**MINISTRY OF EDUCATION AND TRAINING**

**FPT UNIVERSITY**

**DOCUMENT REPORT**

Capstone Project Document

**VN Habit Tracker**

|  |  |
| --- | --- |
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| **Capstone Project code** | VHT |

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# Definitions, Acronyms, and Abbreviations

|  |  |
| --- | --- |
| **Name** | **Definition** |
| VHT | VN Habit Tracker |
|  |  |

# Introduction

## Project Information

* Project name: **VN Habit Tracker**
* Abbreviation: **VHT**
* Product Type: **Web app & Mobile app**
* Start Date: **September 10th 2018**

## Introduction

Habits are routine behaviors done on a regular basis. They are recurrent and often unconscious patterns of behavior and are acquired through frequent repetition. Many of these are unconscious as we don’t even realize, we are doing them.

Good habits are hard to develop when we use the typical tactic of trying to pump up our motivation to overcome our psychological resistance. Research has shown that motivation is an ineffective factor or creating lasting behavior change. Fortunately, we have also will build an excellent alternative, which is called VHT. It will let us tunnel right through the resistance barrier.

First thing is to track habits! You can also track recurring behavior that you want to keep under control. This tracker can be made for daily use, so you get a very clear overview of all your good and bad habits. By keeping a habit tracker, you are more conscious of your behaviors. You know actually what you are doing, more importantly, what not, what you should do. Without this tracker it can be very easy to believe you are indeed doing everything you want, but in the meantime, secretly, you are not. The tracker is a tool to transform your goals into good habit.

## Current Situation

* Everyday our lives are governed by habit. These habits are the little routines and small ways of doing things.
* Most people are unaware or are only slightly aware that they’re doing them.
* VHT helps you to set goals, keep track of your habits and tackle your bad habits.

## Problem Definition

These are advantages and disadvantages of current situation:

* **Advantages:**
  + Application system diversity, clear function.
  + Customer will easily **achieve goals and set up a daily routine.**
  + Vietnamese users can use the general tracking application.
* **Disadvantages:**
  + Vietnamese users do not have the official app for tracking habit.
  + Customer easily give up on using.

## Proposed Solution

Our proposed solution is to build an app application called “VN Habit Tracker” to resolve the current problems. The application collects (in real-time) all habits from customer. Moreover, it specifically helps them to track their habits daily, weekly and monthly. This app will motivate them by showing the notification and reminder which depend on their setting. Customer can check their currently process. We also design the app which has statistics that helps customer to see their efforts.

VHT system is an app application with following functions:

### Feature functions

* + Plan habits with an easy-to-use interface.
  + Habits fit into a number of different schedules, including specific times or days.
  + View stats in a number of different ways, with different data point.
  + Reminders.
  + Make sure no habit is forgotten with daily reminders.
  + Data Export.
  + Export your data to Excel or Numbers (CSV) and chart your progress.
  + Interactive Notifications.
  + Complete or snooze a habit right from the notification banner.
  + Weekly Targets.
  + Set how many days a week you would like to complete a habit.
  + Notes.
  + Write or dictate notes to capture all details of a habit. Great for exercise routines and daily journals.
  + Skip Functionality.
  + Going on vacation or taking a day off? Skip habits without breaking your chain.
  + Report.

### Advantages and disadvantages

These are advantages and disadvantages of current situation:

* **Advantages:**
  + - Customer will be easy to understand.
    - Friendly interface.
    - Motivate customer to change their bad habits.
    - VHT saves times and space for customer.
  + **Disadvantages:**
    - Advertising strategy.

## Functional Requirements

Function requirements of the system are listed as below:

Add habits:

* + Choose habit: add a bad habit you want to reform or build a good one to improve.
  + Name habit: name that habit.
  + Choose period: choose daily, weekly, monthly.
  + Set goal: set up the goal you want to archive.
  + Choose group: set that habit belongs to which group that you want.
  + Adjust reminder: set time for the app to remind you.
  + Write description: write something that can motivate you.

Show statistics: show the statistics to display the chart in the present or in the past.

Adjust setting:

* + Set goal.
  + Set reminder.

Adjust filter: display the result in the form that customer want.

* + Choose goal period.
  + Choose goal type.
  + Choose goal values.

Adjust chosen habit:

* + Edit chosen habits.

## Role and Responsibility

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No** | **Full Name** | **Role** | **Position** | **Contact** |
| 1 | Lại Đức Hùng | Project Supervisor | Supervisor | Hungld5@fe.edu.vn |
| 2 | Lưu Thành Đạt | Developer | Leader | Datltse61124@fpt.edu.vn |
| 3 | Nguyễn Quang Tuyến | Developer | Member | Tuyennq62069@fpt.edu.vn |
| 4 | Nguyễn Hữu Thắng | Developer | Member | Thangnhse62447@fpt.edu.vn |
| 5 | Phạm Thanh Tùng | Developer | Member | Tungptse61628@fpt.edu.vn |

Table 1: Roles and Responsibilities

# Software Project Management Plan

## Problem Definition

### Name of this Capstone Project

* **Official name**: VN Habit Tracker
* **Vietnamese name**: Ứng dụng theo dõi, cải tiến thói quen cho người Việt.
* **Abbreviation**: VHT

### Problem Abstract

Currently, in Viet Nam, the majority of people use smartphones every day. However, there is not a specific application for Vietnamese people to create habits, manage daily habits and track habits. The existing tracking habit applications are from foreign developer and thus may not really applicable for Vietnamese users. So we have to find the best convenient way to make our application simplest and easy to use for anyone.

To solve this particular problem, we decided to provide an application that helps users do that*.* VHT will help users to create habits, group habits, and prompt users to implement those habits. Create a goal for the user to try to achieve that habit over time and manage the statistics of the user’s system habits.

### Project Overview

#### Current Situation

Below are the problems encountered in this project:

* **User Habit:** people do not have a habit to set habit and manage habit by an application.
* **User:** easily give up when they depressed, unmotivated to continue a habit.
* Currently there is no application dedicated to Vietnamese.
* **Server crash**: The user's data will be lost when the server crashes. Because all data is stored on the server.
* **Interface**: user easy-to-use interface in VHT’s application.

#### The Proposed System

According to the survey of Vietnamese users, we find that most Vietnamese do not have a habit of scheduling, do not schedule what week they will do. So our solution now is to create an application specifically for Vietnamese users to improve and create their habits.

We build a system that is always maintained so that users can log in and use it on their mobile applications anytime, anywhere.

To solve the problem of creating habits and improving the habits of Vietnamese users, we need to know the Vietnamese people, what makes them do not create their daily routine.

Our system consists of two main systems: website and mobile applications. On the website, administrators manage users and statistical habits of Vietnamese. For mobile applications, we allow users to create and manage their habits, and we also receive feedback from Vietnamese users.

##### ***Web Application***

Web application consists of three main parts:

* For user:
  + View general data.
  + Export data to excel.
* For administrator:
  + Manage accounts.

Besides, website application also provides an API interface for two mobile applications to retrieve, update data from mobile applications.

##### ***Mobile Application***

The mobile applications included functions as below:

* User:
  + Create habits.
  + Manage habits.
  + Group habits.
  + Habits statistic.
  + Complete or snooze a habit.
  + Export data.

#### Boundaries of the System

* This application is built on the habits of Vietnamese. Our main target is helps them to set goals, keep track of habits and tackle bad habits.
* VN Habit Tracker which deployed this application must set up devices, includes:
  + Daily reminders.
  + Data export to number and chart progress.
  + Interactive notifications.
  + Weekly targets
  + Notes details of a habit.
* The completed product includes:
  + Website application.
  + Android mobile application.

#### Future Plans

With further research and development, the system can apply the following features:

* + Extend and create community using VHT.
  + Develop new features to set and remind users to create a habit: real time, remind by location..v..v..
  + Combined with smart watch and external devices to manage and message users.
  + Development Environment with VHT.

##### ***Hardware requirements***

* **For web application server**

|  |  |  |
| --- | --- | --- |
| Windows | Minimum Requirements | Recommended |
| Internet Connection | Cable, Wi-Fi (4 Mbps) | Cable, Wi-Fi (8 Mbps) |
| Operating System | Window Server 2008 R2 | Window Server 2012 R2 |
| Computer Processor | Intel® Xeon ® 1.4GHz | Intel® Xeon ® Quad Core |
| Computer Memory | 2GB of RAM | 4GB of RAM or more |

Table 2 : Hardware Requirement for Server

* **For Mobile**

|  |  |  |
| --- | --- | --- |
| Android | Minimum | Recommended |
| Internet Connection | Wi-Fi or 3G (1 Mbps) | Wi-Fi or 3G (8 Mbps) |
| Operating System | Android 4.4.2 | Android 6.0.0 |
| Mobile Processor | Cortex-A7 Dual-Core 1.3GHz | Cortex-A7 Dual-Core 1.3GHz |
| Mobile Memory | 1GB of RAM | 2GB of RAM or more |

Table 3 : Hardware Requirement for Mobile

##### ***Software requirements***

|  |  |  |
| --- | --- | --- |
| Software | Name / Version | Description |
| Operating system | Window Server 2012 R2 | Operating system and platform for development |
| Environment | Java | Specification for developing web application |
|  |  |  |
| IDE | IntelliJ IDEA, Android Studio v2.1 | Used for implement website and Android Mobile Application. |
| Design Model tool | Star UML v2.5.1 | Used for creating modal and diagrams. |
| DBMS | Microsoft SQL Server 2014 | Used to create & manage the database for system |
| Document storage | Trello | Used for storing document |
| Store and manage source code | Git Hub | Used to store all source code |
| Web browser | Chrome or above | Testing browser |

Table 4 : Software requirements

## Project organization



### Software Process Model

The software process model used in developing the VHT project is based on the Water Fall model. We choose this model because of the following reason:

* The features of this product is strongly connected, therefore, a solid architect and clear requirement need to be setup in order to un the project smoothly.
* The requirements are not supposed to be changed rapidly.



Figure 1 : Waterfall model

Reference: <https://softwarekno.blogspot.com/2016/09/waterfall-model.html>

### Roles and responsibilities

|  |  |  |  |
| --- | --- | --- | --- |
| No | Full name | Role in Group | Responsibilities |
| 1 | Lại Đức Hùng | Supervisor, Project Manager | * Specify user requirements * Control the development process * Give out technique and business analysis support |
| 2 | Lưu Thành Đạt | Team leader, B.A, Developer, Tester | * Managing process * Designing database * Clarifying requirements * Prepare documents * GUI design * Create test plan * Coding * Testing |
| 3 | Nguyễn Hữu Thắng | Team member,  B.A, Developer,  Tester | * Designing database * Clarifying requirements * Prepare documents * GUI design * Create test plan * Coding * Testing |
|  | Phạm Thanh Tùng | Team member,  B.A, Developer,  Tester | * Designing database * Clarifying requirements * Prepare documents * GUI design * Create test plan * Coding |
| 4 | Nguyễn Quang Tuyến | Team member,  B.A, Developer,  Tester | * Clarifying requirements * Prepare documents * Create test plan * Coding * Testing |

Table 5 : Roles and responsibilities

### Tools and Techniques

|  |  |
| --- | --- |
| Tool | Name / version |
| Web server | IIS |
| Development tool | IntelliJ IDEA, Android Studio |
| DBMS | SQL Server 2014 |
| Source control | Git hub & SourceTree |
| Modeling tool | Star UML v5.0.1 |
| Document tool | Microsoft Word 2016 |

Table 6: Tools List

|  |  |
| --- | --- |
| Technique | Name / version |
| Frontend | HTML5, CSS, JavaScript, Angular |
| Backend | Java, Spring Boot, Hibernate, Android |

Table 7: Technique List

## Project Management Plan



### Software development life cycle

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Phase | Description | Deliverables | Resource needed | Dependencies and Constrains | Risks |
| Infrastructure | - Identify and clarify overall requirements.  - Determine the system architecture.  - Build infrastructure for the project. | - Database design.  - System main structure. | 20 man-days | N/A | - Unclear project scope.  - Lack of member share of understand. |
| API services | - Identify requirements for mobile app.  - Build required API for mobile app. | - API for mobile app. | 60 man-days | - Depends on “Database Design”. | - Lack of experience. |
| Mobile apps | - Design the mobile UI  - Build mobile apps for end users and emulator. | - Complete Android Apps. | 20 man-days | - Depends on “API services”. | - Lack of experience.  - Lack of Habit Behavior knowledge |
| Web App | - Implements all web app modules.  - Design the web UI.  - Build the web app. | - Complete Web Apps. | 20 man-days | - Depends on “API services”. | - Lack of experience. |

Table 8: Software Development Life Cycle Detail

### Phase Detail

#### Phase 1: Infrastructure

|  |  |  |
| --- | --- | --- |
| Task | Description | Author |
| 1. Assessment | - Determine requirements.  - Determine requirements for System and API. | * DatLT * ThangNH * TuyenNQ * TungPT |
| 2. Selection | - Determine system architecture: Java Web & Android.  - Determine software design pattern: Repository & Service.  - Determined all core functions. | * DatLT * ThangNH * TuyenNQ * TungPT |
| 3. Development | - Create the main structure of project. | * DatLT * ThangNH * TuyenNQ * TungPT |
| 4. Review | - Review all completed works and presentation.  - Create sprint backlog. | * DatLT * TungPT |

Table 9: Phase 1: Infrastructure

#### Phase 3: Web service

|  |  |  |
| --- | --- | --- |
| Task | Description | Author |
| 1. Assessment | - Determine requirements for Web service. | * DatLT * ThangNH * TuyenNQ * TungPT |
| 2. Selection | - Determine all functions according to requirements of Web service. | * DatLT * ThangNH * TuyenNQ * TungPT |
| 3. Development | - Create API for mobile app based on functions on the web app. | * DatLT * ThangNH * TuyenNQ * TungPT |
| 4. Review | - Review all completed works and presentation.  - Create sprint backlog. | * DatLT * ThangNH * TuyenNQ * TungPT |

Table 11: Phase 3: Web service

#### Phase 4: Mobile app

|  |  |  |
| --- | --- | --- |
| Task | Description | Author |
| 1. Assessment | - Determine requirements for System and Mobile app. | * DatLT * ThangNH * TuyenNQ * TungPT |
| 2. Selection | - Determine all functions according to requirements of Mobile app. | * DatLT * ThangNH * TuyenNQ * TungPT |
| 3. Development | - Implement all the functions based on the designed UI and the provided API. | * DatLT * ThangNH * TuyenNQ * TungPT |
| 4. Review | - Review all completed works and presentation.  - Create sprint backlog. | * DatLT * TungPT |

Table 12: Phase 4: Mobile app

### All Meeting Minutes

Meeting minutes are contained in folder “Meeting minutes”.

### **Coding Convention**

This “Coding Convention” is using for develop project in both Java web admin and Android application:

* Naming Conventions:
* Folders (Java web admin): folders name are always unique and written in lowercase.

Ex: customer, servlet, sample…

* Packages (Android application): packages/folders name are always unique and written in lowercase.
* Classes/Interfaces: classes or interfaces should be noun, name using Pascal case, in mixed case with the first letter of each internal word capitalized.

Ex: User, ImageSession, CustomerDAO…

* Methods: methods should be verb, name using Camel case, in mixed case with the first letter lower case, with the first of each internal word capitalized.

Ex: run (), crawlNew (), getSearchResults () …

* Variables: name using Camel case, in mixed case with the first letter lower case, with the first of each internal word capitalized. Variable names should not start with underscore \_ or dollar sign $ characters, even though both are allowed.

Ex: count, myVariable, isValidated…

* Constants: constants should be all uppercase with words separated by underscores.

Ex: MAX\_VALUE, GET\_SEARCH\_RESULT

* Comment:
* All source files should begin with a comment that lists the class name, description, date, author:

/\*

\* Class name

\*

\* Description

\*

\* Date

\*

\* Author

\*/

* All methods should begin with a comment that lists the method name, description, date, author:

/\*

\* Method name

\*

\* Description

\*

\* Date

\*

\* Author

\*/

* Comment code is 2 slashes “//”
* Comment to explain code need 4 slashes “////”
* Block comment used to provide description of files, methods, structures and algorithms.
* Indentation: Four spaces should be used as the unit of indentation
* Declarations: one declaration per line. Do not put different types on the same line

Ex: int minValue;