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Goal Gator

Description

Goal Gator is designed to help you define your success, and then assist you in taking the small steps you need to make to get to your big goal. For the next week, month or year, Goal Getter stays with you as a personal coach to help you reach your fitness, financial, career or personal goals.

Intended User

Intended users are people who have issues with procrastination and time management, but want to accomplish big things. This could be someone from any demographic, but likely young adults 1825 would find it the most appealing and useful.

Features

The app has several features like:

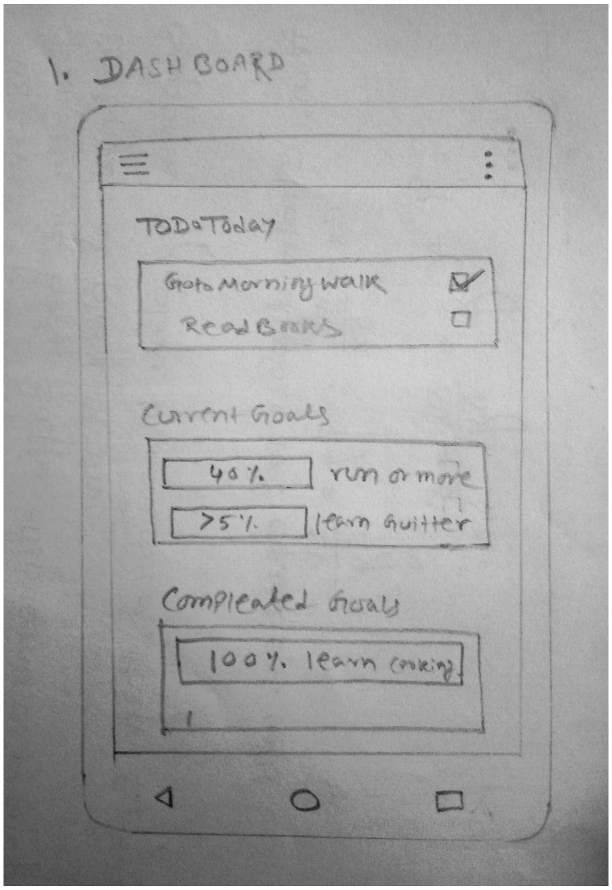
- Walks user through goal setting and sets intermediary steps
- Can forward due dates on goal milestones to google calendar
- Reminds user to keep at it with TODO widgets and notifications
- Allows you to adjust goals to match changing situations.
- Offers advice and techniques on time management

User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

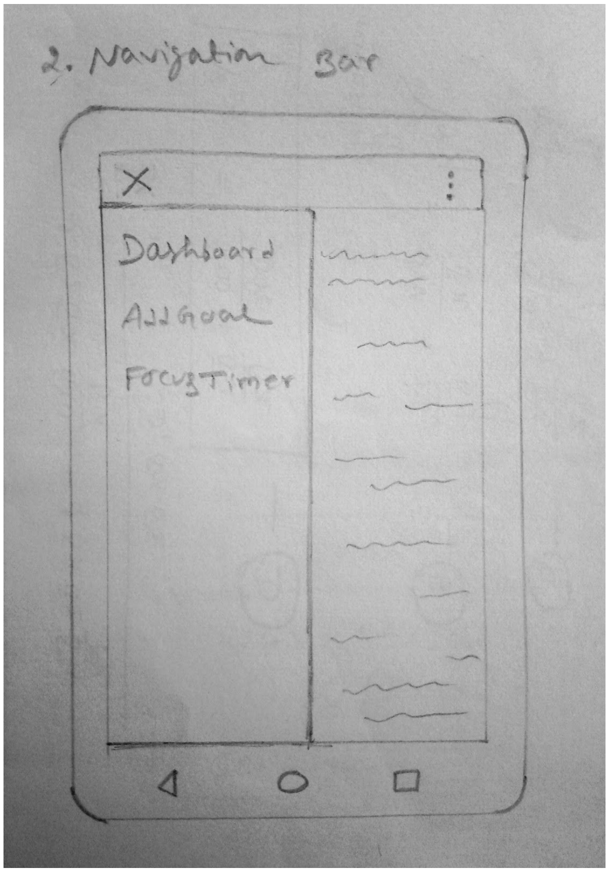
Screen 1 : Dashboard

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.
Dashboard/Main Activity of app. Shows information about tasks to do today along with current and past goals. From this screen you can Navigate to Goal detail screen by clicking on them in their graph. You also can check of items on your ToDo list. The widget will be the todo list of this activity



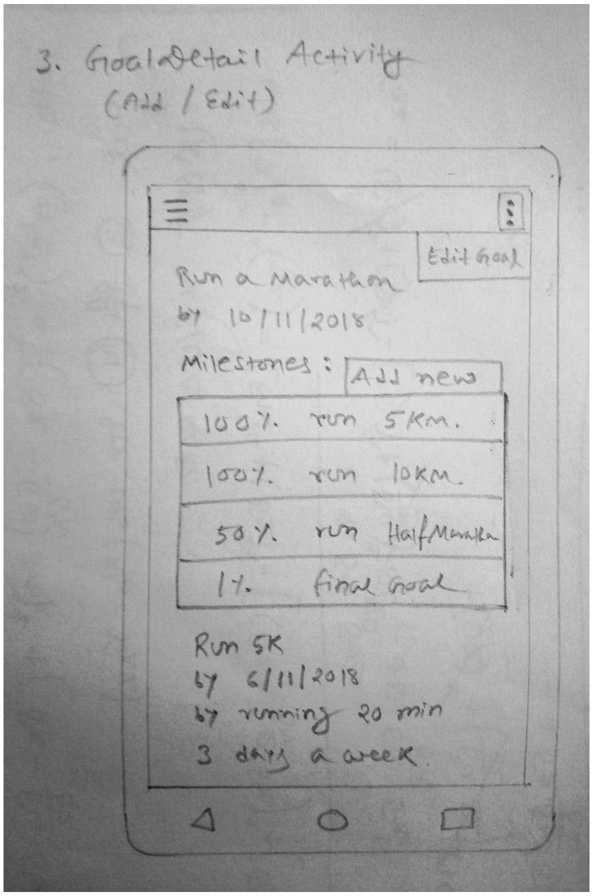
Screen 2 : Navigation Bar

Navigation Bar Allows user to move around activities in the app



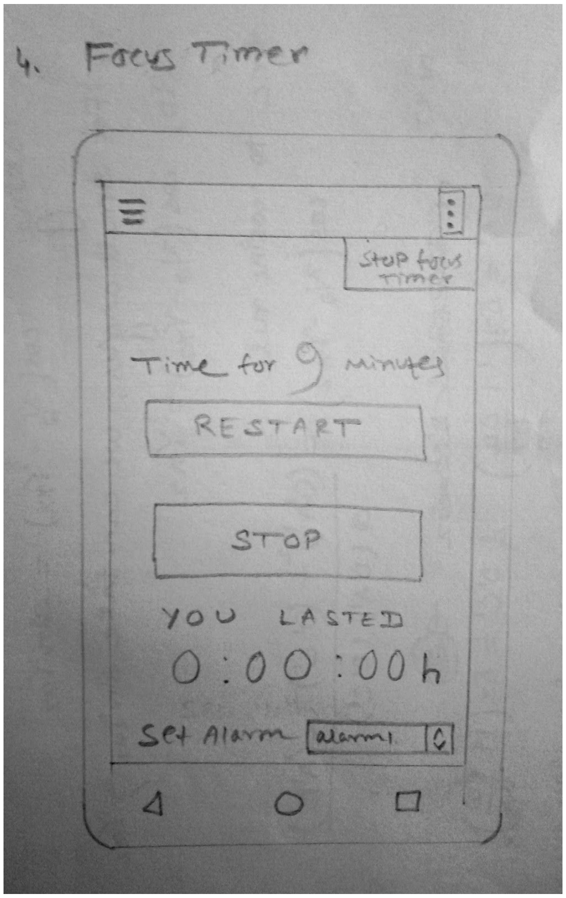
Screen 3 : Goal Detail Activity

Goal Detail Activity gives specific information about a goal and its millstones. This is where you edit a goal and the user is taken to an empty version when they add a new goal.



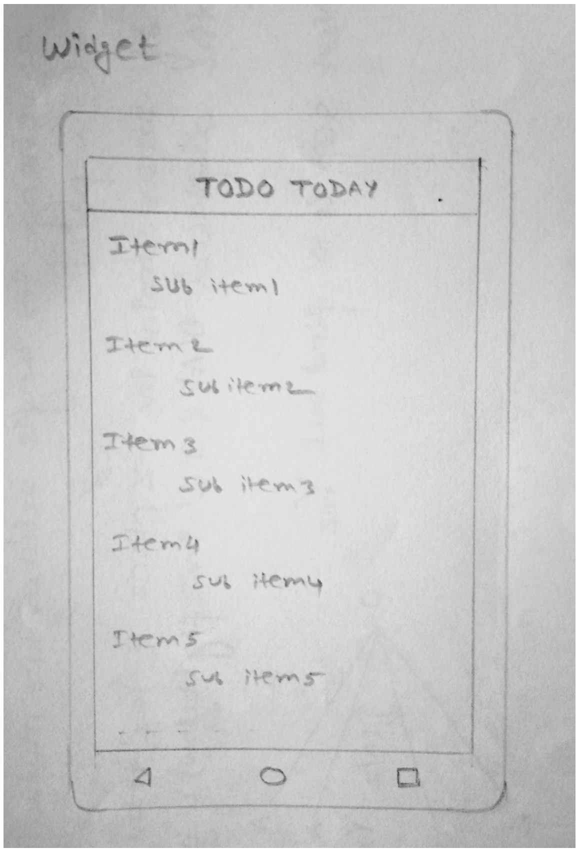
Screen 4 : Focus Timer

Focus Timer is a tool to help the user stay focused on a task at hand. They set a short amount of time (1530 minutes) to stay on task and they attempt to work at that task until the alarm goes off. If they get distracted at all they have to hit the stop button and their time is displayed at the bottom. After a successful focus session they can add more time to the timer.



Widget

This is a widget view of the app



Key Considerations

How will your app handle data persistence?

I will build a content provider to hold the goals as there will be a lot of data that needs to be kept around for them. AsyncTask will be used update google calendar.

Describe any edge or corner cases in the UX.

User navigates the app with navigation drawer. this allows for easy navigation to any part of the app.
When a user finds that they are unable to complete a goal in a time frame or that steps are not important to completing a goal, they are able to change any factor of the goal in the edit goal Activity.
Once FocusTimer starts users are not allowed to go back without stopping it (without completing the goal).

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

I will be using Butterknife for data binding.

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

I will use Google Play Services (Calendar API) so that the app can make events on the user's calendar if they want to have them there. In addition we will also be using AdMob to monetize the app.

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

- The plan is to setup the project in Android Studio version 3.2.1 using Gradle version 4.4, Java as the development language by configuring the build files to include play-services:12.0.1, android support design library 28.0.0, AdMob (play-services-ads) and Google Analytics (play-services-analytics:10.2.4).
- Create project and make files for each activity
- Establish activity flow in manifest.xml
- add dependency for Google Calendar API

Subtasks will include:

- Setting up build files to link with libraries as above
- Initial testing
- App keeps all strings in a strings.xml file and enables RTL layout switching on all layouts.
- Accessibility will be addressed by using content descriptions.
- Move data to views by using content provider.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Dashboard Activity
- Build UI for Adding goals

- Build UI for editing goals
- Build UI for Timer Activity

Task 3: Implementation of App Widget

- Widget will show TODO’s for the present day.
- Buildout of App Widget in an effort to display a miniaturized version of app screen.
- Add Widget configuration detailing how each activity will be converted into a widget.

Task 4: Build back-end

- Build Content Provider
- Build Database Contract
- Attach to UI elements

Task 5: Add Notifications and Widget

- Create notifications
- Build Collection widgets
- Build remoteView Service

Task 6: Add Google Calendar Option

- Add option to add and edit activities
- implement GoogleApiClient
- parse goal for proper items to add

Task 7: Finalize UI

- perfect layouts
- add material design elements where applicable