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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.

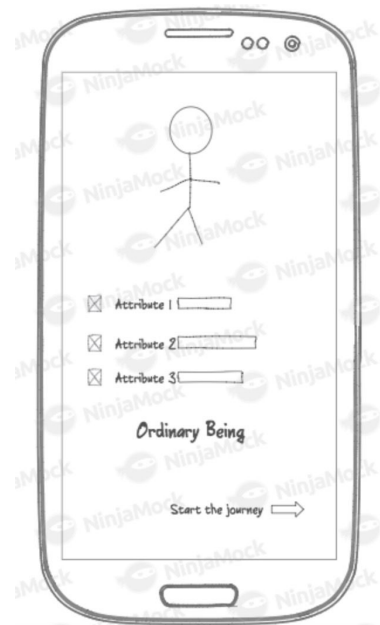
## Features

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

Set Goal

Role Name

Attribute1 Required 17

Attribute3 Required 20

Search Image For The Role

Search Image For The Role

Any Keyword

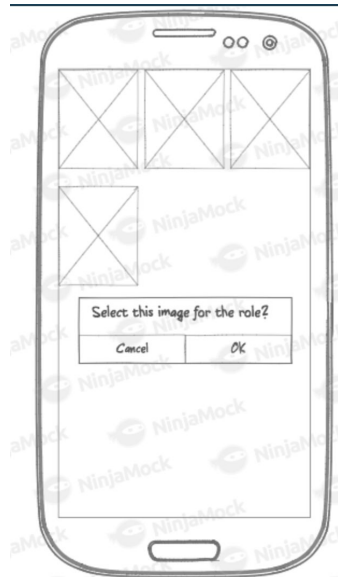
Cancel OK

Cancel OK

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 call the search image for that role.

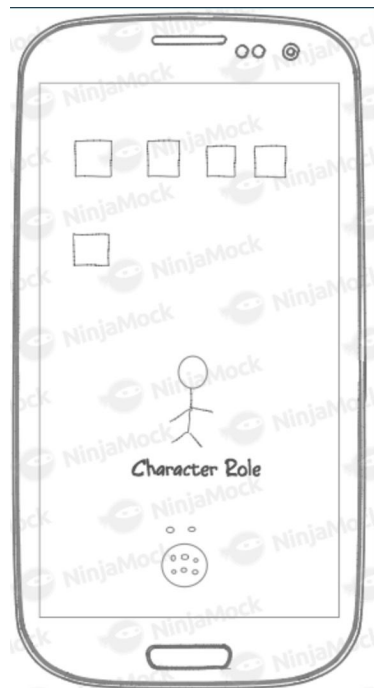
When Search Image For The Role button clicked, it will open a dialog for user to input keywords to search an image for the role.

## Screen 5



When user entered keyword for the image and clicked ok in Set Goal screen a new screen to select a image for the goal will be opened. User can choose one image for the role. A dialog for confirming selection will be showed.

## Screen 6



User can create a widget which include the image and name of the current role/goal.

## Key Considerations

### How will your app handle data persistence?

Data will be stored locally and be accessed through ContentProvider.  
AsyncTask will be used to handle the API call to search image.

### Describe any edge or corner cases in the UX.

If API failed to get the response, a simple error message to advise user to try again later will be shown.

### 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.

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

Firebase analytics will be used to collect usage and behavior data for the app to analyze user's behaviours and make continuous improvement.  
Google Mobile Ads will be used to insert ads into the app and monetize the app.

## 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
  - Picasso
  - Android Design Support
- Setup database
- Integrate Firebase analytics
- Integrate Google Mobile Ads

## Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
  - Create app theme extends AppCompatActivity
  - Create app bar and associated toolbar
- Build UI for Status Fragment
- Build UI for Task Fragment
- Build UI for Add Task Dialog
- Build UI for Set Goal Activity
- Setup transitions between activities

## Task 3: Implement Status Screen

- Create layout
- Retrieve data from DB and display it

## Task 4: Implement Task Screen

- Create layout
- Create Loader to 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 for main body and dialog
- Add functions to get user input
  - Handle permission request to photo gallery
- Store data collected

## Task 7: Implement Select Image Screen

- Create layout
- Add functions to get user input
  - Setup API call to search image with AsyncTask
  - Handle API response
- Store data collected

### **Task 8: Implement The Widget**

- Create layout
- Setup the widget
- Create Loader to retrieve the data to display as the widget

### **Task 9: Create Signed .apk**

- Create keystore and passwords
- Setup signing configuration