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One & Done

Description

One & Done is an accountability and productivity app. It provides a platform that encourages a user to set practical daily goals to and holds them accountable for meeting them. It is NOT a to-do app, but an app that will help people develop the character and self-confidence to live the life they want to live.

Intended User

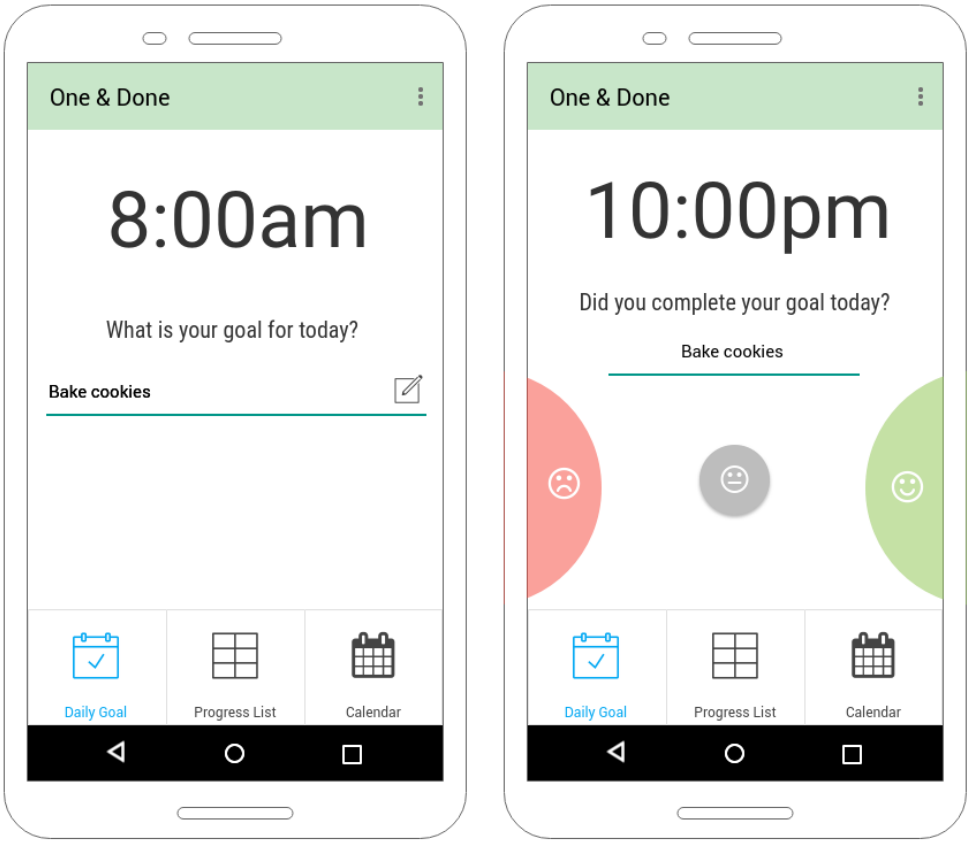
This app is targeted to young adults who are going through school and are transitioning into adult life. There are a lot of big responsibility to take on during this transition phase and many people have the desire to take action but may lack the courage or plan to get them there. In this way, this app can be used by anyone in any stage of life to help them build up self-discipline and confidence. This app can be the **catalyst** to build the character needed carry out your dreams!

Features

- Create daily practical goal
- Remind user of goal throughout the day (with notifications)
- View completed and uncompleted tasks in the past (self-evaluation)

User Interface Mocks

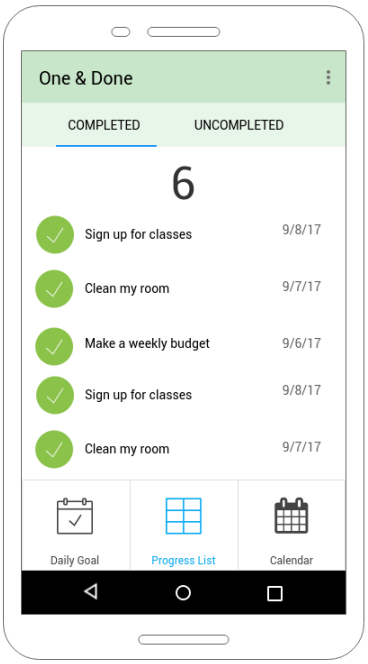
Main Activity Screen



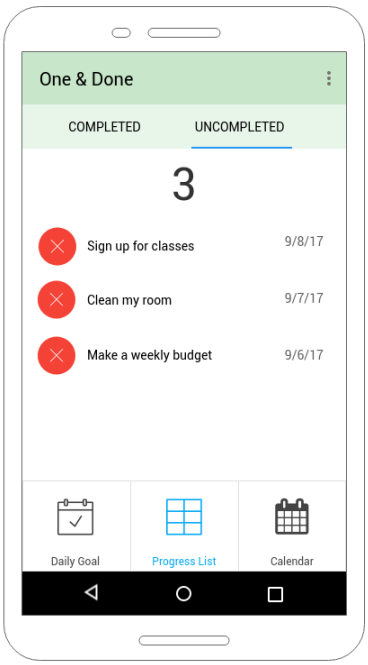
This main screen allows a user to set a goal and check back in later in the day to complete that goal.

List Activity Screen

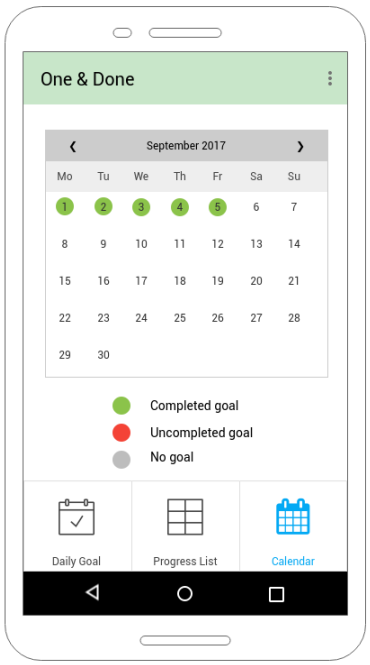
Completed List



Uncompleted List

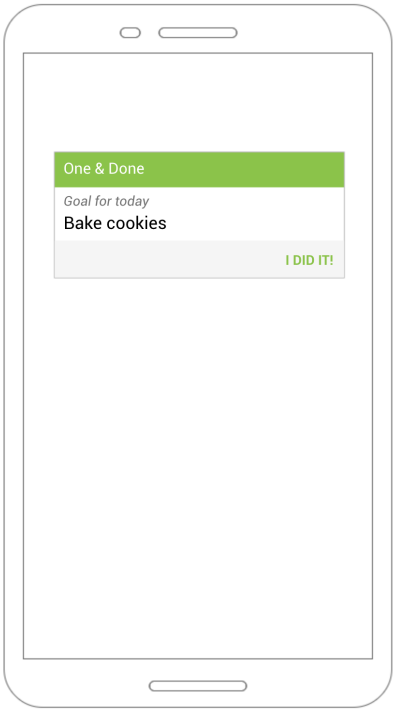


Progress Calendar



This screen allows a user to see completed and uncompleted goals with dates. It allows a user the option to open up a calendar view to track their progress and see their trends.

Widget



The home screen widget will allow the user to see their daily goal and mark it as complete.

Key Considerations

How will your app handle data persistence?

- Firebase Cloud Storage will hold the user's data in items with columns:
    - id
    - description
    - date
    - isCompleted

Describe any edge or corner cases in the UX.

The user will always be welcomed to the main activity screen upon launching the app. However, the user may not want to set a goal or update the status of the goal (completed or uncompleted). The user may want to just see their lists or track their progress with the calendar feature. To give the user control over the UI, there will be a bottom navigation view to hold each feature for the app (main screen, completed list, uncompleted list, calendar) and be able to navigate to any screen directly from the menu.

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

1. Timber - easy logging for debugging
2. Butterknife - easy view binding
3. Espresso - UI testing
4. CustomCalendarView - create custom calendar fragment for goal tracking
5. Firebase JobDispatcher - making asynchronous and intelligent calls to Firebase cloud storage

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

I will add **Google Analytics** and Firebase to this app. I will use Firebase for **Authentication** and **Cloud Storage** to store user's goals.

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

- Decide to use Android Studio 2 or 3
- Decide min and target SDKs
- Configure library imports
- Configure Google Analytics with app
- Configure Google Firebase with app
    - Cloud Storage
    - Authentication
    - JobDispatcher setup

Task 2: Implement UI for Each Activity and Fragment

- UI for MainActivity (BottomNavigationView)
    - UI for GoalCreateFragment
    - UI for GoalViewFragment
    - UI for ListViewPagerFragment
        - UI for ListFragment (for completed and uncompleted lists)

    - UI for CalendarFragment
- UI for widget

Task 3: Implement Notification Service - tutorial, video

- NotificationUtils.getNotification() (to generate notifications)
- NotificationReceiver (extends BroadcastReceiver)
- Register receiver in manifest
- Use AlarmService to set the notification to repeat daily

Task 4: Implement Class Definitions for UI

- MainActivity
    - ```
      if (goalExistsForToday)
          Show ViewGoalFragment
      else
          Show CreateGoalFragment
      ```
- GoalCreateFragment
- GoalViewFragment
- ListViewPagerFragment
    - ListFragment
- CalendarFragment
- Widget

Task 5: Implement SettingsActivity

- Settings
    - Colorblind mode
    - Notification settings
        - Beginning of day notification time
        - End of day check in time
        - List of reminder times throughout the day
- Save data via SharedPreferences

Task 6: Accessibility

- Ensure accessibility in all parts of app for
    - Image content descriptions
    - D pad navigation
      ```

    - Tab navigation
    - Enable RTL and LTR layouts

Task 7: Testing and Feedback

- Espresso tests for UI
- Unit tests against the database
- Let friends test out
- Evaluate and implement feedback from user testing