

The background of the advertisement is a scenic mountain landscape at dusk or dawn, with a warm orange and red color palette. The mountains are covered in dense evergreen forests, and some peaks are partially covered in snow. In the foreground, there are rolling hills and a small cluster of houses. On the left side, there are two overlapping geometric shapes: a blue parallelogram and a light green parallelogram, both tilted at an angle. The text 'Mockingbird' is written in a large, white, sans-serif font, and the tagline 'An app that wakes you up. Seriously.' is written in a smaller, white, sans-serif font below it.

# Mockingbird

An app that wakes you up.  
Seriously.



# Problem:

Alarms can be snoozed or dismissed easily.



# **Solution:**

**Require him/her to think  
cognitively to dismiss the alarm.**

A blue parallelogram and a light green parallelogram are positioned in the top-left corner of the image.

**Enter,  
Mockingbird.**





## **Libraries Used**

- Android Support Library
- Realm Database
- CookieBar2
- RecyclerView-Animators
- ButterKnife



## Core Components Used

- ConstraintLayout
- AppBarLayout
- CollapsingToolbarLayout
- Toolbar
- RecyclerView
- FloatingActionButton
- Custom Fonts
- Toolbar
- TimePickerDialog
- AlarmManager
- MediaPlayer
- AudioManager





## **App Screens**

- Splash Screen
- Alarms Screen
- Questions Screen
- Dismissed Alarm Screen



# Splash Screen

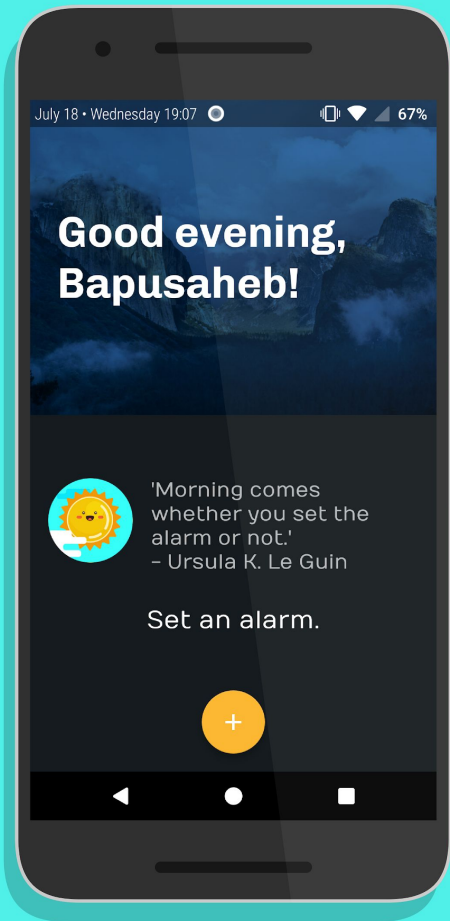
- Splash Screen enhances app branding.
- 2 User Flows
  - Get user's name on first launch.
  - Launch Alarms Screen with existing user.
- Makes the app more immersive.





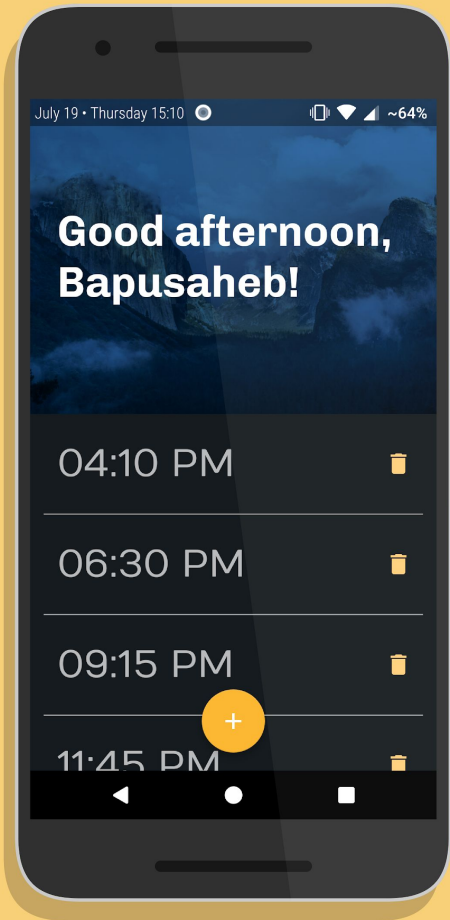
# Splash Screen

- Have visual cues.
- Don't make elements appear out of nowhere.
- Make the Call-To-Action button visible clearly.



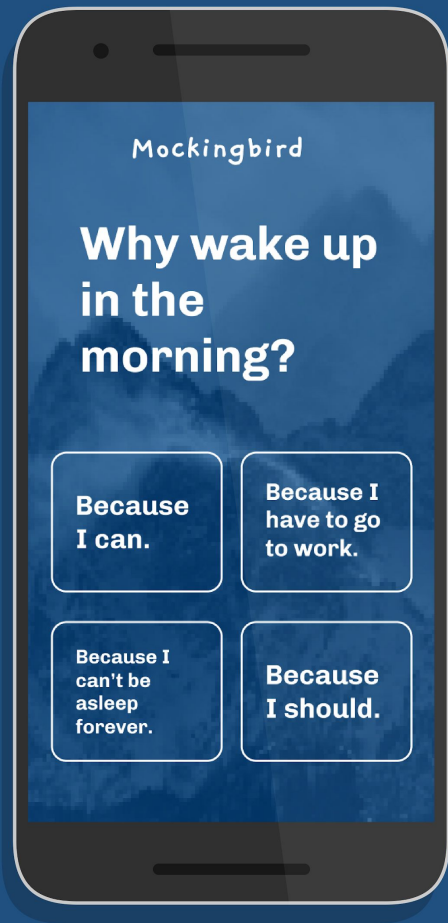
## Alarms Screen

- Have a personal touch.
- Don't miss out on making an empty state.
- Too many colors is too much noise.



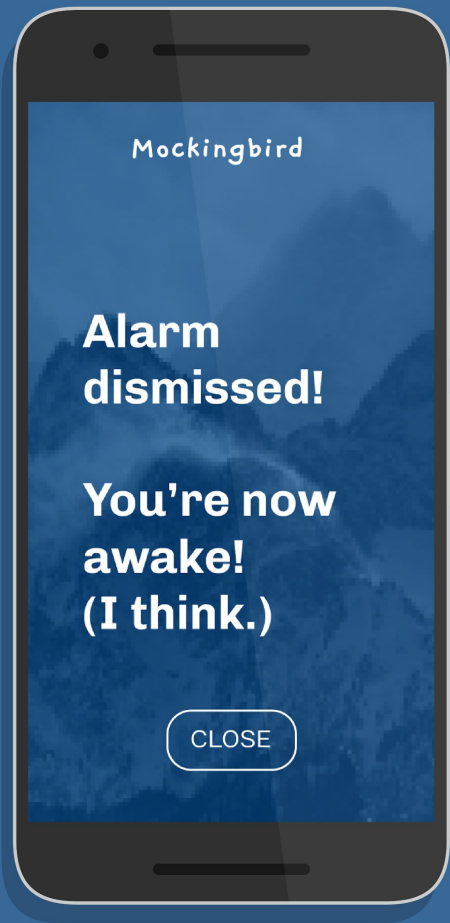
# Alarms Screen

- Dynamic greetings are good.
- The Click-To-Action button should stand out.
- Keep the time TextView friendly.



## Questions Screen

- App branding should be eminent.
- Confine user input wherever necessary.
- UI should be user context-aware.



## Dismissed Alarm Screen

- Positive status messages should be visually big.
- Engage with the user.
- Apps with a humorous tone are fun & engaging.

# A Few Good Practices...

- Always write comments.
- Keep your code formatted. (Just press CTRL + ALT + L, it's that easy.)
- Always use Git & GitHub to manage your code's history.
- Write a README for your app, a document that briefly describes your app.
- Use the appropriate License file for your app, if you plan on releasing it to the public (okay, this is a bit harder than the rest).





## **Where Can I Get The App & Its Code?**

[bit.ly/baps-mockingbird](https://bit.ly/baps-mockingbird) • Google Play Store (Coming soon, in August 2018)

[bit.ly/baps-mockingbird-git](https://bit.ly/baps-mockingbird-git) • GitHub (Source Code)

[bit.ly/baps-mockingbird-ppt](https://bit.ly/baps-mockingbird-ppt) • Google Slides (This Presentation)

A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is light green. They are positioned diagonally, with the blue one partially covering the green one.

# Thank you.

## Questions?