

8 FEBRUARY 2021

APP REQUIREMENTS

FLUTTER I DILIGENT

{ EPITECH. }
THE FUTURE OF SOFTWARE
THE BEST OF INNOVATION

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App Requirements

FLUTTER I

SUBJECT

This document serves the purpose of presenting the project we would like to build as a part of the module entitled “Flutter I - Flutter Beginner”. It will include the terms included in the motivation we have discussed prior to choosing the type of application we would like to develop, the user stories, some mockups, the data models that we will have to use and finally, a route map navigation.

MOTIVATION

In the current state of the sanitary crisis around the world, people are faced with isolation and confinement in their place of residence. That is often combined with more time available outside of one's responsibilities and professional activities.

We believe that it is an opportunity to pick up a new skill, a new endeavour to develop oneself's ambitions for the future, or out of pure curiosity and appetite for knowledge. That could take the form of taking online courses on well known websites such as *OpenClassrom*, *EdX* or *Udemy*. While these are excellent websites to learn new things, the problem users often encounters evolves around organisation.

How does one goes by to organise their day in order to be proactive and productive?

We have thought of a solution to answer that problem, and that starts by developing a new application which we have chosen to call *Diligent*, as a reminder that one has to be diligent in order to achieve and to be productive.

USER STORIES

This section defines user stories available on the application. It might not be 100 percent complete as it is still a work in progress process.

AUTHENTICATION

The authentication screen, as you could find on a number of existing applications, takes the user's email address as well as a password to check for an existing account in a database.

For the time being, there will be no "register" button as we are planning to use the google sign in feature in order to manage user accounts.

HOME SCREEN

DASHBOARD

By default, the user will be presented with the first tab of the home screen. The dashboard will be a summary of all the projects and activities that have begun prior to the current date and still in progress. There will also be a "+" icon on the dashboard to add projects and activities.

PROJECTS

The second tab will present past and ongoing projects the user has created. It will also show the progress relative to the dates the user has set and how many activities have been created relative to the selected project

TODAY

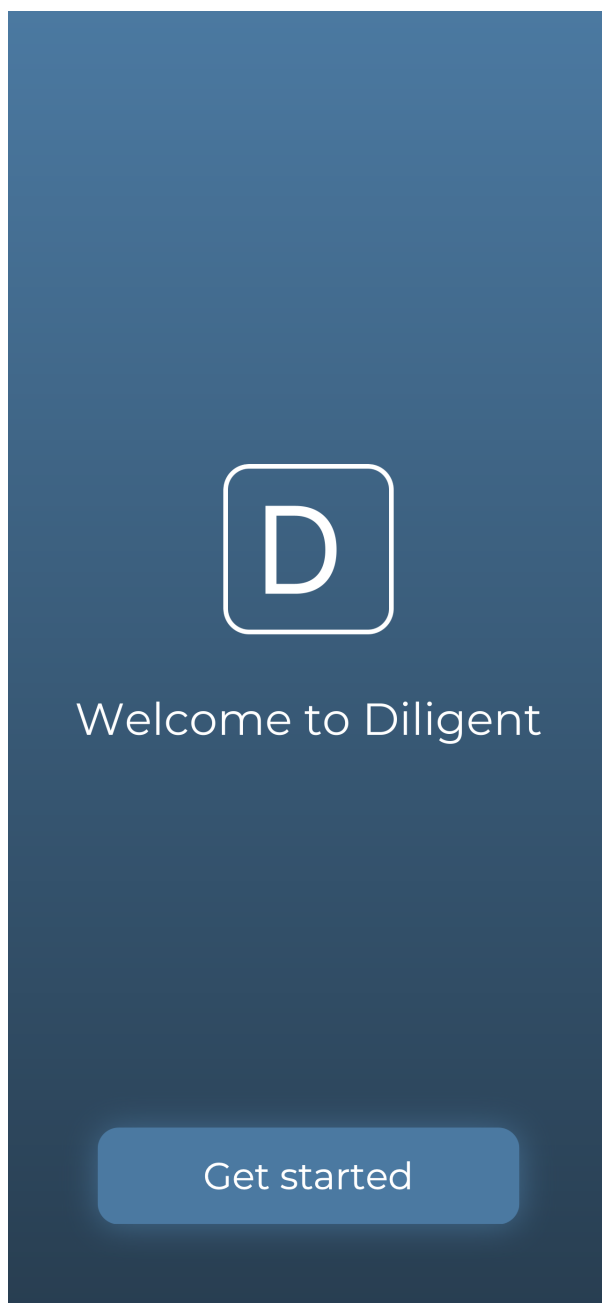
The today tab will present what the bottom portion of the dashboard presented, but in detail. It will show ongoing and future activities for the day.

PROFILE

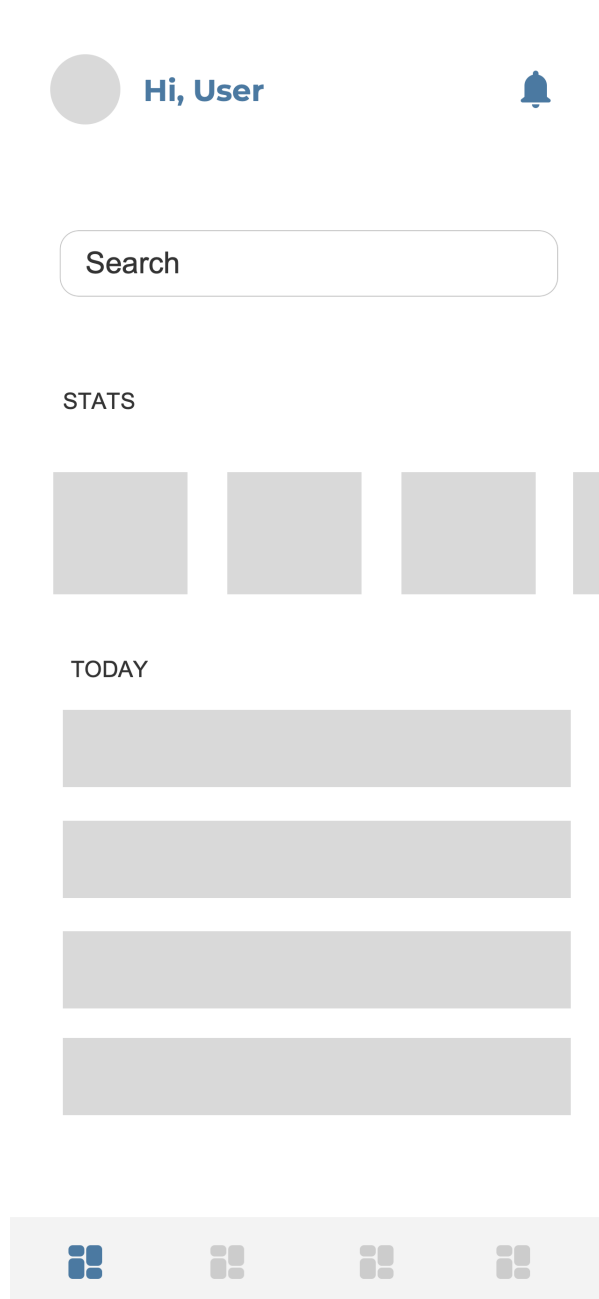
This tab shows the user's information. The past projects completed as well as the option to edit out some information, such as the email address, the name or the profile picture.

MOCKUPS

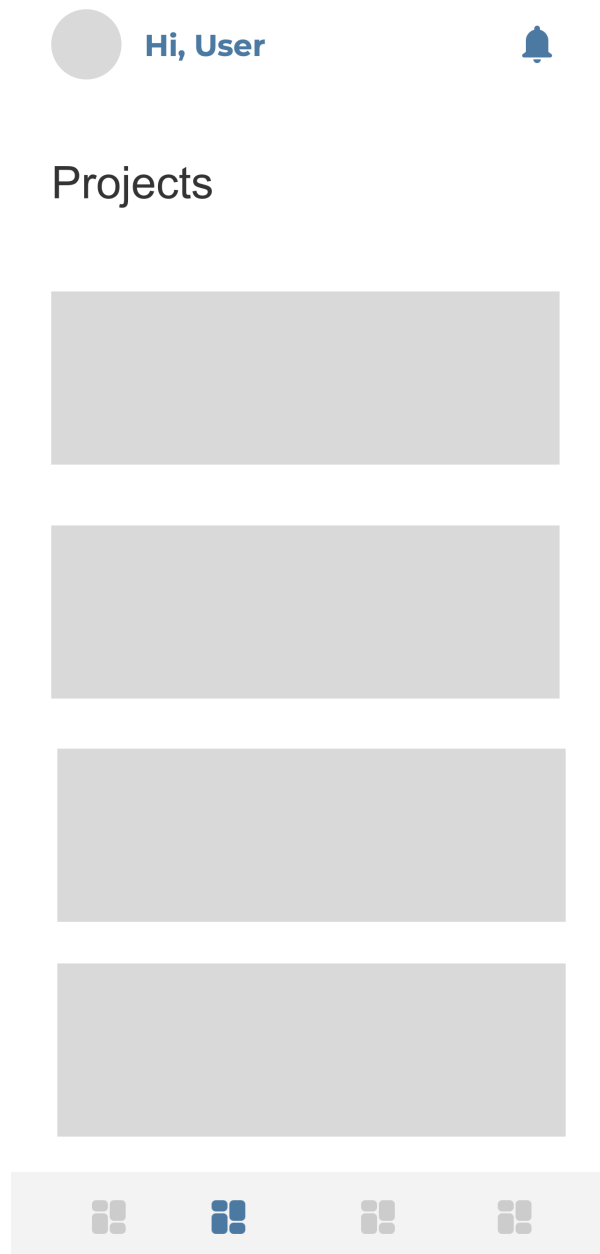
SPLASHSCREEN



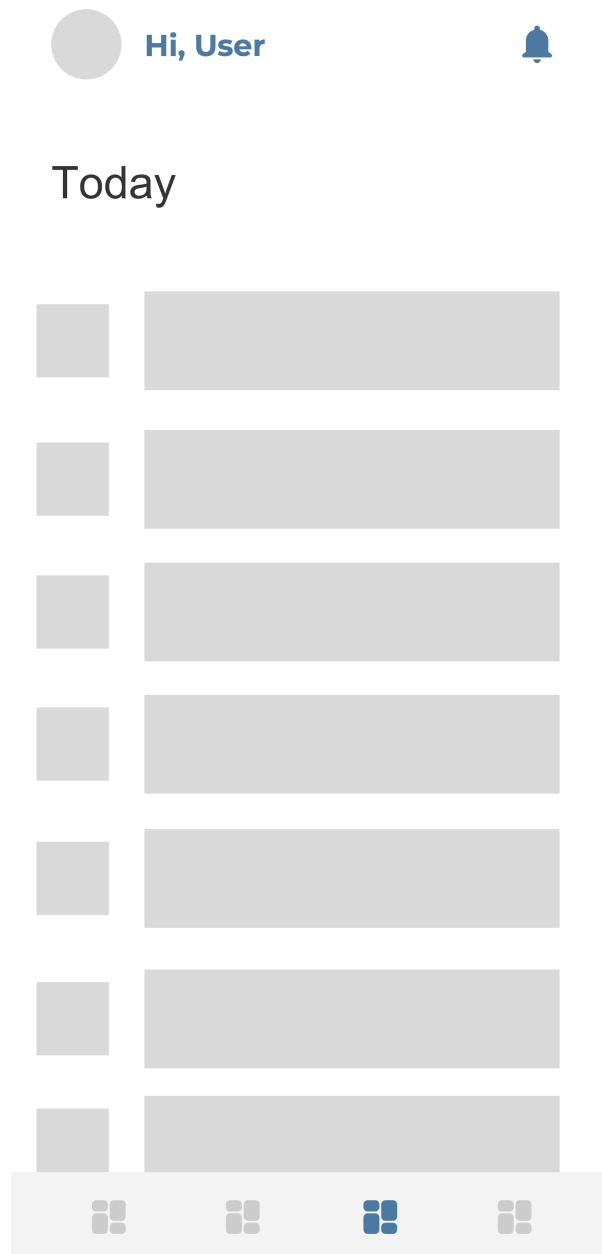
DASHBOARD



PROJECTS



TODAY



PROFILE

Settings



User

Skills Acquired



DATA MODELS

USER

- firstName: String
- lastName: String
- profileImage: String
- Email: String
- Projects: [Project]

PROJECT

- Label: String
- startDate: DateTime
- Activities: [Activity]

ACTIVITY

- Label: String
- startDate: DateTime
- isFinished: Boolean