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Before I die

Description

After losing someone she loved and experiencing deep depression, artist Candy Chang created an interactive wall on an abandoned house in her neighborhood to create an anonymous place to help restore perspective and share intimately with neighbors while remaining an introvert. After receiving permission, she painted the side of an abandoned house in her neighborhood in New Orleans with chalkboard paint and stenciled it with a grid of the sentence, “Before I die I want to _____.” Anyone walking by could pick up a piece of chalk, reflect on their lives, and share their personal aspirations in public space.

List of those special things and moments that you want to do before you die in one place so that you can relive them at a swipe of your finger when you accomplish them ! Whether you want to save your wishes or list them , the Before I die app makes it fun and easy to capture or list significant life moments. Record it as text, image, sound and video whatever works for you.

Intended User

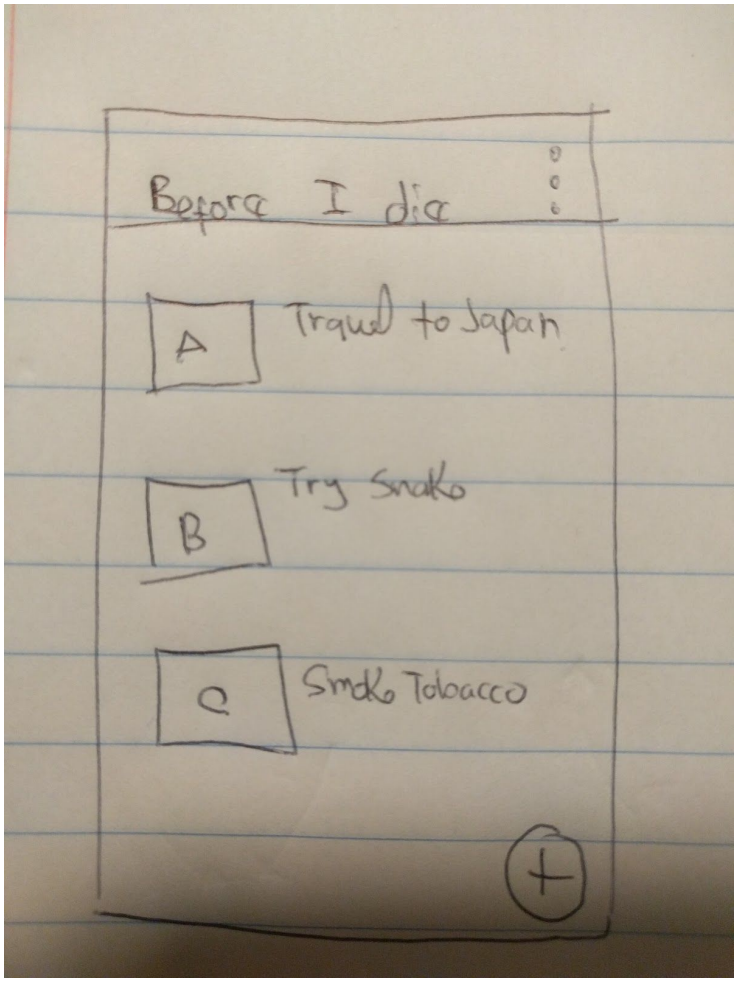
Anybody who wants a quick and easy way to keep track and list all personal “before i die ” moments in one place for quick recall, review and share.

Features

- Saves relevant information about a wished moment in one place: what, where, when, and with who in multimedia text, images, audio, video, geo
- Scroll through life moments and wishes
- Share life moments

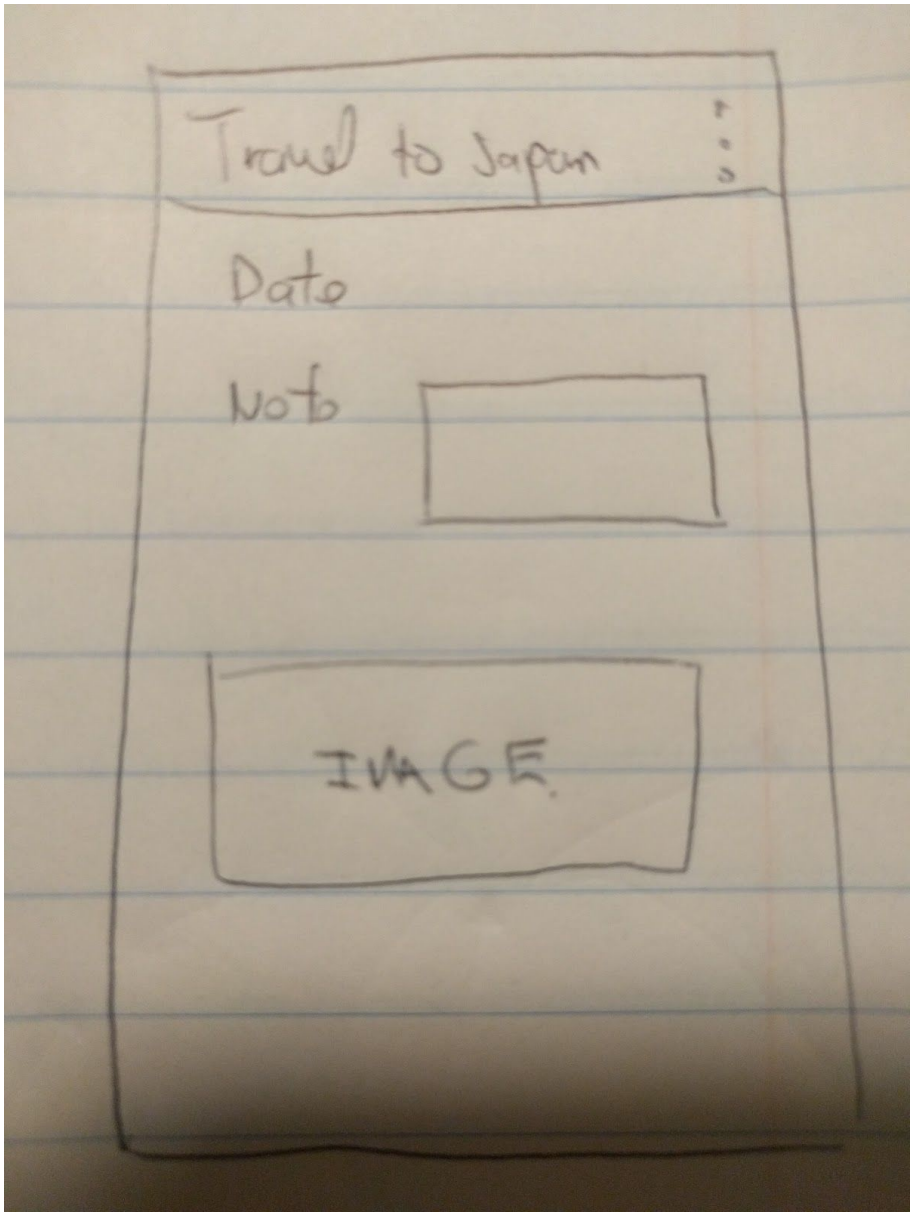
User Interface Mocks

Home Screen



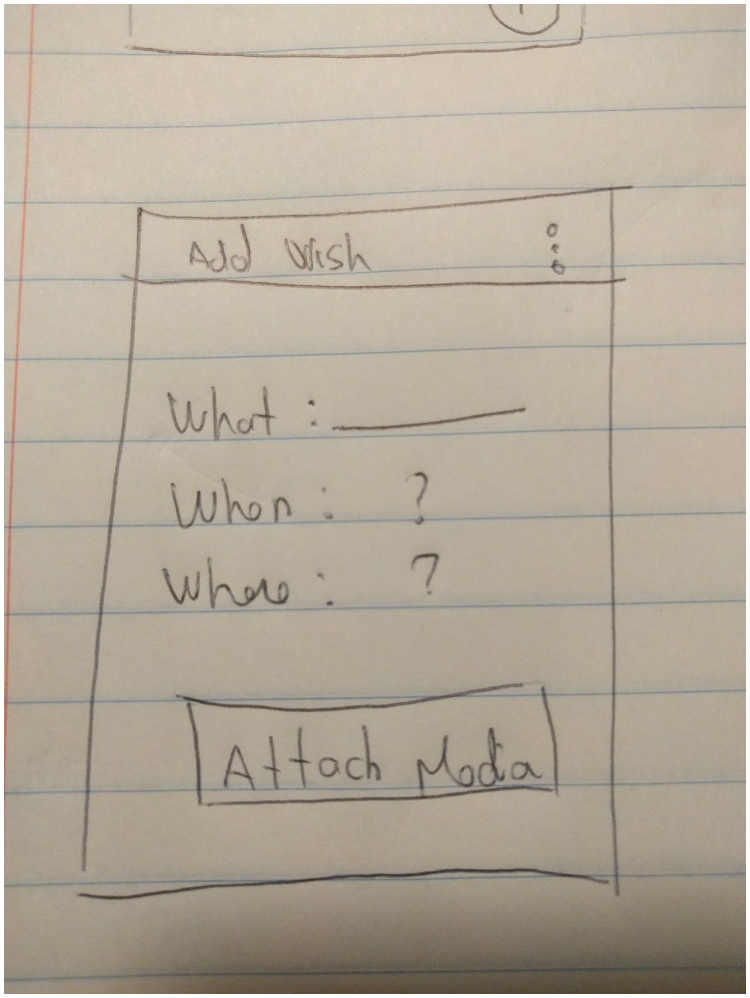
The home screen is a scrollable list that will display the list of events as they are entered. The overflow menu will provide access to an about and a help modal window.

Detail View of Event



The detail view screen will include all of the data entered through the Add Event screen. It will have a collapsible toolbar and include the name of the (free form text) event name, date, an icon to open saved media

Add Event



The Add Event screen will include data entry fields to include a text field for the name, a data picker and a button to open the media selection. The toolbar has a save or cancel option.

Key Considerations

How will your app handle data persistence?

For this first version, the life moments data (i.e. text, location data, image file local path) will be stored locally on the device using SQLite.

Describe any corner cases in the UX.

This app will use a master/detail structure. The home screen will contain the list of life events or wishes that the user can scroll through and selecting from the list will launch the detail view of it. Media attached to the detail view, such as an image, video or sound file, will launch as a modal window. Each image will be displayed with a swipe gesture. For a video or sound file, standard media player controls will be displayed. The UI action to see the location of the event will open Google Maps with the location pinned on the map. The back button will close the modal window or go back to the list. In detail view, the overflow menu will provide the options to edit or share the event. On the home screen, there will be a floating action button for adding a new event, and an overflow menu with about and help options. On the 'add event' screen, there will be text fields and buttons for data entry, with save and cancel options on the top toolbar. Saving a new event will then show a toast or snackbar stating success, and the user will be returned to the home screen. Canceling out of a new event will prompt the user to confirm the discard action, and then return the user to the home screen.

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

Design support library to have access to material design elements.
SQLite for local data storage.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

Task 1: Project Setup

- Create new project
- Configure libraries and add dependencies

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity, which is the main screen which will query the database and return the results in a ListView.
    - UI includes FAB for adding a life event
    - overflow menu: about, help/howto
- Build UI for Detail Event View, which will be launched via Intent when user clicks on a specific event in the ListView. The UI will display the following information:
    - event (text)
    - date of event if already occurred
    - image switcher
    - overflow menu: share
- Build
    - levent (text)
- UI for Add Event. The UI will prompt for the following information:
    - date of event (picker)
    - buttons to annotate capture of geo info
    - notes (text)
    - button to launch audio recorder
    - button to launch multimed media picker (images, video)
    - SAVE and CANCEL options

Task 3: Implement SQLite DB

- Create DB statements
- Insert into DB statements
- Query DB and return results statements
- Integrate results with ListView through adapter

Task 4: Testing

- Create and run the test cases

Task 5: Optimize end to end experience for tablet

- Create alternative layouts
- Migrate the existing UI flow to use a master/ detail structure

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