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# Concentrate

## Description

Cures the user of Phone Addiction. App alerts the user when user is using an App for a long time. The time can be configured by the user. Tracks the users usage of Applications and shows their usage statistics on a daily basis. Users can create a short-term-goal and a timer for that goal, so that  the App warns you not to use your phone when the goal is in progress, but the user can choose to use the phone anyways, but the App will record it as a failed goal in users statistics. Hence using **Concentrate** users can snap out of using an App for a long time, keep track of their Goals  and also helps to keep track of how people spend time using their phone.

## Intended User

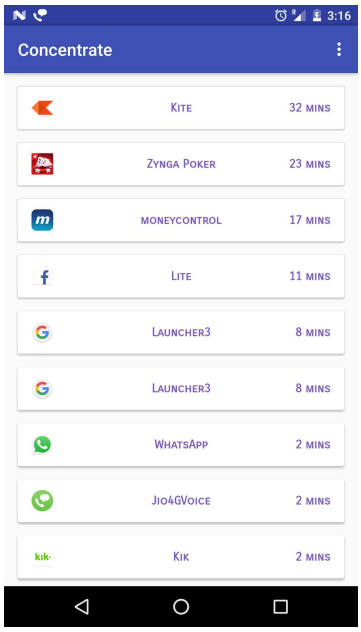
People who are addicted to phone and wants to concentrate on day to day tasks.

## Features

- Provides Alerts when user is addicted to a Application and has been using it for a long time.
- Prevents the User from getting distracted by phone when a Goal is in Progress.
- Tracks the user's activities and provides an insight to the user on their phone usage.

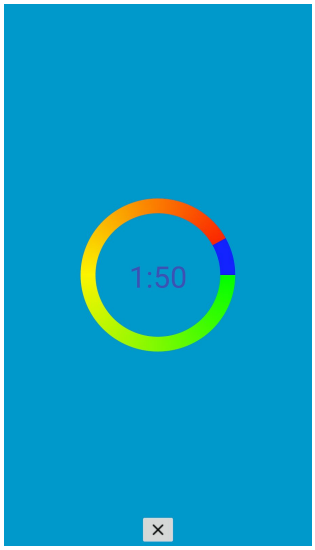
# User Interface Mocks

## Screen 1



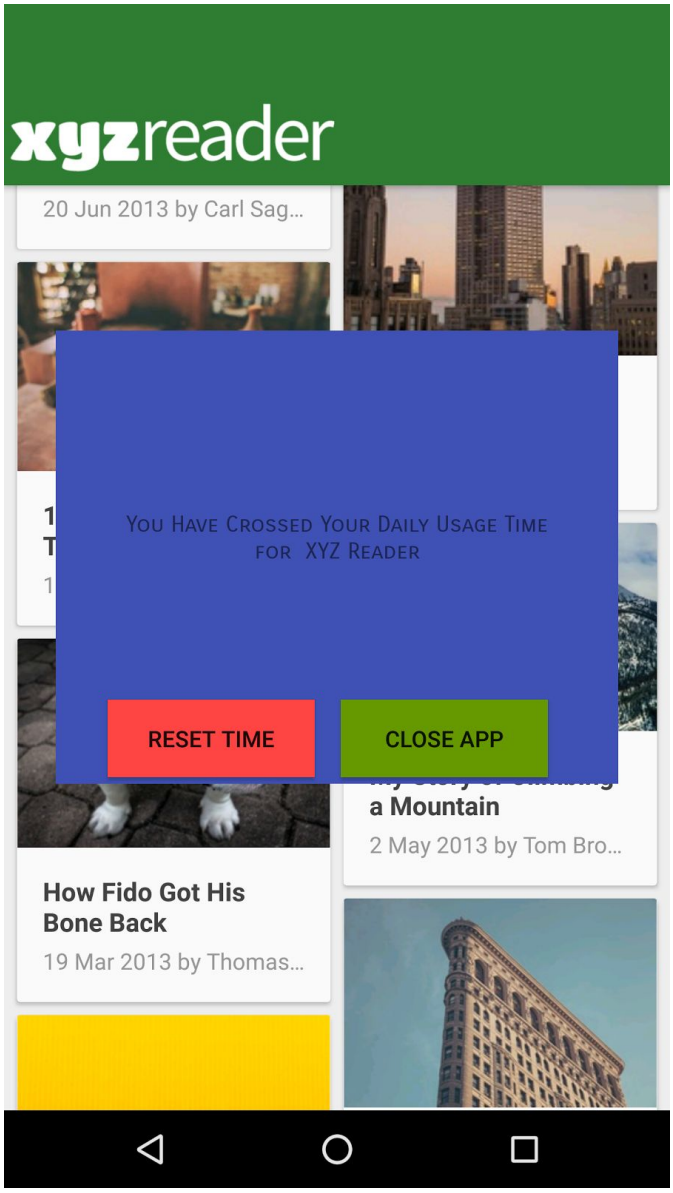

The Above Mock Image is of the Main Activity of the Concentrate App which shows the time spent on each App in the device sorted descendingly according to usage. It displays the Icon of each App , their Names and the amount of time spent in respectiv App.

## Screen 2




The above screenshot shows the **Concentrate Board** being in progress. The timer runs in reverse until it reaches 0 also the progress bar shows the progress. Using your mobile for launching any apps will cancel the Concentrate Board and mark it as a failure in Users statistics. The close button can be used to cancel the Concentrate Board in any point of time after launch.

### Screen 3




The App throws an Alert as shown above when the User gets addicted to an App and uses it more than the Configured time. The User can either Reset the time, so that the period of used time for that specific App will be reset to Zero, and the User can use the App without getting an Alert until the, or he can choose to Close the app so that the Alert vanishes and waits 1min for the User to close the App, if not closed the Alerts appears back.
Add as many screens as you need to portray your app's UI flow.

## Key Considerations

**How will your app handle data persistence?**

I will be creating a Content Provider for Database persistence  and also will make use of SharedPreferences.

**Describe any libraries you'll be using and share your reasoning for including them.**

1. Com.firebase:firebase-jobdispatcher:0.5.0  - For running a job(**FastForwardJobService**) which checks the usage of apps from time to time.
2. Com.crashlytics.sdk.android:crashlytics:2.6.5 - For tracking the Issues that happen in the App.

**Describe how you will implement Google Play Services.**

Will be Implementing

1. Admob
2. Analytics

# Next Steps: Required Tasks

## Task 1: Project Setup and Creating Main Activity

Write out the steps you will take to setup and/or configure this project. See previous implementation guides for an example.

- Create Activity and Layout for the MainActivity of Concentrate.
- Build an UI which shows the time the user has used each App in his Device.
- Use **UsageStatistics** to get the data regarding App Usage.
- The Main Activity displays the time spend in each App by the User in the device on the Current Date, which will be sorted descendingly  according to Time spent.
- Create an Option for the User to Launch Concentrate Board which helps the user to set the amount of time the user needs to concentrate on his work.
- Create a Time Picker for the User to configure the time for Concentrate Board.

## Task 2: Building Concentrate Board

- Once the Concentrate Board is configured and launched, then monitor and alert the user when the User tries to use an App before the time runs up.

- Mark the Statistics of the User as failed if the User uses an App before the Configured time runs out.
- Once the timing is configured the Concentrate Board displays a timer which shows the amount of time remaining.

## Task 3: Schedule a Job to monitor the UsageStatistics of App

- Create a Job using Firebase Job Scheduler to launch a service which monitors the Usage Statistics of App and alerts the user when the App is being used more than the Configured Time.
- Also Monitor if an App is being used when an Goal is in progress in the Concentration Board.

## Task 4:Integrating Libraries

- Use Firebase JobDispatcher to periodically check if an App has been used more than the configured period of time, also to check if an App was launched when Concentration Board is running.
- Use Crashlytics to figure out the Issues that are faced by the Users.
- Add Analytics and Admob of Google Play Services.

## Task 5: Implementing Google Play Services

- Implement Analytics and Admob.