Contributors:
Conrad Persowski
Austin Beal
Jordan Miller
Tim Zelikovsky

Scheduler User Manual

Our scheduler app is created and tailored to solve issues related to time management and overall productivity. Many students throughout history struggle to organize their time effectively in order to get their responsibilities done, especially with the rise of digital products which can be distracting and procrastination. revolution . Our app is designed to help alleviate this problem with a simple non-distracting user interface that will help keep the tasks and responsibilities a user has easy to manage.

Do you find it hard to stay organized? Do you find yourself completing assignments right before or after deadlines? Do you want to work more efficiently? Our scheduler app helps users fix these problems and others related to poor organization and time management. Our motivation behind our design is to make time management and organization as simple and streamlined as possible for the user. Our motivation behind this was that we found amongst our group and peers that many of us struggle with organization and time management problems ourselves. This problem has negatively affected us in many ways, for instance one of our group members has sleep deprivation issues and another has problems with setting enough time aside to properly study. To solve the problems described using our app, we needed the proper functions in our app. We eventually realized that our app should have the following: the ability to add a task, the ability to set the time spent on a task, a productivity timer when completing tasks, and productivity charts for a visualization of how productive a user was. We also needed admin only functions that allowed admins to be changed and users to be added. This was all

implemented using the case diagram below, most features were coded in the GUIView class with the exception of the Set Time Spent feature which was coded in the ManualController.

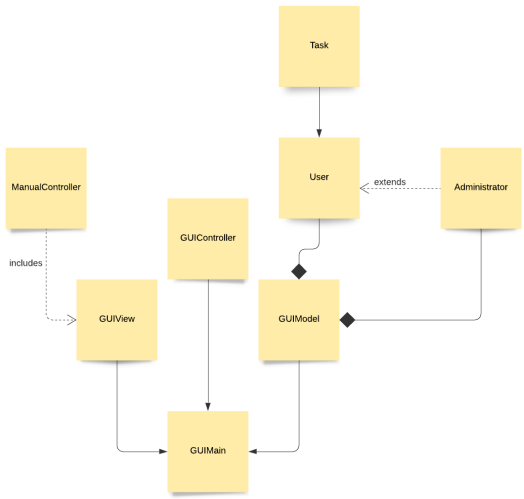

Figure 0: UML Use Case Diagram

When you run our application you are greeted to a homescreen for our app which asks whether the person opening up our scheduler is an admin or a user. We felt that this was important because we wanted to have an admin be able to override anything set by the user in case there are any unanticipated errors. We also wanted to have the admin to have control over certain app features, specifically user management. We implemented the user or admin functionality in our design. When the user button is clicked, you are presented with a range of buttons on the left, a list of existing tasks in the center, and the current time/date on the right. The buttons on the left represent a range of features the user or admin has managing the app. Add Task/Set Time Spent/Start New Timer/See Productivity are all features users can control and manipulate. The same appears for admin after our program prompts the admin to login, to

ensure authentication and security of our app.

Figure 1: User Welcome Screen

The first feature we have in our app is the ability to add a task. After clicking the button, the user is prompted in a new window to enter in the name of the task, select the type of the task via a dropdown menu, and select a date the task is due through a datepicker. Once all these fields are filled out you can click the create button to add the task to the list of tasks that appears in the center of the main screen.

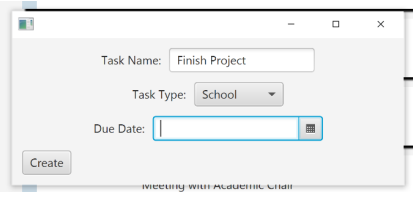

Figure 2: Add Task feature

Our next feature is a way to track how long the user spent on completing tasks. This feature works by prompting the user to select a date and time in which the user began

completing a task, and the date and time in which the user finished a task. This feature was implemented with the intention to help the user track and visualize how much they are working on each task. The program will also prompt the user to enter a date in the case they forget to.

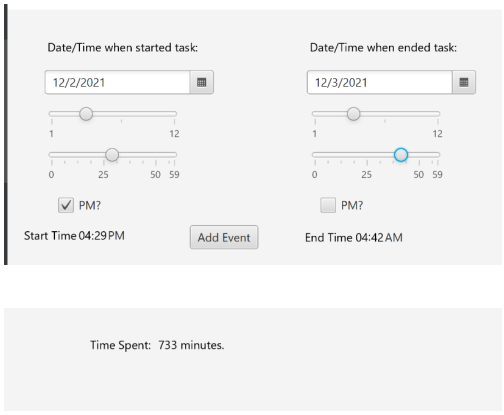

Figure 3: Set Time Spent Feature

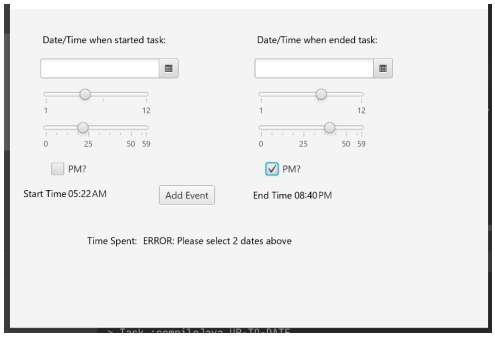

Figure 4: Set Time Spent Feature; handling of lack of user input in date category

Our next feature is a timer that the user can trigger while they are working on tasks. When the user clicks “Start New Timer” they are welcomed with 3 clocks and 3 other buttons to play, pause, or stop. Each clock button represents the amount of time that the timer will count down from. The user can pause to halt it at a specific time and stop to reset the timer.

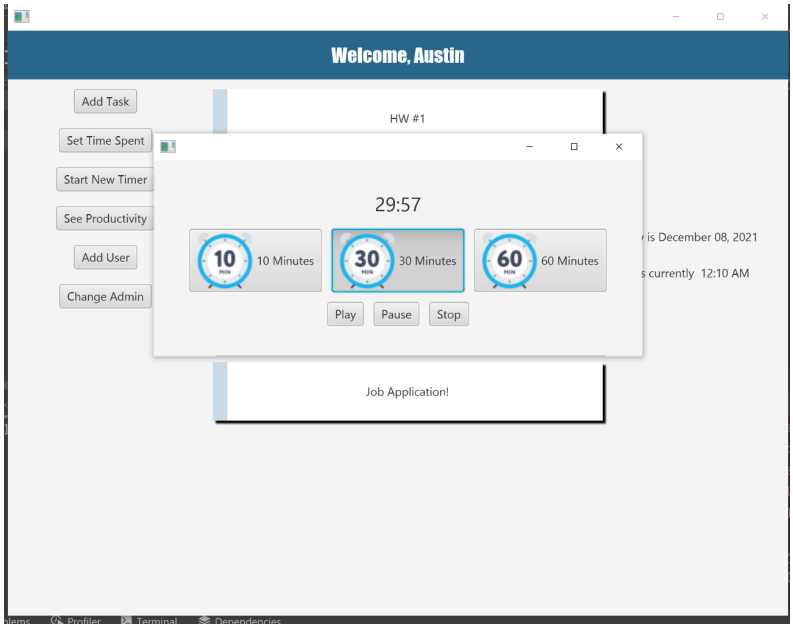

Figure 5: Start New Timer Feature

Lastly, for the user features we have a “See Productivity” button that will allow the user to see how much time they spend on each task type. This is helpful because it allows the user to see where they put most of their time and effort into. In the example below in Figure 6, we see that this user is lacking productivity in their schoolwork.

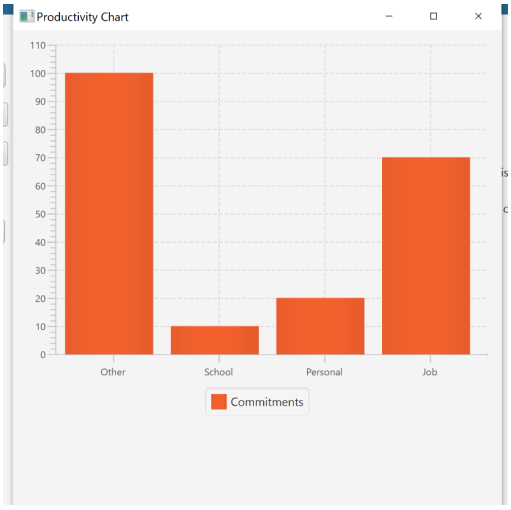

Figure 6: Productivity Chart Feature

The last 2 features of our app are restricted to the administrator. These features are “Add User” and “Change Admin” which in a self explanatory manner allow the admin to add a new user to the app as well as change who is admin. We felt this was important because some sort of moderator should be required in any application revolving around multiple users.