**GNG2101**

Deliverable J: User Manual

Submitted by Team A12

Lynne Ngo, 300068874

Ajay Ramachandran, 300109765

Mashood Ur Rehman Abbasi, 300109084

Farina Salman, 300129324

Alexis Verana, 300116080

December 10th 2020

University of Ottawa

#### 

# Abstract

This report documents the features, functions and capabilities of Multee, a multi-reminder Android app prototype created for our client that allows you to create customizable reminders. This report goes over how to install and operate Multee to create a reminder, configure the options, and get reminded. Lastly, we explain our lessons learned from our work on Multee and our recommendations for future work on improvements to Multee.

# Table of Contents

[**List of Figures**](#_g1xfggoudpy2) **2**

[**List of Tables**](#_j5vkbjvxr99n) **4**

[1. Introduction](#_4d34og8) **1**

[2. Features, Functions, and Capabilities of Multee](#_e72zz6w3y3le) **1**

[3. Prototype](#_khnas751upit) **2**

[3.1 How the Prototype was Made](#_nhrbq76apo0m) 2

[3.2 How to Install and Operate](#_nhrbq76apo0m) 2

[4. Troubleshooting (Technical Instructions)](#_e72zz6w3y3le) **5**

[5. Conclusion](#_kwdimm1wjpfy) **5**

[5.1 Lessons Learned](#_6bcla0dzr7ob) 5

[5.2 Recommendations for Future Work](#_6bcla0dzr7ob) 6

[**6. Appendices**](#_g4nro0qr0tzs) **7**

# **List of Figures**

|  |  |
| --- | --- |
| Figure 1: Enable apps from unknown sources on Android  Figure 2: Chronological reminder list  Figure 3: Reminder creation page  Figure 4: Reminder notification with a snooze button  Figure 5: Reminder notification with no snooze button | 2  3  4  4  5 |

# 

# **List of Tables**

|  |  |
| --- | --- |
| Table 1: Bill of Materials | 7 |

# 1. Introduction

Multee is a multi-reminder app that allows the user to keep their life on track. Multee was developed because people with ADHD and diabetes have trouble remembering to complete important tasks and require a multi-reminder app that is highly flexible and customizable to their lifestyle. People with ADHD often forget daily responsibilities and important tasks such as doing laundry and taking medication. Therefore, reminders are crucial for people who have diabetes because their health is at risk if they forget to take their medication for diabetes. The reminder app has to be flexible and customizable to accomodate people with different lifestyles and daily needs.

Some of the basic user requirements for a multi-reminder app are list view, ability to snooze, coloured tasks and customizable frequencies. These features are important to reminder apps because it makes the app easy to use and allows the user to customize reminders to their needs. Depending on the task and its urgency, the user may choose to remove the ability to snooze that certain task, this will ensure that they complete the task when they are reminded. Customizable frequency is also important because some tasks must be done daily while others are weekly or monthly. These features will allow users stay on top of all their tasks and keep their lives on track.

Multee is different from current reminder apps on the market because it was designed specifically for a user who has ADHD and diabetes; therefore, it has features that current apps do not have. Multee allows the user to prioritize reminders, access reminders offline, customize snooze options, assign different colours to each category and set multiple reminders that occur at the same time. These are all distinct features that make Multee the most desirable app.

# 2. Features, Functions, and Capabilities of Multee

The Multi Reminder app comes with a variety of functions and capabilities: The Multi Reminder app has the ability to prioritize reminders according to the users needs. Another feature of the Multi Reminder app is that it can be used offline ensuring that the user does not need an internet connection at all times. The app comes with a customizable snooze button, what this means is that the user can choose the number of times a reminder can be snoozed. Another feature of the multi reminder app is that reminders would be grouped according to a color scheme and The user can also set multiple reminders at the same time if they so desire. The User can create unlimited reminders in accordance with their phone's storage and also set limitless reminders for the same time slot.

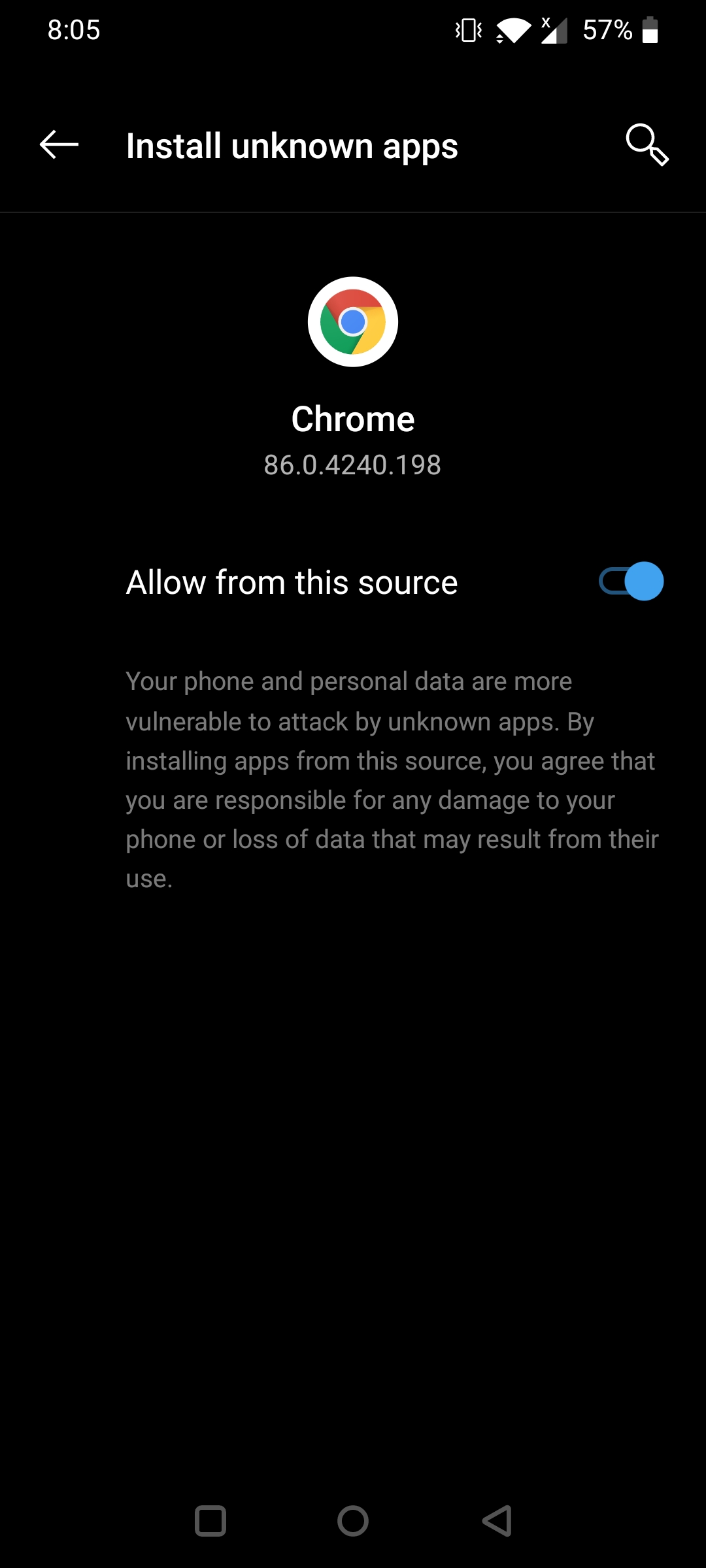
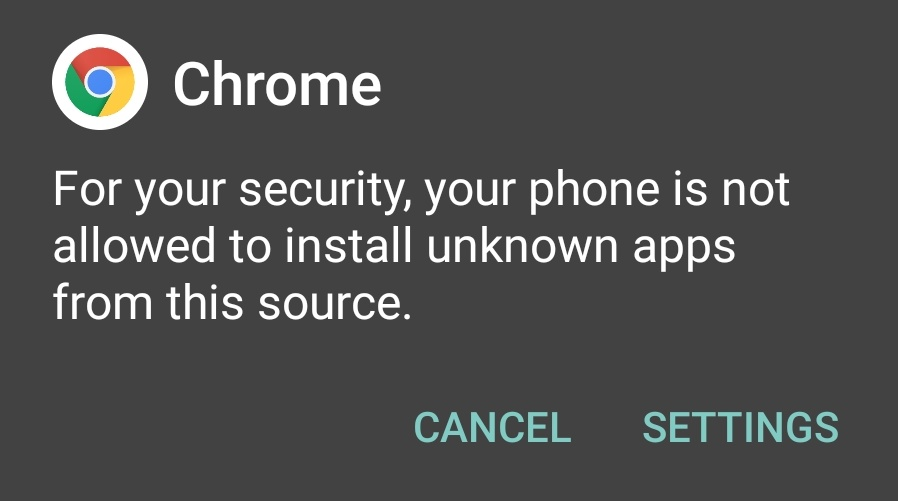
# 3. Prototype

## 3.1 How the Prototype was Made

The prototype was made in Java with Android Studio. The source code for the prototype is available at <https://github.com/GNG2101-Group12/Multi-Reminder-App>.

## 3.2 How to Install and Operate

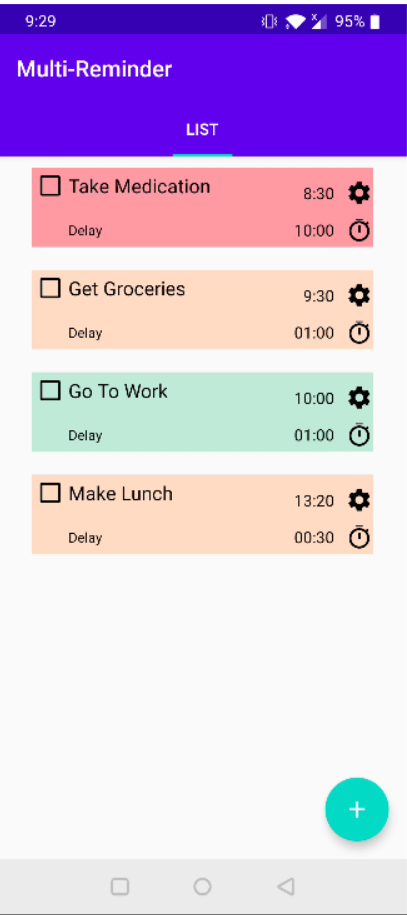
The prototype can be installed by downloading the APK file on the MakerRepo page and installing it on your phone. To install it, open up the file and enable unknown sources.



*Figure 1: Enable apps from unknown sources on Android*

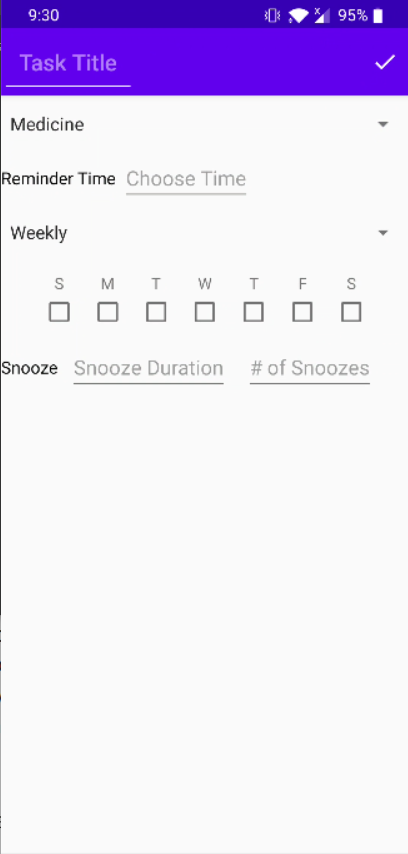
You then should see an install button.

When you open the app, you will be brought to a page showing a chronological list of reminders. You can create a new reminder by clicking on the plus button.



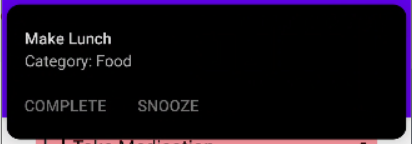
*Figure 2: Chronological reminder list*

On the reminder creation page, you can fill out the information and save your reminder. You can type in a task title, a category, reminder time, reminder frequency, how long it will snooze when clicking the snooze button, and the maximum number of snoozes allowed before does not allow snoozing any more.



*Figure 3: Reminder creation page*

When your scheduled reminder time occurs, you will get a notification with your reminder. You have the option to complete the reminder or snooze the reminder. It will not let you swipe away the notification unless you click complete.



*Figure 4: Reminder notification with a snooze button*

Once you have passed the maximum number of snoozes, you will not have the option to snooze the reminder. You will have to mark it as complete to dismiss the notification.



*Figure 5: Reminder notification with no snooze button*

# 4. Troubleshooting (Technical Instructions)

If any problems were encountered, please first try to restart the application by closing it and reopening it. Should the problem persist, please uninstall and reinstall the application.

# 5. Conclusion

## 5.1 Lessons Learned

The main lessons learned included learning about the ins and outs of working in a group of five. Overall, the team worked well together and found a groove of being able to evenly distribute the work. As well as, being able to assign tasks where each individual can showcase their strengths. The team learned the importance of consistent communication, and updating one another on the tasks they were assigned. With consistent communication, it will rid the confusion of who is doing what tasks, as well as the unfair distribution of work. Many lessons were also learned while working on the app, this includes the skill of troubleshooting and tracing. Through a few complications of derailing from our original project plan, the team learned how to adapt and adjust when we have strayed from the plan. A great number of valuable skills and lessons were learned through this project that the team members will carry to future group projects.

## 5.2 Recommendations for Future Work

For future work, the team would recommend to implement the ability to share your calendars and/or reminders. This feature would be beneficial to users who have health advisors, who have a direct input on the dosage of medication. Having the ability to set custom vibrations and sounds would be a great feature to implement as it would be able to differentiate different reminders. If time allows, bettering the way reminders are grouped and prioritizes would also be beneficial.

In conclusion, Multee was first developed for our client who has ADHD which led him to have trouble remembering to complete important tasks. Multee was created so users could have a multi-reminder app that is highly flexible and customizable to their lifestyle. Through this project, the team learned a lot about the process of product development, and have gained a number of lifelong skills.

# 6. Appendices

Table 1: Bill of Materials

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Item #** | **Part Name/Service** | **Description** | **Quantity** | **Unit Cost** | **Cost** |
| 1 | Android Studio | An Integrated development environment for Google's Android operating system. | N/A | $0 | $0 |
| 2 | Google Cloud API | Access to Google’s Cloud services to interact with Google Home. | N/A | $0 | $0 |
| 3 | GitHub | Code hosting and version control platform. | N/A | $0 | $0 |
| Total | | | | | $0 |