:

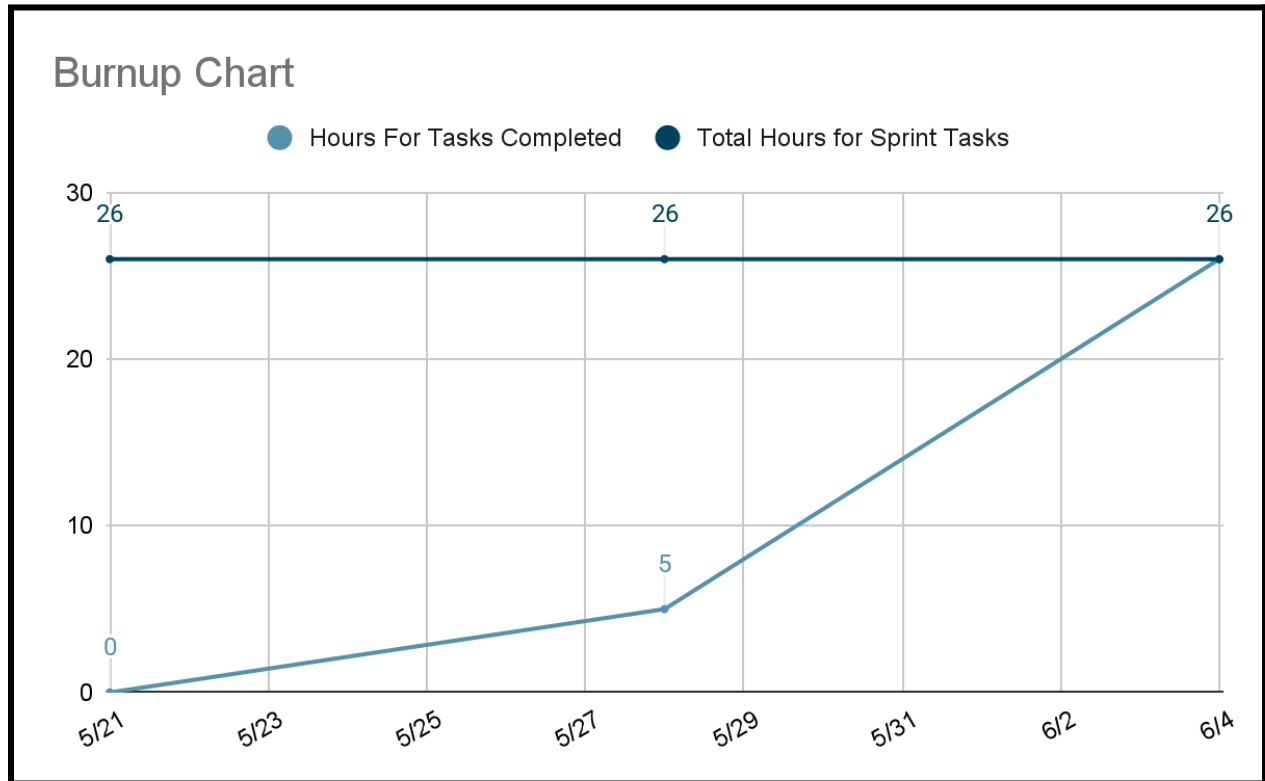
Zaryana: As a user, I want the app to look visually appealing and customizable so that I am interested in engaging with gamification. Task 5: Design animations for plant watering. (3 hours)

Rachit: As a user, I need negative reinforcement to not forget to use the app, so that I don't become unproductive. Task 1: Implement a plant withering system for users who don't (2 hours)

Ruthwika: As a user, I want to reorder my tasks so I can move more urgent tasks to the top. Task 1: Implement draggable tasks. (5 hours)

Dylan: As a user, I want the app to look visually appealing and customizable so that I am interested in engaging with gamification. Task 3: Create generic plant sprites (seed, sprout, withered). (1 hour)

Initial burnup chart:



Initial scrum board:

<https://trello.com/invite/b/67f6a81cab5911e15d0e8349/ATTI3389f455af4e43fbd77f9ab2436786c8972887E3/yourday-scrum-board>

Scrum times: Monday 9:05am, Wednesday 9:05am, Friday 9:05am

- We will meet with the TA/Tutor during our Wednesday meeting

Sprint 4 Report

Heading

Sprint 4 Report

Project 'YourDay'

YourDay Development Team

6/3/25

Note: Development on the app has ceased due to hitting Release 1. If we were to continue development into the future, we would make the following changes to our working patterns:

Actions to Stop Doing

The items should take the form of a brief description of what the team wants to stop doing, followed by a brief explanation.

- Nightly synchronous scrums have not been working – too late, infrequent attendance

Actions to Start Doing

The items should take the form of a brief description of what the team wants to start doing, followed by a brief explanation.

- Either find a synchronous scrum time earlier in the day or return to written check-ins


Actions to Keep Doing


The items should take the form of a brief description of what the team wants to keep doing, followed by a brief explanation.

- Workload has been good
- Two weekly meetings + meet on-demand when needed
- Continue communicating on Discord

Work Completed/Not Completed

This is a list of the user stories that were completed during the sprint, and a list of the user stories not completed during the sprint (but which were in the sprint plan).

- **Story 1: As a user, I want to reorder my tasks so I can move more urgent tasks to the top. [5 points]**
 -  Task 1: Implement draggable tasks. (5 hours)

Total for user story 1: (5 hours)
- **Story 2: As a user, I need negative reinforcement to not forget to use the app, so that I don't become unproductive. [3 points]**
 -  Task 1: Implement a plant withering system for users who don't complete tasks

- regularly (2 hours)
- ☒ Task 2: Implement guilt-tripping notifications for the user. (1 hour)
- ☒ Task 3: Create generic plant sprites (seed, sprout, withered). (1 hour)

Total for user story 2: (4 hours)

- **Story 3: As a user, I want the app to look visually appealing and customizable so that I am interested in engaging with gamification. [13 points]**

- ☒ Task 1: Design a base icon for the app. (2 hours)
- ☒ Task 2: Create alternate background and icon recolors sprites. (2 hours)
- ☒ Task 3: Create banner sprites for the season categories in the store. (1 hour)
- ☒ Task 4: Design animation for startup. (2 hours)
- ☒ Task 5: Design animation for task checkoff. (2 hours)
- ☒ Task 6: Design animations for plant watering. (3 hours)
- ☒ Task 7: Implement After Effects animations. (3 hours)

Total for user story 3: (13 hours)

- **Story 4: As a user, I want to know how the app works the first time I launch it. [3 points]**

- ☒ Task 1: Tutorial page for tasks and generating (2 hours)
- ☒ Task 2: Tutorial page for notification setup (2 hours)

Total for user story 4: (4 hours)

Work Completion Rate

This section should report the following:

- Total number of user stories completed during the prior sprint.
 - **4**
- Total number of estimated ideal work hours completed during the prior sprint.
 - **26**
- Total number of days during the prior sprint.
 - **14**
- For the previous sprint, the user stories/day and ideal work hours/day figures should be reported.
 - **~0.28 stories/day, 1.86 hours/day**

The final sprint burnup chart for the previous sprint should be available for viewing in the lab and an email of this chart sent to the TA/prof.

Burnup Chart

