Project Proposal Document

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Application Type

Select the type of application you plan to create. Choose the **most relevant** category:

☐ Lifestyle Apps	
☐ Utility Apps	A Journal/Diary App
☐ Games Apps	
☐ Educational Tools	
☐ IoT and Smart Apps	
☐ Other	

Application Description

Describe your application in **one sentence**

A Journal/Diary App that helps users vent their feelings of the days and as well as relieving their stress, given the mood of their day.

Usefulness and Targeted Users

Explain how your app **is useful** and **who** will use it

This Journal/Diary App will help students or workers who have an overwhelming day and want to write about it, it will relieve their stress and give them a safe place to keep track of their bad and good days.

How is This Application Unique?

What makes your app **stand out** from others?

This Journal/Diary App will include feature functions that are beyond normal journal/diary app with functions like mood tracker, and appealing UI to maximize the app's mood.

Technical Focus Areas

Select the technical aspects you will focus on in your app. Check all that apply:

A. DATA AND LOGIC

- ☐ Design a clear model (e.g., using classes, Enums, good relationships...)
- ☐ CRUD Operations (Create, Read, Update, Delete for app data)
- ☐ Decision-making algorithms (e.g. recommendation of books etc.)
- ☐ Advanced logic (e.g., pathfinding, scheduling, or matching.)
- ☐ Advanced State Management
- ☐ Persist data locally (ex SharedPreferences..)

B. INPUT HANDLING

- ☐ Forms (e.g., TextField, validation)
- ☐ Interactive Inputs (e.g., buttons, toggles, sliders)
- ☐ Error Handling, Feedback, Notifications

C. USER ENGAGEMENT

- ☐ Responsive Design (e.g., adapting layouts to different screen sizes)
- ☐ Dynamic Interactions (e.g., showing/hiding widgets, real-time updates)
- ☐ Lists and Grids (e.g., ListView, Grid View)
- ☐ Consistent Styling across the views
- ☐ Animations and Visual Effects
- ☐ Transitions and Animations

D. NAVIGATION

- ☐ Single-Page Navigation (e.g., simple navigation bar)
- ☐ Multi-Screen Navigation (e.g., Drawer, TabBar, BottomNavigationBar)
- ☐ Transitions and Animations for Navigation

E REUSABILITY AND CODE ORGANIZATION

- ☐ Modular Widgets (e.g., reusable buttons, cards, or progress bars)
- ☐ Clean Code Practices (e.g., readable, maintainable, well-documented code)
- ☐ Feature-Based Organization (e.g., separating components by app feature)

F. OTHERS (SPECIFY)

- ☐ ..
- ☐ ..
- ☐ ..