**GNG2101**

Deliverable G: Prototype 2

Submitted by Team A12

Lynne Ngo, 300068874

Ajay Ramachandran, 300109765

Mashood Ur Rehman Abbasi, 300109084

Farina Salman, 300129324

Alexis Verana, 300116080

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University of Ottawa

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# 1. Introduction

After presenting the first prototype to the client and receiving feedback from the client, the team was able to make changes and developed further improvements. This report will discuss the client feedback and the improvements that will be made. The report will also include a second prototype of the multi-reminder app. The interfaces will be shown and some features will be described. Lastly, the report will compare the second prototype to the target specifications developed previously.

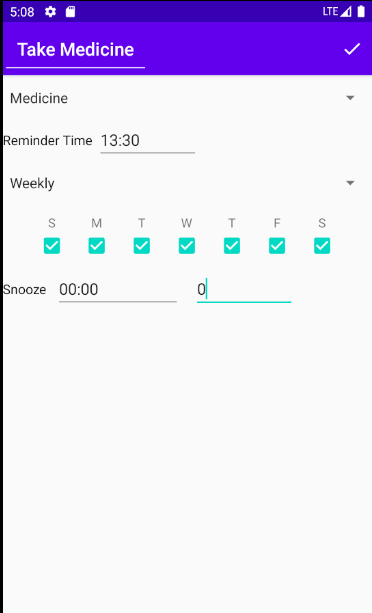
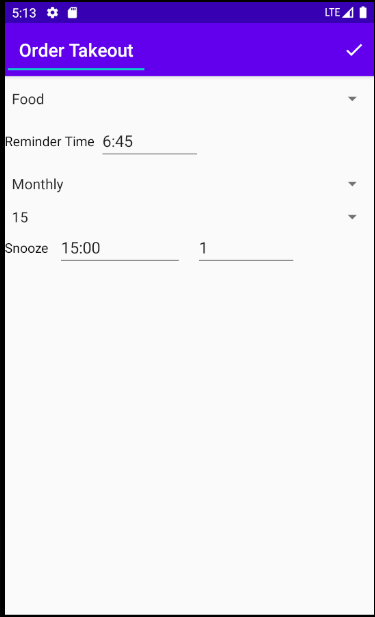
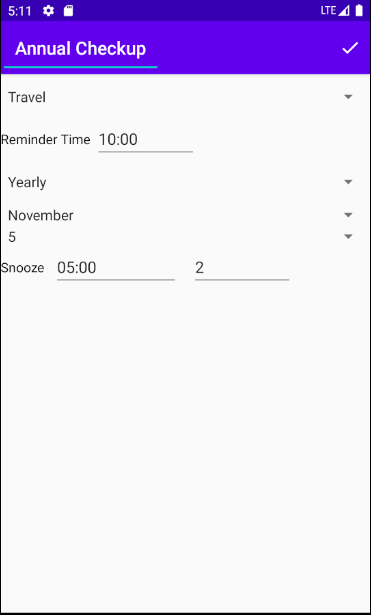
# 2. Client Feedback

The client was happy with the first prototype but gave some suggestions for improvements. He wanted the size of the text to be bigger, which will be an easy adjustment to make. He also wanted some more contrast between the background and the text. The text is currently grey, the contrast can be increased by making the colour of the text a darker grey so that it contrasts more with the pastel coloured background. He also suggested that the last alert of a reminder be different so that it stands out and he knows that he must do the task and cannot snooze that task any longer. Tasks that cannot be snoozed will also have that alert. Therefore the sound of the last alert will be different, something louder and catches his attention more. He also proposed that the vibrating patterns are different for tasks with different priority. This is not a need but a feature to have; therefore, the team will implement it if there is time.

# 3. Prototype

For this prototype, we decided to create and test the basic workflow from creating a reminder to receiving a reminder at the scheduled time.

Creating the reminder:

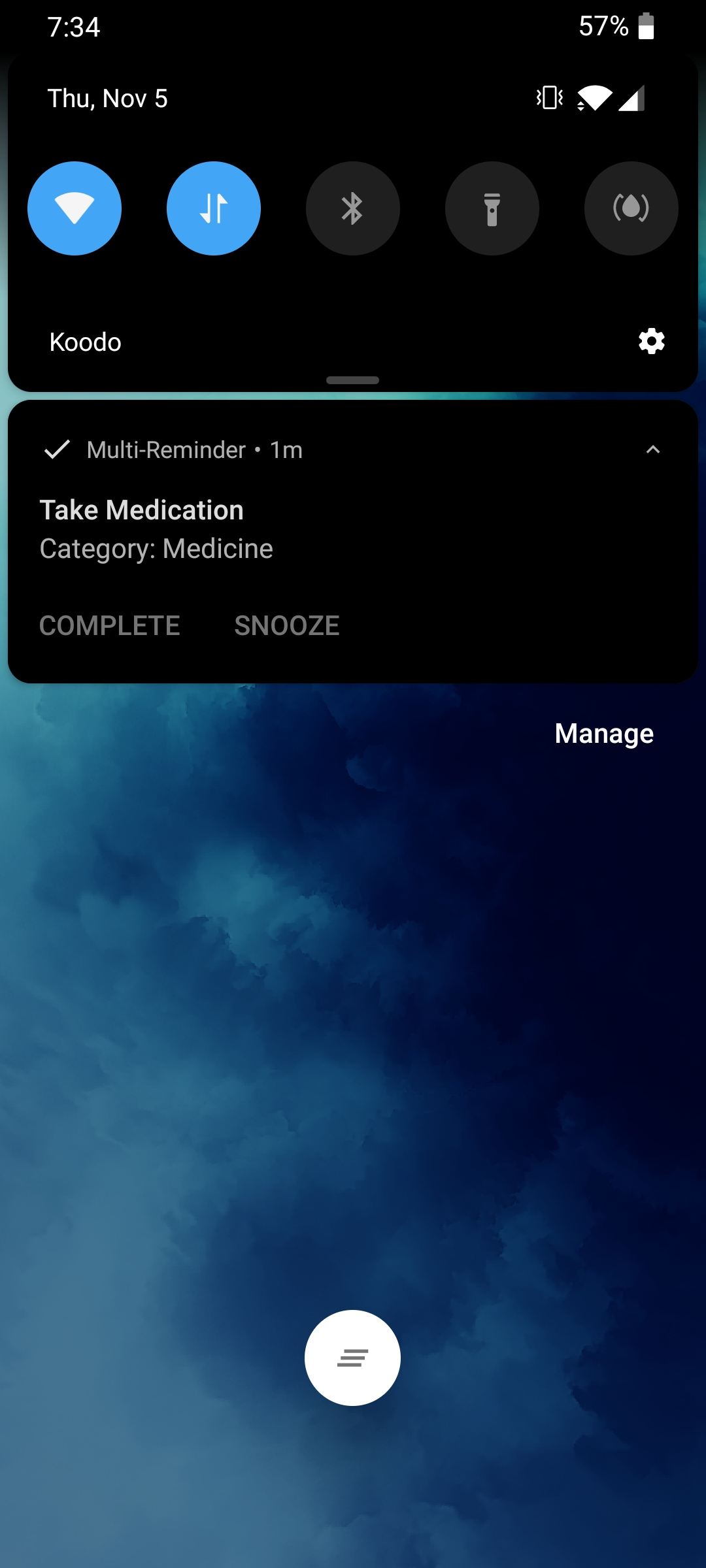
Weekly Reminder Monthly Reminder Yearly Reminder

The top bar has a text box that allows you to type in the name of the reminder you are creating. The top drop down box allows you to choose a category for this reminder, which will be used to choose which colour to display this reminder as in the main reminder list.

Below the reminder time, there is a box for choosing if the reminder repeats weekly, monthly or yearly. When you choose a different box, it will show you different options to be able to choose which day it should repeat on.

The bottom shows the options for snoozes. It allows you to choose how long snoozing should delay the notification and how many snoozes are allowed before it forces you to complete the task.

Figure: Getting the reminder notification



This notification appears at the scheduled time. It includes two buttons. The complete button will mark this action as complete, and the snooze button will set this reminder to repeat at a later time, specified from the UI. When the snooze limit has been reached, this button will become greyed out.

# 4. Target Specifications

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Metric | Unit | Marginal Values | Ideal Values | Prototype 2 |
| Reminders set to remind at the same time | # of reminders | 5 | No limit | No limit |
| **Reasoning**: Each reminder will be shown as a separate notification | | | | |
| Reminders grouped in a category | # of reminders | 5 | No limit | 3 |
| **Reasoning**: The current prototype only lets you select from a group of predefined categories and has no way to add new categories. We plan to allow you to add new ones in the future. | | | | |
| Options for how long to snooze when getting reminded | # of options | 2 | 5 | 0 |
| **Reasoning**: Right now, it asks you for the exact duration. This offers more customizability, but could make it harder. After testing this out, we found that it will be easier if we change this in future versions to have predefined buttons for common snooze times such as 5 minutes, 10 minutes, etc. | | | | |
| Sharing reminders with others | # of people | 0 | 5 | N/A |
| **Reasoning**: Has not been implemented yet | | | | |
| Reminders that can be set as recurring | # of reminders | 25 | 100 | Partial |
| **Reasoning**: The UI supports setting recurring reminders, but the notifications will only appear once. This will be improved for the next design. | | | | |
| Reminders that can be stored offline | # of reminders | 50 | No limit | N/A |
| **Reasoning**: Has not been implemented | | | | |
| Colours available to set reminders to | # of colours | 4 | 6 | N/A |
| **Reasoning**: Categories have been implemented, but they are not associated with colours in this prototype | | | | |
| Calendar overview | # of calendar views (day, week, month) | 2 (day, month) | 3 (day, week, month) | N/A |
| **Reasoning**: Has not been implemented yet | | | | |
| People that can have write access to your reminders | # of people | 0 | 2 | N/A |
| **Reasoning**: Has not been implemented yet | | | | |
| Time setting reminders from Google Home | seconds | 30 | 5 | N/A |
| **Reasoning:** Has not been implemented yet | | | | |

Overall, this prototype was able to test our most important target specifications to see how the basic workflow of the app would function. After testing, we determined that the options were easy to understand, and the buttons on the reminder notification were concise but useful. More testing will have to be done to ensure the alarm service which triggers the notifications does not get killed by the device’s operating system or when destructive device actions occur such as rebooting the device. When testing the reminder creation, we determined that it will be easier if future versions have predefined buttons for common snooze times such as 5 minutes, 10 minutes, etc instead of just a blank box.

# 5. Conclusion

In conclusion, the team was able to take feedback given from the first prototype presentation and implement a few suggested features into the second prototype. The first change made in the second prototype includes the change of font colour to have a greater contrast between the background and the text. The current prototype can now store daily, monthly, and yearly reminders using a SQL database. The functionality of receiving notifications has also now been implemented. By comparing our previous target specifications to our current prototype, it can be seen that the features that have been implemented have not yet reached their full potential. Some immediate goals the group has for our app includes working on bettering the variety of snooze notifications, having a calendar overview, and shareability of reminders.