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## INSTRUCTIONAL GUIDE

To Develop the Task Tracker application, I chose to go for Android and the entire project was developed using C#. Below I explain how the app can be built and tested.

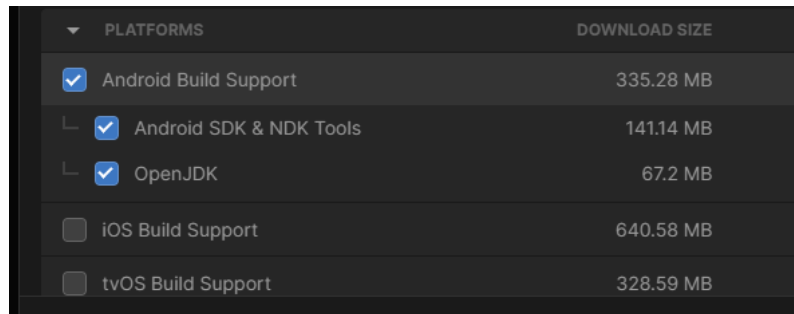
### Building/Deploying Project in IDE

#### Requirements

- Unity Engine (Unity 2019.4.29f1 is recommended).
- Android Environment.

The Task Tracker app was developed and built in Unity Engine and to avoid build issues, 2019.4.29f1 is highly recommended. The Instructions are as follows:

1. Install Unity
  - 1.1. Download and Install Unity Hub(Only) through this website.  
<https://unity3d.com/get-unity/download>
  - 1.2. Select Unity version to install through website below (Unity 2019.4.29f1 highly recommended).  
<https://unity3d.com/get-unity/download/archive>
  - 1.3. You will then be directed to Unity Hub.
  - 1.4. Add Android Module in Unity Hub (Make sure then entire Android Build support is selected).

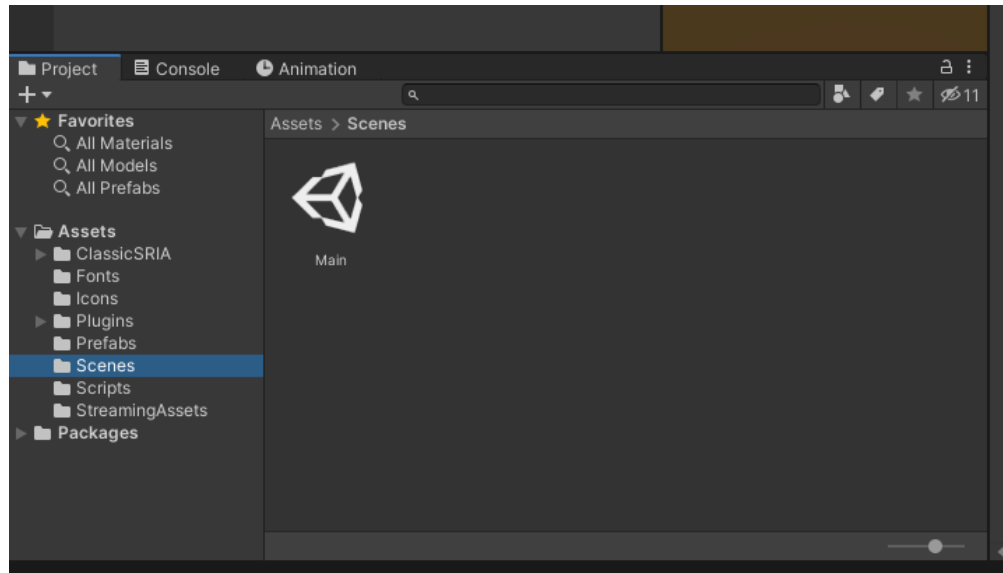


PLATFORMS	DOWNLOAD SIZE
<input checked="" type="checkbox"/> Android Build Support	335.28 MB
<input checked="" type="checkbox"/> Android SDK & NDK Tools	141.14 MB
<input checked="" type="checkbox"/> OpenJDK	67.2 MB
<input type="checkbox"/> iOS Build Support	640.58 MB
<input type="checkbox"/> tvOS Build Support	328.59 MB

- 1.5. Click next until install starts.
2. Download project from GitHub(preferably as zip).
3. Open Unity Hub.
  - 3.1. Go to Projects.
  - 3.2. Click Open then choose folder of project.
  - 3.3. Project should then be listed, click on it to open.

#### 4. Build Project

4.1. Go to Project then Scenes\Main.



4.2. Open Main Scene

4.3. Go to File -> Build Settings -> Add Open Scenes -> Switch Platform to Android

4.4. Player Settings -> Android settings (Click Android Icon).

4.5. Then go to Publishing Settings-> Keystore Manager -> Keystore (Drop down list).

4.6. Create New Keystore Anywhere.

4.7. Sign Keystore and add a password of your choice.

4.8. Build Project.

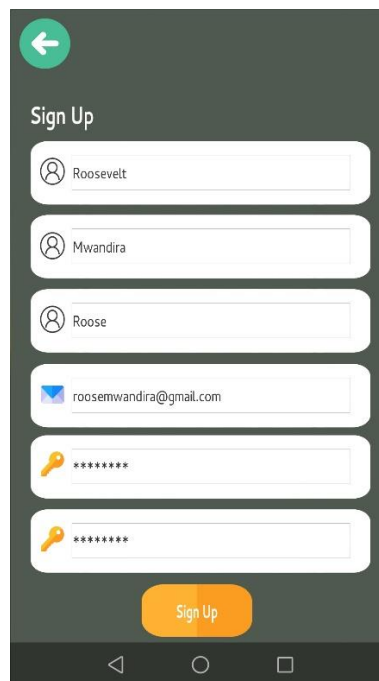
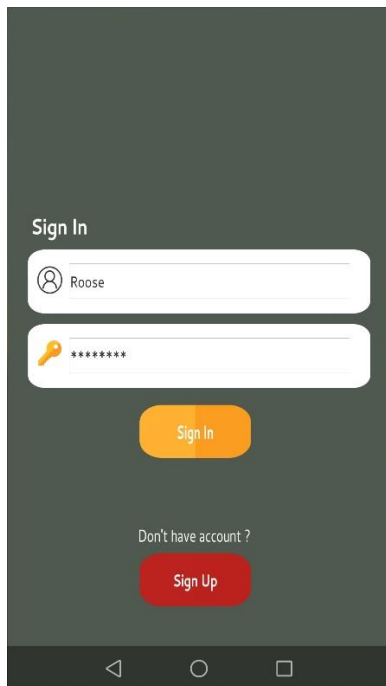
## APPLICATION FEATURES AND USER MANUAL

The APK is also already pre built and is ready for testing. When installed

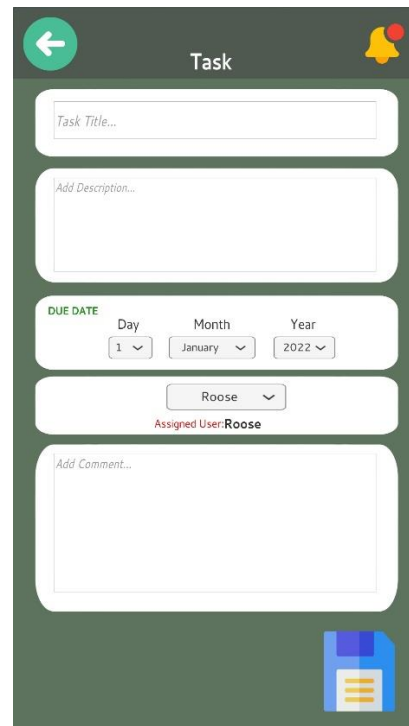
### Features



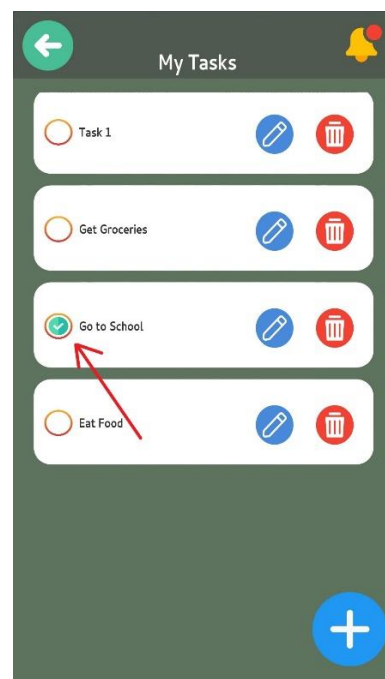
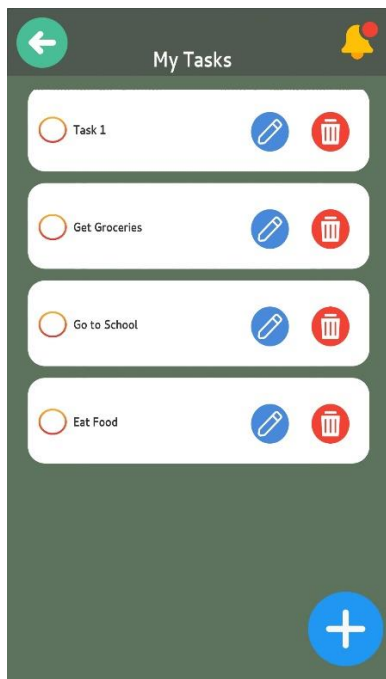
- Above is the Icon and name of the Application



- **User Account management and Authentication**
- An account has to be registered in order to login.



- New Tasks can be added that include details such as the Title, Description, Due Date, Comments and assigned user on the Task.



- Added tasks will be listed like above and they can be edited or deleted.
- The completion status of the Tasks can also be toggled on or off as indicated by the red arrow.
- All this information of these tasks is saved and is unique for each user thus users will only see tasks assigned to them.

- When editing or when creating a Task, a different User can be assigned to the Task.
- This will also trigger a notification for the assigned User to the actual device.

- If the assigned user signs in, the bell button icon will be highlighted with an exclamation mark.
- The Notification messages and details can be viewed by clicking the bell button.

### Database schema

<b>Users</b>	<b>Username</b> , Password, Firstname, Lastname, Email
<b>Task</b>	<b>Username</b> , Title, Description, Day, Month, Year, Comment, Status
<b>Notifications</b>	<b>Username</b> , Description, Status

### Classes

- The classes used for this project can be located in Assets/Scripts inside the Project folder.