



**UiA** University  
of Agder

## Project Vision

Group 18

consisting of

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# 1 Product Vision

## 1.1 Who is going to buy the product? Who is the target customer?

The main target group for Study Sprint is students in higher education who want a simple way to structure study sessions and keep track of their progress. This includes students who struggle with procrastination, concentration, or planning, as well as students who already use methods such as Pomodoro and want a mobile tool that is quick and easy to use.

A secondary target group is other learners and people who use timed work sessions for productivity, such as upper secondary students or office workers. Even so, the product is mainly designed for students, since that is the clearest and most relevant user group for this project.

Study Sprint is meant for users who prefer simplicity over large feature sets. Many productivity apps include calendars, collaboration tools, cloud syncing, and other advanced features. While useful in some cases, this can also make apps slower to use and harder to understand. Study Sprint instead focuses on a smaller set of features that support focused study sessions in a simple and clear way.

## 1.2 Which customer needs will the product address?

Study Sprint is designed to address a few common needs among students. The first is better focus during study sessions. Many students find it difficult to get started, especially when tasks feel large or unclear. A timer-based approach helps by breaking study work into shorter and more manageable sessions.

The second need is basic planning and organisation. Students often work on several courses or assignments at once, and they need a simple way to keep track of what they want to study without using a large and complicated planning tool.

The third need is motivation through visible progress. Studying can often feel unproductive when effort is not clearly shown. By displaying completed sessions, study time, or simple statistics, the app can make progress easier to see.

The final need is low friction. The app should be quick to understand and easy to use from the first launch, with as few unnecessary steps as possible. Since students often study in different places, mobile accessibility is also important.

### **1.3 Which product attributes are critical to satisfy the selected needs, and therefore for the success of the product?**

The most important product attribute for Study Sprint is simplicity. The app should be intuitive enough that users can understand the main flow almost immediately. A user should be able to create a task, start a study sprint, and view progress without confusion.

Reliability is also critical. The timer must work as expected, and the app must save tasks and session history correctly. If the app feels unstable or loses data, it quickly becomes useless as a study tool.

Another important attribute is a clear and focused interface. The design does not need to be advanced, but it should feel complete and easy to navigate. Fast interaction is also important, since the app is supposed to reduce procrastination rather than create more friction.

Finally, the scope of the app must stay realistic. A smaller and more polished product is more valuable for this project than a larger product with too many unfinished features. A successful version of Study Sprint would include task management, a timer for focus sessions and breaks, a simple overview of progress, and local data persistence.

### **1.4 How does the product compare against existing products, both from competitors and the same company? What are the product's unique selling points?**

Study Sprint enters a space where many similar products already exist, including Pomodoro apps, study planners, habit trackers, and general productivity tools such as Forest, Focus To-Do, and Todoist. These apps often offer useful features, but many of them are either too broad, too feature-heavy, or too focused on premium functionality.

Compared to these apps, Study Sprint aims to be more focused and student-oriented. Instead of trying to include every productivity feature, it combines only the most relevant ones: study tasks, timed focus sessions, and visible progress. This makes the app smaller in scope, but also easier to use for its intended audience.

Some existing apps focus mostly on timers, while others focus mostly on task management. Study Sprint is intended to sit between these two by linking focus sessions to actual study tasks in a lightweight way.

The wording about “the same company” is not very relevant in this context, since this is a student project and not part of an existing product family. For this report, it is therefore interpreted more generally as comparison with similar utility apps, such as simple note or task apps. In that sense, Study Sprint offers more structure and study support than a basic notes app, while still being much simpler than a full productivity platform.

The main unique selling points of Study Sprint are its student-centred scope, low friction, combination of task management and timed focus sessions, and simple progress tracking.

### **1.5 What is the target time-frame and budget to develop and launch the product?**

The target time-frame for Study Sprint is from the current project period until sometime in May, which is the practical deadline for both the application and the report. This gives the team enough time to build a solid prototype, but the project must still be planned realistically because of other courses, assignments, and exams.

For that reason, the goal is not to build the most advanced study app possible, but to create a balanced product with a good effort-to-value ratio. The team should aim to complete a minimum viable version early, and then use the remaining time to improve usability, stability, and visual polish.

A realistic development plan would be to first define the app structure, then implement navigation and the main screens, followed by timer functionality, task management, local persistence, and simple progress tracking. After that, the focus should be on testing, refinement, and completing the report.

The financial budget is expected to be minimal. The app should be developed using free or low-cost tools such as React Native with Expo and local storage solutions. Because this is a student project, the main budget is not money but time. Avoiding unnecessary complexity will therefore be important. Features such as authentication, cloud sync, or advanced analytics should only be considered if the core app is already complete and stable.

## Group Contract

This group contract defines the expectations, responsibilities, and working practices for the members of this project group. The purpose of the contract is to create a shared understanding of how the group will collaborate throughout the project period and how problems will be handled if they arise.

### Group Members

The members of this project group are:

1. Fabian Haukedal Johansen
2. Teodor Salvesen
3. Christopher Sanden

### Weekly Meetings

The group will normally meet once a week to review progress, divide tasks, and discuss any issues related to the project. Our regular meeting time is Monday, 14:00.

If needed, the group may also arrange extra meetings, especially before deadlines or when important decisions need to be made. All group members are expected to attend scheduled meetings and be reasonably prepared.

### Consequences of Tardiness

Group members are expected to attend meetings on time. If someone is running late, they should let the rest of the group know as soon as possible.

If a member is repeatedly late without a valid reason, the group will address the issue together and discuss how to avoid it happening again. If it becomes a recurring problem, the group may need to redistribute some responsibilities or document the issue if necessary.

### Obligation to Notify

All group members are expected to inform the group if they cannot attend a meeting, are unable to complete an agreed task on time, or run into other issues that may affect their contribution to the project. Messages should be sent as early as possible through the group's chosen communication channel, Discord.

In cases such as illness or other unexpected situations, the member should notify the group as soon as possible so that the group can adjust plans or redistribute work if needed.

## Conflict Resolution

If disagreements or problems arise, they should be discussed as early as possible in a respectful and constructive way. The group agrees to first try to solve issues internally through open communication between the members involved.

Everyone is expected to listen to each other, focus on solving the problem, and work towards a practical solution that supports the project. If the group is unable to resolve a conflict on its own, the lecturer or supervisor may be contacted for guidance.

## Expected Workload per Group Member

The project corresponds to approximately 4 credits, and the standard workload is therefore estimated to be around 27 hours per credit. This gives a total workload of about 108 hours for the project.

The group expects the workload to be shared as fairly as possible between members. In practice, this means that everyone should make a meaningful contribution to the project through development work, planning, meetings, documentation, and report writing.

The workload may not always be divided equally every single week, since different tasks take different amounts of time and may require different skills. However, across the full project period, all group members are expected to contribute fairly to the final result. If someone is temporarily unable to contribute as much due to illness or other valid reasons, the group should adjust responsibilities in a reasonable way.

## Signatures

By signing below, each group member confirms that they have read and agreed to this group contract and will do their best to follow it throughout the project period.

Name: Fabian Haukedal Johansen

Signature: Fabian Johansen

Name: Teodor Salvesen

Signature: Teodor Salvesen

Name: Christopher Sanden

Signature: Chris Sanden