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Grow Yourself

Description

This app visualises your personal status with gamification methodology.

By showing what you achieve everyday and progress you make, this app motivate you to learn, to exercise, to rest, to make yourself better and better. In addition, this app help you to manage and optimize your time.

Intended User

People who try to motivate themselves and see their changes everyday.

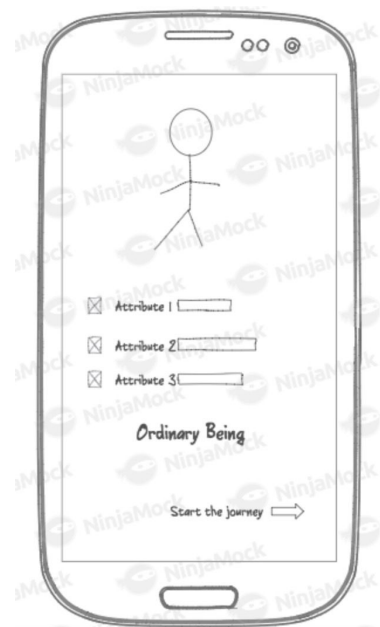
Features

Key features include:

- Set short term and long term goals
- Add daily tasks and corresponding points
- Grow the character in the app which is the digital “you” by completing task and earning points to increase different attributes
- Make the character evolve when certain attributes reach next level

User Interface Mocks

Screen 1



The first screen will be the character status screen. In this screen user can see a image of the role Ordinary Being with several attributes such as IQ, skill, health. The image and role will be changed once attributes reach a goal.

Screen 2



The task screen list out the tasks to grow the character and rewards user with points for different attributes. Once user completed a task, he can tick it and the attribute point will be added into the corresponding attribute. If a task not delete, whether it's completed or not, the next day it will be reset.

Screen 3



When Add Task button in task screen clicked, a dialog to add a new task will be shown. User can input the description of the task and the attributes it should increase.

Screen 4



When Set Goal button in task screen clicked, it will navigate to the screen to add a new goal. User can input the description of the goal and the attributes required for that goal as well as the image for that role.

Key Considerations

How will your app handle data persistence?

Data will only be stored locally and Realm will be used as the database.

Describe any edge or corner cases in the UX.

If user didn't give the permission for gallery/camera, a image placeholder will be shown in status screen.

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

Picasso: to handle the loading and caching of images.

Android Design Support: to support material design.

Realm: to manage data.

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

N/A

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

- Create the project and repository in github
- Configure libraries
- Setup database

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for Status Fragment
- Build UI for Task Fragment
- Build UI for Add Task Dialog
- Build UI for Set Goal Activity

Task 3: Implement Status Screen

- Create layout
- Retrieve data from DB and display it

Task 4: Implement Task Screen

- Create layout
- Retrieve data from DB and display it

Task 5: Implement Add Task Screen

- Create layout
- Add functions to get user input
- Store data collected

Task 6: Implement Set Goal Screen

- Create layout
- Add functions to get user input
 - Handle permission request to photo gallery
 - Handle photo uploading
- Store data collected

Task 7: Create Signed .apk