

ApoplexyConstantsKt	
<i>REQUEST_ENABLE_BT</i>	int
<i>PERMISSIONS_REQUEST_ACCESS_COARSE_LOCATION</i>	int
<i>PERMISSIONS_REQUEST_EXT_STOR</i>	int
<i>DAILY_REMINDER_CODE</i>	int
<i>DAILY_REMINDER_CHANNEL_ID</i>	String
<i>MAX_VOLTAGE_EMG</i>	double
<i>MIN_VOLTAGE_EMG</i>	double
<i>PREFS_POINTS</i>	String
<i>PREFS_NAME</i>	String
<i>PREFS_ALARM_ENABLED</i>	String
<i>PREFS_ALARM_TIME</i>	String
<i>PREFS_OLD_DATA</i>	String
<i>QUEST_ID</i>	String
<i>QUEST_DESCRIPTION</i>	String
<i>QUEST_TITLE</i>	String
<i>QUEST_ICON</i>	String
<i>QUEST_REQ_XP</i>	String
<i>QUEST_FIN_XP</i>	String
<i>QUEST_EARN_XP</i>	String
<i>QUEST_COMPLETED</i>	String
<i>QUEST_OVER_PERC</i>	String
<i>QUEST_TIME_OVER_PERC</i>	String
<i>QUEST_MIN_PERC</i>	String
<i>ICON_ONE</i>	int
<i>ICON_TWO</i>	int
<i>ICON_THREE</i>	int
<i>ICON_FOUR</i>	int
<i>ICON_FIVE</i>	int
<i>DATABASE_NAME</i>	String
<i>DATABASE_VERSION</i>	int
<i>TABLE_NAME_GAMIFICATION</i>	String
<i>DROP_TABLE_GAMIFICATION</i>	String
<i>CREATE_TABLE_GAMIFICATION</i>	String
<i>getIconRes(int)</i>	int

PlaneGameView	
<i>bluetoothNoService</i>	BluetoothNoService
<i>badgeListener</i>	BadgeListener
<i>bluetoothPercList</i>	List<Float>
<i>InGame</i>	boolean
<i>graderHelper</i>	GamificationGraderHelper
<i>effWidth</i>	int
<i>effHeight</i>	int
<i>random</i>	Random
<i>randomHills</i>	List<Integer>
<i>gestureListener</i>	1
<i>gestureDetector</i>	GestureDetector
<i>pausedText</i>	String
<i>lostText</i>	String
<i>backgroundRect</i>	Rect
<i>backgroundPaint</i>	Paint
<i>hillPaint</i>	Paint
<i>textPaint</i>	Paint
<i>planePaint</i>	Paint
<i>opts</i>	Options
<i>planeBitmap</i>	Bitmap
<i>PlaneGameView(Context)</i>	
<i>PlaneGameView(Context, AttributeSet)</i>	
<i>onDraw(Canvas)</i>	void
<i>drawHills(Canvas)</i>	void
<i>onSizeChanged(int, int, int, int)</i>	void
<i>genHills()</i>	void
<i>onMeasure(int, int)</i>	void
<i>measureDimension(int, int)</i>	int
<i>onTouchEvent(MotionEvent)</i>	boolean
<i>handleTap()</i>	void
<i>bluetoothNoService</i>	BluetoothNoService
<i>badgeListener</i>	BadgeListener

BadgeListener	
<i>callback(View, BadgeDialogFragment)</i>	void
<i>GameActivity</i>	
<i>stopThread</i>	boolean
<i>invalidateRunnable</i>	Runnable
<i>bluetoothNoService</i>	BluetoothNoService
<i>bluetoothAdapter</i>	BluetoothAdapter
<i>Intenty</i>	Intent
<i>discoveryReceiver</i>	1
<i>GameActivity()</i>	
<i>onCreate(Bundle)</i>	void
<i>onBackPressed()</i>	void
<i>onNavigationItemSelected(MenuItem)</i>	boolean
<i>onResume()</i>	void
<i>onRequestPermissionsResult(int, String[], int[])</i>	void
<i>performBluetoothEnable()</i>	void
<i>onActivityResult(int, int, Intent)</i>	void
<i>performBluetoothSetup()</i>	void
<i>createNoService(BluetoothDevice)</i>	void
<i>callback(View, BadgeDialogFragment)</i>	void
<i>onDestroy()</i>	void

ExerciseActivity	
<i>exerciseRunning</i>	boolean
<i>bluetoothNoService</i>	BluetoothNoService
<i>bluetoothAdapter</i>	BluetoothAdapter
<i>Intenty</i>	Intent
<i>discoveryReceiver</i>	1
<i>prefs</i>	SharedPreferences
<i>graderHelper</i>	GamificationGraderHelper
<i>updateUIRunnable</i>	Runnable
<i>ExerciseActivity()</i>	
<i>onCreate(Bundle)</i>	void
<i>onBackPressed()</i>	void
<i>onNavigationItemSelected(MenuItem)</i>	boolean
<i>onResume()</i>	void
<i>onRequestPermissionsResult(int, String[], int[])</i>	void
<i>performBluetoothEnable()</i>	void
<i>onActivityResult(int, int, Intent)</i>	void
<i>performBluetoothSetup()</i>	void
<i>createNoService(BluetoothDevice)</i>	void
<i>startExercise()</i>	void
<i>stopExercise()</i>	void
<i>onPause()</i>	void
<i>onDestroy()</i>	void

GamificationDBHelper	
<i>context</i>	Context
<i>GamificationDBHelper(Context)</i>	
<i>onCreate(SQLiteDatabase)</i>	void
<i>onUpgrade(SQLiteDatabase, int, int)</i>	void
<i>questOne(SQLiteDatabase)</i>	void
<i>questTwo(SQLiteDatabase)</i>	void
<i>questThree(SQLiteDatabase)</i>	void
<i>questFour(SQLiteDatabase)</i>	void
<i>questFive(SQLiteDatabase)</i>	void
<i>availableQuests</i>	Cursor
<i>completedQuests</i>	Cursor
<i>questCompleted</i>	int
<i>context</i>	Context

BluetoothNoService	
<i>device</i>	BluetoothDevice
<i>activity</i>	Activity
<i>bluetoothSocket</i>	BluetoothSocket
<i>btQueue</i>	List<Double>
<i>keepRunning</i>	boolean
<i>updateQueueRunnable</i>	Runnable
<i>BluetoothNoService()</i>	
<i>establishConnection(BluetoothDevice, Activity)</i>	void
<i>startReading()</i>	void
<i>stopReading()</i>	void
<i>currentValuePercent</i>	float

GamificationGraderHelper	
<i>prefs</i>	SharedPreferences
<i>activity</i>	Activity
<i>dbHelper</i>	GamificationDBHelper
<i>context</i>	Context
<i>GamificationGraderHelper(Context)</i>	
<i>gradeForExercise(List<Float>)</i>	void
<i>gradeForGame(int, List<Float>)</i>	void
<i>checkBadgesForCompletion(List<Float>)</i>	BadgeDialogFragment
<i>checkOverPercCondition(List<Float>, int, int)</i>	boolean
<i>context</i>	Context

SettingsFragment	
<i>SettingsFragment()</i>	
<i>onCreatePreferences(Bundle, String)</i>	void
<i>onResume()</i>	void
<i>onTimeSet(TimePicker, int, int)</i>	void
<i>showTimePickerDialog()</i>	boolean
<i>onPause()</i>	void
<i>onSharedPreferenceChanged(SharedPreferences, String)</i>	void
<i>exportDB()</i>	boolean
<i>importDB()</i>	boolean

HomeNavActivity	
<i>prefs</i>	SharedPreferences
<i>HomeNavActivity()</i>	
<i>onCreate(Bundle)</i>	void
<i>onResume()</i>	void
<i>onBackPressed()</i>	void
<i>onNavigationItemSelected(MenuItem)</i>	boolean

BadgeAdapter	
<i>Inflater</i>	LayoutInflater
<i>BadgeAdapter(Context)</i>	
<i>bindView(View, Context, Cursor)</i>	void
<i>newView(Context, Cursor, ViewGroup)</i>	View

NotificationSchedulerKt	
<i>setReminder(Context)</i>	void
<i>cancelReminder(Context)</i>	void
<i>showNotification(Context)</i>	void
<i>createNotificationChannel(Context)</i>	void

BadgeDialogFragment	
<i>BadgeDialogFragment()</i>	
<i>onCreateDialog(Bundle)</i>	Dialog

NotificationReceiver	
<i>NotificationReceiver()</i>	
<i>onReceive(Context, Intent)</i>	void

SettingsActivity	
<i>SettingsActivity()</i>	
<i>onCreate(Bundle)</i>	void

BadgeDialogFragmentKt	
<i>newBadgeInstance(int, String, int)</i>	BadgeDialogFragment