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A Catholic Confession

Description

Introducing A Catholic Confession. An app that helps you become the best Catholic possible. Designed to be used in the confessional, this app is the perfect aid for every penitent. With a personalized examination of conscience for each user, a password protected profile, and a step-by-step guide to the sacrament, this app invites Catholics to prayerfully prepare for and participate in the act of confession. Individuals who have been away from confession for some time will find A Catholic Confession to be a useful and inviting tool.

Intended User

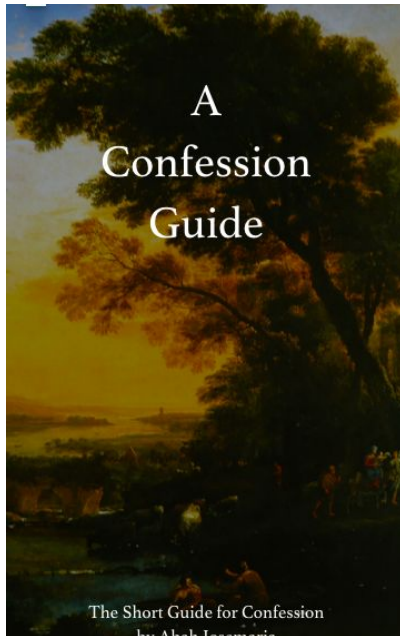
An app for practicing, new and returning catholics meant as an aid for the sacrament of reconciliation.

Features

- Extensive examination of conscience
- App Lock for privacy
- Sharing
- Notification for confession reminders
- Beautiful UI Design

User Interface Mocks

Screen 1



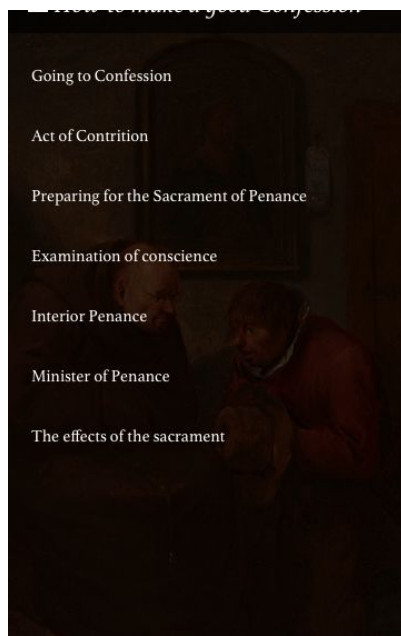
[Home Page](#)

Screen 2



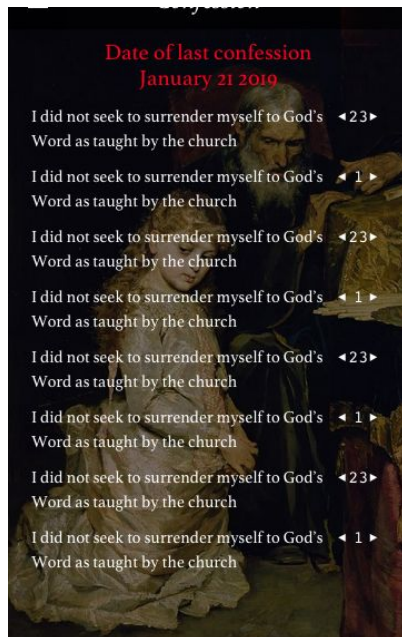
Examination of Conscience Page

Screen 3



Prayers Page

Screen 4



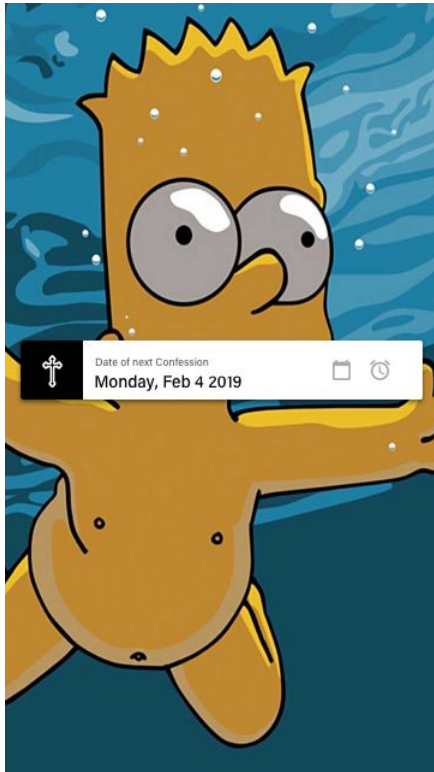
Confession Page

Screen 5



Prayers Page 2

Screen 5



App Widget

Key Considerations

Programming Considerations

Java language will be used for development

I'll be using stable versions of all libraries, Gradle and Android Studio.

App keeps all strings in a strings.xml file and enables RTL layout switching on all layouts.

Content descriptions included for accessibility.

Uses an AsyncTask to load database queries.

How will your app handle data persistence?

Data persistence is achieved through a room database

Describe any edge or corner cases in the UX.

For example, how does the user return to a Now Playing screen in a media player if they hit the back button?

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

Glide for Image loading and caching

Sqlite Open helper to import database from assets

AppIntro Library for SplashScreen

Room, viewmodel and lifecycle used for data loading and persistence

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

Analytics to measure user engagement and preferences

Firebase notification for notifications prompts

Admobs for ad monetization

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

- Configure SQLiteOpenHelper to work with Room
- Add more examinations to database
- Make database translatable

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for MainActivity
- Build UI for ExaminationActivity
- Build UI for PrayersActivity
- Build UI for GuideActivity

Task 3: Design Tablet UI

Describe the next task. For example, “Implement Google Play Services,” or “Handle Error Cases,” or “Create Build Variant.”

Describe the next task. List the subtasks. For example:

- Create tablet layout
- Refactor dimens and sizes to use resource modifiers

Task 4: Add Other Services

Describe the next task. List the subtasks. For example:

- Implement Google services(Analytics, notifications and Admob)
- Handle Error Cases
- Implement Persona switching
- Design widget

Task 5: Build Variants

Describe the next task. List the subtasks. For example:

- Add paid variant
- Refactor dependencies for paid variant
- Implement variant specific code and features