

Things

GitHub Username: [imyrfield](#)

Description

Things is a to-do list, for 'all the things'. It will allow you to easily remember what needs to be accomplished.

Intended User

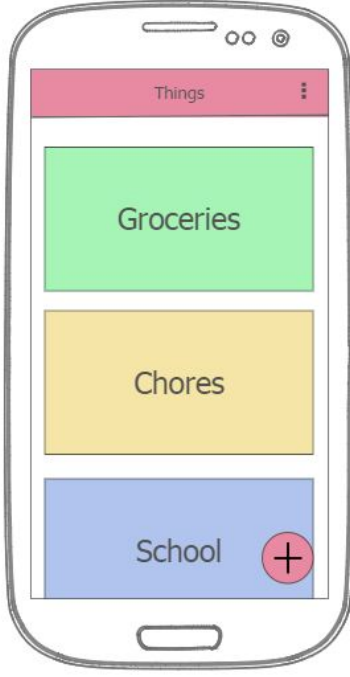

This app is for all the list-makers, move-makers, and everyone in between.

Features

The main features of the app will be:

- Create notes easily
- Allow you to re-organize the list, based on:
 - Due date
 - Alphabetical
- Allow you to 'star' items that are important
- Display notifications, for notes with reminders/due dates
- Display a widget of your list

User Interface Mocks

Main Screen	 A mockup of a smartphone screen showing a list of three items: 'Groceries' in a green box, 'Chores' in a yellow box, and 'School' in a blue box. A red circular button with a white plus sign is located to the right of the 'School' box. The top of the screen has a pink header bar with the word 'Things' and a menu icon.	<p>This will be the main screen of the app. It will show a list of different notes.</p> <ul style="list-style-type: none">- A FAB will provide an easy mechanism for adding a new note.
Detail View	 A mockup of a smartphone screen showing a detailed view of a note titled 'Groceries'. The screen has a green background with a list of items: 'Milk', 'Eggs', 'Rice', 'Sugar', and 'Single-Line List' (repeated five times). The bottom of the screen has a green bar with a pencil icon and a trash can icon.	<p>This is the detailed view of a note.</p> <ul style="list-style-type: none">- Swipe to delete item- Tap to expand so you can add sub points

Widget

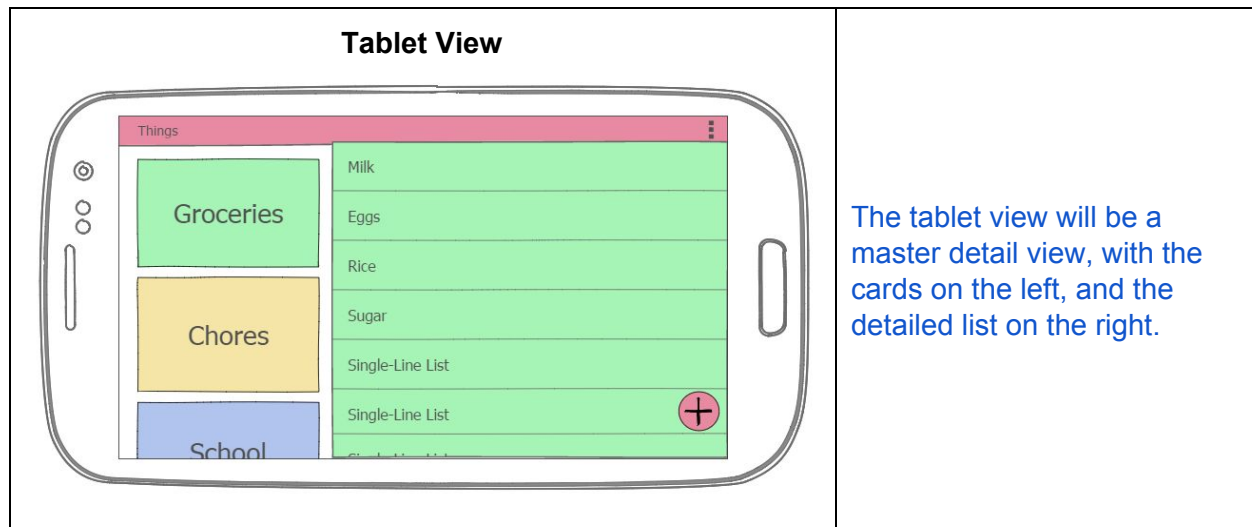


The widget will be adjustable, and you'll be able to scroll through the items.

Notification



Notifications can be set for a certain deadline. Taping on the notification will bring you to the appropriate list item.



Key Considerations

How will your app handle data persistence?

Data for the notes will be stored in a Database. A content provider will be used to serve the information to the activities, as well as the widget.

Describe any corner cases in the UX

1. A user saves a null value to the database.
 - a. To avoid this, all entry fields will check for the proper data types.

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

<i>com.android.support:support-v4:23.4.0</i>	- Gives access to Loaders
<i>com.android.support:appcompat-v7:23.4.0</i>	- Utilize ShareActionProvider
<i>com.android.support:cardview:23.4.0</i>	- Use CardView for displaying different lists
<i>com.android.support:design:23.4.0</i>	- Add material design components <ul style="list-style-type: none"> - Coordinator layout - Navigation drawer - ToolBar - FAB
<i>com.android.support:recyclerview:23.4.0</i>	- Use RecyclerView for list of notes

<i>com.google.android.gms:play-services-auth:9.0.1</i>	- Utilize Google sign-in
<i>com.firebaseui:firebase-ui-auth:0.4.0 (maybe)</i>	- Might use instead of play-services-auth, to integrate Facebook, and Google login
<i>com.google.firebase:firebase-analytics:9.0.0</i>	<ul style="list-style-type: none"> - Utilize to find out how users are interacting with the app - Log events for each crash so I can get a sense of the rate of crashes for different versions or regions.

Required Tasks

Task 1: Project Setup

1. Create repo on GitHub
 - a. Setup readme
2. Setup manifest & build.gradle:
 - a. Min & target SDK
 - b. Import dependencies
 - c. Permissions
3. Setup themes
 - a. Application
 - b. Activities
4. Setup folders
 - a. values-sw600dp
 - b. layout-sw600dp

Task 2: Implement UI for Each Activity and Fragment

- Build Main Activity
 - Main Fragment
- Build Detail Activity
 - Detail Fragment
- Build Settings Activity

Task 3: Implement Database

- Implement Database
- Implement Content Provider
- Implement Loader

Task 4: Implement Widget and Notifications

- Configure widget
- Configure notifications

Task 5: Google Analytics

- Implement methods required for analytics

Task 6: Google Sign-In

- Implement methods required for sign-in
- Update UI

Task 7: Fix any TODOs left over

- Bug fixes
- Make sure all strings are in Strings.xml
- Make sure RTL is implemented
- a11y
 - Accessibility scanner app