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# Daily Journal

## Description

This is a daily journal app which tries to make journalling easier by limiting each entry to a length of 100 characters since this forces the user to use keywords and short phrases to summarise his day. It also adds a social element by adding the option to share the user's entries with friends.

This app is based on a concept found in a Medium blog post by Sean Yang - https://medium.com/@xsvfat/daily-journal-app-design-case-study-2b0826d10fa2

## Intended User

This app is intended for any users who want a quick way to summarise their day and possible share it with a group of close friends.

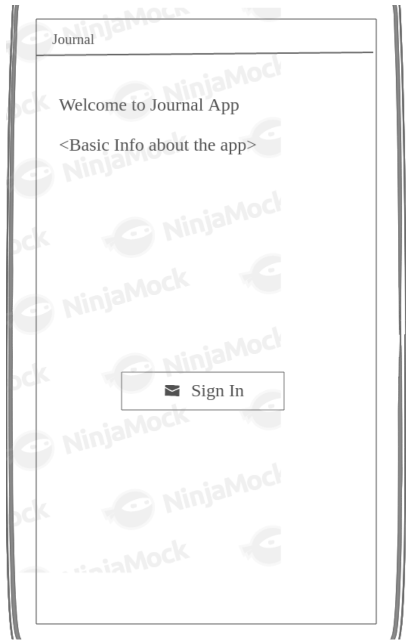
## Features

- Saves text only journal entries with a limit of 100 words
- Allows user to share specific entries with selected friends
- Syncs all journal entries to Firebase Real Time Database

## User Interface Mocks

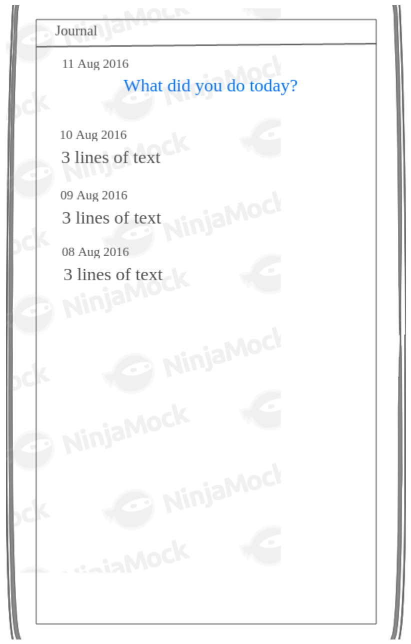
A preview of the app can be found on this link - http://www.ninjamock.com/s/K93ND

### Sign in Screen



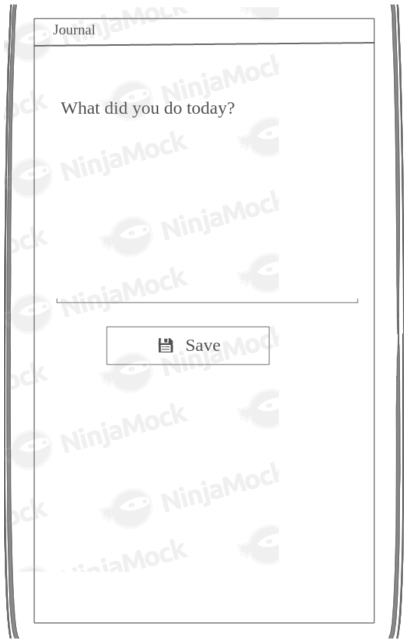
This screen will use Firebase Authentication to allow the user to sign in with his Google account.

### List Entries



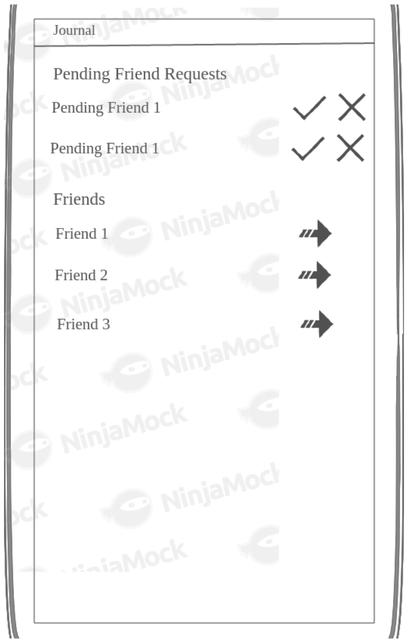
This homepage will show the entries for the past month and the “What did you do today” button will lead the user to create a new entry for the current day.

## New Entry Screen



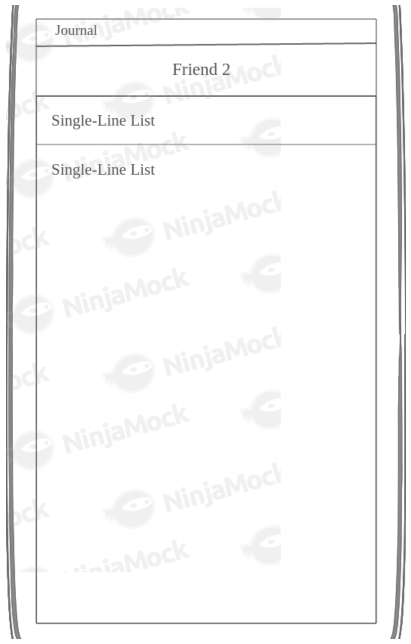
This screen will allow the user to write a new post for the current day and limit it to 100 characters. Clicking the save button will save the post to the Database.

## View Friends



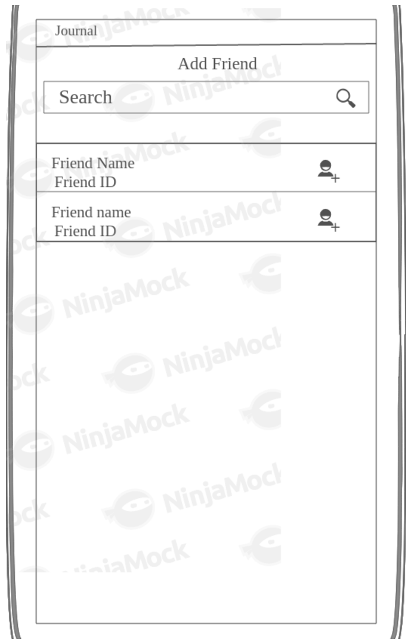
This screen shows the user’s pending friend requests and current friends. Clicking on any of his accepted friends will lead to a screen showing his friends’ posts.

## View friends' posts



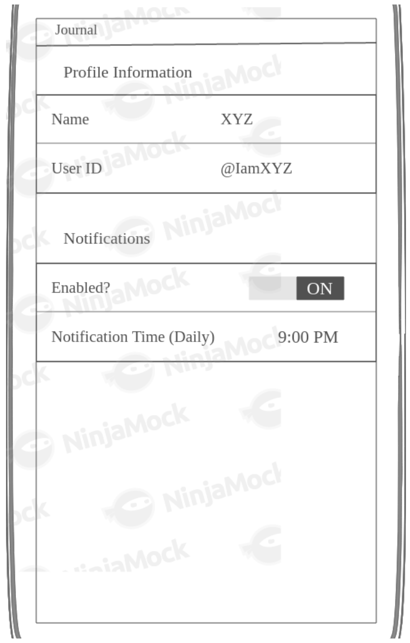
This screen displays the shared entries of the user's friend.

## Add friends



The user searches for his friends and sends a friend request to the person.

### Settings



In this screen, the user can set his daily notifications to come at a specified time if he wants to.

## Key Considerations

### How will your app handle data persistence?

To store the journal entries, I'll use the Firebase real time storage. I'll have to decide the exact structure of my data first.
To store the friend list, I'll be using a content provider (to satisfy the Content Provider requirement)

### Describe any corner cases in the UX.

I couldn't think of any corner cases in the UX as of now. I'll update this doc as I progress

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

I'll be using:

- Glide - To show the user's profile picture
- Firebase - For the complete backend of my app
  - Authentication - To enable Google Sign in

    - Realtime Database - To store user entries
    - AdMob - To display ads
- Google Play Services - Related to Firebase services above

**Describe how you will implement Google Play Services.**

- Authentication - To enable Google Sign in
- Realtime Database - To store user entries
- AdMob - To display ads

## 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

- Install required firebase libraries
- Glide
- Google play services

### Task 2: New Entry Page

- Add textbox and save button
- Implement a character limit on the text box
- Wire things up so that the save button pushes the entry to the database
- Add an admob ad to the bottom of the page

### Task 3: List Entries Page

- Add a FirebaseListAdapter to get entries for the current month from the database
- Add a box at the top to lead the user to the ‘New Entry’ page

### Task 4: Sign In Page

- Follow the steps in the firebase codelab to enable users to sign in
- Add basic information about the app

### Task 5: Search+Add friends Page

- Take input from user via search bar
- Use the input to query the database to get a list of possible results. Use an Async task for this if possible (To satisfy rubric requirements)g
- Send friend request to user

### Task 5: Friend request method (may change in future)

The method is a very round about way but I found it the best way to incorporate Content Providers in my application.

- When User A sends friend request to User B:
    - Add User A to database/UserB/pending_requests
- When User B opens app on his phone:
    - Check pending requests by querying above path
    - If accepted:
        - Add user A to user B's content provider
        - Add user B to database/UserA/accepted_requets
        - Remove User A from database/UserB/pending_requests
- When user A opens app:
    - Check accepted requests from database/UserA/accepted_requests
    - Add user B to User A's content provider
    - Remove user B from database/UserA/accepted_requests

### Task 5: View friend's Entries

I'll have to work on the database representation of this in detail. I'll subset the friends' posts and only display the public shared posts in a listView

### Task 5: Settings

I'll need to implement notifications at the given time.

### Task 6: Widget

This will be a small 1x1 widget which will take the user to the 'New Entry" page on clicking it.