Description
Intended User
Features

User Interface Mocks
Screen 1

Screen 2

Key Considerations

How will your app handle data persistence?
Describe any corner cases in the UX.

Describe any libraries you'll be using and share your reasoning for including them. Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment
Task 3: Your Next Task

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Treatment Reminder

Description

Treatment Reminder will Help People To Take The treatment is

The date and time he choose it

Capstone_Stage1

Intended User

The user who forget to take the medicine or treatment in time

Features

List the main features of your app. For example:

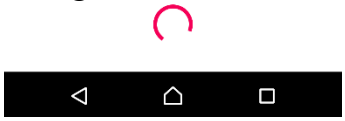
- Pick The date and Time for specific time
- Send notification in time
- Display all treatment
    - Simple ui for the old people for simple use
    - App will send notification even is booted

User Interface Mocks

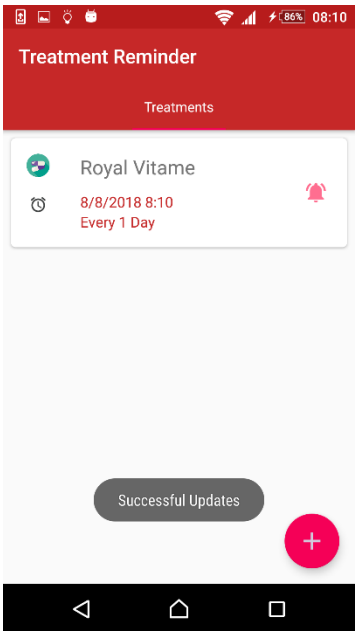
Splash Screen - Anmiation

This screen for animation logo and getting data from database

Widget

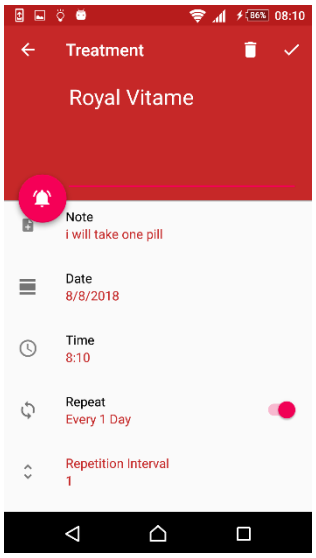


Reminder Screen - display Reminders



This screen we will use it to add reminders ,edit it ,remove it by swap right or left

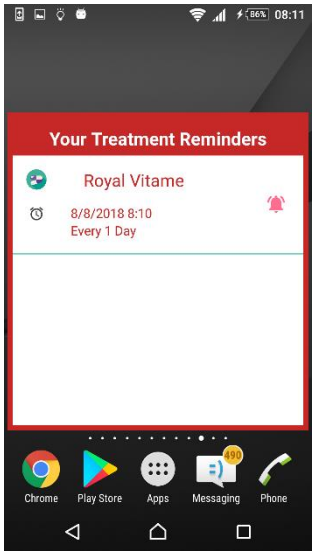
Edit Screen - edit Reminders



This screen for choose time and date and the type of repetation

And to put the notes and to change the name or delete reminder

Widget



Widget allows user to see and edit reminders directly from the home screen.

Key Considerations

How will your app handle data persistence?

By Room

Describe any corner cases in the UX.

Since the app will use alarms for scheduling push notifications, the alarms will need to be rescheduled if the user restarts their device

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

Room for the database to store and retrieve data created within the app

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

Before I begin developing my app, I'll first need to add Room as a dependency in my app's build.gradle file. Once I have Room available, I'll be able to save and retrieve the data users will be creating in the app.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainScreenActivity with Fragment have Recycler View
    - Implement FloatingActionButton to add reminder
    - Implement Recyclerview that displays the reminders
- Build UI for AddTreatment Activity
    - Implement UI control to select one or many days of the week
    - Implement UI control to select a time
    - Implement a dialog for type note about will do
    - Schedule alarms with AlarmManager for the date set by the user to send notification

Task 3: Handle Corner Case

If the device is restarted, the scheduled alarms must be rescheduled so that users can be notified via a service. I will register a receiver in the manifest to listen for when the phone is rebooted to achieve this.

Stage 2 – Build: Overview

In the second stage, app widget is added to the project to display the reminders and admob is also implemented. App uses internet to access admob and also location services are accessed through GPS, mobile network or WiFi. Uses location API but only when specified by the user. To tell the user that he near or close that the place the put the event in it.