GitHub Username: kevin321an@gmail.com

Best of You

Description

Best of You is could help us enhance our self-management ability and keep track ours goal. When looking at our past, we can see how much effort you spent to archive you goal and get a sense of accomplishment; or you feel we do not work hard enough and make the amendment on you plan, put more effect on it.

Intended User

Best of You is a helpful tool for you if you want enhance your self-discipline, tracking how you spend your time.

There are few feedbacks of this app:
Johnson is a college student; he thinks he spend too much time on playing video game and watching TV. He wants change this condition and setup a rule for himself so that he can track how much time he spends on study or gaming. After monitoring the time usage, his self-discipline has been improved and he could well balance his study and entertainment.

Vivian is a white-collar worker in a multinational company and with decent salary. However, he feels empty sometime. He customizes the tasks that what are meaningful and what are less to keep track what he is doing in his life. By checking the monthly report every month, he feel a sense of happiness and satisfaction about his live.

Jack has few bad habits that he wants get rid of. However, it very hard to cut it off than saying it. Therefore, he setup very high penalty on it on the app when he does the bad habit. By watching the habit reoccur less and less, gradually, they are fading off from his life.

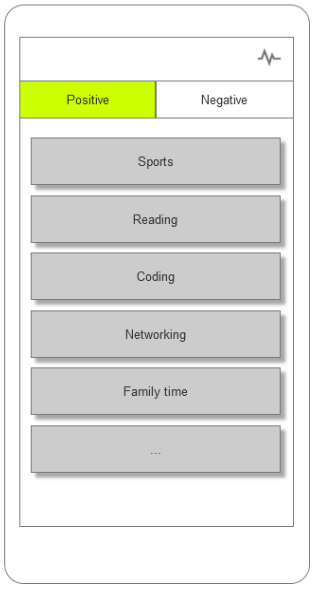
Features

List the main features of your app. For example:

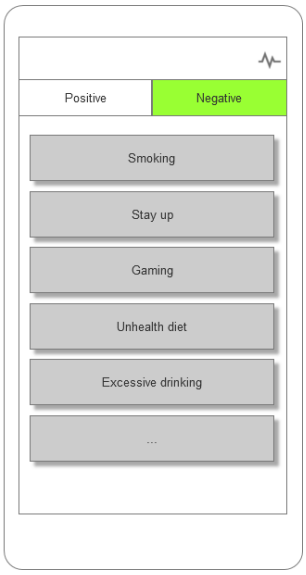
- Commit one hour's positive activity: add positive energy to user summary
- Commit one hour's negative activity: deduct negative energy to user summary
- User summary page (by month, by year)
- Share report with friends
- Negative and positive items customization – customize how many negative or positive will be given by hour
- Authentication(optional)
- User account info synchronization with Parse DB or MongoLab(optional)

User Interface Mocks

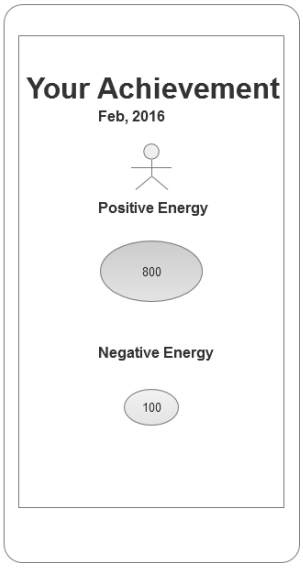
Positive page:



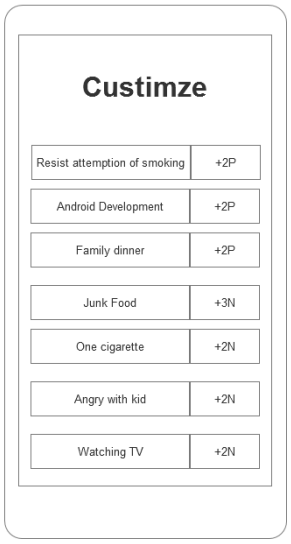
Negative page:



Summary:



Customize:



Widget
Positive energy VS Negative energy

Key Considerations

How will your app handle data persistence?

A SQLite database will be created on this app to hold user data by Content provider. Also, it may implement data synchronization with cloud. If so, the authentication has to be implement.

Describe any corner cases in the UX.

The app will follow the material design theme and try to make the interface as tangible as possible.

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

Picasso: loading and caching of images.
Design: use latest material design component
Cardview: use cardview
Parse.bolts and parse-android: use parse database
Play-services: user Google play service API

Next Steps: Required Tasks

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

Task 1: Project Setup

Create new Android project with Blank Activity
Add libraries dependencies

Task 2: Implement customize Recycleview

Task 3: Implement CardView

Task 4: Create ContentProvider

Rubric:

ID	Name	Weight

History

ID	Username	Positive point	Negative point

Summary

ID	Total Positive point	Total Negative Point

Task 5: Implement Loader to load data in RecycleView from SQLLite

Task 6: Add animation and operation on CardView

Drag to dismiss
Click Cardview to generate a dialog showing hours

Task 7: Add another tab for Negative energy

Task 8: Implement widget

Task 9: Generate App key

Task 10: Check content description and Accessibility friendly

Task 11: Testing and defects fix

Task 12: Publish to Google Play

Task 13: Implement user authentication and data