Bucket List Project

Steps

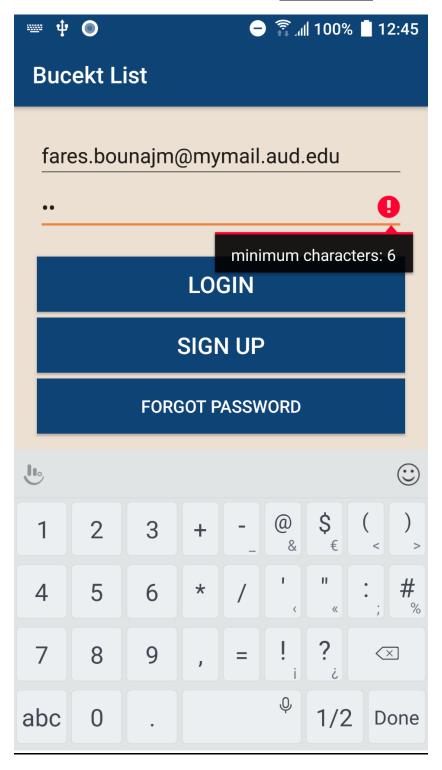
- 1. Sign up with any email and password. Once account is successfully created user is automatically redirected to bucket list page.
- 2. User can logout by tapping on the three dots in the top right corner and tapping on logout.
- 3. User can add a bucket list item by tapping on the floating action button in the lower right corner.
- 4. User can then create a bucket list item by filling the form with the name, due date, description (optional), location (optional).
- 5. User then can tap create to add the new bucket item to their list or the back arrow in the top left to discard the item, both options will redirect the user to their bucket list.
- 6. The user can then tap on a bucket list item to edit it or they can tap on the square next to the item to mark it as complete.
- 7. Marking an item as complete will move it to the completed list.
- 8. The user can view the complete list by tapping on the completed tab in the bottom right hand corner.
- 9. The user can return to the bucket list by taping on the bucket list tab in the bottom left hand corner.
- 10. When a user taps on an item they will be redirected to an edit page that allows the user to modify the bucket list item.
- 11. If the user adds an item or edits an item while they are not connected to the internet the changes will be saved locally and synchronized once they have internet access, this means the user can close the application while still not connected to the internet and still have their items saved.
- 12. If the user forgets their password they can enter their email and tap on forgot password, this will send them an email allowing them to reset their password.

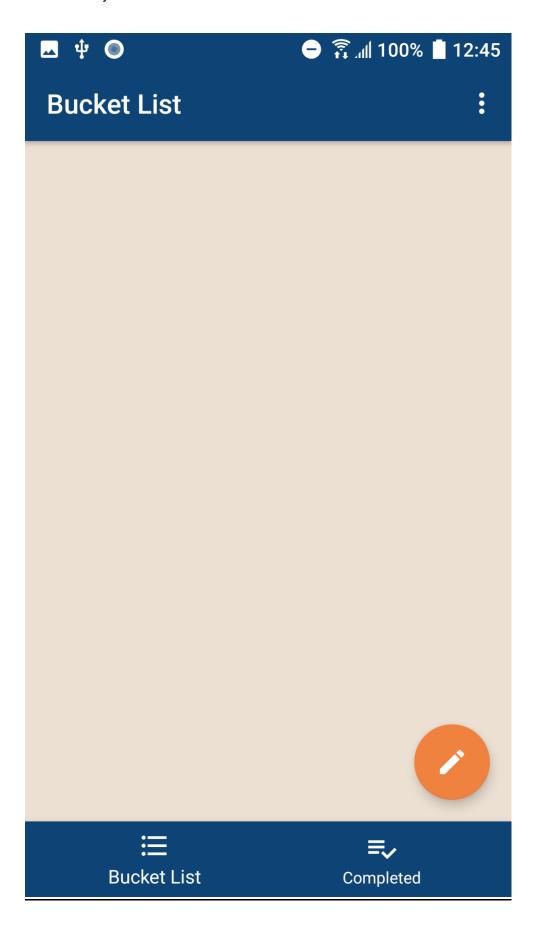
What I learned

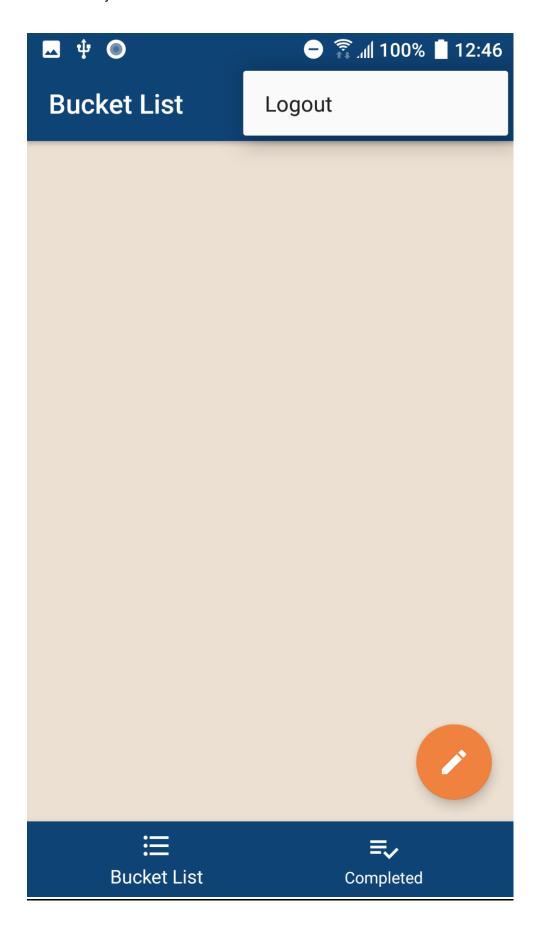
I learned many things while developing this mobile application, I believe the major benefit was learning how to use firebase. Firebase is a webservice that allows developers to easily implement a backend into their application. I learned how to deal with tree data structures, this was very important as saving and retrieving data in the correct fashion improves the speed of the application as well as reduces data redundancy. The second major aspect was learning how to develop a fully functional user-friendly application that doesn't have bugs or

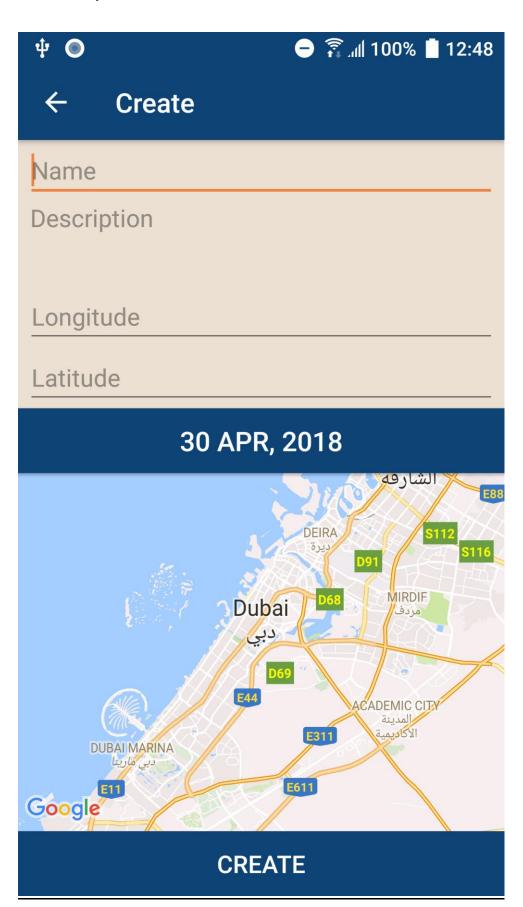
crashes, this requires a lot of testing and debugging. Finally, the last aspect was learning how to make an aesthetic looking application with the correct use of colors, this required learning about color theory.

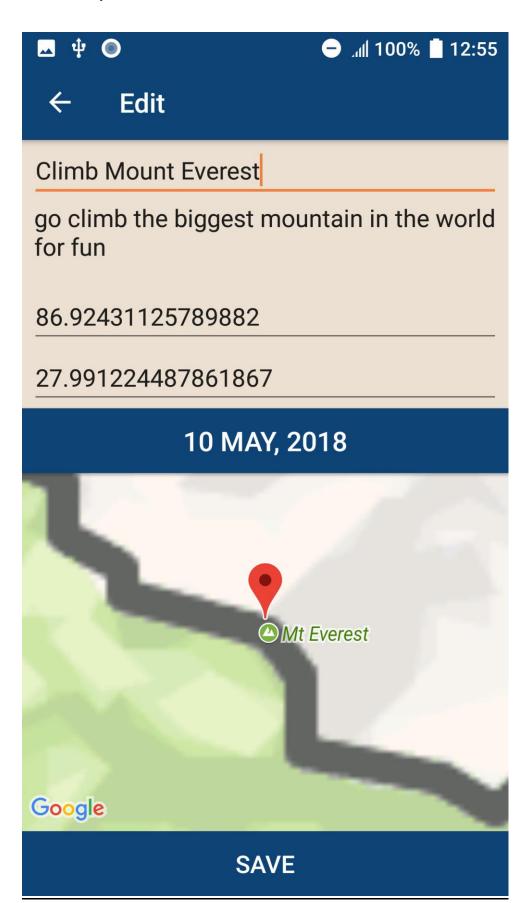
Screenshots

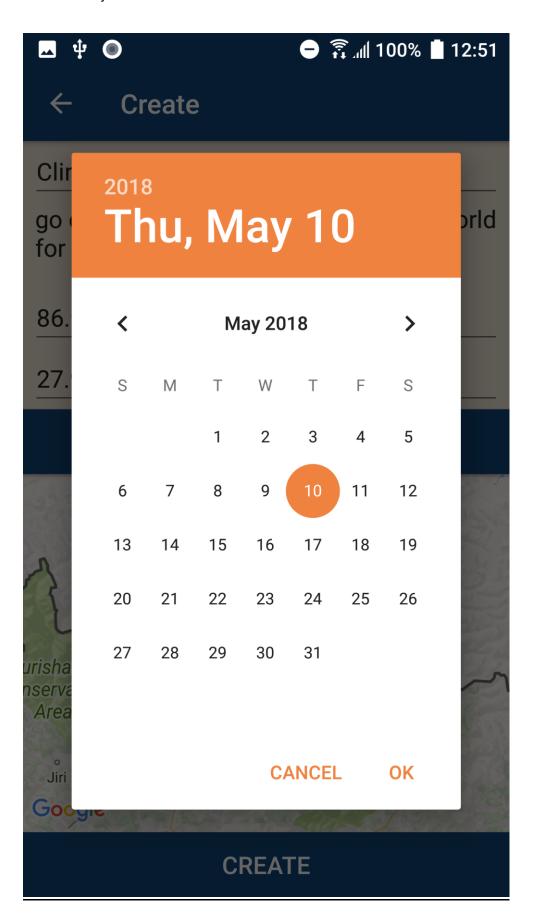


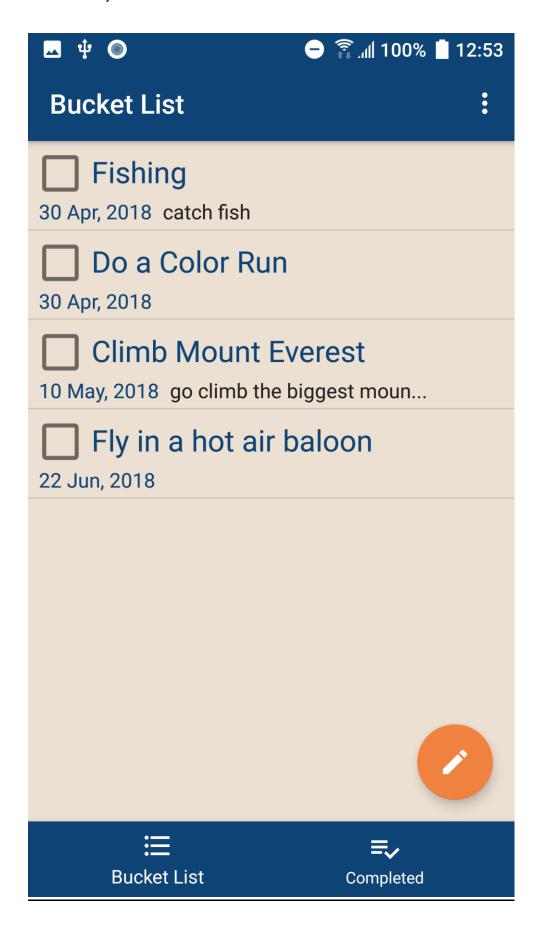


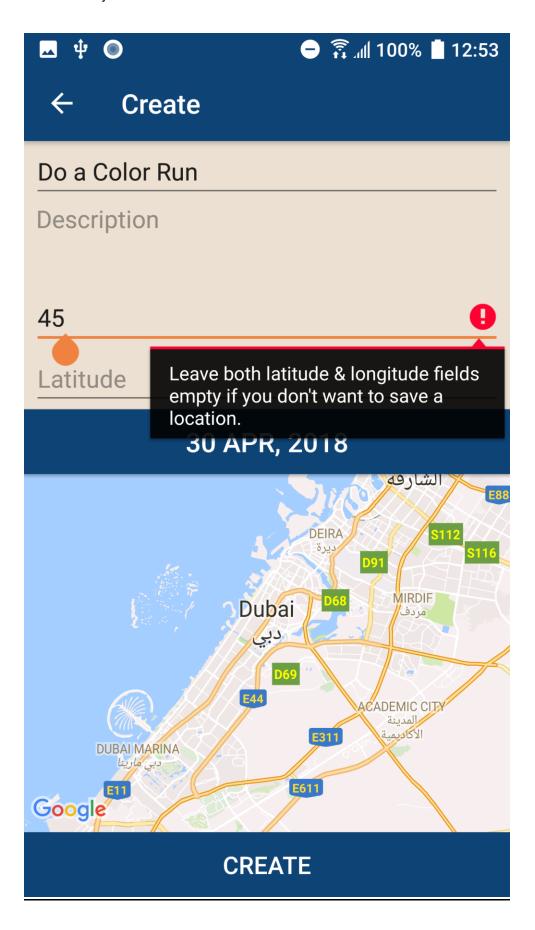


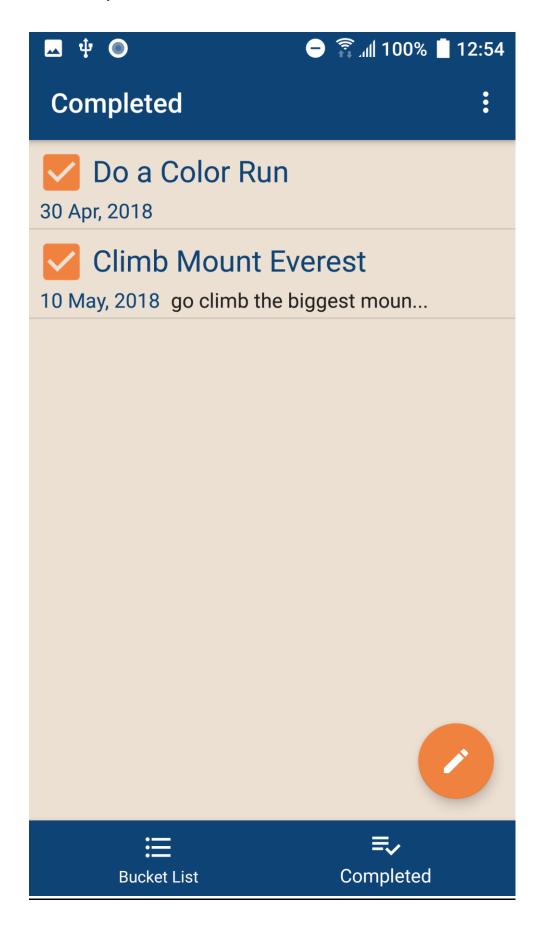


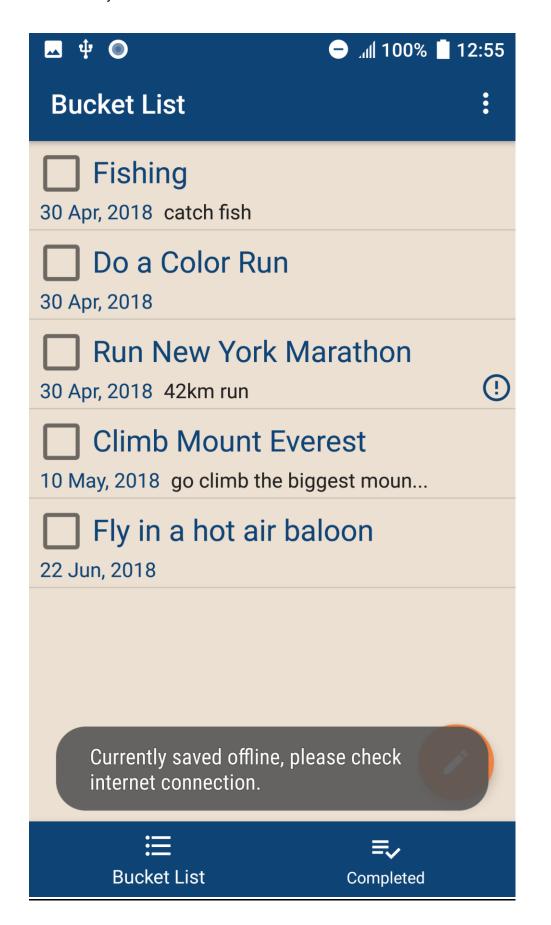




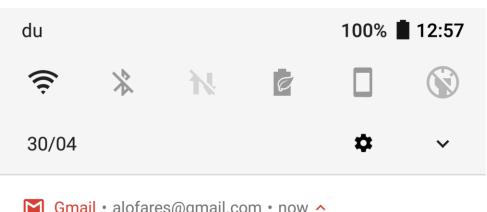








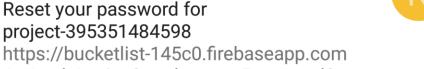
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LOGIN
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A link to reset your password has been sent to your email.



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