UI (1 or 2 people) (Interested: Gunin, Daniel, Robin):

* Create the user interface (can be inspired by the mockups made)
* Create the custom user flow (which page leads to what, what each button does)
* Create CRUD pages for triggers and NFC tags
* Populate UI from the data stored in the local database (which NFC does what trigger)
* Update the local databases when a user makes a change
* Make custom layout for each type of trigger (ex, a scrollbar for a volume %)
* Make it possible to name NFC Tags
* Create the icon/images
* Add animations/hint texts/etc to make the app appear polished

NFC (1 person) (Interested: Daniel):

* Write data to NFC tags to identify them
* Create intent to launch the app (or a custom activity) immediately when NFC is tapped, and make it seamless.
* Read the NFC tag to identify them
* Setup a local database to collect all NFC/trigger information (this might be done in tandem with the person in charge of UI)
* Access the local database to determine the triggers that must be done for the NFC tag
* Run all of the required triggers (the setting of each trigger will be stored in the local database)

Triggering Functionalities (1 or 2 people) (Interested: Anurag, Gunin, Robin):

* Create simple interfaces for every possible trigger to be run. This should be as simple as:

Alarm alarm = new Alarm();

alarm.volume = 0.5

alarm.time = Date.format(“21:30”)

alarm.execute()

Or something

List of triggers (subject to change):

* Change volume of Alarm, Media, etc
* Change screen brightness
* Open an application
* Open a specific URL(for example, you are in a restaurant, you tap the NFC on your table, the menu appears on your screen as a PDF from a specific URL)
* Open Spotify and play a song from your playlist(might be a bit far stretched since we might require access to the Spotify API which isn’t exactly open sourced I think)