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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.

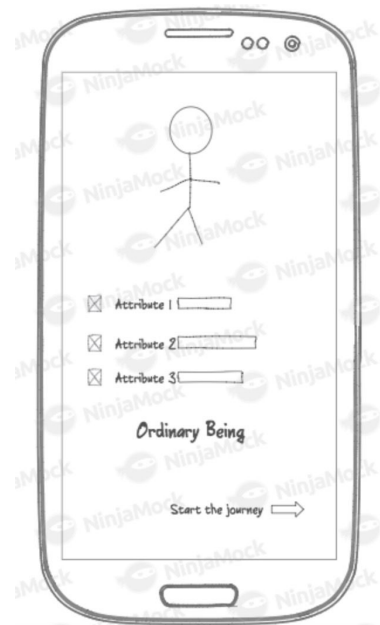
Features

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



A mobile app screen titled "Set Goal". It contains a form with the following fields: "Goal Name" (a text input field), "Attribute1 Required" (a text input field with the value "17"), and "Attribute3 Required" (a text input field with the value "26"). Below these fields is a button labeled "Upload Image". At the bottom of the screen are two buttons: "Cancel" and "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 the image for that role.

Screen 5



A mobile app screen titled "Character Role". It features a grid of five square placeholders for images. Below the grid is a stick figure icon. Under the stick figure is the text "Character Role". At the bottom of the screen is a circular button with a grid of dots inside.

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.

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.

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

Task 7: Implement The Widget

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

Task 8: Create Signed .apk

- Create keystore and passwords
- Setup signing configuration