Pomodo Dragons

Project Pitch

Group 6

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Statement of Purpose

Excessive procrastination is one of the most common mistakes people make. The Pomodoro method is widely utilized to maximize efficient time use, but not everyone has the discipline to impose such restrictive schedules upon themselves. The goal of this app is to service those individuals - people who want to procrastinate less, but need an extrinsic motivator in order to do so. By integrating the Pomodoro method with personal electronic devices, our app is able to guide users through Pomodoro sessions while also occupying one of the worst culprits responsible for procrastination - personal computers! With task lists, timers, and more, the Pomodo Dragons™ Pomodoro App is a convenient way to guarantee that you will *actually* follow through with your planned Pomodoro session this time!

Time Constraints

After the acceptance of the starting project pitch, the team will be left with approximately five weeks to complete the project as a whole. Due to this, it is very important to gauge almost everything that is done, ranging from the audience that is being addressed to the risks and no-go's that must be dealt with throughout the course of the project's creation. This document will address each of these specific issues that must be handled and dealt with over the next five weeks.

User Personas

Name: Thomas Smith   **Undergraduate College Student**   **Age:** 22
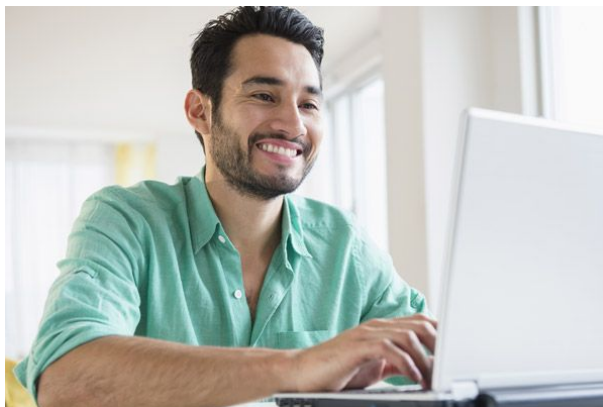
Quote: "I would like to find and learn new techniques to help me improve on my studies and time management."

About

A busy college student who needs ways to improve their daily productivity and academic lifestyle, so that he can get to spend more time enjoying the college/campus lifestyle, and get to do more activities that he enjoys doing such as playing video games and watching TV shows/movies.

Background:

Location: Los Angeles   **Marital Status**: Single

Kids: None   **Occupation**: Student

Frustrations:

- Gets distracted easily
- Hasn't found an app that blends in with his lifestyle
- Some apps too complicated, and end up being a burden instead of an improvement
- Social media a big part of his distractions/procrastination, hindering his daily productivity

Goals/Needs:

- Needs an app to focus on getting homework done and study
- Looking to increase his productivity in the day
- Wants to increase his free time for each day so that he can do other activities such as playing video games

TECH KNOWLEDGE

Basic   Expert

TIME AVAILABILITY

Busy   Free

DAILY PRODUCTIVITY

Poor Productivity   Very Productive

Name: Alana Cooper   **Education Professor**   **Age**: 56

Quote: "I would like to find an easy-to-operate app to help me manage office hours and class time."

About

A college professor who needs an app to help her manage time to increase the efficiency of class and office hours and requires the app to be user friendly and easy to operate.

Background:

Location: Los Angeles   **Marital Status**: Married

Kids: two sons and one daughter   **Occupation**: College Professor

Frustrations:

- Sometimes spends too much time with a few students and makes other students wait too long during office hours
- Some class activities take too much time, which affects the accomplishment of the class plan
- Unfamiliar with new technologies, unable to handle overly complicated apps

Goals/Needs:

- Needs an app to help manage time to improve class efficiency
- Expects the app can be simple and easy to use

- Wants to increase her work efficiency during office hours to shorten students' waiting time and provide help for more students

TECH KNOWLEDGE

Basic   Expert

TIME AVAILABILITY

Busy   Free

DAILY PRODUCTIVITY

Poor Productivity   Very Productive

Name: Powell James   **Software Engineer**   **Age**: 34

Quote: "I would like to find an app that can help me stay focused and save all the tasks that I have to complete daily."

About

A software engineer who is looking to increase their productivity in the workplace to get more work done, so that he can then spend more time with his family.

Background:

Location: Silicon Valley   **Marital Status:** Married

Kids: 6 year old daughter and 4 year old son   **Occupation:** Software Engineer

Frustrations:

- Struggles to keep track of his daily/weekly goals, spends too much time doing so
- Hasn't found an app that doesn't interfere with his workflow
- Some apps get in his way while working

Goals/Needs:

- Wants to increase his productivity in the workplace
- Looking for an app that can help him stay focused in his daily tasks he need to complete each work day
- Also, looking for an app that can organize and track all his daily workload in once place
- Wants to increase his productivity to get work done faster/better, so that he can spend more time with his family
- Also looking for something that is lightweight

TECH KNOWLEDGE

██████████████████████████████████████░░░
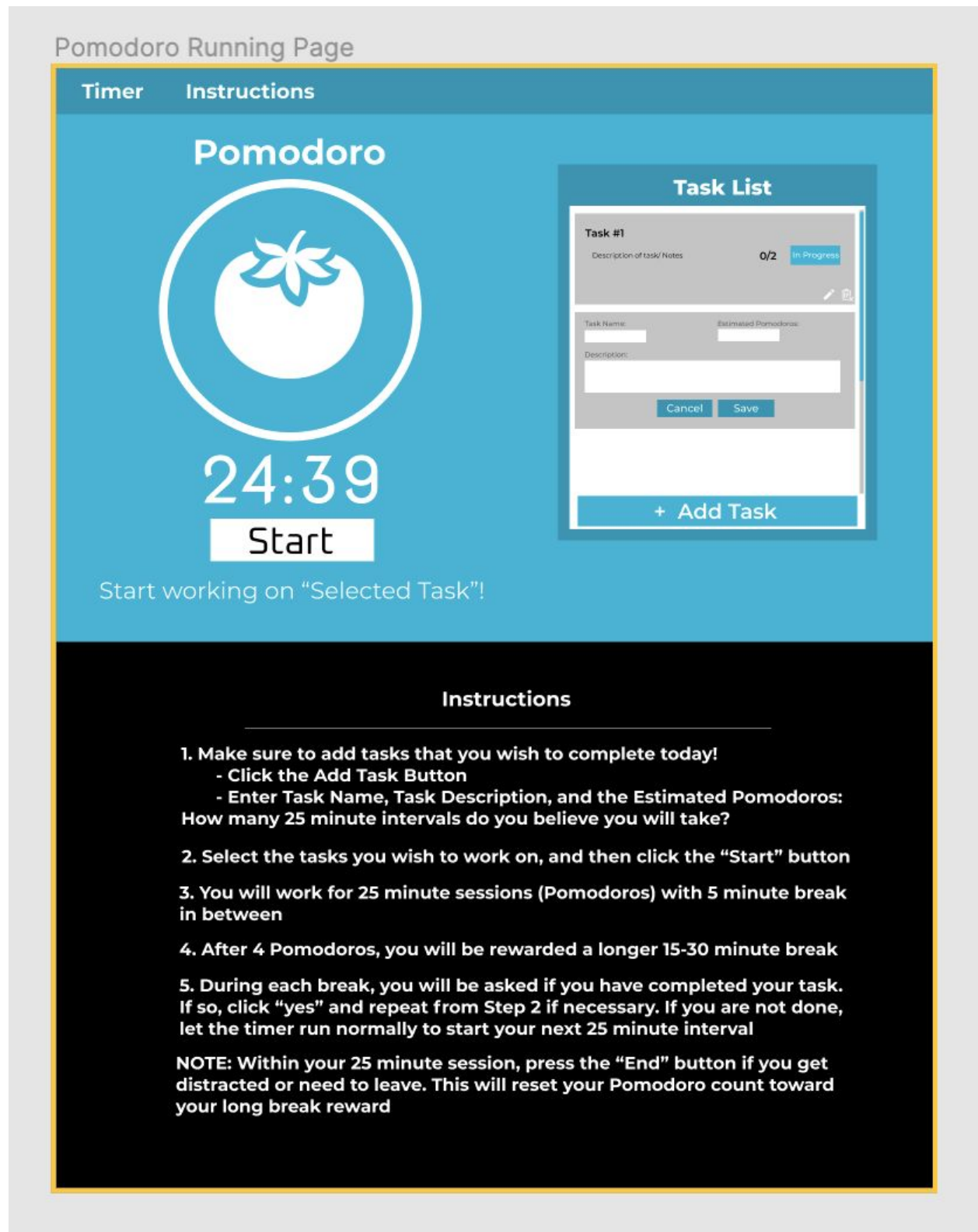
Basic   Expert

TIME AVAILABILITY

████████████░░░░░░░░░░░░░░░░░░░░░░░░░░░░░

Busy   Free

DAILY PRODUCTIVITY

██████████████████████████████░░░░░░░░░░

Poor Productivity   Very Productive

Wireframes

Pomodoro Running Page

Timer   **Instructions**

Pomodoro

24:39

Start

Start working on "Selected Task"!

Task List

Task #1

Description of task/ Notes   0/2   In Progress

Task Name: Estimated Pomodoros:

Description:

Cancel   Save

+ Add Task

Instructions

1. Make sure to add tasks that you wish to complete today!
   - Click the Add Task Button
   - Enter Task Name, Task Description, and the Estimated Pomodoros: How many 25 minute intervals do you believe you will take?

2. Select the tasks you wish to work on, and then click the "Start" button

3. You will work for 25 minute sessions (Pomodoros) with 5 minute break in between

4. After 4 Pomodoros, you will be rewarded a longer 15-30 minute break

5. During each break, you will be asked if you have completed your task. If so, click "yes" and repeat from Step 2 if necessary. If you are not done, let the timer run normally to start your next 25 minute interval

NOTE: Within your 25 minute session, press the "End" button if you get distracted or need to leave. This will reset your Pomodoro count toward your long break reward

Timer   Instructions

Short Break

4:39

Yes

Did you finish your Task?

Task List

Task #1

Description of task/ Notes   0/2   In Progress

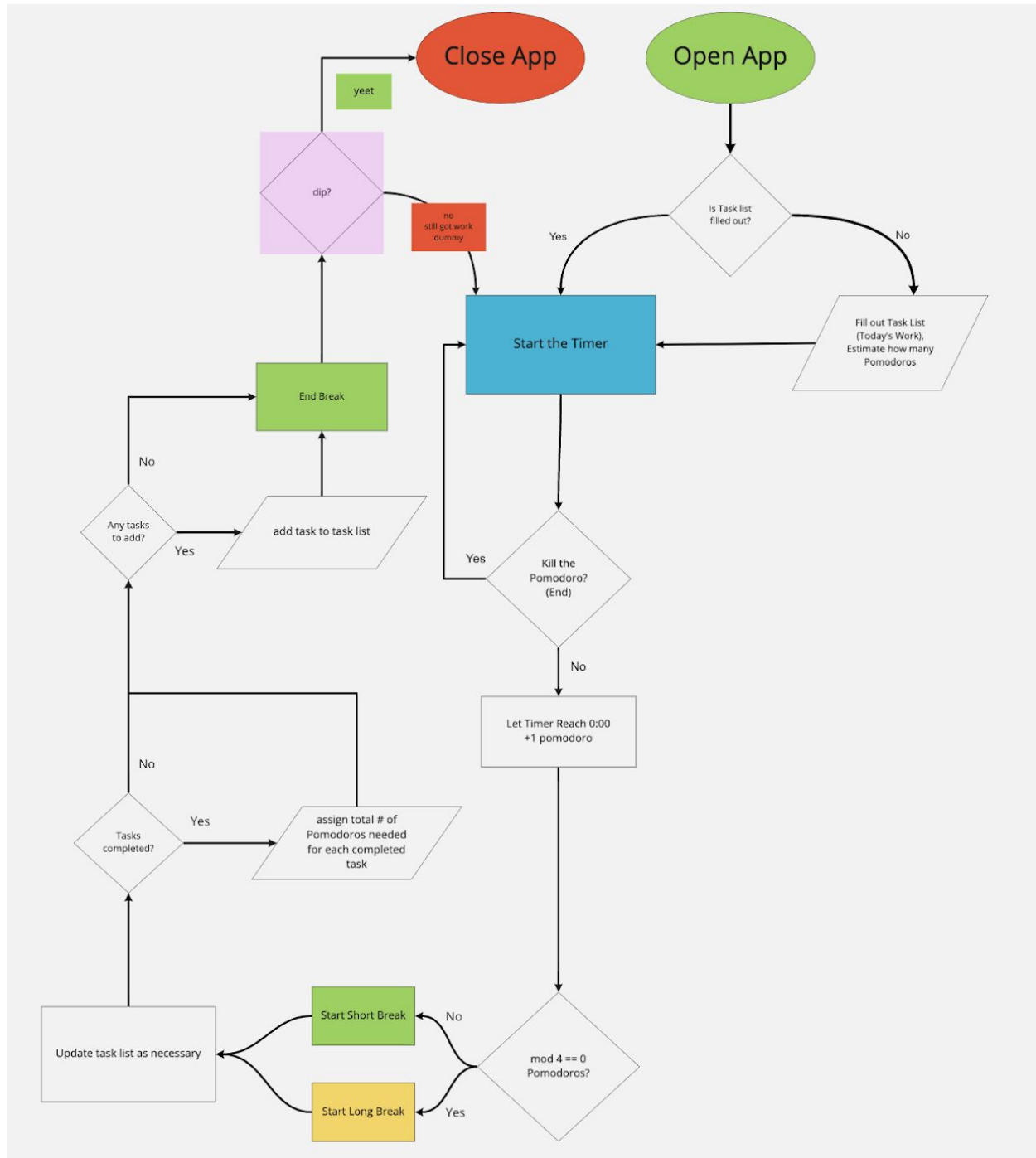Task Name: Estimated Pomodoros:

Description:

Cancel   Save

+ Add Task

Instructions

1. Make sure to add tasks that you wish to complete today!
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Timer   **Instructions**

Long Break

15:00

Yes

Did you finish your Task?

Task List

Task #1

Description of task/ Notes   0/2   In Progress

Task Name: Estimated Pomodoros:

Description:

Cancel   Save

+ Add Task

Instructions

1. Make sure to add tasks that you wish to complete today!
   - Click the Add Task Button
   - Enter Task Name, Task Description, and the Estimated Pomodoros: How many 25 minute intervals do you believe you will take?

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Systems Diagram

Close App

Open App

yeet

dip?

no
still got work
dummy

Is Task list
filled out?

Yes

No

Start the Timer

Fill out Task List
(Today's Work),
Estimate how many
Pomodoros

End Break

No

Any tasks
to add?

Yes

add task to task list

Kill the
Pomodoro?
(End)

Yes

No

Let Timer Reach 0:00
+1 pomodoro

No

Tasks
completed?

Yes

assign total # of
Pomodoros needed
for each completed
task

Update task list as necessary

Start Short Break

No

Start Long Break

Yes

mod 4 == 0
Pomodoros?

Risks and Rabbit Holes

When working on a team project, there are a multitude of scenarios in which a lot of time could potentially be wasted. It is important for members of the team to recognize and address these possible risks and rabbit holes such that they do not become prevalent issues that derails the timeline of the entire project at a later point.

Assign work on a basis that it could take at MOST three days longer than the expected time to finish.

Sometimes when assigning work in a team setting, it is possible that a member is given work that is expected to take a certain amount of time but could easily take longer given the difficulty of the task. In situations like these, it is important to limit the leeway by which the time extension could take to at most three days such that no one member is taking too long on a task and thereby limiting the progress and work of others in the team.

Avoid making technical assumptions on an issue when the group is less confident on the topics surrounding it.

When in a group and attempting to figure out generalized solutions for an ongoing issue in a project, it is possible that at certain points, the entire group will be inexperienced at dealing with the issue. It is at this point that it is important to not make any technical assumptions before performing research on the issue. Otherwise, it is highly likely that a situation is created where an assumption leads to a misunderstanding of the issue and thereby delays the project to some extent.

Avoid over-engineering problems that have simple solutions.

Oftentimes when presented with a problem, developers and project members tend to dive straight in, as an attempt to find a solution. Although, this tends to create a situation in which the solution developed is far less efficient and ideal than the optimal solution, one which could have been found through researching and asking other team members for advice. As such, it is vital to understand a problem thoroughly and determine the best-equipped team member and tool/library for the task before delving deep into trying to create a solution for it.

Label tasks or ideas that are unrealistic or unlikely to be finished in the project timeline as "out of bounds".

When presented with a problem, it may be common to come up with the solution with the best possible outcome. Although, given the time or skill set available to complete this task, it may be unrealistic to do so within the timeline of the project. Therefore, it is important to mark unrealistic ideas as "out of bounds" to indicate that it likely won't be possible to implement due to outside factors and constraints.

If an unforeseen circumstance arises within the scope of the project, bring it up in a team meeting rather than letting it linger and become a bigger issue at a later date.

During the project, a situation may arise that affects the progress of the group. If the team member who is experiencing the issue chooses to keep the issue hidden, then it will eventually become a bigger problem over time. The issue may affect the workflow of the other team members and may obstruct them from completing their tasks on time. Thus, if team members are experiencing any unforeseen circumstances, they should tell the rest of the team in a team meeting, so that everyone is aware of it and can work around it.

Remove ideas for features that are not necessary or are overkill for the project near the beginning of the project timeline.

It is important for the project to have the most necessary features and functionalities. During the brainstorming phase, teams generate a wide variety of ideas for their projects, but not all ideas will be feasible. Once a solid amount of ideas and features have been generated, the team must work through each one and decide whether it is necessary for the project. This is best done in the initial planning phase of the project, since this is when the project is just starting out.

Make sure to continue working in a team setting, even when dealing with an individualistic task.

The collaborative aspect of this team project is extremely crucial. Even when working on individual tasks, team members are encouraged to to reach out to their teammates for help and guidance. Maintaining a friendly work environment is important to give team members the confidence to seek help from each other. Team members should also ask each other for feedback

on their individual tasks since others may come up with ideas that one may oversee. After all, this is a group project that the team is working on together, so collaboration is vital.

Avoid going after the tools rather than the process.

The process of the project is a key aspect. It is important for the project to function correctly and completely once the project is completed. If team members are carried away by sophisticated tools and techniques, then this will detract from the productivity of the team as a whole. Team members must work together to prioritize features and tools that they will use in the project, emphasizing the process of the entire project. Deciding as a team how the project will be implemented results in a successful project.

No-Go's:

For the scope of this project, there may be many ideas that initially seem beneficial for the final product but in the long-term are either not useful or actually pull away from the original purpose of the product. These ideas are as follows:

- Pause/Continue Button
- Ticking noises for second-based changes
- Ability to change the time manually at any point in the user workflow
- Backend server / Database for managing persistent storage
- Frontend JS framework
- User authentication