**Project One**

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The goal of this project is to create an application that will allow users to easily track upcoming events by using their phone. The app will need to utilize a login screen so the user can log in to the app, a screen with a grid so all the upcoming events can be displayed, a database to store the events and the login credentials. Several mechanisms will be implemented that allow for adding and removing events, including information about the events, and a notification system that will notify the user about events. These features will allow for a seamless application that will allow for the user to track important events in their life.

Anyone could benefit from an application that manages the events in their life. For example, a bustling businessperson would be able to utilize this application for tracking important meetings and phone calls with clients, which could potentially increase productivity. Another example is a student who is struggling to manage their study sessions. This application could help break down their sessions into more efficient chunks to help boost exam scores, which ultimately improves their grades. Finally, this application could greatly help a team of developers with hitting research and development milestones in a timely manner. If a whole team was able to conveniently manage their time as a group, less time would be wasted, and shareholders would be ecstatic. This application would easily fit into anyone’s daily routine, as it would be simple enough to set up quickly, which makes this a useful and relevant application for all potential users.

The application will have a few different screens of interaction for the user. These include the log-in screen, the main screen which will display the events, and the screen in which the user can add and remove events. There doesn’t really need to be more than the screens described, as this application should be simple for the user to control. A back button will be implemented on any screen that isn’t the log-in screen, so that the user can easily get back to where they were before. If the user has multiple events for the day, the user will be able to scroll through them on the main screen. Notifications will be presented like any normal Android notification.

This application will rely on two databases; one to store the user’s log-in credentials, and one for storing any events that the user inputs. A reset for the database that stores the events will take place each day at a specific time, to prevent cluttering of the main screen and unnecessary memory consumption. When the user enters their credentials, the log-in database will be called, and their credentials will be verified. Once the user has successfully logged in, they will be free to view, add, and remove events. Events will be called to the main page from the event database. When a user marks an event complete, the database will remove that completed event, or like mentioned above, the event will be automatically reset later in the day. Using an adding and removing function, users will be able to freely add and remove events within a separate screen. These events will be added or removed from the database as desired. Some of this information and design may change during the development of the application, however everything mentioned above is solidified and represents the structure of the application as a whole.