

Title: TTRPG Game Data Saver
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Abstract / Summary: A brief description of the application you are proposing (around 100 words).

- Allow users to take a picture of a map, then add pins to it so that notes can be added to it. Also miscellaneous features like general text notes & dice roller (battle map as background option???)

Overview: Describe what your project will be and why it is interesting and useful. Here you can also include any background information that the reader should know before proceeding to the proposal (for example definitions of terms, explanations, etc.).

- At least four activities
 - Game select activity
 - Game note overview page
 - Session note page (add & edit notes)
 - Picture annotator
- Implicit intents and explicit intents
 - Explicit: Send to other
 - Implicit: Send to camera app
- Storing data in both preferences and SQLite database for the app. The SQL database should be local to the app
 - Store text notes, picture, & annotations for pictures
- Sensor functionality
 - Dice roller
- Either Camera or GPS functionality (For the final version of your application, it is important that you pay close attention to the elements below. Part of the project mark will address these elements)
 - Take picture of a battle maps (maybe some other stuff), then go back to the app to add annotations pins, linked to notes

Purpose of the application: State the category of your application (gaming, utility, etc.). Describe the purpose of the application, the benefits the users will derive from it, where it will be used and explain the practical need for the app.

- Gaming / utility
- Allow users to take a picture of a map, then add pins to it so that notes can be added to it. Also miscellaneous features like general text notes & dice roller.

Functionality: This section describes all the functions your application will perform. Enumerate the functionalities that you wish to implement. Describe what is the basic functionality that your project will have, the standard functionality and the bonus functionality. What you describe here will be used to grade your project. It is important that the functionality of your project matches the time available for development (about 7 weeks).

- **Basic functionality** is just minimal functionality of the application; it should not take more than one week to work on this one. Having implemented only basic functionality your grade will be in the range of 45-50%, not exceeding 50%.

- Able to add pictures & notes to games & sessions
- **Standard functionality** encompasses all the core features of the application and by the end of the implementation of this functionality the goal of the application should be fully achieved and all the requirements of the projects should be met (activities, implicit and explicit intents, data storage in shared preferences and SQLite database of the app, sensor usage plus GPS or camera usage). In IAT359 Mobile Computing regards of timeline, the work on standard functionality should last for about 5 weeks. Having implemented the standard functionality your grade can go in the A range, depending on the quality of work.
 - Picture annotator: Tap on the picture to add a pin, automatically open a note screen which will be tied to the pin. Then save references to the pins so that when the picture-note is reopened they are displayed & when tapped shows the note.
- **Bonus functionality** refers to features that are 'nice to have', but are not strictly necessary for the app to meet its goal. Typically you would include here implementation of features that go beyond what we have covered in the course and that require you to do reading and research outside of class. Something that is simple to do and / or we have already covered in class cannot qualify as a bonus feature. Having bonus features working well in your project and all standard functionality working can bring your project in the A+ range. .
 - Network connection

Meeting the requirements: Describe how your proposed concept matches all the requirements for the course project.

- I think I explained this during the overview

Structure of your application: Describe the organization of your application ('sitemap'). This will probably change throughout your design and implementation process, however your initial submission will demonstrate that you have given some thought to this, and considered hierarchy aspects of your application.

- Game select page → Game page (overall notes & session selector) → Session page (test & picture note selector)
 - → Text note page
 - → Image note page

Timeline: Include a timeline for your project, week by week. Start with October 18 (due date for this milestone), and show the work to be done across each week, up to the end of the term.

- **Oct 18: Milestone 1**
- Oct 25: Build basic pages with explicit intents
- Nov 1: Add notes to a session (text & pictures)
- Nov 8: Dice roller
- Nov 15: More time for fixing problems
- **Nov 22: Milestone 2**

- Nov 29: Image notes with pins
- **Dec 6: Milestone 3**