**Team Ramen: 3/5/2020**

**Dan Kim**

**Julian Grabowsky**

**Man Hin Kwong**

**Bachelor of Creative Software**

**CS103**

**App Proposal & IDD Report**

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**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)** |
| **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)**