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Wheel of life

Description

Wheel of life is a to-do list of 10 categories of life (career , body, fun , finance , education , social life , travel , health , family and religion) anew task can be added in each category.
 stay organized

Intended User

Students , every person wants to improve and organize their life

Features

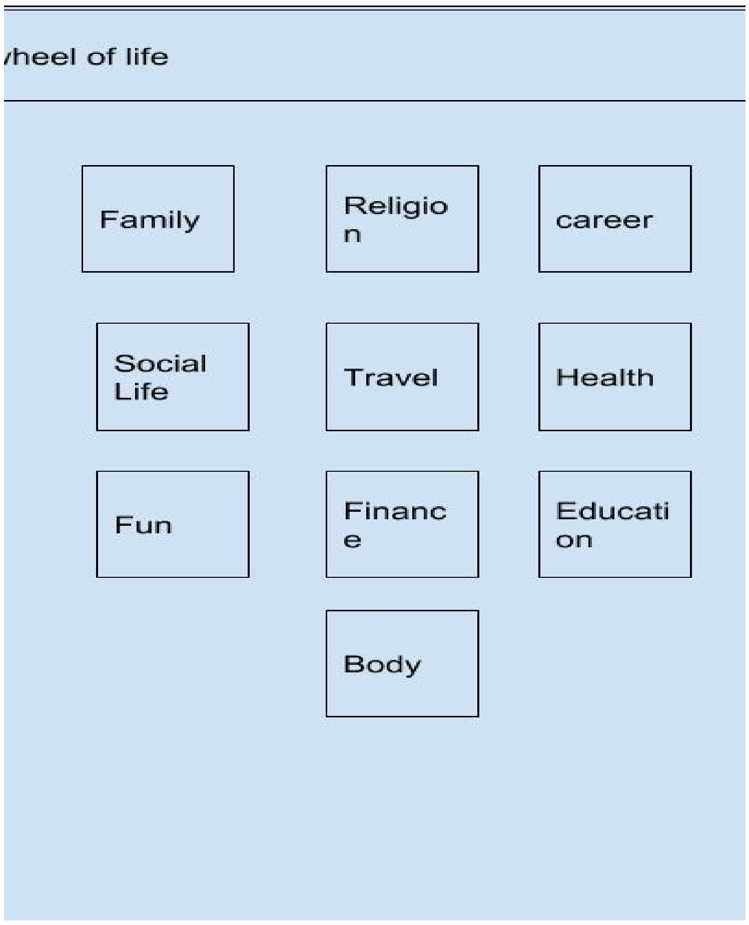
List the main features of your app. For example:

- Saves tasks info offline
- reminder for task as notification

- adding images for one task
- and saving address onClick opens directions on Google Maps
-

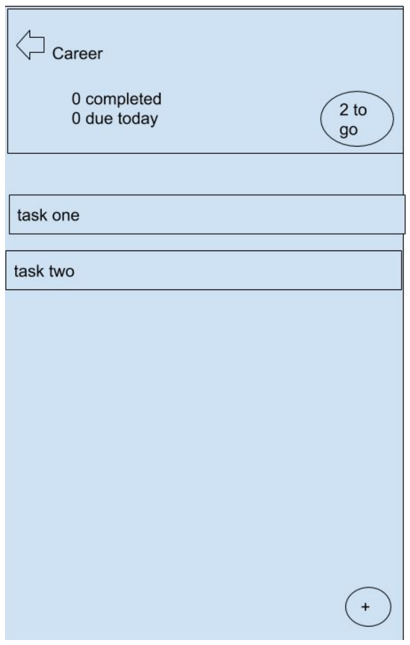
User Interface Mocks

Screen 1



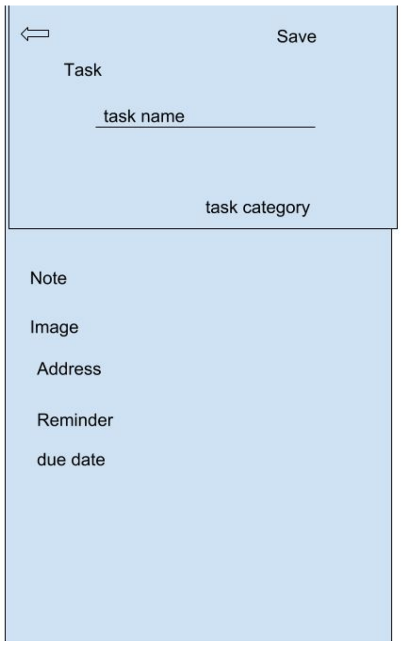
screen one showing 10 categories as wheel of life

Screen 2



when click on Career category it opens new window with list of tasks and total of taks not completed and total of completed one’s and fab onClick opens new screen to ad new Task so that screen will be for each category

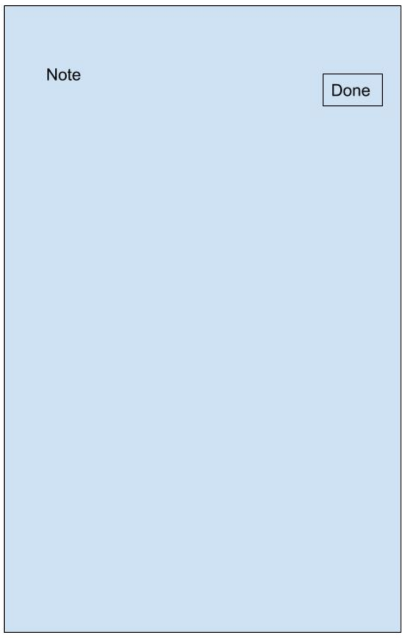
Screen 3



adding new task
textfield for task name
spinner to change task category
note on click opens new screen to ad note
image onClick popup dialog to choose photo from gallery or camera
address opens place picker to choose place

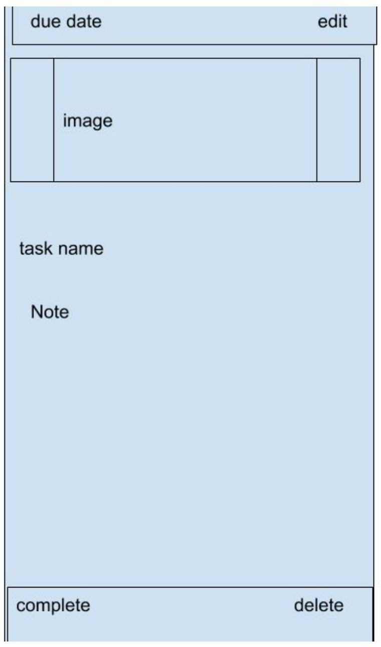
Reminder is a dialog fragment to alert befor due date hours or days to send notification
due date is open date picker and time picker to choose

Adding Note Screen screen 4



below Note is textField when press done it close

Screen 5 details of saved task



title of screen due date and if not set it display date created of task and all details entered
if address is added when click it directly opens Google Maps Directions via intent

delete deletes tak
complete set it as completed
edit opens screen of adding new task with data previously added

Key Considerations

How will your app handle data persistence?

Firebase Cloud Firebase to save data and sync

Describe any edge or corner cases in the UX.

Screen 3 has back arrow to back to home screen and Note Screen is a scrollable fragment when scroll down it closed to staty in the previous screen which is screen 3

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

Glide to handle the loading and caching of images.
ButterKnief to Bind Views.

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

Cloud firebase to save data , google play Services for Place for PlacePicker

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

- Configure libraries Glide , ButterKneif , Firebase , google play Services of Place
- adding assets in drawable
- adding icon launcher in mipmap folders

If it helps, imagine you are describing these tasks to a friend who wants to follow along and build this app with you.

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for MainActivity
- Build UI for HomeFragment to ad in MAinActivity
- List Tasks of Category ACtivity UI
- List Tasks Fragment UI
- Details ACtivity UI
- Details Fragment UI
- Note Fragment
- Reminder Dailog Fragment UI

Task 3: Your Next Task

- implement Date Picker
- implement Time Picker

Task 4: Your Next Task

- create Google Project in Google Consol enable places api
- create Firebase Project

Task 5: Your Next Task

- adding Fragments in activities
- Set ClickListener to Buttons of Categories in Home Screen

Task 6: Firebase Task

- Create on Task and save it on Firebase cloud
- retrieve list of data saved
- query data to get completed and due to
- get details of single row in diffrent screen
- delete task

- update one task

Task 7: Pollishing app

- adding Transitions between activites

Task 8: Tablet UI

- master and detail flow
- dimens of screens