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# Teach Me

## Description

Teach Me is a learning app for children. The app is loaded with some preset items but it will have an interface to add anything you want to teach your child (e.g. - family members, foods, animals, etc.). You can take a picture, select a photo from your local device, (maybe Google photos?).

## Intended User

Children and caretakers. It allows the caretakers to customize a simple learning platform for their child.

## Features

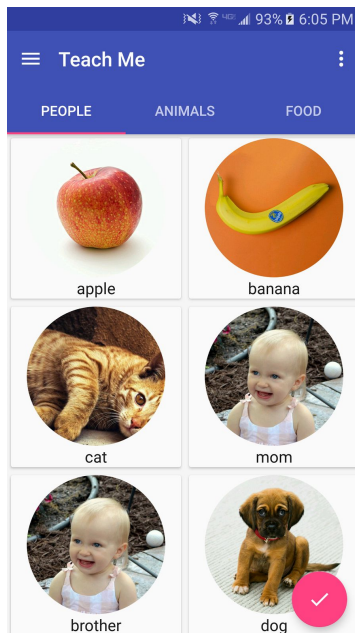
- Saves information
- Takes pictures
- Plays sounds

- Background music?
- Reads text out loud
- Records sounds
- Imports from contacts

## User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

### Screen 1



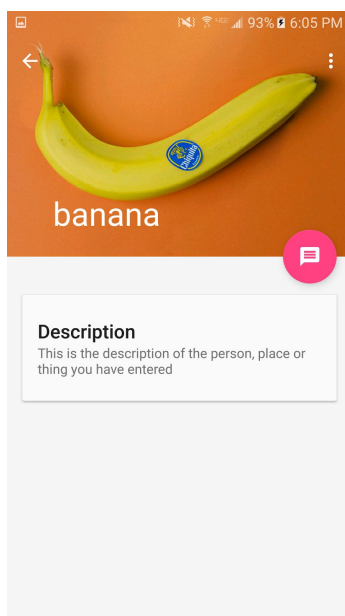
This is the opening screen of the app. It will have a pager with the categories People, Animals and Food but will be editable by the user. Swiping left or right moves between the categories.

The FAB button will be a “+” and will allow the user to add an item to the currently selected category.

The menu (3 dots) button will have options settings and edit.

Settings will take you the SettingsActivity where you will be able to control app features (icon size, number of columns, etc.).

### Screen 2



This is the detail screen for a data item. The back arrow will take you back to the grid view.

The FAB is going to play a short sound clip (eg. dog bark, person's name)

The picture uses material design features and parallax to disappear if the scrollable content below is large enough.

There will be options to add pictures, videos, or sounds in the area below the picture.

The menu button (3 dots) will have an edit option that starts the EditItemActivity.

## Key Considerations

**How will your app handle data persistence?**

I will build a Content Provider to contain all of the item data entered by the user or imported from another source.

**Describe any corner cases in the UX.**

???

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

I will be using Glide to handle the loading and caching of images. Possibly some sound library. Not really sure how that is going to be handled yet.

## 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

I have already setup the project by creating a project with a material design them including a FAB on both the MainActivity and DetailActivity layouts.

### Task 2: Implement UI for Each Activity and Fragment

- Improve UI for MainActivity and DetailActivity

- Build UI for EditActivity
- Build UI for SettingsActivity

### **Task 3: Build and Implement Content Provider**

- Create Provider, DbHelper and Contract
- Insert the static data into the Content Provider
- Use Content Provider data to populate view data

### **Task 4: Setup Edit Configuration Activities**

- Change TextView to EditText
- Allow users to change image
- Keep UI simple

### **Task 5: Setup SettingsActivity**

- Allow users some control of the UI (eg. column width or icon size)
- Keep UI simple