Alarm Clock Project Proposal

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OVERVIEW

The Alarm Clock App is an alarm based routine application that will be created in Android Studio using Kotlin. This app will allow for a user to create, set or delete an alarm. The core feature revolves around the user having to interact physically with the device in order to deactivate the alarm. The user will also have access to a personalized schedule, including the news, weather, and calendar events. The main form of interaction the user will have to update the schedule is through a voice assistant though can also be achieved through direct interaction with the Android device.

MAJOR FEATURES

1. Interactable Alarm
   The main feature of the app is the Alarm Feature. Users will be able to create and set-up new alarms as needed with specified days of the week and times set. Users will be able to pick an alarm ringtone from a library. They will have the ability to select turning off an alarm or snoozing it when activated through unique physical interactions such as swiping, tapping, etc.

2. Personalized Schedule
   a. Weather
      i. Another feature of the application will be the Weather function. The user will have the capability to access weather information through user defined filters
   b. News
      i. The application will also allow the user to access various pre-existing news sources. This can be set to cover as many sources defined by the user.
   c. Calendar Events
      i. The application will provide a fully functional calendar that can be linked to pre-existing calendars present on the Android Device. This calendar can also be updated directly through the app.
   d. Voice Assistant
      i. A voice assistant will be the main form of interaction the user has to update or receive information regarding any of the schedule features.

3. Visual Representation
   a. The alarm will be presented in a unique fashion. For instance, instead of a physical clock image, the alarm could be visually represented as a fortune cookie, or a spin toy, or any variety of unique objects. This visual representation will imply the interaction required by the user.