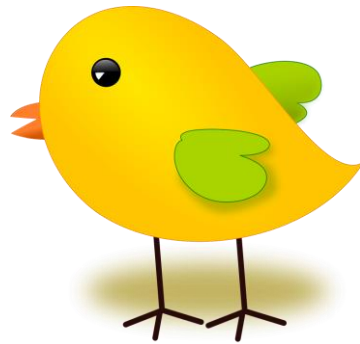
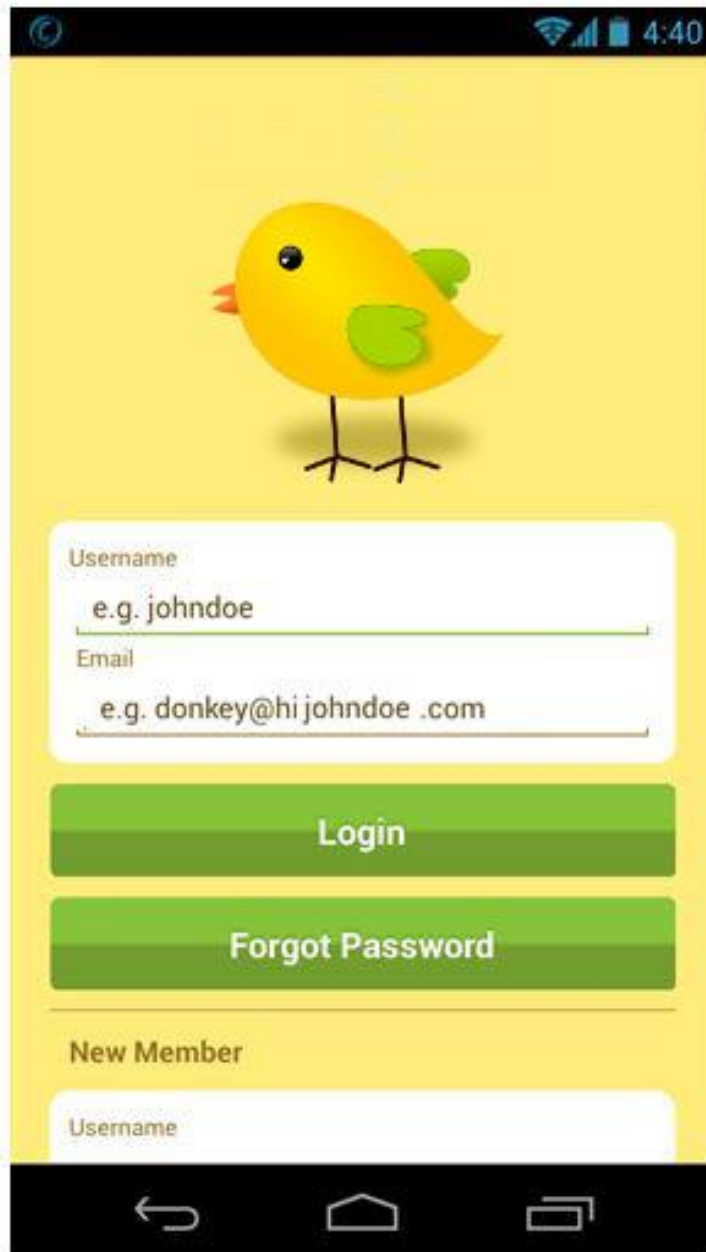


**A specifications about this project**



**Login and register system (First page)** – And user can't use the application only if he/she are registered and have account with some privileges (Enabled for use).



A mobile application interface for login and registration. The background is yellow. At the top, there is a status bar with a clock icon, signal strength, and the time 4:40. Below the status bar is a large yellow bird icon. The main content area contains two sections. The first section is for login, with a white box containing two input fields: 'Username' with the placeholder 'e.g. johndoe' and 'Email' with the placeholder 'e.g. donkey@hi johndoe .com'. Below these fields are two green buttons: 'Login' and 'Forgot Password'. The second section is for new members, with a white box containing a single 'Username' input field with the placeholder 'e.g. johndoe'. Below this field is a green button labeled 'Register'.

Username  
e.g. johndoe

Email  
e.g. donkey@hi johndoe .com

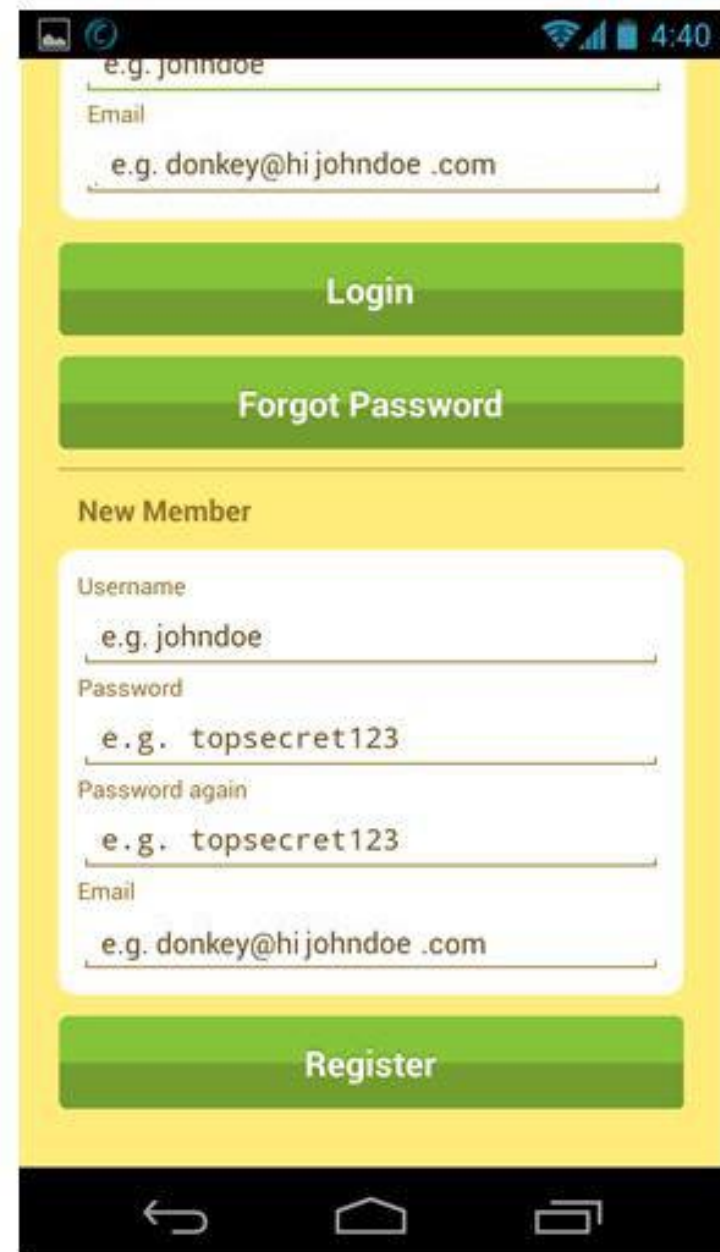
Login

Forgot Password

New Member

Username  
e.g. johndoe

Register



A mobile application interface for login and registration. The background is yellow. At the top, there is a status bar with a clock icon, signal strength, and the time 4:40. Below the status bar is a large yellow bird icon. The main content area contains two sections. The first section is for login, with a white box containing two input fields: 'Email' with the placeholder 'e.g. johndoe' and 'Email' with the placeholder 'e.g. donkey@hi johndoe .com'. Below these fields are two green buttons: 'Login' and 'Forgot Password'. The second section is for new members, with a white box containing four input fields: 'Username' with the placeholder 'e.g. johndoe', 'Password' with the placeholder 'e.g. topsecret123', 'Password again' with the placeholder 'e.g. topsecret123', and 'Email' with the placeholder 'e.g. donkey@hi johndoe .com'. Below these fields is a green button labeled 'Register'.

Email  
e.g. johndoe

Email  
e.g. donkey@hi johndoe .com

Login

Forgot Password

New Member

Username  
e.g. johndoe

Password  
e.g. topsecret123

Password again  
e.g. topsecret123

Email  
e.g. donkey@hi johndoe .com

Register

Page after login will be (CIRCLES) – We will have this functions:



- ***Synchronize***

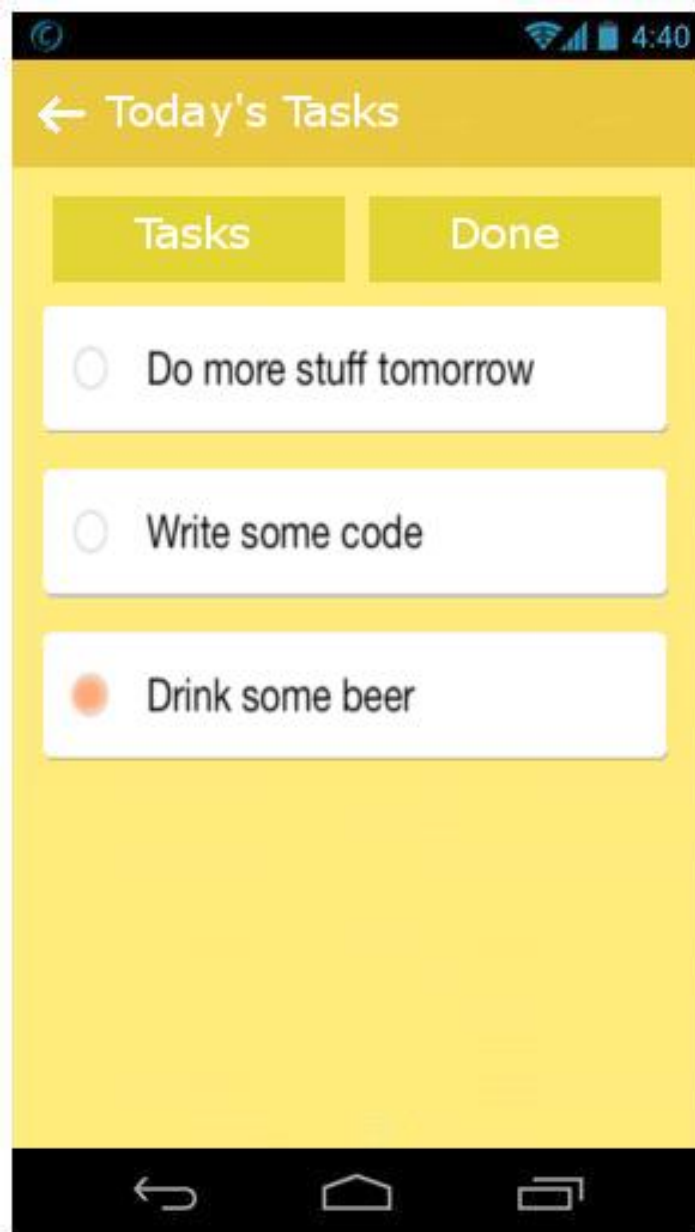
When we add news informations in ANDROID application (Application will not be connected to internet) Once we are connected to internet, we click on SYNCHRONIZE BUTTON to update MYSQL DATABASE with new informations and vice versa, if we add new infos on MYSQL DATABASE android DB must be updated too.

- ***List of circles***

Show the list of created circles like shown on the screen.

- ***Circles in progress / Circles Done***

Show **In progress** circles (Who are not yet done) and **Done circles** (Job finished)



- ***Today's tasks***

This will get tasks to do today from online website each day (Must use PHP Backend)  
Here screen about it :

**Tasks** tab will show all today tasks

**Done** will show finished tasks

**Tasks** will be transferred to **Done** tab with one click only (We click for example on: ***Drink some beer***) and will be checked and transferred to **Done**.

And when we go to **Done** tab, when we uncheck them there, they returns to **Tasks** tab.

← Add Cicle

Title of circle

Owner

Location (Geoloc... 3G / SIM)

Date to start (calendar)

Type (Select)

Save

**Location (Geolocalisation 3G/SIM)** – Location must be localized automatically from internet using 3G or from SIM CARD or from operator.

**Type (select)** – A dropdown menu with different types of circles and each one with a specific ICON, icon will be shown in the LIST OF CIRCLE that we seen on the top.

**Date to start (Calendar)** – Select a date from a calendar directly.



**A green button with pencil** – To update this circle and change some entries  
**A red button** – To delete this circle.

# Building

## Building screen

Once we click on a CIRCLE, we will get list of building created on it (Like screen).

All buildings created in the circle, will be shown there.

**A green button with plus sign** – Add new building.

**A green button with check sign** – Mark this CIRCLE as Done. (Will be transferred from *IN PROGRESS CIRCLE* to *DONE CIRCLE*)

**A blue button with info sign** – When we click on it, we will get infos about circle (The screen – *SHOW CIRCLE in the top*)

## Add building screen

We have here a *SELECT DROPDOWN MENU*, each *TYPE* chosen, will have a specific *ICON* (See *BUILDING SCREEN* for each building we have different icon)

In case we choose *OTHER*, a new *INPUT BOX* will appear, and we write directly the *TYPE*, and default icon will be *SET*.

## Show Building screen

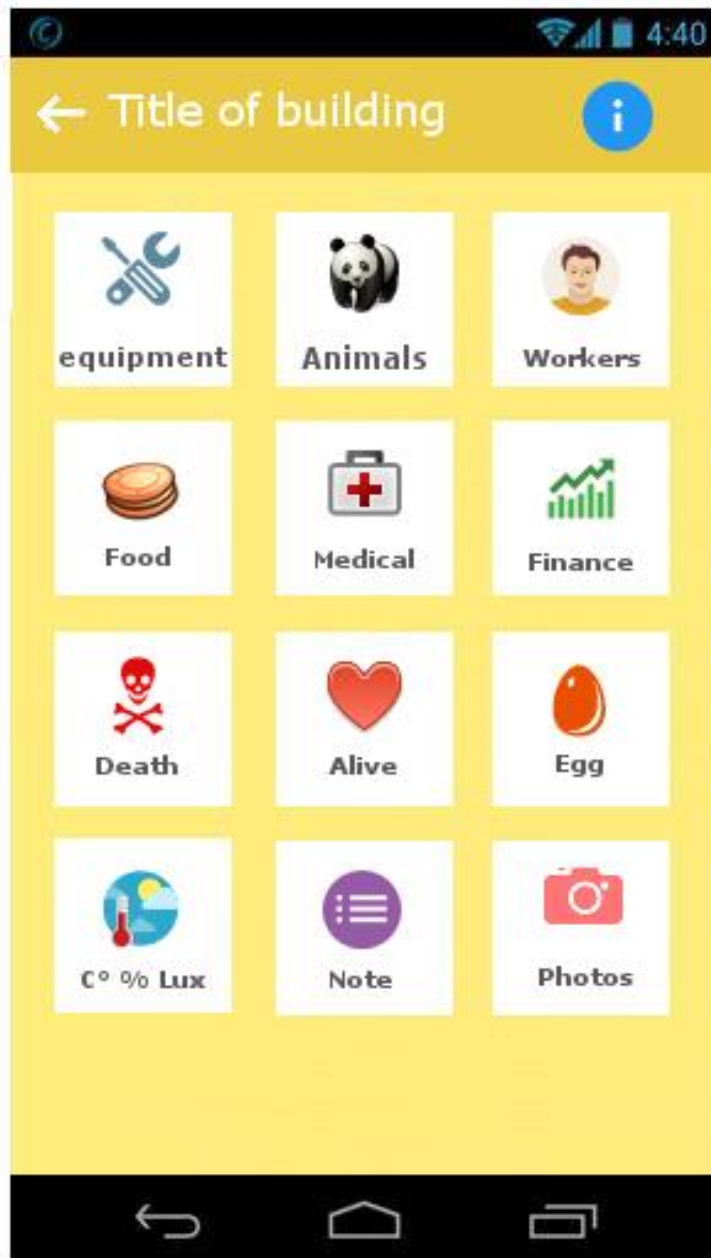
We will get the screen, when we click on *BLUE ICON* in the screen *TITLE OF BUILDING* (You will find it in the bottom).

**A green button with pencil sign** – Update infos about equipment.

**A red button with minus sign** – Delete this equipment (With confirm dialog box)







**Title of Building** – Once we click on any created BUILDING, we will get this list.  
**A blue button with info sign** – Show Building infos (See screen **SHOW BUILDING**).  
**A green button with pencil sign** – Update infos about building.  
**A red button with minus sign** – Delete this building (With confirm dialog box)

# Equipment

## Equipment screen

The price shown are ***PRICE PER DAY x Quantity***

**A green button with plus sign** – Add new equipment

## Add equipment screen

The price's unity (USD) must be configured on each account by the user.

## Show equipment screen

**A green button with pencil sign** – Update infos about equipment.

**A red button with minus sign** – Delete this equipment (With confirm dialog box)

← Equipment

Equipments (3)

Designation  
Type equipment 1

152120 USD

Designation  
Type equipment 1

152120 USD

Designation  
Type equipment 1

152120 USD

+

← Add equipment

Type of equipment

Designation

Quantity

Price

USD

Save

← Show equipment

Type of equipment  
Type of equipment here

Designation  
Designation here

Quantity  
100

Price per day  
50 USD

-

← Animals

Type (Select) ↓

If click OTHER - we get this input

Quantity

Price USD

Amount : Quantity x Price

Save

## Animal

When click on **ANIMAL** menu, we will get this screen.

**Type** like you see, are dropdown menu, we can add any types from admin or source file.

**USD** will be chosen from account user depend on countries (If I live in **USA** will choose **USD**)

**Amount** will be automatically calculated when writing price and quantity, and give result directly (**Quantity x Price**)

*Once we click save, all datas will be saved in the same page, no need to other pages here, when we want editing, we will get here and modify directly the options.*

# Worker

## Worker screen

The list are like we want to be shown (same for other sections)

**A green button with plus sign** – Add new worker

## Add worker screen

The **price's** unity (**USD**) must be configured on each account by the user.

**Date** must chosen from calendar.

## Show worker screen

**A green button with pencil sign** – Update infos about worker.

**A red button with minus sign** – Delete this worker (With confirm dialog box)

← Show Worker



First and last name  
Jogn Wayn

Address  
Address here

Mobile tel  
003312455678

Date  
12/09/2015

Price per day  
50 USD


 

← Add worker


First and Last Name

Address of worker

Mobile tel

Date to start (calendare) 

Price per day



← Workers

Workers (2)

John smith	2000 USD
John smith	2000 USD
John smith	2000 USD



# Food

## Food screen

The list are like we want to be shown (same for other sections)

A green button with plus sign – Add new food

## Add food screen

**Amount** will be automatically calculated when writing price and quantity, and give result directly (**Quantity x Price**)

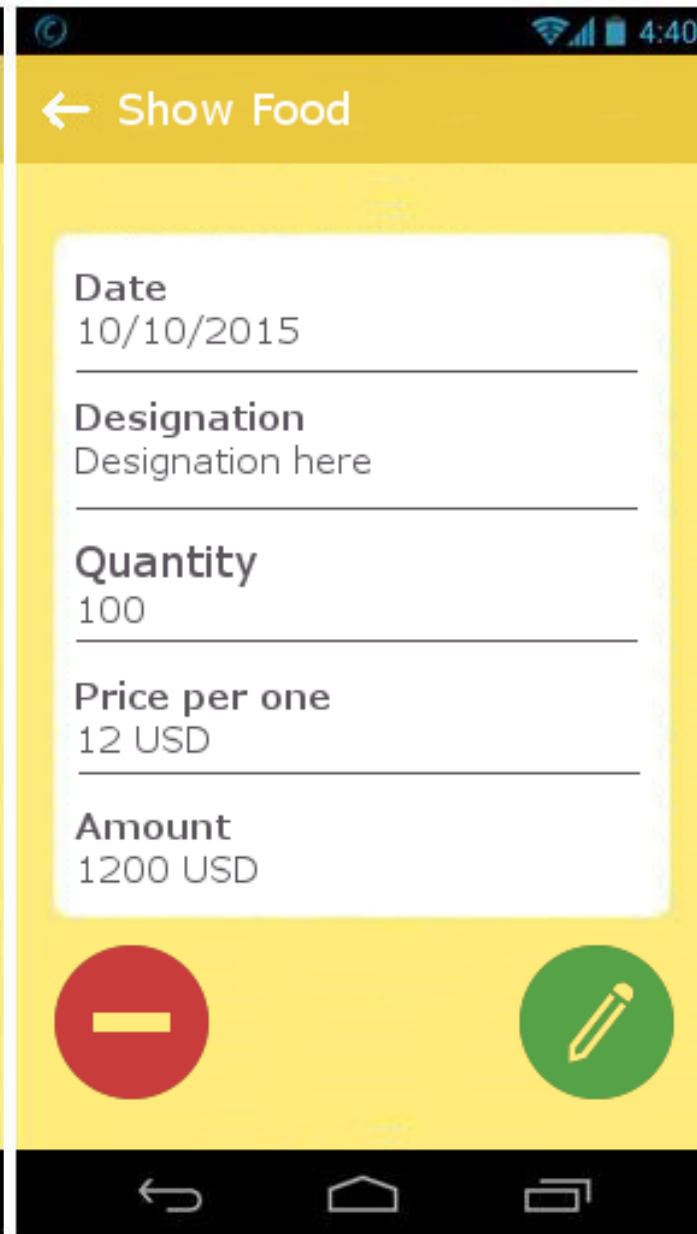
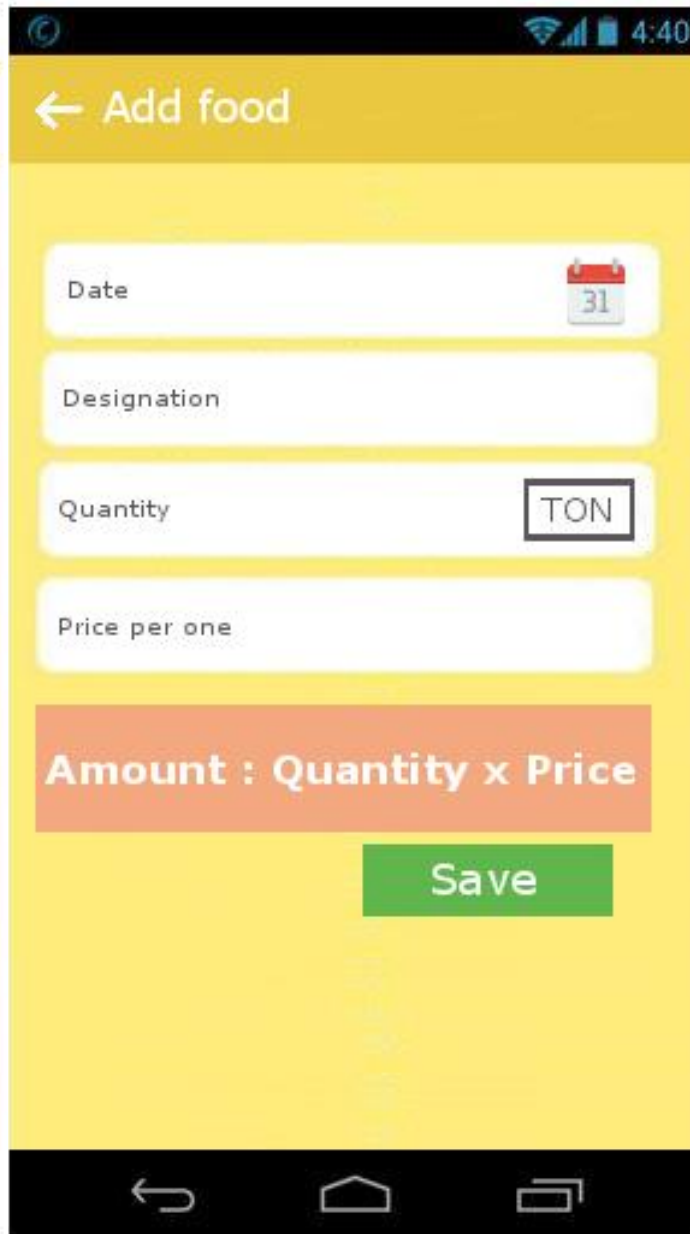
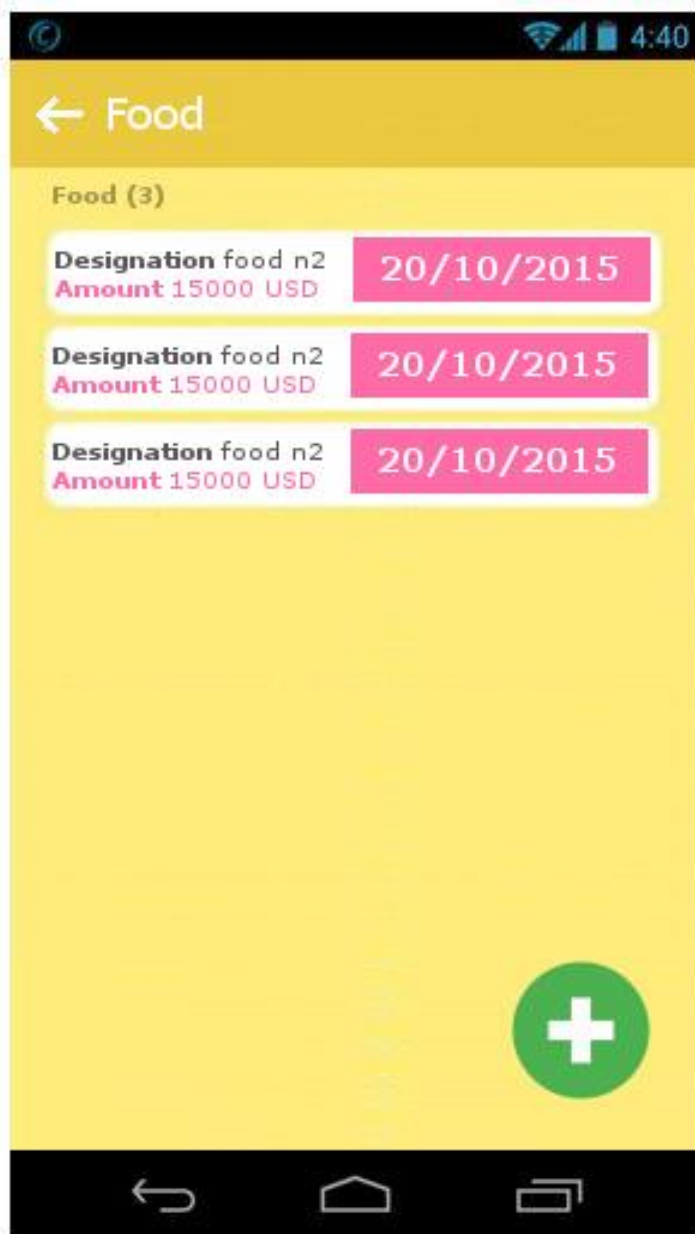
**Quantity** of food will be counted with **TON** unity.

**Date** must chosen from calendar.

## Show food screen

A green button with pencil sign – Update infos about food.

A red button with minus sign – Delete this food (With confirm dialog box)





# Medical

## Medical screen

The list are like we want to be shown (same for other sections)

**Some of comment ...** – We will show only some characters from the comment entered.

**A green button with plus sign** – Add new medical

## Add Medical screen

When we choose **Operation name** (From dropdown menu), automatically **Type of operation** will generate list of the dropdown for the specific **Operation name** (List will be added from admin or source file)

**Operation name** list will be needed to create table like the file accompanied with this documentation (**Statement of expenses.pdf**)

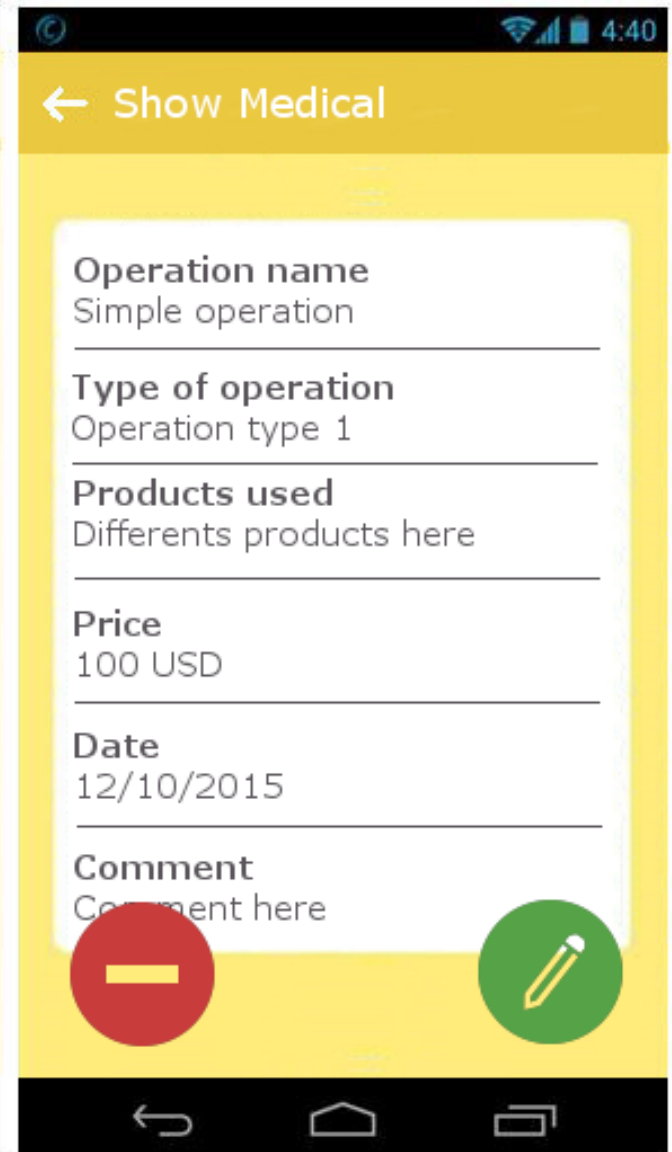
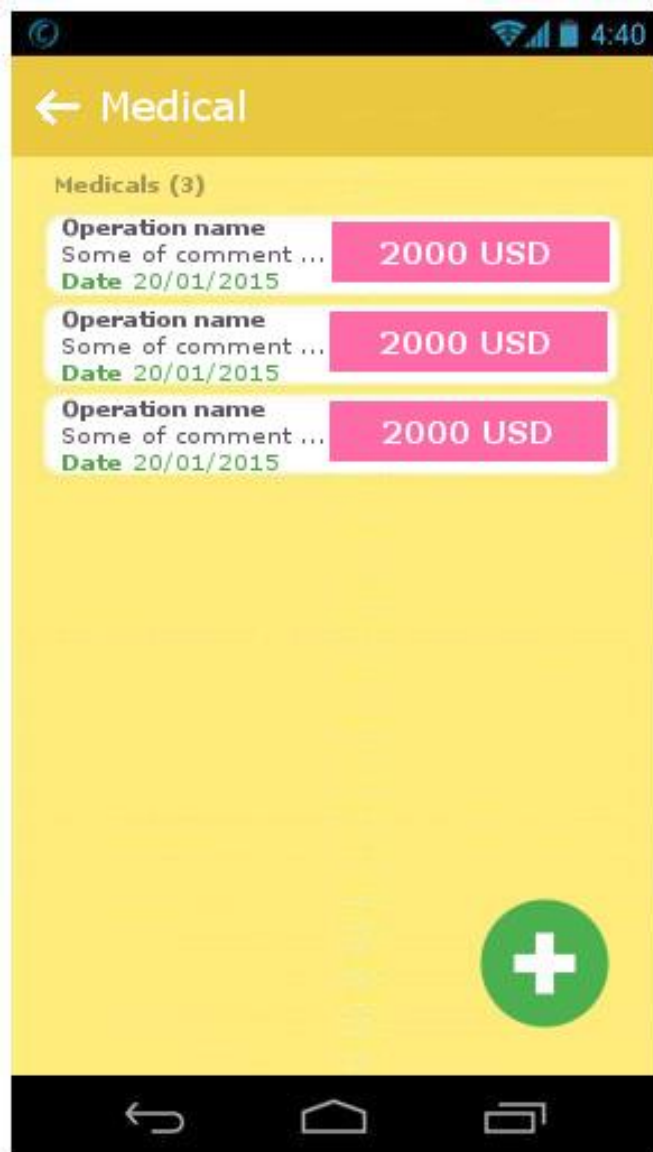
Here our list of **operation name**: Antibiotic, Vaccine, Vitamin, Gas, Litter, Hygiene product, Various

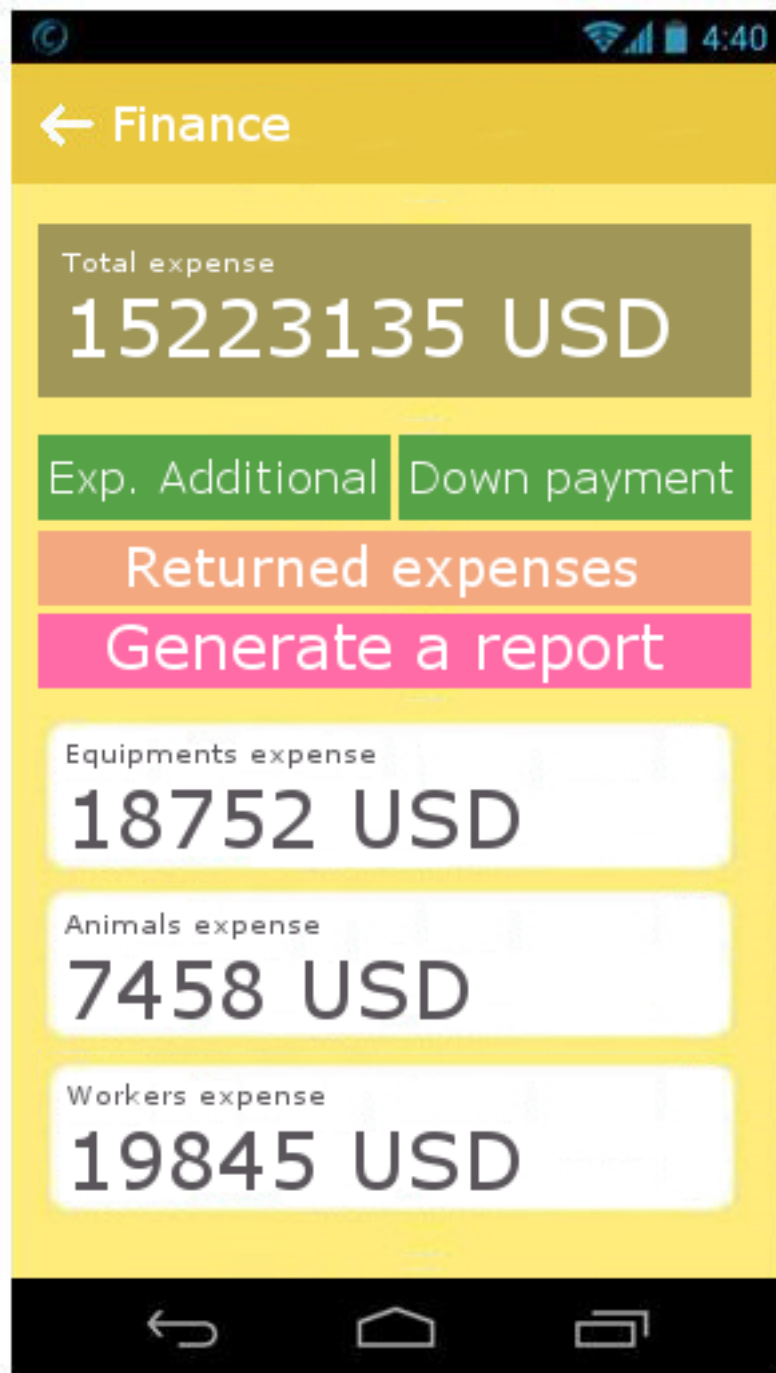
Various table in **Statement of expenses.pdf** group **medical** and **additional expenses**.

## Show Medical screen

**A green button with pencil sign** – Update infos about food.

**A red button with minus sign** – Delete this food (With confirm dialog box)





## Finance

When click on **FINANCE** menu, we will get this screen (This are important part of application, no error must be done here).

**Total expenses** – Are all expenses for each section (Medical, animal, equipment and others), you will understand the calculation when you open the file (**Statement of expenses.pdf**)

**Generate a report** – Generate a document exactly like (**Statement of expenses.pdf**)

**Exp. Additional, Down payment** and **Returned expenses** will be described in the bottom of this page.

**And in the bottom of finance, we will find all expenses of each section (Equipment expense, Animals expense, Worker expense, and all others) – You can see the screen there 3 one.**

# Finance → Exp. Additional (Additional expenses)

## Additional expense screen

The list are like we want to be shown (same for other sections)

A green button with plus sign – Add new additional expense

## Add Additional expense screen

**Amount** will be automatically calculated when writing price and quantity, and give result directly (**Quantity x Price**)

**Date** must chosen from calendar.

**Type** like you see, are dropdown menu, we can add any types from admin or source file.

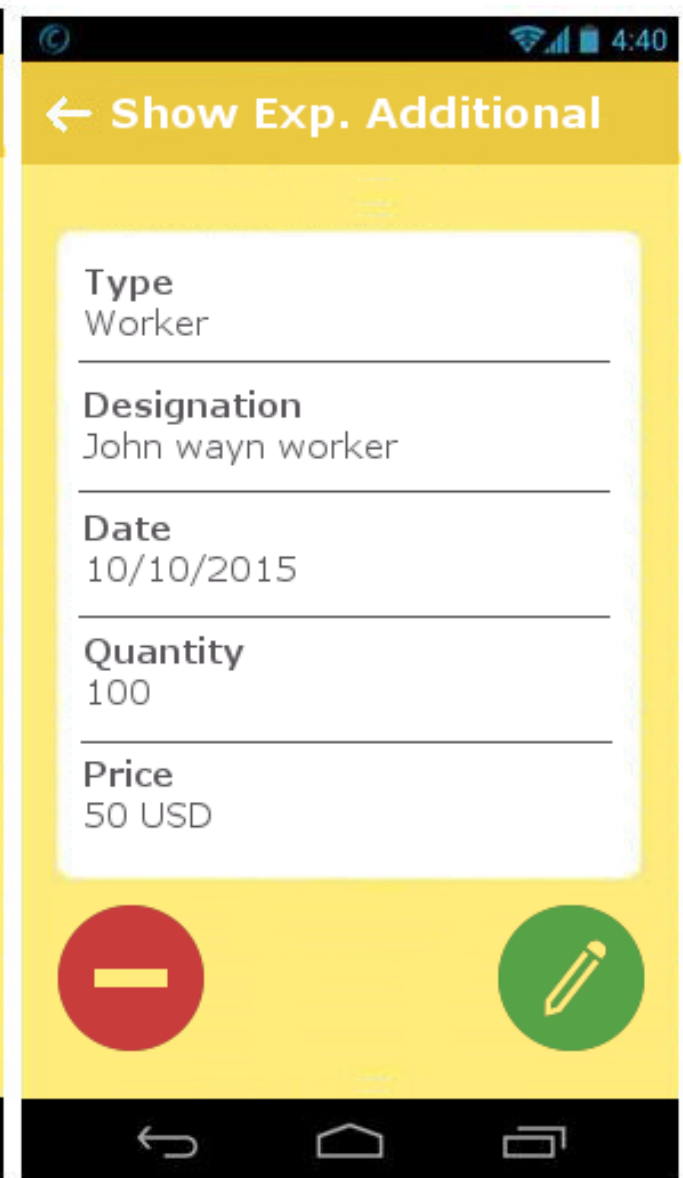
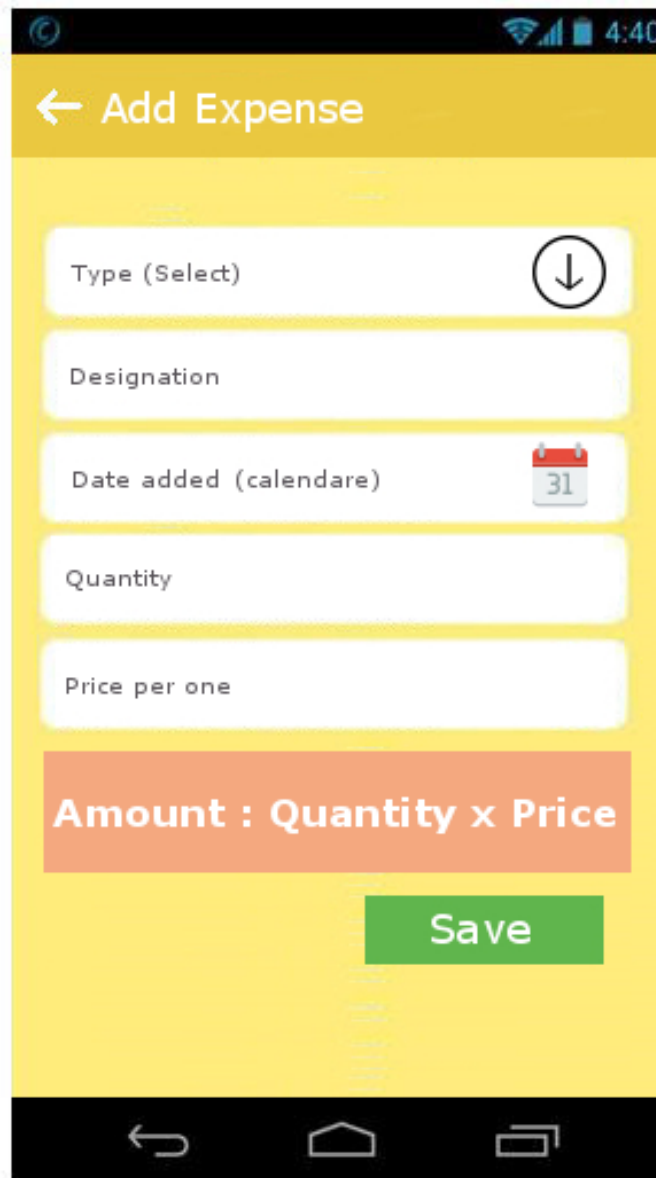
Various table in **Statement of expenses.pdf** group **medical** and **additional expenses**.

In **Type** we will find **Various** or **Other** select.

## Show Additional expense screen

A green button with pencil sign – Update infos about additional expense.

A red button with minus sign – Delete this additional expense (With confirm dialog box)



# Finance → Down Payment

## Down Payment screen

The list are like we want to be shown (same for other sections)

**A green button with plus sign** – Add new down payment

## Add Down Payment screen

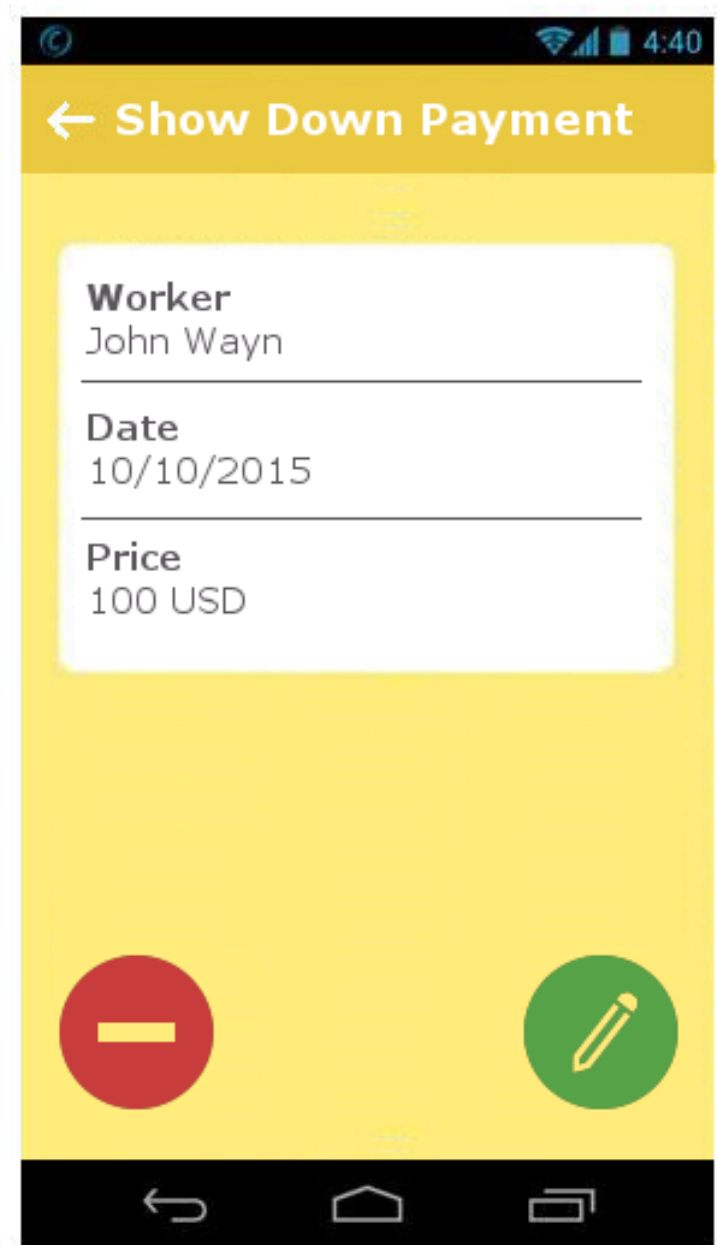
**Date** must choose from calendar.

**Worker** like you see, are dropdown menu, and all workers we add on **WORKER** section (That we see before) will be shown here.

## Show Down Payment screen

**A green button with pencil sign** – Update infos about down payment

**A red button with minus sign** – Delete this down payment (With confirm dialog box)



# Finance → Returned Expense

## Returned expense screen

The list are like we want to be shown (same for other sections)

**A green button with plus sign** – Add new returned expense

## Add Returned expense screen

**Amount** will be automatically calculated when writing price and quantity, and give result directly (**Quantity x Price**)

**Date** must chosen from calendar.

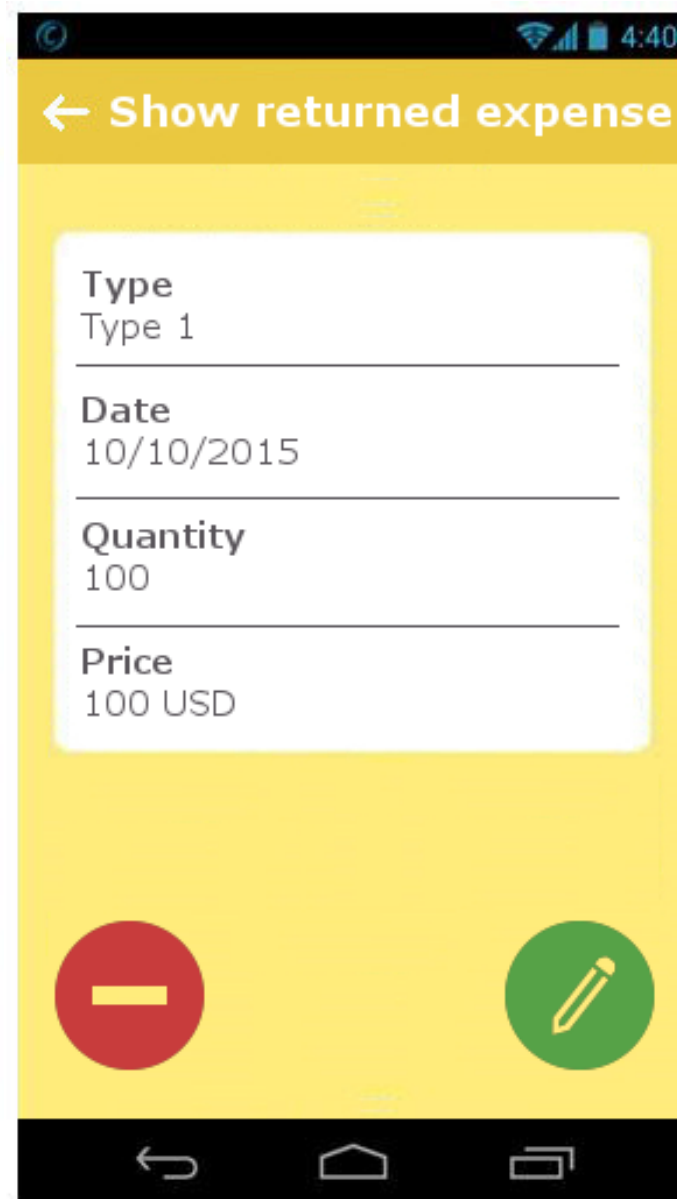
**Type** like you see, are dropdown menu, we can add any types from admin or source file.

## Show Returned expense screen

**A green button with pencil sign** – Update infos about returned expense.

**A red button with minus sign** – Delete this returned expense (With confirm dialog box)





# Death

## Death screen

The list are like we want to be shown (same for other sections)

**A green button with plus sign** – Add new death

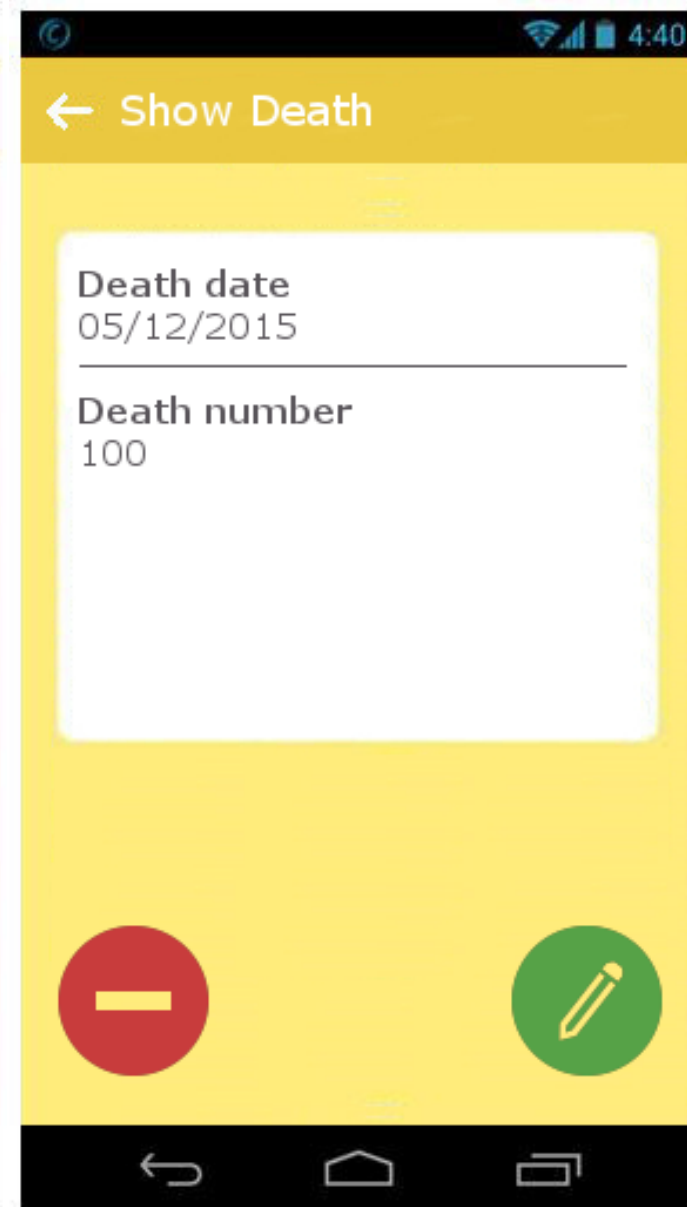
## Add death screen

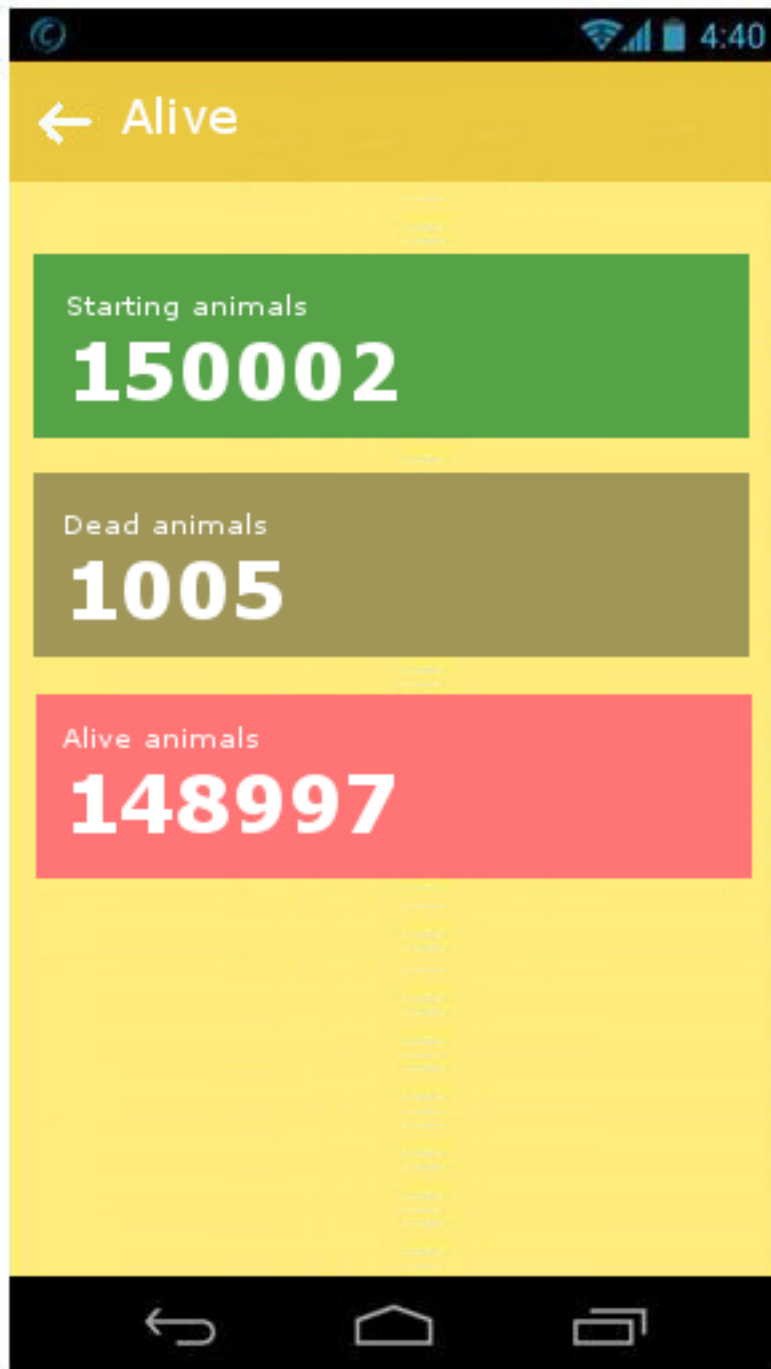
**Date** must chosen from calendar (Default select on all date are date of today) .

## Show death screen

**A green button with pencil sign** – Update infos about death.

**A red button with minus sign** – Delete this death (With confirm dialog box)





## Alive

When click on **Alive** menu, we will get this screen.

**Starting animals** – Are number of animals we put on **ANIMAL** section.

**Dead animals** – Number of all dead animals (We get all number from **DEATH** section – We add up all number of death of all days)

**Alive animals** – We will get this number by reducing the number of **dead animals** from **starting animals**. (**Starting animals** – **Dead animals**)

# Egg

## Egg screen

The list are like we want to be shown (same for other sections)

**A green button with plus sign** – Add new eggs

## Add egg screen

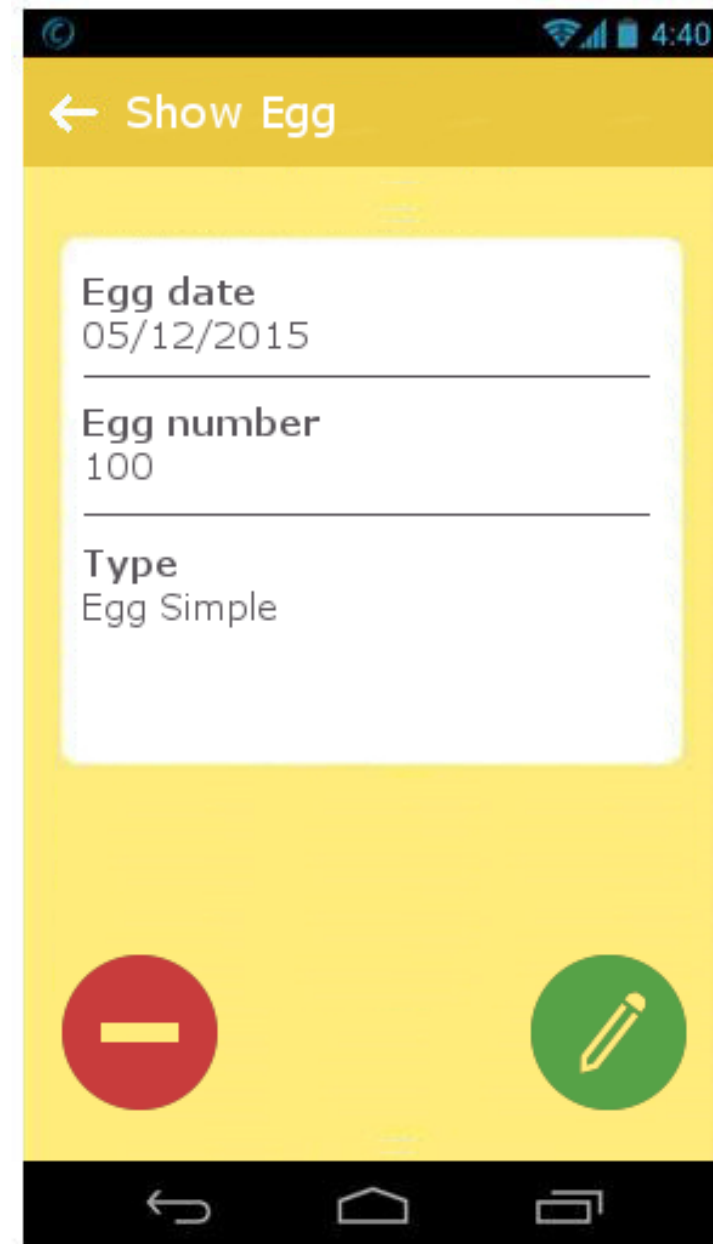
**Date** must chosen from calendar (Default select on all date are date of today) .

**Type** like you see, are dropdown menu, we can add any types from admin or source file (If we click on ***OTHER***, an ***INPUT BOX*** will be shown, and we put new entry).

## Show egg screen

**A green button with pencil sign** – Update infos about egg.

**A red button with minus sign** – Delete this egg (With confirm dialog box)





## C° % LUX

When click on **C° % LUX** menu, we will get this screen.

Lot of **Samsung** mobile and tablet that have **sensor ability**, detect (Temperature, pressure, light, humidity and others ...)

Put an option here to detect version of mobile used.

If it's **Samsung** and other device that have sensor ability, we will be able to use this section.

Here tutorial about how to detect them:

<http://code.tutsplus.com/tutorials/building-apps-with-environment-sensors--pre-46879>

**When we click on SAVE IT** – Actual values of temperature, light and humidity will be saved and added to the list shown in the screen with the date when we click on the button.



## Note

When click on **Note** menu, we will get this screen.

Here we will write regular **note** in the text area, we will write **remark** too and all **notes** that will help us in this **building**.

Once finish, we will click on **SAVE**.



# Photos

## Photo screen

The list are like we want to be shown (same for other sections)

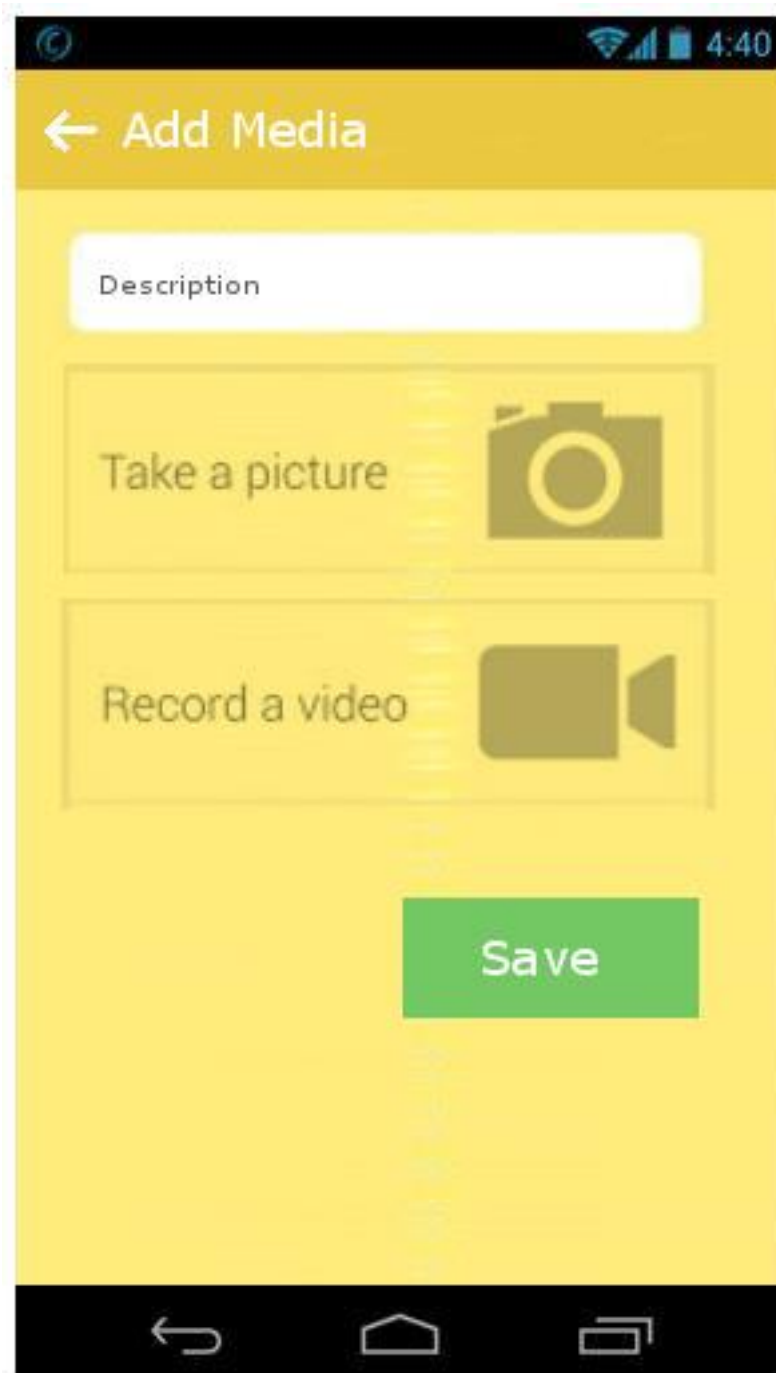
We will show here all ***photos***, and ***videos*** taken in the specific ***building***.

**A green button with plus sign** – Add new media

## Add media screen

We will put **description** and then we will choose the **media** we want make (**Photo** or **video**), once done we will click **SAVE**.

***You can make it easier than this, but we want same result and easy to use.***





## Setting

**Notifications** – We choose if we activate notification about Tasks we will do today, each time there not Done task for today, we will get notification to remind us.

**Money Unity** – Here we will choose in what money unity we will do all things about price and calculation.

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