How to Use this Template

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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

Task 4: Your Next Task

Task 5: Your Next Task

GitHub Username: Shankem

Constant Reminder

Description

Reminders with notifications that you can't dismiss unless you go into the app and remove the reminder. You can set the reminder for a certain date/time or immediately.

Intended User

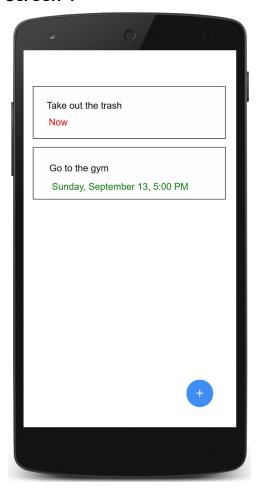
People who procrastinate things they need to do but have no immediate deadline.

Features

- Add or remove reminders
- Set a date/time for reminder
- Show notifications to remind users

User Interface Mocks

Screen 1



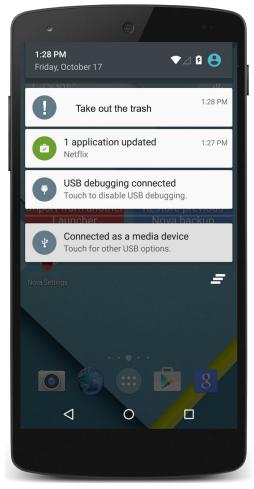
Main screen of the app, you can see a list of your reminders and a FAB to add new reminders at the bottom. You could press on each reminder to mark them as complete and remove them. Doing so would remove the notification for that reminder if it was not in the future.

Screen 2



This screen would be reached from tapping on the FAB in the first main screen. You can create a new reminder here by typing in the description and setting the date. You could also set it to happen immediately by not changing the date and default to right now.

Screen 3



This screen represents getting a notification from the app. It would be displayed in the notification tray and would not be removeable unless you remove it from the app.

Key Considerations

How will your app handle data persistence?

It will use a SQLite database.

Describe any corner cases in the UX.

If there are multiple reminders that are current it will show all of them, **not** combine into one notification.

If you need to edit a reminder you can't, you will have to delete the reminder and then add it again. The reason for this is that it's so easy and fast to do so it's not worth implementing an editing feature.

Another possible edge case is setting the reminder to happen immediately. If it's not clear that the default date/time is *now*, then I may add a switch specifically to set the reminder to *now*.

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

Support material design libraries to get cards and recycler view and FAB. Also greenDAO for the database.

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

Steps to setting up the project:

- Create new Android Studio Project
- Setup repository on Github
- Add libraries to gradle build
- Start building the app by mockup screens

Task 2: Implement UI for Each Activity and Fragment

- Setup the UI for the card layout in the main activity
- Add FAB to main activity
- Add a recycler view of cards to main activity
- Setup layout for adding a reminder activity

Task 3: Setup notifications

Create the notifications for each reminder.

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