

How to Use this Template

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Submission Instructions

1. After you’ve completed all the sections, download this document as a PDF [File → Download as PDF]
 2. Create a new GitHub repo for the capstone. Name it **“Capstone Project”**
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[Description](#)

[Intended User](#)

[Features](#)

[User Interface Mocks](#)

[Main screen](#)

[Exercise screen](#)

[Settings and about](#)

[Settings and about \(tablet\)](#)

[Widget UI](#)

[Key Considerations](#)

[How will your app handle data persistence?](#)

[Describe any corner cases in the UX.](#)

[Describe any libraries you’ll be using and share your reasoning for including them.](#)

[Describe how you will implement Google Play Services.](#)

[Next Steps: Required Tasks](#)

[Task 1: Project Setup](#)

[Task 2: Implement UI for Each Activity and Fragment](#)

[Task 3: Implement application logic](#)

[Task 4: Firebase integration](#)

[Task 5: Implement Google Play Services](#)

[Task 6: Implement Widget](#)

[Task 7: Create signing configuration.](#)

GitHub Username: **kambar**

WorkBreaker

Description

Sitting is the new smoking. With the help of this app user will get reminders about short breaks with some quick exercises that can be done during each break.

Intended User

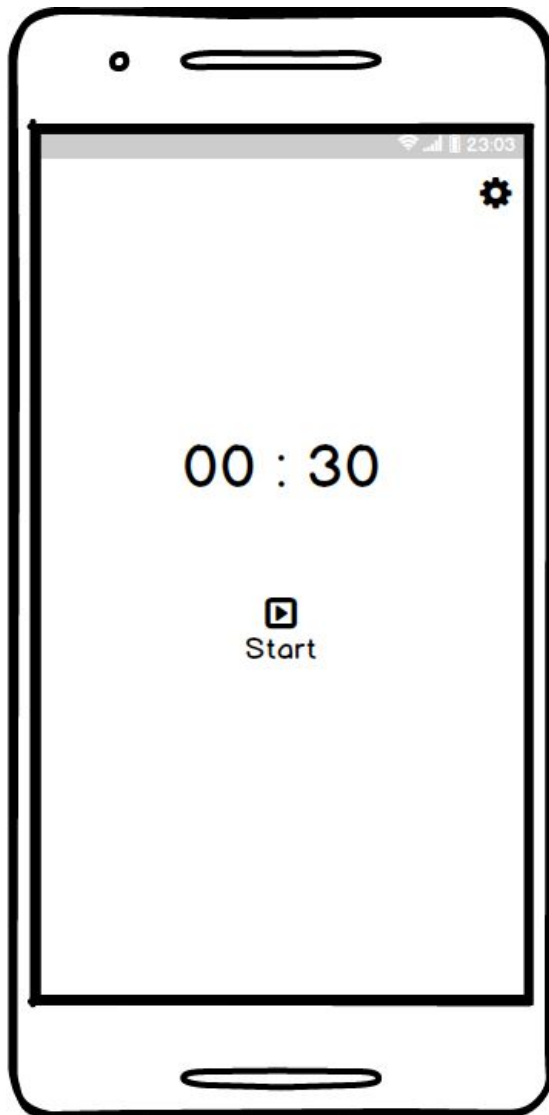
People who sit long hours at work or have sitting lifestyle, who would like to prevent back and/or neck pain caused by spending too much time in the same position without breaks and exercises.

Features

- Reminds about taking a break
- Displays exercises
- Saves user preferences

User Interface Mocks

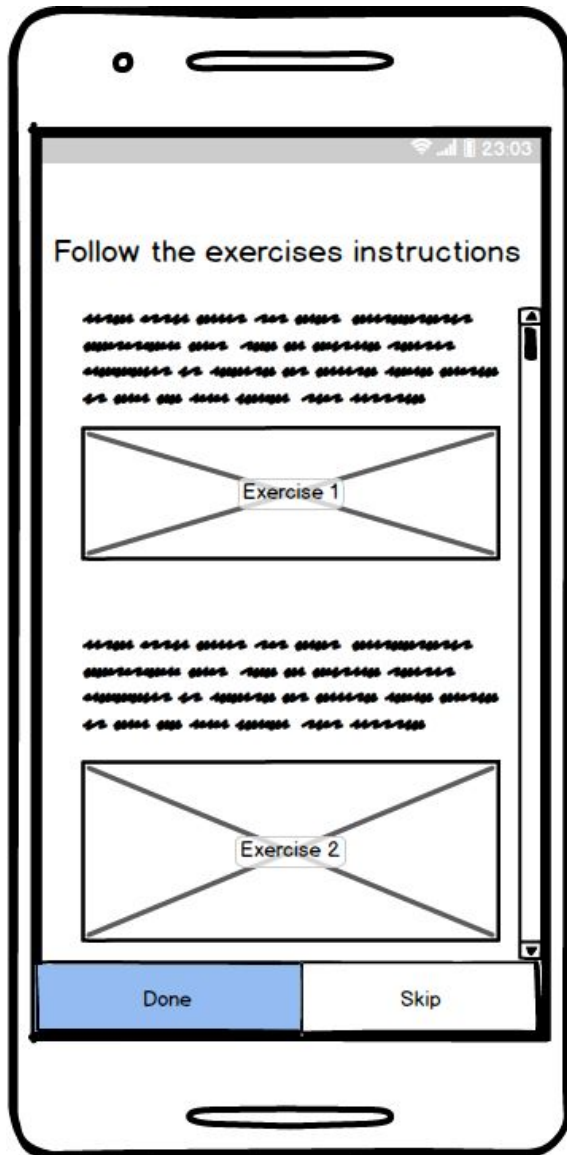
Main screen



Main screen displays time remaining to the next work break and play/stop button which starts countdown to the next break.

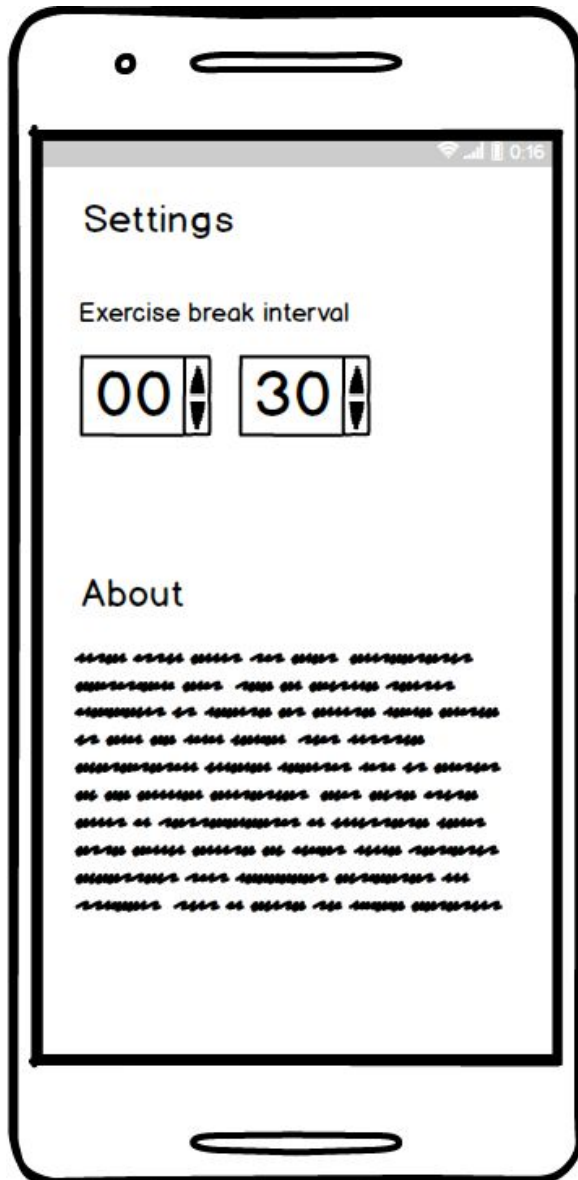
Settings and about screen is opened by pressing icon in upper right corner.

Exercise screen



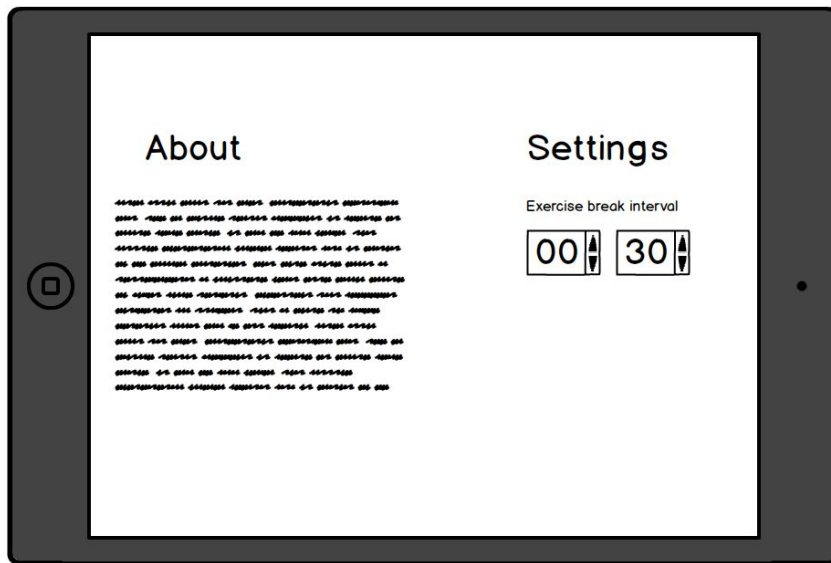
Exercise screen contains list of exercises with pictures and descriptions. At the bottom user finds two buttons - Done and Skip. Done means that exercises are complete. Skip means that during the current session there were no exercises.

Settings and about



On the settings and about screen user can set the exercise break interval and read about the purpose of the application. Phone layout displays one section under another. Settings are preserved when user gets back to the main screen.

Settings and about (tablet)



This is the tablet layout where sections are displayed side by side instead of one below another in order to use space more efficiently.

Widget UI



The widget layout displays the time remaining to the next exercise break.

Key Considerations

How will your app handle data persistence?

App will store data in SQLite . Data will be synced to the Firebase database.

Describe any corner cases in the UX.

From the main screen the user can open Settings and About screen and go back with the android back button.

When the countdown timer reaches zero the Exercise screen is opened where user can skip exercises and go back to the Main screen or after making exercises click Done to get back to the main screen. Application stores a number of done exercises and skipped exercises for a day. Data is sent to the Firebase server after each exercise session.

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

Glide to handle the loading and caching of images.

Describe how you will implement Google Play Services.

Google Analytics will collect usage data. Google AdMob will display interstitial ads.

Next Steps: Required Tasks

Task 1: Project Setup

- Create project
- Configure libraries
- Prepare and add graphic resources to the project

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for Exercise screen
- Build UI for Settings and About screen (these 2 will be Fragments)

Task 3: Implement application logic

- Create countdown logic as Service
- Persist user data
- Create ContentProvider class for retrieving user data

Task 4: **Firestore integration**

- Create Firestore database
- Implement database communication logic using FirebaseFirestore

Task 5: **Implement Google Play Services**

- Implement Google Analytics
- Implement Google AdMob

Task 6: **Implement Widget**

Task 7: **Create signing configuration.**

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