App Implementation Guide

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TODO Reminder Time Location

Description

Most of us forget some of the tasks that must be done like irrigating plants, dog eating, buying goods from a supermarket or meeting friends when we go to visit a country. So this app reminds you to do these tasks at a specific time, a specific location, or both.

Intended User

This app is for any user to remember something by time or location.

Features

- Save tasks with time and location and description
- Use maps
- Use images
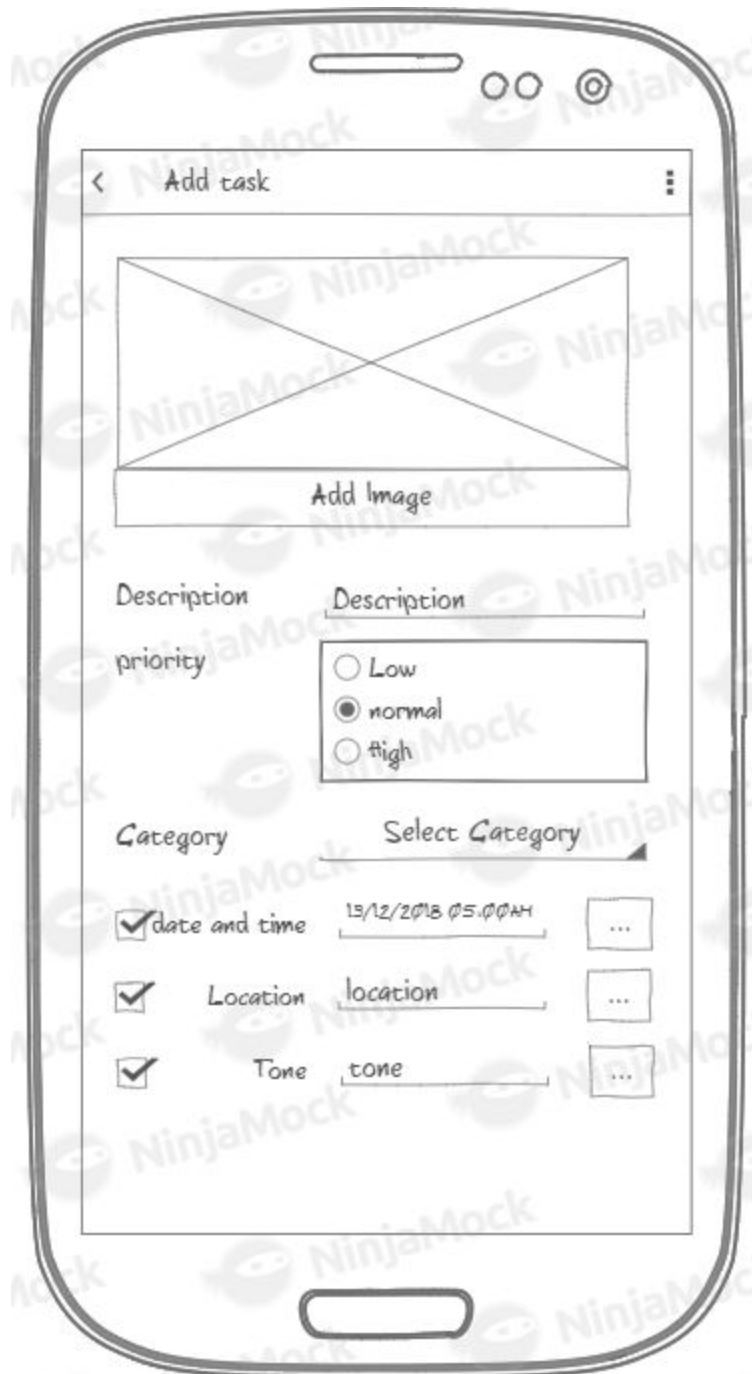- Use tones

User Interface Mocks

Screen 1

Recycler view for all tasks, task background color depend on priority, each task contain master image if exist, description, date, location and category image and if long press for task can delete and edit.
Add task button open task activity

In setting can sort tasks by priority or time

Drawer layout in main activity to select category and add category, show task history

Screen 2

This screen use for add task and edit task, set date and time and location and tone
And can create category in this screen
Select image from phone gallery or take pic by camera
There is dialog for set time and tone from phone tones

Screen 3
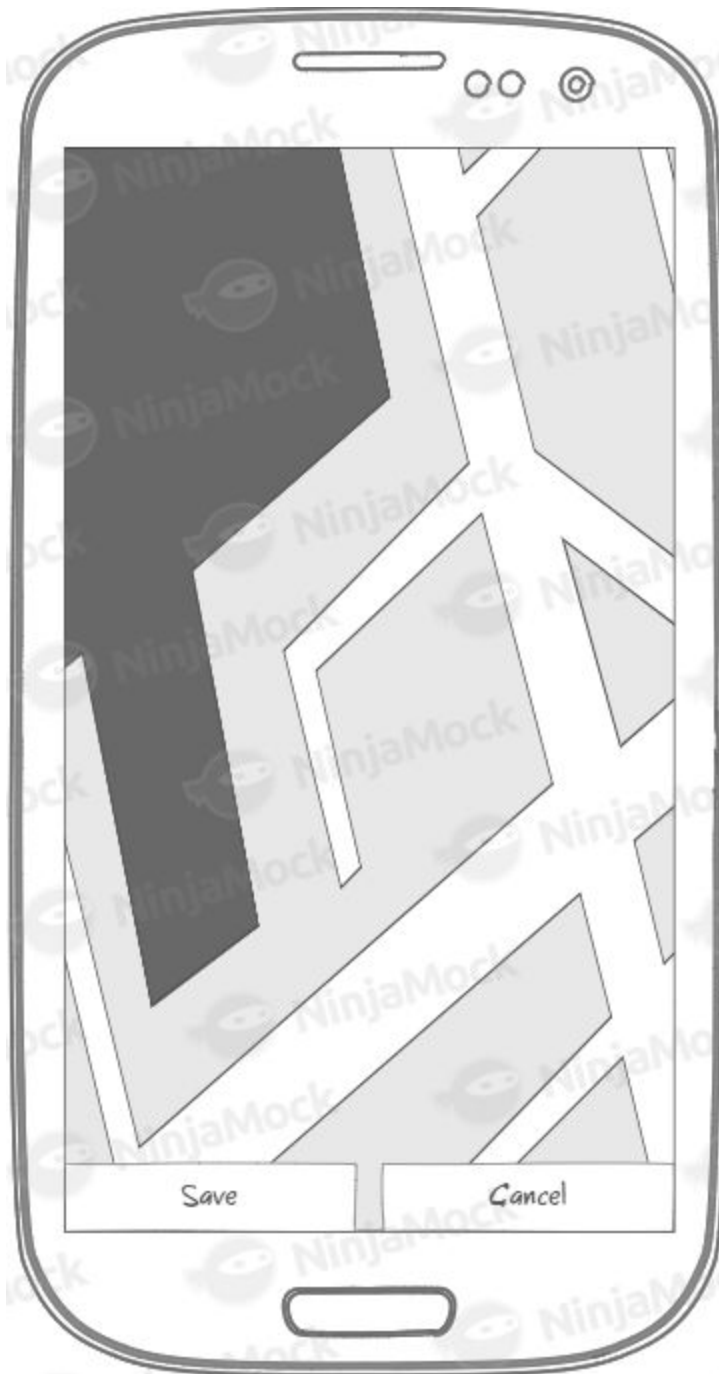
Map screen for select location, can save location or cancel action and return to add task screen

Screen 4

This screen run to remainder task at time or location, user can select done to move task to history or remind later then select new time to remind user

Key Considerations

How will your app handle data persistence?
By using android architecture components

Describe any edge or corner cases in the UX.
- In main activity there is list of tasks and add task button.
- Can edit task by long press on it and edit or delete it.
- When select add task and finish it will return to main activity
- Edit task like add task but contain task values
- When time or location exist the alarm screen will open run tone that determined before and there is two choice (Done, or remind me later and then select the time that you want to remind it if the task depend on the time).

Describe any libraries you'll be using and share your reasoning for including them.
- ButterKnife: Using Java annotations, makes Android development better by simplifying common tasks.
- Google APIs for Android: for maps
- Room: An interesting solution presented on Google I / O 2017 as optimal for working with the database on Android OS
- Espresso: Powerful DSL for Android integration testing

Describe how you will implement Google Play Services or other external services.
I will use google maps to determine location

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup
- Determined task item component and create class for it
- Determined how to insert value for task
- Configure action that happens when time or location occurs

Task 2: Implement UI for Each Activity and Fragment
- Build UI for MainActivity
- Build UI for AddTask and Edit
- Build UI for Alert Screen
- Build UI for Tablet

Task 3: Implement services
- Implement Google Play Services
- Implement Audio
- Create setting screen
- Configure Drawer Screen item for main Activity
- Configure service