

INDIVIDUAL FINAL REPORT:

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GROUP NUMBER:10

Link to the app repository: <https://github.com/joebrow-n/myApplication>

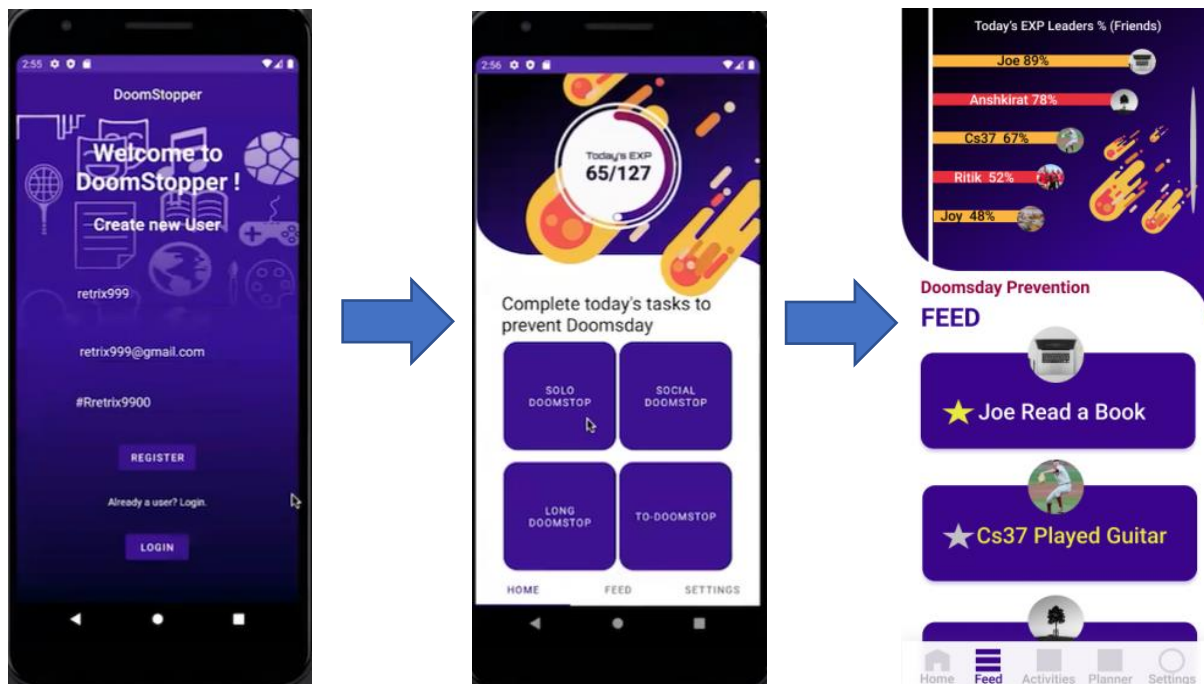
DOOM STOPPING APP

The app my team was working on for this module is the Doom stopper.

The word DOOM SCROLLING means spending excess time scrolling on social media.

The app starts with a login page:

•We have login in with the right credentials and if we are a new user then we have to register in to the app (This gets stored in the firebase)

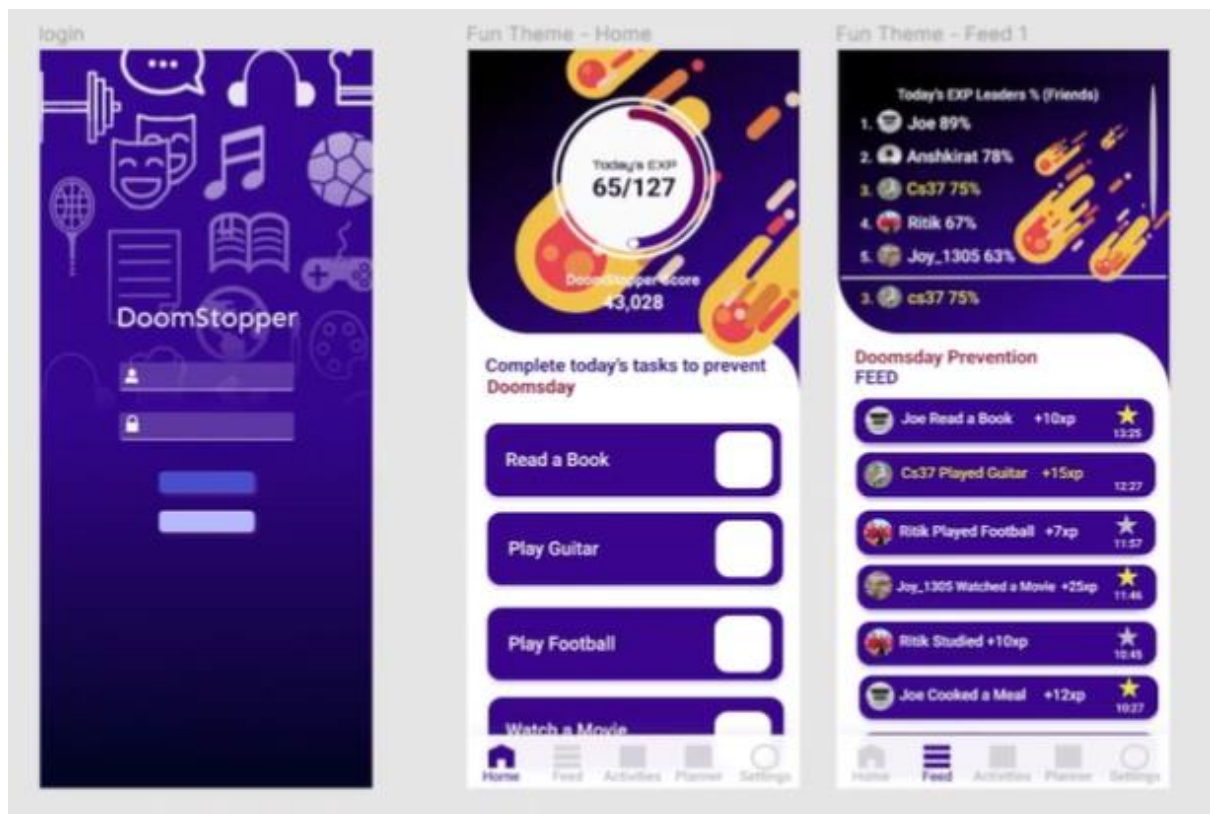


•We enter the app a reach a screen that shows the different option

- 1) Solo Doomstop- Activities to complete on that day
- 2) Long Doomstop- Activities to complete in a long run
- 3) Social Doomstopper-Tells us about the activities that are friends are doing
- 4) To-do-list- All the activities that we have listed are shown here.

•All these automatically get posted on the feed showing what work is being done and the scores for each member.

DESIGN IDEAS OF THE APP:



INITIAL DESIGN



FEATURES OF THE APP:

- 1)SCHEDULER: Sets schedules for the day.
- 2)TRACKING SCREEN TIMING: Monitors the timing of the used feature.
- 3)RECOMMENDATIONS: Gives recommendations to the users suggesting activities except the social media scrolling.
- 4)SETTING: The different modes such as the dark mode and the light mode can be set by the user.

MY EXPERIENCE WITH TEAM:

My team collaborated really well throughout the app development. From the very start when I joined this team we had regular meetings and also kept minutes about who attended the meeting and who did not. Had discussions and regular ideas expressed in the teams.

My Team Leader was Jen and she explained to me how to go about the front-end part. I learned java and also got to know how to make the GUI for the app.

We overall worked and coordinated well as a team and the main team leader Joe kept in mind to help everyone with the app.

WHAT I PERSONALLY ACHIEVED:

I was in a different group in weeks 5-7 in which we were working on a digital locker but in react native language after the voting I got shifted to a group where everyone was making an app on DoomStopper using Java Language. Doomstopper is a social media app where there are different activities a user can be recommended. Once the recommendation is complete the doomsday will automatically post it to the user feed and the XP earned will be decreased from the doomsday score. So as to work on the user feed I was working in the front end team. I was put into the feed page front-end team to work on the front end of the project. The Team Leader is Joe and the team leader under whom I am working is Jen.

In the front end section there were three things to be done:

- Firstly, was to make it look polished.
- Secondly to Create an XP leader board for users and friends, which would take a number from the database that is associated with a user's XP and depending on that number represent their XP appropriately. Note that you have freedom with this – an alternative representation of XP might be simpler.
- Thirdly Feed section itself needs to be redesigned and changed so that it generates new posts when a user's friends complete an activity.

I was working on the feed section where three things have to be done were

- 1.) Create the template for the feed posts - i.e. the rectangle, the circle where the icon would go, the star, where the username and task are written, etc...
- 2.) Showing the right usernames and icons for each user (using the data from the firebase database)

3.) Have it so when you scroll down the feed goes behind the banner at the top (We kind of already had this but it clips through a bit of the banner so it needs to be polished)

I had a meeting with Jen and she told me to watch some android studio videos before getting started and told me to watch videos related to how to write a GUI in java.

- Made changes to the fragment 2 layout in the scroll view to change the feed section of the app.

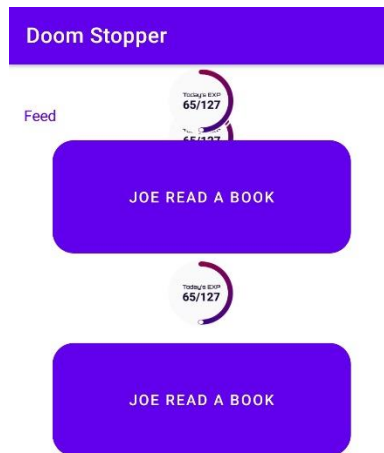
- In the Linear layout, only the code for the single element was added whereas in the relative layout the things to be overlapped were added.



- At first, I thought I had to write the java code for the feed myself. I coded a file in java for making the feed. Here is a link attached to what I did. This is what I implemented through my code:

https://drive.google.com/drive/folders/1hEDIQS_xuhU2cupZAbk-U0CNkF-URf_4?usp=sharing

This made changes to the drawable to add some of the features.



But later Jen told me to use Figma for the same and the code gets written on its own.

There are many things I learned from this app:

- 1)How to code and use java for making an app.
- 2)This was my first experience with how to make an app in java and hence I learned how to use android studio for the same.
- 3)Communicated well on discord and kept track of my points with Wei.
- 4)Learned how to make designs on Figma and write the code accordingly.
- 5)Learned how to make changes to the front end of the app.

WHAT THE TEAM MEMBERS ACHIEVED:

- 1) Jen took meetings and explained well throughout the app what things to do.
- 2) Jen helped me understand the Figma part and also explained to me how to add the features to the feed section in the front-end part of the app.
- 3) Saloni was a part of the original team and help me to learn more about the app and java.
- 4) Saloni also helped me understand the app more and was a big support for me.
- 5) In the front-end feed page team I had been working with Jen, Saloni, Danny, Cassey. For the Leaderboard, Saloni and Casey were working on it. And for the feed section of the app, I, Jen and Danny were working on it.

CONCLUSION:

Working on this app made me learn a lot of new things and this module helped me grow my knowledge about app development to a very great extent.