

TODO App

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ABSTRACT:

This proposal will go over the problem we are trying to solve, our proposed solution, and the SE process we intend to use. Many students find it hard to manage all of their tasks which is why we've chosen to create a To-do application. This app will allow users to input future tasks and rank the priority for each task. We are planning on using the prototype model to implement the solution. The prototype model fits well for this project since it will allow for us to get feedback about our app through prototypes, throughout the length of the project.

1 Introduction

Over the recent years, much of the work done by students and professionals has transitioned from in-person to predominantly online and from a desktop or mobile device. This would include both independent and collaborative work. As this shift continues to grow, so does the demand for productivity tools that can be used in tandem with the remote work environment and for personal organization.

Furthermore, the average student has accumulated stress from schoolwork and possibly working a part or full-time job. This along with other commitments, stress the need for organization tools to accommodate their busy

schedules. A study shows that about half of full-time college students have jobs outside of school.

The To-do application has the potential to be an effective solution for these problems. The need to stress and assist in productivity would be much value added for these demographics. An application that could help manage a person's schedule and action items for personal and professional use could have a great demand and positive effect on its users.

1.1 Related Work

According to Neuroscientist Jarrod Lewis-Peacock from the University of Texas Austin, trying to remember multiple things at once will end up weakening some memories and strengthening others.¹ This means that people will not necessarily remember all tasks they have to do if they are juggling many at the same time. The Todo list app was designed to mitigate this effect by using software to keep track of tasks needed to be done instead of relying on human memory. Apple tried mitigating the issue by developing an app for the iOS which comes preinstalled on all iOS devices called *Reminders*.² While this feature nicely integrates across the apple ecosystem, the app itself doesn't have a tutorial and requires the user to

do additional research to fully utilize the capabilities of the software. Another lacking feature of Apple's *Reminders* app is that while you can schedule tasks to be reminded on certain days, there is no direct way to view the tasks in a calendar like format which can be helpful for organization and visualization. Apple's reminder app has the ability to do Sub-tasks, where a user can group certain tasks. This feature is highly desirable for organizational purposes and should be considered in the design and creation of the TODO list app.

SOFTWARE ENGINEERING PROCESS:

Our group chose to use the prototype model for this project. The prototype model uses an approach where a prototype is build and continuously tested and reworked until a final product is achieved. By building an early working prototype of the product this can allow us as a team to explore different functionalities and features with the app. In a TODO app like ours, usability is one of the most important aspects. By creating an early working prototype, this will allow the team to design the app with the end user in mind. Additionally we would be able to mimic any functionality that we anticipate to be done by users of the app and see how well our app responds. In doing this it will allow us to gather feedback early from potential users. Any adjustments needed can be made in real time.

REFERENCES

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