

Team Ramen:

3/5/2020

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Bachelor of Creative Software CS103

App Proposal & IDD Report

Contents

Proposal

Propose	1
Target Audience & Stakeholders	1

IDD

Key Features	3
Wireframes	5
Production Schedule	8
Branding	9

Proposal

Purpose (Julian)

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.

.As the todo list gets larger it will obscure the pet so the user must finish tasks to interact with the pet.

Time management (Dan)

Pet and Shop (Julian)

Wire Frames

Todo List and Pet Interaction (Julian)

Todo List Task (Man)

Points 12:00pm

New Task

Due Date

< April 2020 >

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

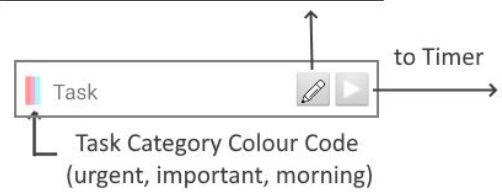
Repeat

sun	mon	tue	wed	thu	fri	sat
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Categories

urgent
important
morning
afternoon
evening
add new category

trash checkmark



Timer (Dan)

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 alarms

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
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)