VS Saturn requirements list Software Engineering I

VS-Saturn 3:

Members:

Michael Gonzales Dominic Gordon Derek Lamoreaux Alex Bochman Luann Dias

Overall Requirements

Hardware Requirements:

- 1. A 1.6 GHz or faster processor
- 2. At least 1 GB of RAM

Software Requirements:

- 1. Task list
 - a. Must be able to add tasks, remove tasks, and mark tasks as complete.
- 2. Clock.
 - a. Must display when the user is on a pomodoro or on break.
 - b. Display the remaining time of a pomodoro or break.
 - c. Notify the user when it has reached the end of a timer.
 - d. Must be able to track how many breaks have been taken.
 - i. After each third short break is taken, the next break timer will be a long break, which is default 30 minutes.
 - ii. Any time before the third break ends, the next break timer should be set to 5 minutes be default.
 - e. Allow long break and short break time to be changed by the user
 - f. Allow the number of short breaks until a long break to be changed by the user
- 3. GUI
 - a. Task Menu

i. Task Menu buttons

 Can manipulate the task list in such was as adding a task, removing a task, and marking a task complete

b. Clock

- i. Clock Control Buttons
 - Can manipulate the clock in such ways as, pausing, starting, skipping, and resetting it.

c. Options

- i. Options List
 - Can manipulate aspects of the clock such as long break time, short break time, and pomodoro time.
- d. Break Completion Visualization
 - i. Must be capable of showing the user how many breaks have been taken and show how many are left before a long break.
 - ii. Notifications to the user when a break is over or a pomodoro is starting must be non-intrusive
- e. Intuitive Layout
 - i. All buttons pertaining to the clock and task list should be near each other for clarity
 - ii. Must aesthetically pleasing and understandable
 - iii. Button names should be short, clear, and concise for maximum use of space as the status bar is small and thin.
 - iv. Prompts included when necessary, such as adding
 or removing tasks from task list