**Task**: to create Android-application, to be called "21 Days of good mood."  
  
**Userflow**: every day, for 21 days, the user comes only question notification bar "angered you today?" He clicks on it and opens the app where people actually have to answer the question. If the person responds, "No, do not get angry," that fellow, the report goes on days. If a person answers the question, "Yes, angry", the counter is reset and restarted. If within 21 days of a person does not get angry - by Will Bowen's theory of people will change dramatically for the better.  
The basis of the idea of ​​the application procedure laid Will Bowen http://www.communicoltd.com/pages/667\_can\_you\_go\_21\_days\_without\_complaining\_.cfm  
  
**Screen 1** - The first discovery application - at the top of the screen a small description of the method of Will Bowen and a link to an article about it, just below the button "Start" and all. If a person has pressed the "Start" and the program closes it every day (at 23:00) in notification bar comes the question "angered you today?", By clicking on that - opens 2 application.  
**Screen 2** - On the screen in big letters written question "angered you today?" And 2 buttons below "YES" and "NO". Just below the «n days without malice." If a person clicks "NO", the application just closed until next time. If a person clicks "Yes", it shows the screen 3.  
**Screen 3** - If the answer to the question - the user sees the word "Try it, you will get it" and the button "Start".  
**Screen 4** - Settings. If possible - to make the settings by clicking on the hard Menu button. In the settings you can choose to make time to ask questions. It is also a choice of warning about the issue: the sound (the choice of tunes), vibrate, the light signal.  
  
Welcome change interface aimed at improving the usability of the application.