

Team Ramen:

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Dan Kim

Julian Grabowsky

Man Hin Kwong

Bachelor of Creative Software

CS103

App Proposal & IDD Report

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Proposal

Purpose (Julian)

This app will be made for these who have problems with sticking to what they were supposed to do. Or for those that usually want to do a task but the doing something else and forgetting about it. In short it will be a time and task managing app. But most people are to lazy to open a app just to check what they where supposed to do. So we also include a second feature, a pet. The pet will be the reason why you will keep opening the app.

Target Audience & Stakeholders (Man)

The target audience of this app are casual gamers and animal lovers who want to manage their time more effectively, focus on important tasks and stick to goals. This app will provide tools to help them meet these needs while also entertaining and engaging users for long term retention.

The stakeholders of this app include users (who may become customers through in app purchases), investors and the developers (us).

IDD

Key Features

Task Management and Productivity Tracking (Man)

The app will handle task management with a todo list where tasks can be added, cancelled, edited and marked as completed.

When a task is selected for execution it will be passed onto the time management features.

Each completed task will award points to the user that can be used to buy items at the shop.

The tasks may be set to repeat on specified days of the week, assigned deadlines and can be organized into different categories by colour coding. Tasks may be sorted into multiple categories.

Categories will include whether the task is important, urgent, to be done in the morning, afternoon or evening. The user can also add their own custom categories and assign colours to that as well.

The app will track productivity by recording the tasks completed and the time spent executing tasks daily. This record will be displayed as a line graph..

Timer (Dan)

The timer counts time just like a timer in a stopwatch. It can count laps and also can stop the time and allow user to see how long the time has passed. The laps are normally 25 minutes but the user can change this. The timer interacts with the todo list when user set up current task it shows in timer.

Timer task has default pop up that asks user to take a break for 5 minutes after lap is finished, with buttons of Yes or No. After 3rd break, the next break will be 30 minutes break and resets the next break time back to 5 minutes. This will help user to reduce internal and external interruptions during user's task and help the user pace themselves allowing them to work longer without tiring.

The alarm for the timer will be the pet that user is raising. it sounds longer and louder than the voice from Pet and Shop page to give impression that this alarm is important.

Pet (Julian)

The pet (together with the time management feature) will be the main reason why you would pick up this app, after all, opening an app just to cross off another task is more work then just cross off a task on a sheet of paper.

For the start we will only make ONE pet, later on we might change that to multiple pets and if possible even implement a “petcreator” where one can create their own pet from multiple different assets.

The pet will react on how well you do in your tasks. If you do less of them the pet will become unhappy and when a task, you currently work on, is uncomplete the pet will be obscured by it, making it more or less unable to interact with it. Finishing the task will be essential to interact with said pet.

Also on the pet screen will be your next upcoming task and every (up to 3) tasks upcoming in the next 2 hours.

In the upper right corner you will have a number showing you how many task you have upcomming for today, and how many you have already done.

The upper left corner will show the calender, for quick access to the Task manager.

Your current task will also have 3 more buttons, a denied button, if unable to finish, a done button, if finished and a button wich may stop current task.

Pet will have animations, but since they are time intensive to make, this will be the main factor why we will only make one pet for the now. Including will be idle animation, sad, happy, questioning, eating, toying and leaving.

Shop (Julian)

The shop will be accesable by pressing the coresponding button on the navbar.

The shop will provide a variety of items that can be accesed by using the currency gained by completing tasks (occasionally also by caring for the pet). Some items can be bought multiple times, others only once. Items available will be accesoirs, clothes or food.

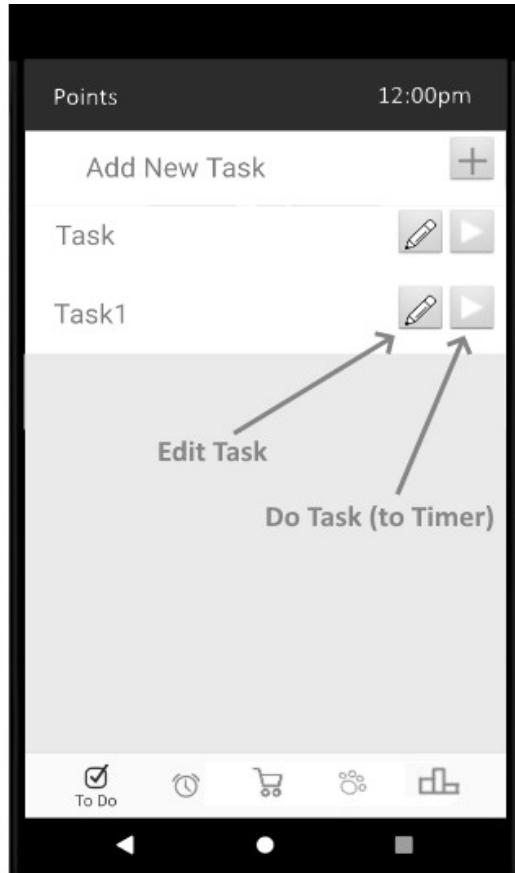
The shop will also have a description for most items and a pre-show feature allowing you to view how the item looks like on your pet.

Once an item is bought it can be accesed in the pet screen by pressing the pouch/backpack button, the icon will then move to the right of the screen and open up, displaying your aquired items wich you then can drag an drop onto your pet.

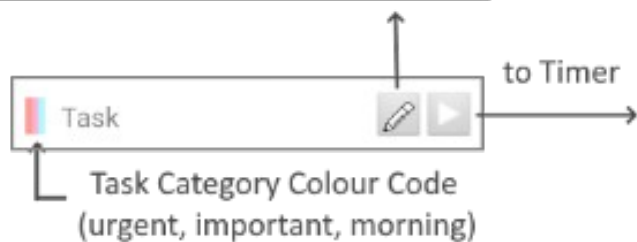
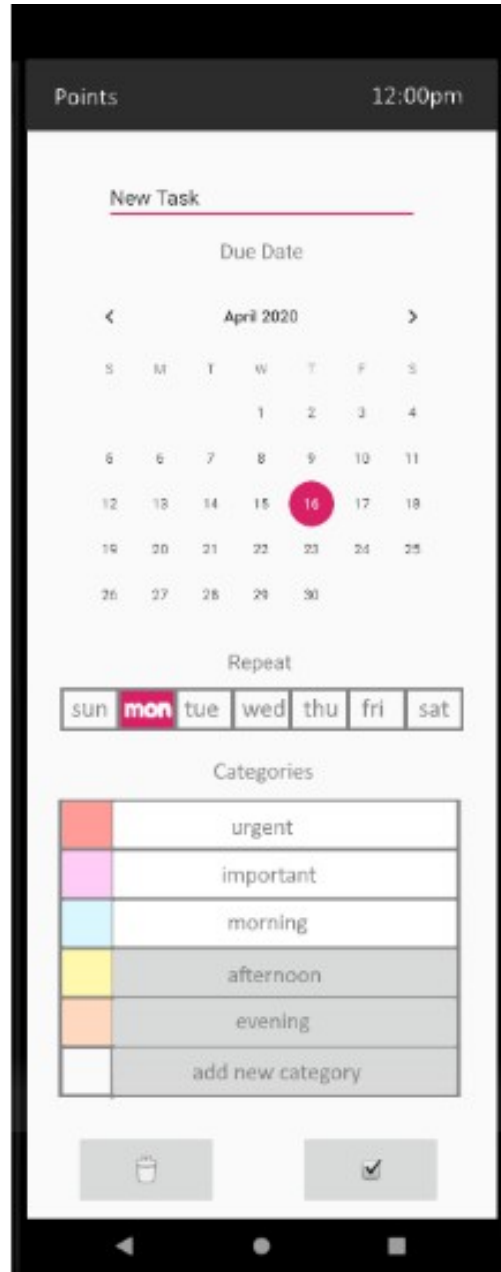
Speciffic items will have different interactions with your pet and may also increase or decrease how much it likes you.

Wire Frame

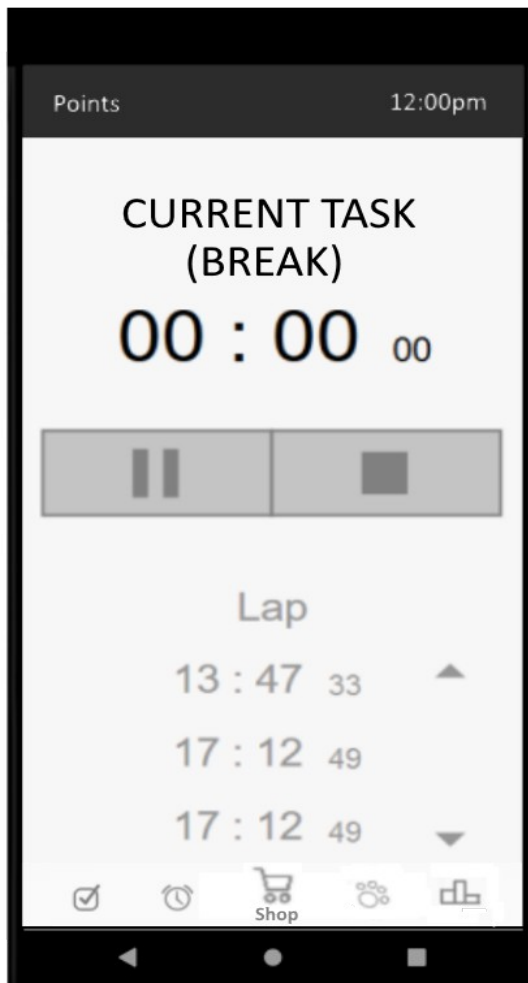
Todo List (Man)



New/Edit Task Pop Up (Man)



Timer (Dan)



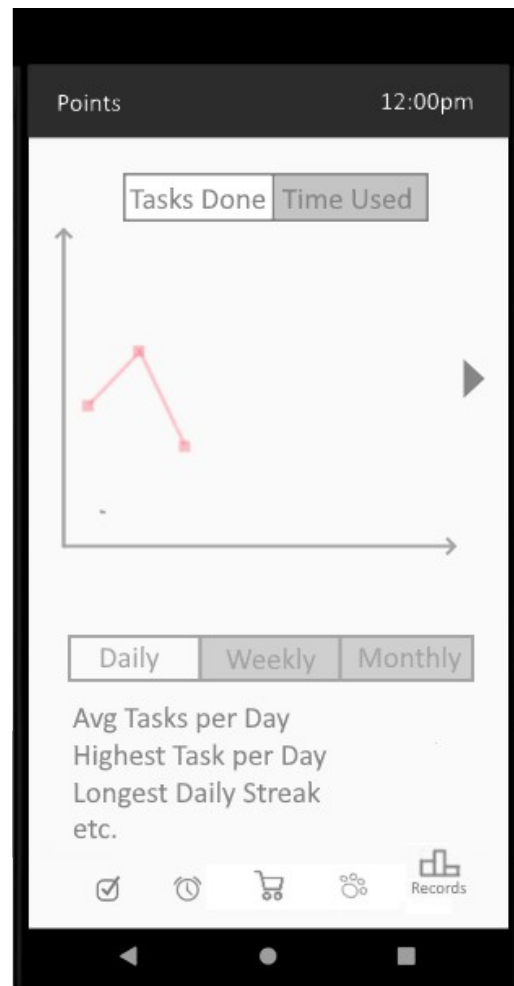
Pet Interaction



(Julian)Shop (Julian)



Productivity Tracker (Man)



Production Schedule

Week 9

Project Backlog	Sprint Backlog
Todo List	Tasks (add, cancel, do, done)
	Repeat
	Colour Code
	Deadlines
	Award points
Pet	Pet status (health, affection)
	Feed pet
	Petting
	Basic pet animation
Timer	Set duration, start, pause, stop
	Schedule breaks
	Set alarm

Week 10

Project Backlog	Sprint Backlog
Productivity Tracker	Count tasks completed
	Record time working
	Colour Code
	Display weekly histogram
	Display monthly histogram
Shop	Base Item class
	Store items in database
	Display items
	Buy items
Pet	Use item from shop
	Animation
Timer	Calendar
	Deadlines notification
	Alarm

Week 11

Project Backlog	Sprint Backlog
Shop	Foods
	Toys
	Modifications
Pet	Use purchased items
	Reactions to items
	Extra animations
Branding	Refine UI
	Aesthetics

Week 12

Project Backlog	Sprint Backlog
Report	Post mortem
	Testing
	Publishing
Presentation (Slides and speech)	Features
	Market research
	What makes app stand out

Branding (Dan)

TIMER-60CH

TIMER-60CH

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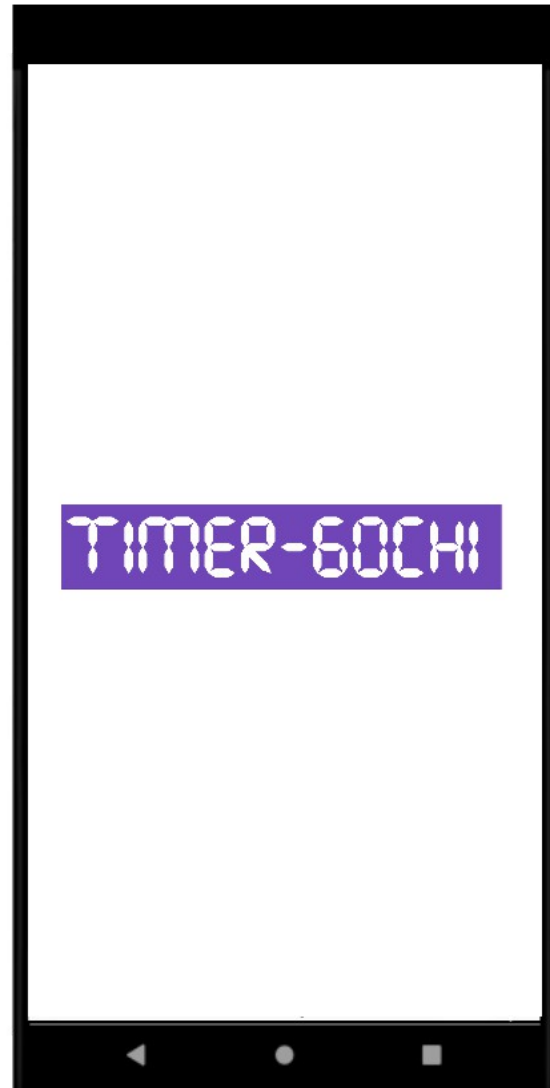
TIMER-60CH

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TIMER-60CH



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