

The background of the slide is a scenic photograph of a mountain range at dusk or dawn, with a warm orange and red sky. In the foreground, there are dark, silhouetted evergreen trees. On the left side, there are two overlapping geometric shapes: a blue parallelogram and a light green parallelogram, both tilted at an angle. The title 'Mockingbird' is written in a large, white, sans-serif font, centered horizontally but slightly to the right of the geometric shapes. Below the title, the tagline 'An app that wakes you up. Seriously.' is written in a smaller, white, sans-serif font. In the bottom right corner, the name 'Bapusaheb Patil' is written in a small, white, sans-serif font.

# Mockingbird

An app that wakes you up.  
Seriously.

Bapusaheb Patil



# 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

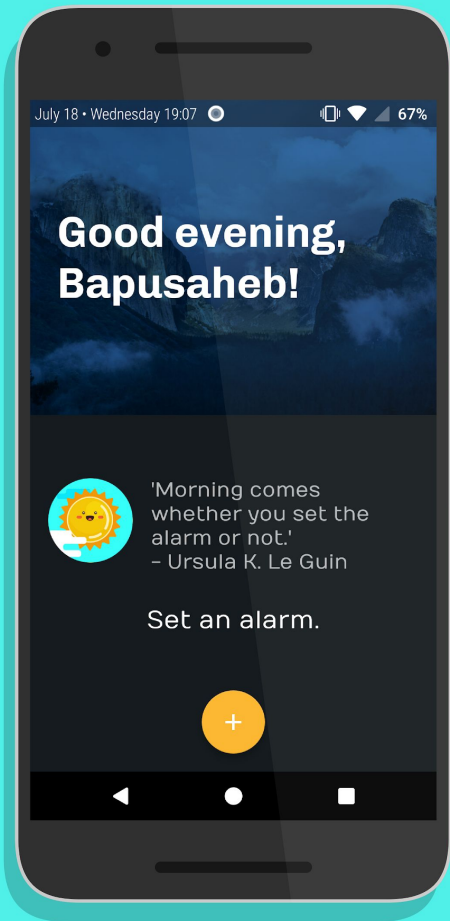
- Splash Screen enhances app branding.
- 2 User Flows
  - Get user's name on first launch.
  - Launch Alarms Screen with existing user.
- Makes the app more immersive.





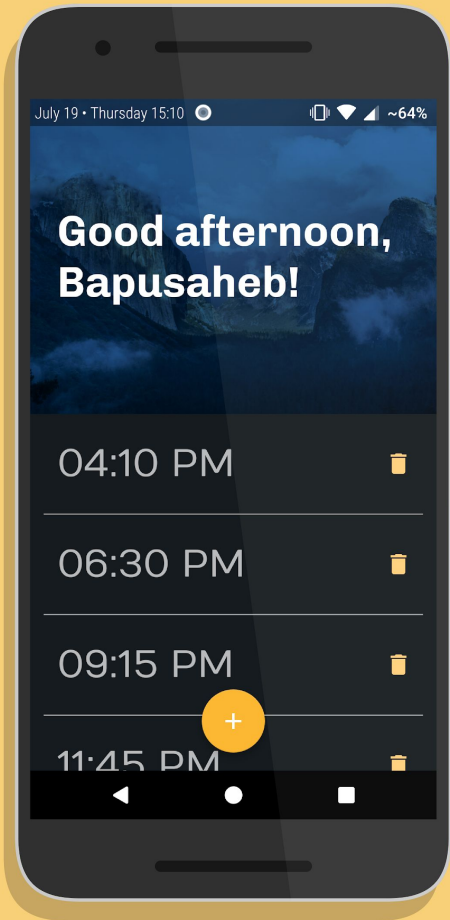
# Splash Screen

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



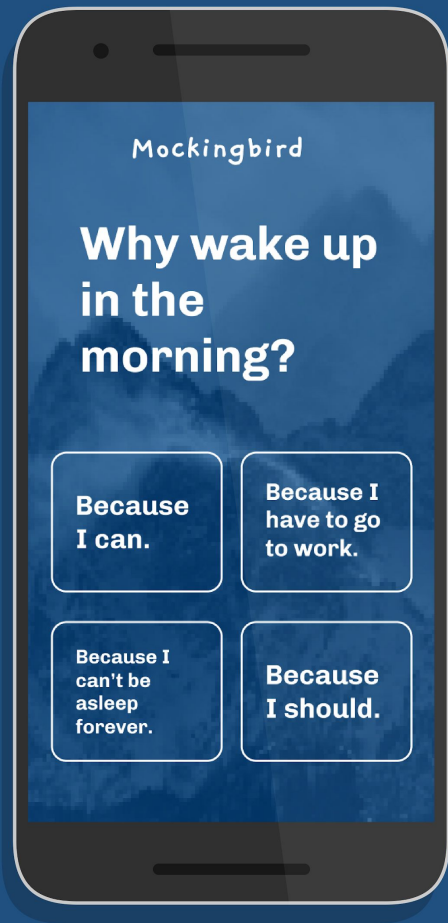
## Alarms Screen

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



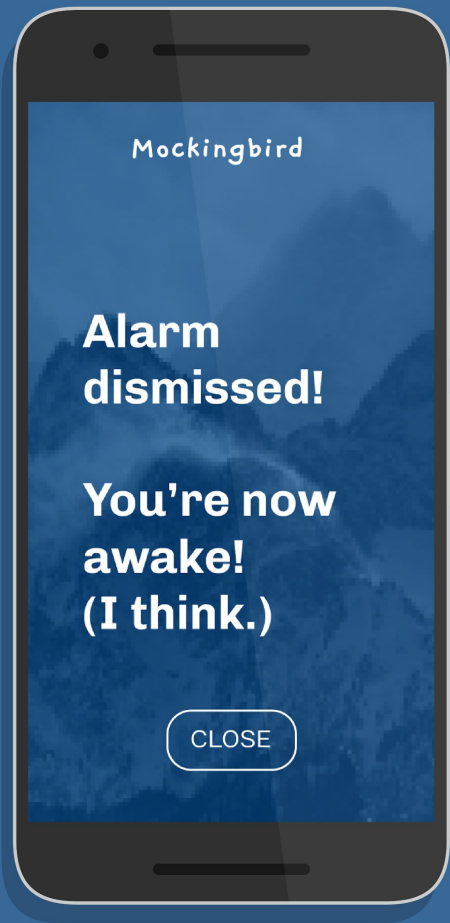
# Alarms Screen

- 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)

# Thank you.



**Bapusaheb Patil**

Google Certified Android Developer

IDF Certified UX Designer

[bapspatil.com](http://bapspatil.com)