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Description
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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.

Describe how you will implement Google Play Services.

Next Steps: Required Tasks
Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Your Next Task
Task 4: Your Next Task
Task 5: Your Next Task

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Chongo

Description

Problem: No (that I could find) language learning apps send notifications that quiz you and not tell you to come over to the app

Solution: Chongo will allow importing of a word list you would like to study and send you notifications that

Intended User

Language learners.(Specifically chinese)

Features

Features:

- Send notifications with flashcard embedded
- Store learning data in content provider (or jus firebase depending on the requirements)
- Store data using firebase
- Google sign in for android with firebase
- Importing words want to study

User Interface Mocks

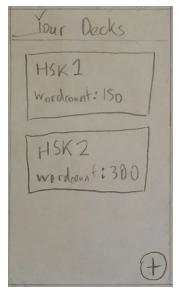
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1



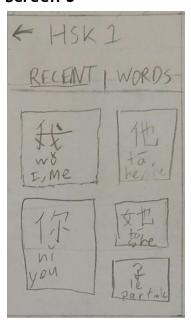
Google sign in

Screen 2



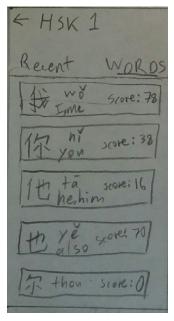
This screen shows different study decs that you can add

Screen 3



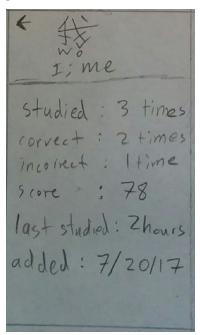
This screen shows you the recently studied words in your deck

Screen 4



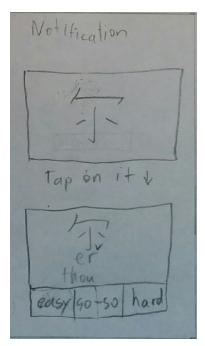
This screen shows all of the words in the deck and the score for each

Screen 5



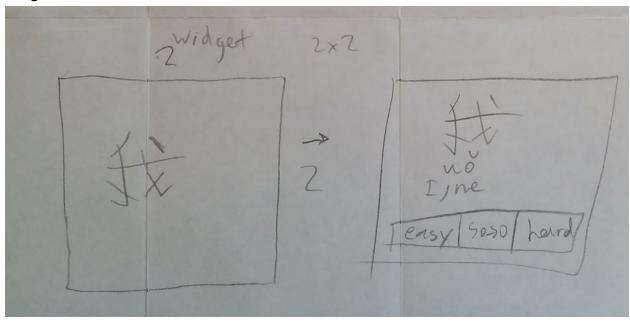
This screen shows details about a word when you press a word

Notification Mock



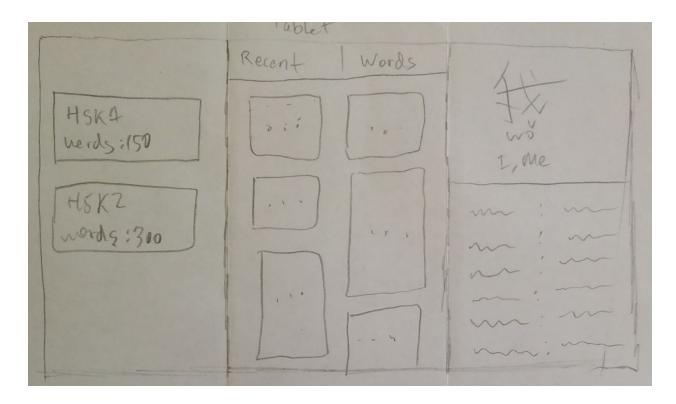
In this mock the notification will appear with just a word and then you will touch it to reveal the meaning and pronunciation and tell if it was hard easy or so-so

Widget Mock



Same functionality as the notification

Tablet Mock



This will have the same flow accept there will be three all in one screen

Key Considerations

How will your app handle data persistence?

I will use Firebase real time database to store the data per user. Root is username children are words and children of words are meta data about them such as last studied and confidence.

Describe any edge or corner cases in the UX.

The user will have to be adding full words not just parts of words. Handling the internet connection nicely when there is no connection

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

I will use Google auth with Firebase and Firebase realtime database for saving data per user.

Describe how you will implement Google Play Services or other external services.

I will use Google auth with Firebase and Firebase realtime database for saving data per user. I will store all of the users data about words in Firebase real time database.

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

- Make a new project in android studio
- Set up Firebase to work with signing in

Task 2: Setup Realtime database with test data

Make DeckActivity and fragment

Task 3: Add WordListActivity and Fragment

Set up the ViewPager for recent and words tabs

Task 4: Add WordActivity and Fragment

• Figure out logic for score per word

Task 5: Add Notifications

• Add communication to database when notification is studied

Task 6: Add Widget

• Add same Notification functionality to widget