mental notes

OVERVIEW

Project Name	mental notes app
Project Manager	esther kim
Project Dates	Start Date: Jul 12, 2024 End Date: Jul 26, 2024
Background	Application designed to help people take mental notes. Past, Present, Future. Help people plan their lives together. Particularly useful for those who have difficulty remembering things + organizing their life.

Objectives	**Interactive Features:**
	
	 • **Voice Input:** Allow users to record voice notes.
	 • **Text Input:** Enable users to type notes.
	 • **Reminders:** Set reminders for important notes.
	   ○ Timed
	 • **Categorization:** Organize notes into categories for easy retrieval.
	 • **Calendar**: Allow people to mark their calendars.
	 • **Notes section:** Free-writing, doodling, etc.
	 • **Collaboration:** Share your plans with other people.
	   ○ Itineraries.

Target Audience	Everyone!

PROJECT SPECIFICS

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Project Scope	The app will help users quickly jot down thoughts, ideas, and reminders.
Project Constraints	**Data Handling** • **Mock Data:** Use mock data for initial development and testing. **Database Integration:** If needed, integrate a lightweight database like SQLite, ensuring it doesn't complicate the core implementation. Security. Advertisement.

Deliverables	**Architecture**
	
	• **Modular Design:**
	  ○ **Core Module:** Basic note-taking functionality.
	  ○ **Additional Modules:**
	    ▪ Voice-to-text conversion.
	      ▪ Different Languages.
	    ▪ Reminder notifications.
	    ▪ Note categorization and search.
	    ▪ Collaboration.

Explorations & Decisions	**Extensibility:** Ensure the app can easily integrate new features like cloud sync or advanced search without major changes to the core.
Coding Practices	• **Branching:** Implement conditional logic to handle different user inputs and scenarios (e.g., voice vs. text input). • **Loops:** Use loops for repetitive tasks like iterating over notes. • **Methods:** Create reusable methods for common functionalities like saving a note, setting a reminder, etc. • **Classes:** Design classes to encapsulate data and behavior, promoting code reusability and organization (e.g., Note, Reminder, Category classes).

PROJECT TIMELINE

Task or Deliverable	Owner	Date Completed	Notes
coding practices	@esther kim	Mar 17, 2030	outline

CONCLUSION

```csharp
public class Note

{

    public string Title { get; set; }

    public string Content { get; set; }

    public DateTime CreatedDate { get; set; }

    public string Category { get; set; }

}


public class MockData

{

    public List<Note> GetMockNotes()

    {

        return new List<Note>

        {

            new Note { Title = "Grocery List", Content = "Milk, Eggs, Bread",
CreatedDate = DateTime.Now, Category = "Personal" },

            new Note { Title = "Meeting Notes", Content = "Discuss project
timeline", CreatedDate = DateTime.Now, Category = "Work" },

            new Note { Title = "Reminder", Content = "Doctor's appointment at 5
PM", CreatedDate = DateTime.Now, Category = "Personal" }

        };

    }

}
```

DAILY USAGE OF APPLICATION

Daily Usage

Daily Usage In A Day
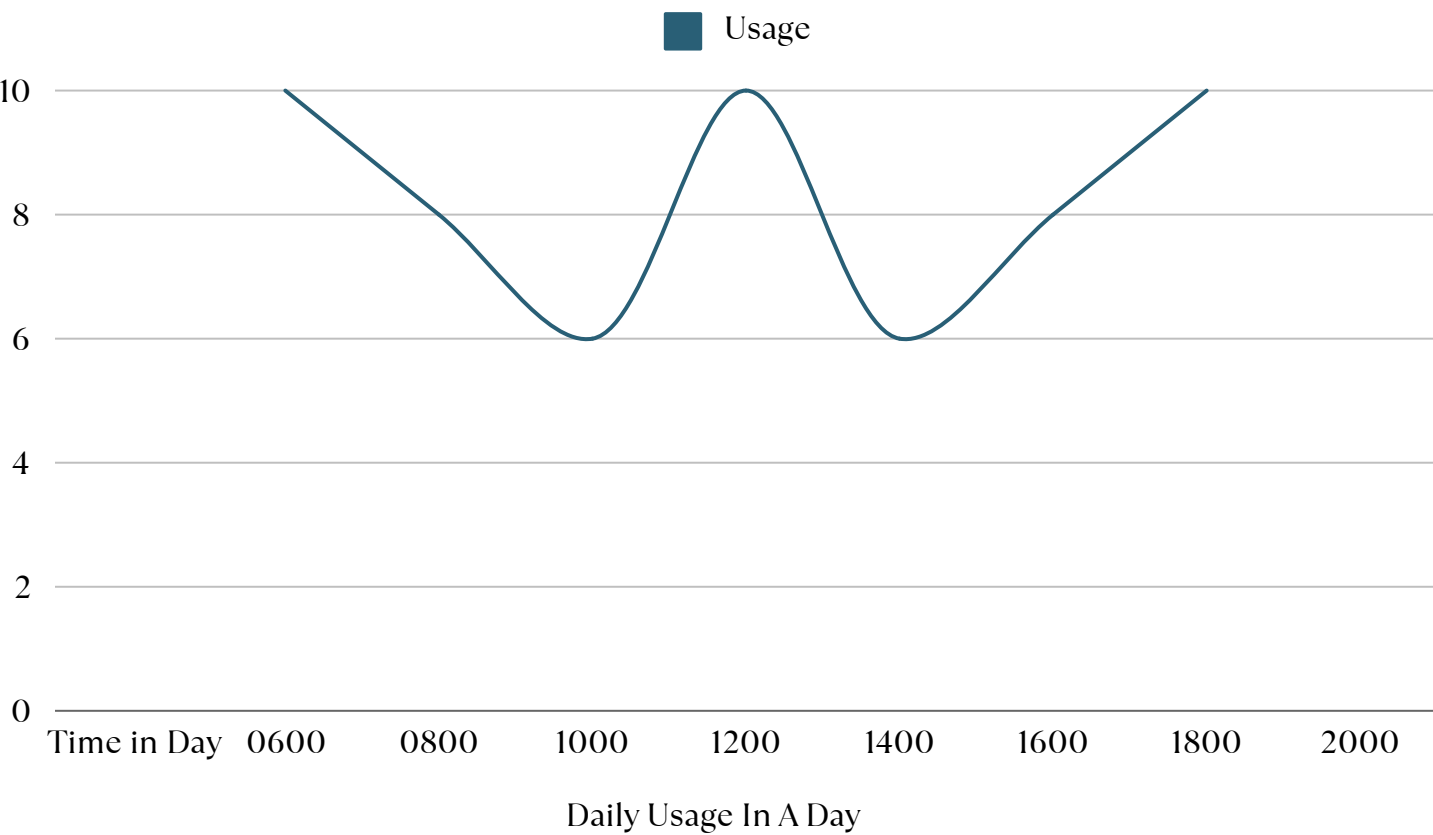
REFERENCES

Recommendations	Just a draft of project.
Resources	**Visual Studios** **XAML desktop/mobile app** **Blazor hybrid web application**