

CSCE 361: Project Proposal – Group 12

One of the latest trends in personal organization and planning is the “Bullet Journal.” Essentially, it is an all-in-one scheduler, task-manager, and journal, meant to house your plans and thoughts as well as boost your productivity by helping to narrow your focus on what really needs to get done.

This system is highly functional, and praised by many for this low-tech solution to increasing productivity that appears to trump the many digital to-do list and planning apps that permeate the internet and all variety of app stores. However, the bullet journal still falls to digital competitors in many of the same areas that other analog products have also lacked in comparison to their digital counterparts such as portability, ease of backups, and ease of editing and manipulation.

A digital planner that can capitalize on all the things that bullet journals do well in addition to reaping the many benefits of going digital could be a great tool to a variety of people, but would particularly be useful to very busy people such as college students and professionals that juggle a variety of activities and responsibilities with a lot of different tasks and events to plan. This planner will take the form of a digital archive housing a variety of journal entries created by a user. These entries will include calendar events, meetings with other users, notes, tasks, and projects.

For the first phase, a simple GUI will be implemented so that functional testing can be performed in tandem with unit testing as development progresses. User accounts will also be implemented, as well as a basic set of journal entry types (events and subevents, task and subtasks, meetings, projects, and notes). Finally for the first phase, a basic tagging system will be added so that journal entries can be organized by type and date as well as by custom tags added by the user.

For the second phase, a more advanced GUI will be developed so that the entries can be displayed both as a searchable list, as well as on a calendar. In this phase, more thoughts will be given to the User Interface and User Experience (UI/UX) so that the web application will work optimally for all people with a variety of devices as well as individual needs and uses. This focus on optimizing the UI/UX of the app will include focus testing on potential users.

In the third phase, the appropriate changes will be made to the UI/UX of the site after what had been learned in the second phase. In addition, to ease the setup and use of the app, and make it more functional than a bullet journal, templates for a variety of activities will be added to spark creativity in users and allow them to maximize the flexibility of the app to meet their personal needs.

We will be using several technologies to assist us in the production of our application. The core of our web application will be built using the Meteor javascript framework. This will increase the speed at which we can develop the framework of our application while also limiting problems and errors that might be more likely to plague a more complex system. MongoDB will be used for storing users' information, since it easily integrates with Meteor, allowing us to connect the two with minimal complications. For team communication and organization, we will be using GroupMe to express ideas and discuss problems, Doodle to schedule times that we as a group can meet up to work, and GitHub for a code repository and issue tracking.

This project is feasible because the team has a good understanding of the technologies used in the production of the application. Many of us have developed web applications using a javascript framework before. In particular, Matt Martin has used Meteor specifically to create numerous web applications in the past. Regarding any time issues, we will distribute tasks equally through GitHub's issue-tracking system so that each member has appropriate hours to finish their task. If there is a lag in development, each member can intervene at any point to assist each other in development. There are also many online resources such as youtube videos, websites, and books available for free that can provide us with a wealth of information regarding almost any roadblock we may face. In terms of risk, there are couple things that could go wrong. For example, Meteor is a very young program and any major updates could potentially endanger our application. We also have to make sure our databases are secure and that no injections could destroy the integrity of our software.