

SPARK4MIND



Team:: 4

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- Aishwarya Natarajan Iyer - 19
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- Megha Nagabhushan - 32

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I. Introduction

Stress within your comfort zone can help you perform under pressure, motivate you to do your best, even keep you safe when danger looms. But when stress becomes overwhelming, it can damage your mood and relationships, and lead to a host of serious mental and physical health problems. The trouble is that modern life is so full of frustrations, deadlines, and demands that many of us don't even realize how stressed we are. By recognizing the symptoms and causes of stress, you can take the first steps to reducing its harmful effects and improving your quality of life.

This application will help users cope up the stress with spending 10-15 minutes with this stress buster application. This application will provide user the refreshing 10-15 minutes which would help them better concentrate on their job or studies.

This application will take a stress test of the user and based on the inputs provided by the user, it will calculate the level of stress. User can further play games, watch funny videos, yoga exercises, watch motivational videos, listen to some soothing music to get rid of the stress. Based on multiple usage, user will be able to view their own progress graph and give feedback based on it.

II. Project Objectives and Features

- **Overall goal**

Makes the mind and soul of the application user peaceful and stress free.

- **Specific objectives**

When user is under lot of pressure, frustration, workload, personal or professional issues the objective of this application is to relieve the stress of users within 10-15 minutes. This application will help users to know the stress level and help users cope up the stress with some videos, songs, games, yoga exercises, classes, news, articles, books.

Idea Inspired by TED talk, idea worth Spreading, "All it takes is 10 mindful minutes" by Andy Puddicombe.

- **Specific features**

- Stress level tester
- Interactive stress-reliever games
- Structured and Proven weekly course work for stress-free and more-success life
- Medical brain wave music according to user focus improvement
- Motivation video tailored specific to user
- Yoga or Mediation training classes
- Books
- News and Articles
- Feedback

- **Significance**

Being human being in this busy world is a little difficult one but being a successful human being in this world is more difficult than climbing the Mount Everest. To be successful, we need to be stress-free, worry-less, focus-more and train-more. This is where our App idea comes into play so that a human being can climb the ladder of success and become a good human being.

III. Project Plan

Schedule for the four different increments

Increment 1: Launch page

Login page

Increment 2: Integrating YouTube videos

- Motivational videos
- Funny videos
- Yoga videos
- Stress relieving exercise videos

Integrating soothing music

Increment 3: Music Player

NYTimes API

Articles API

Feedback form

Increment 4:

Books API

Game

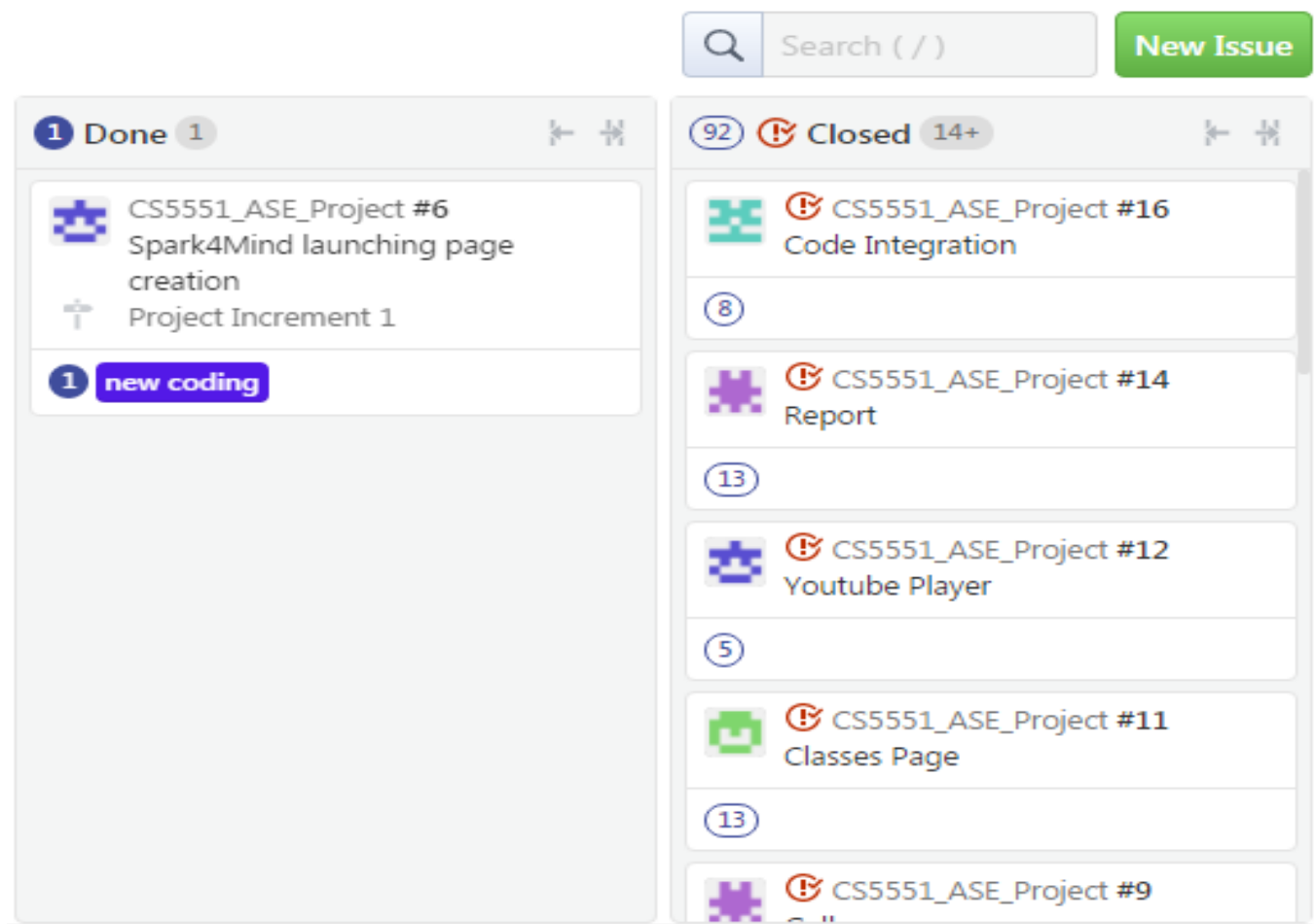
Deployment

Testing

Stories (Issues): Scenario & Use case specification

- The user first logs in to the application or signs up if not registered.
- Depending on the user's stress level user can select among many stress relieving options like: Games, Music, Videos, Books, Articles, News, Classes to join.
- If the user selects videos, user will have various options like yoga exercises, inspirational talks, music video etc.
- Later on, user can provide feedbacks for the application.
- User logs out of the application and is stress free!

Project Timelines, Members, Task Responsibility



Burndown chart

Project Increment 4



IV. Increment Report

Detailed Design of Features

Wireframes

i) Wireframe for Login page



ii) Wireframe for Registration page


REGISTRATION

FIRST NAME

LAST NAME

AGE

GENDER: ☐ MALE ☐ FEMALE

OCCUPATION 

EMAIL ID

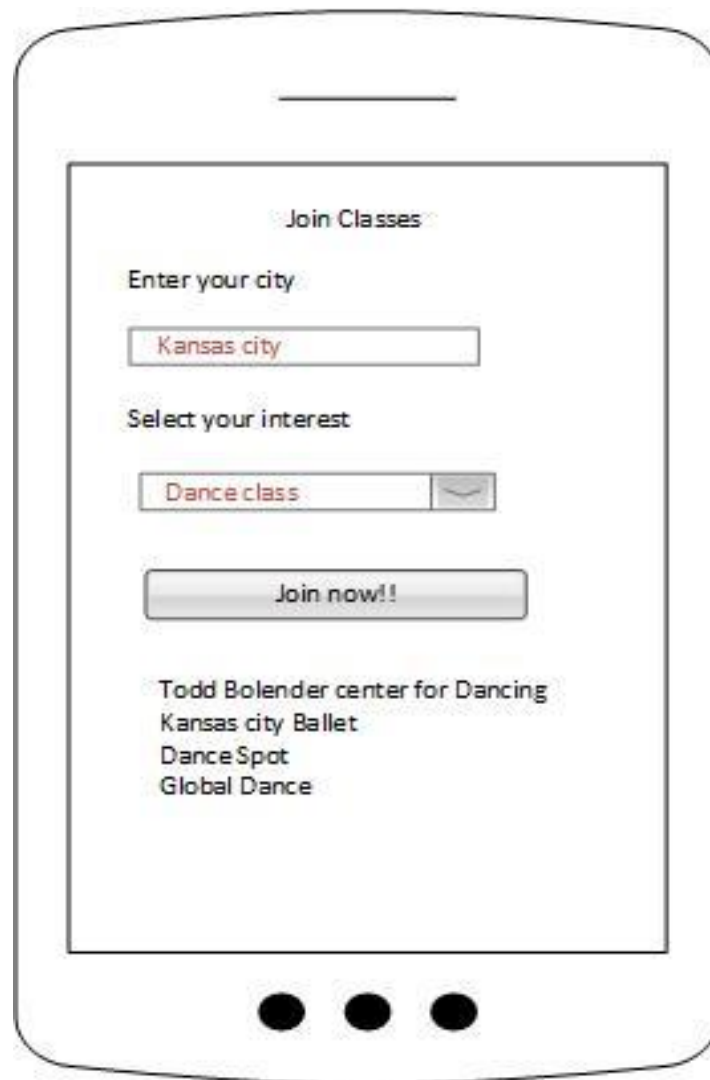
USERNAME

PASSWORD

CONFIRM PASSWORD

SIGNUP

iii) Wireframe for Class page



The wireframe depicts a mobile application interface for joining dance classes. It is enclosed in a rounded rectangle representing a smartphone, with a horizontal line at the top for a status bar and three black dots at the bottom for a home indicator. The main content area is a white rectangle with a thin black border. At the top of this area is the title "Join Classes" in a bold, sans-serif font. Below the title is the label "Enter your city" in a smaller, regular font. Underneath is a text input field containing the text "Kansas city" in a red, monospace-style font. Below the input field is the label "Select your interest" in a smaller, regular font. Underneath is a dropdown menu with the text "Dance class" in a red, monospace-style font and a small downward-pointing arrow icon to its right. Below the dropdown menu is a large, rectangular button with a light gray gradient and the text "Join now!!" in a bold, sans-serif font. At the bottom of the white content area is a list of four dance-related entities: "Todd Bolender center for Dancing", "Kansas city Ballet", "Dance Spot", and "Global Dance", all in a regular, sans-serif font.

Join Classes

Enter your city

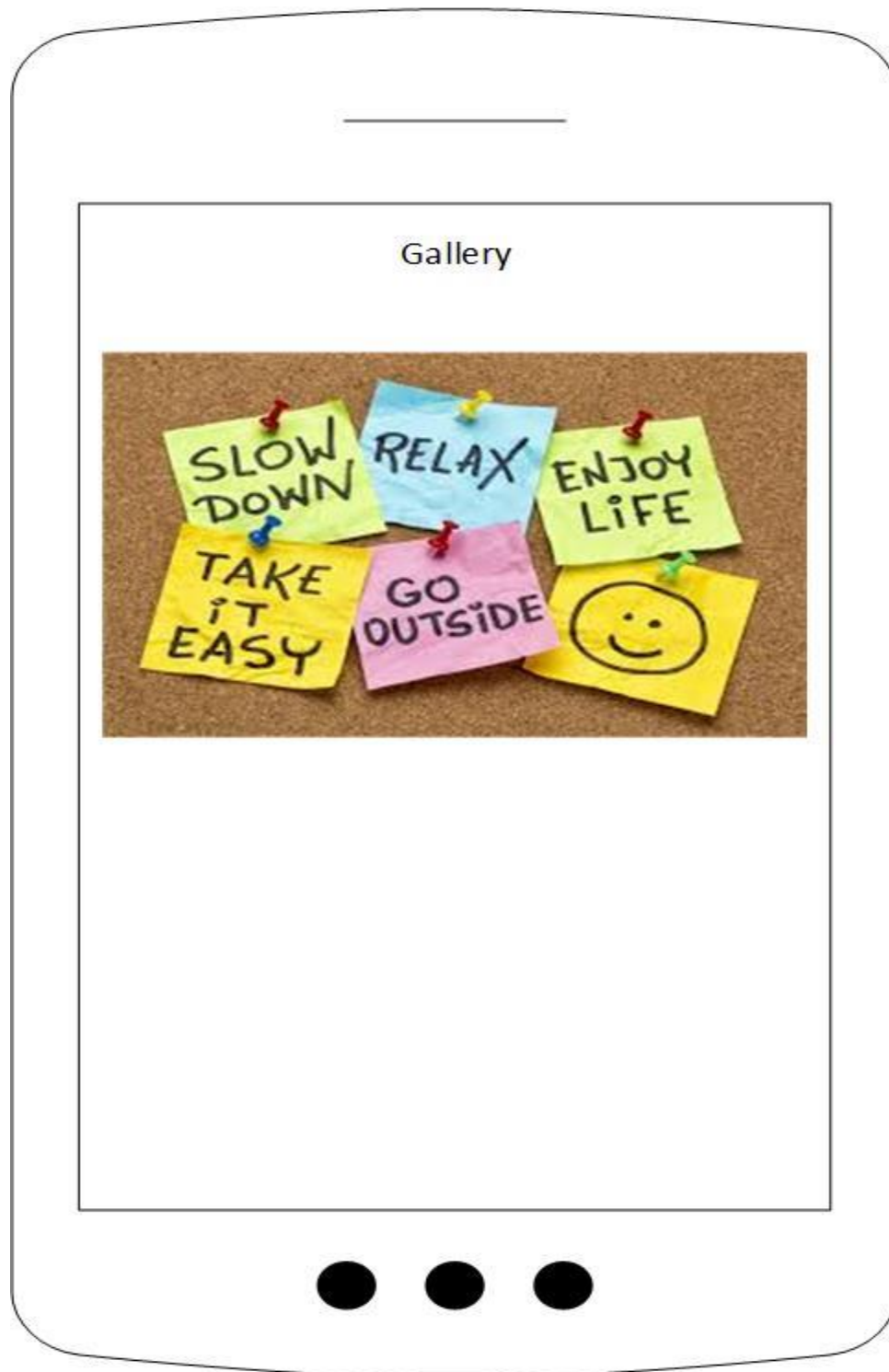
Kansas city

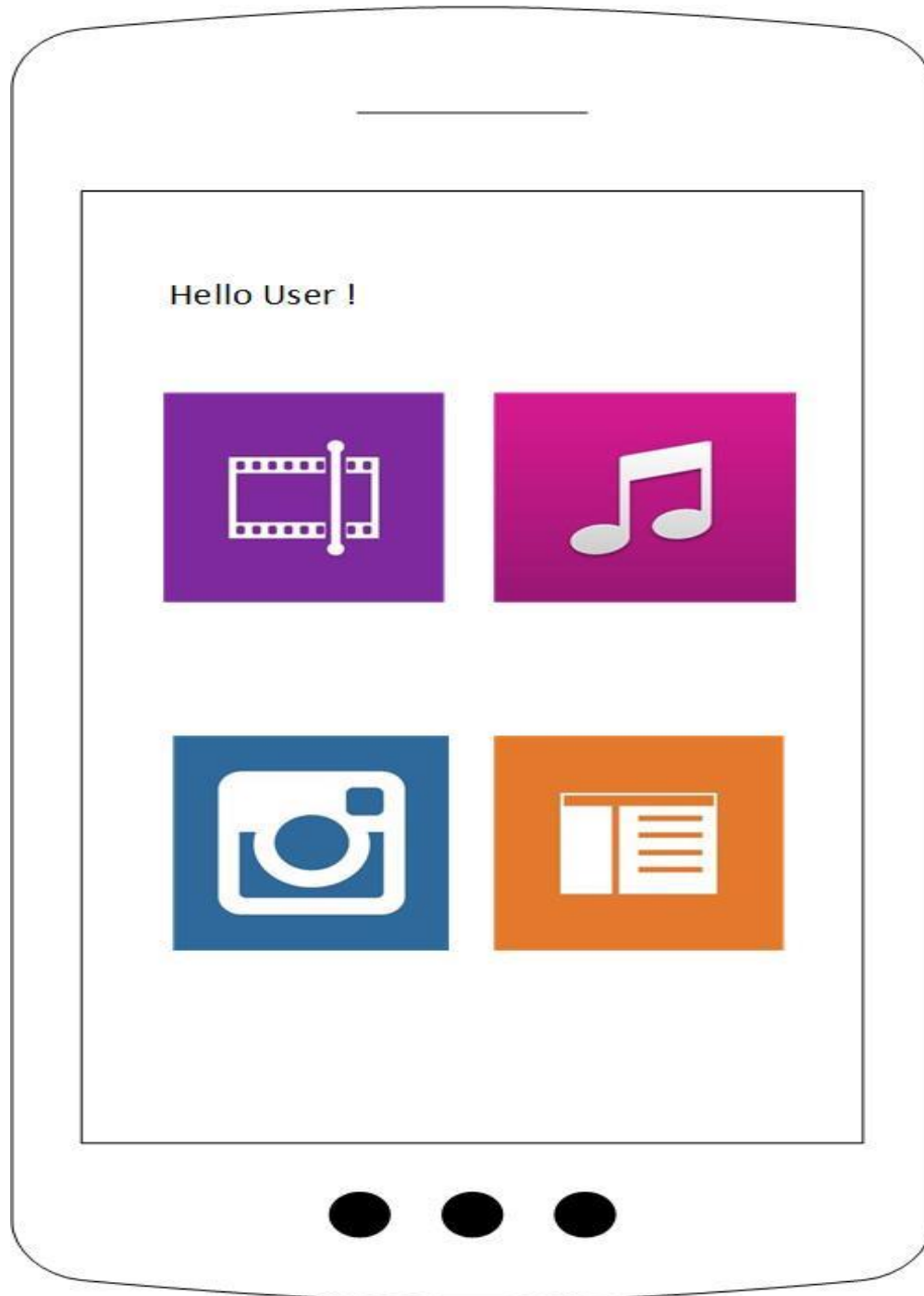
Select your interest

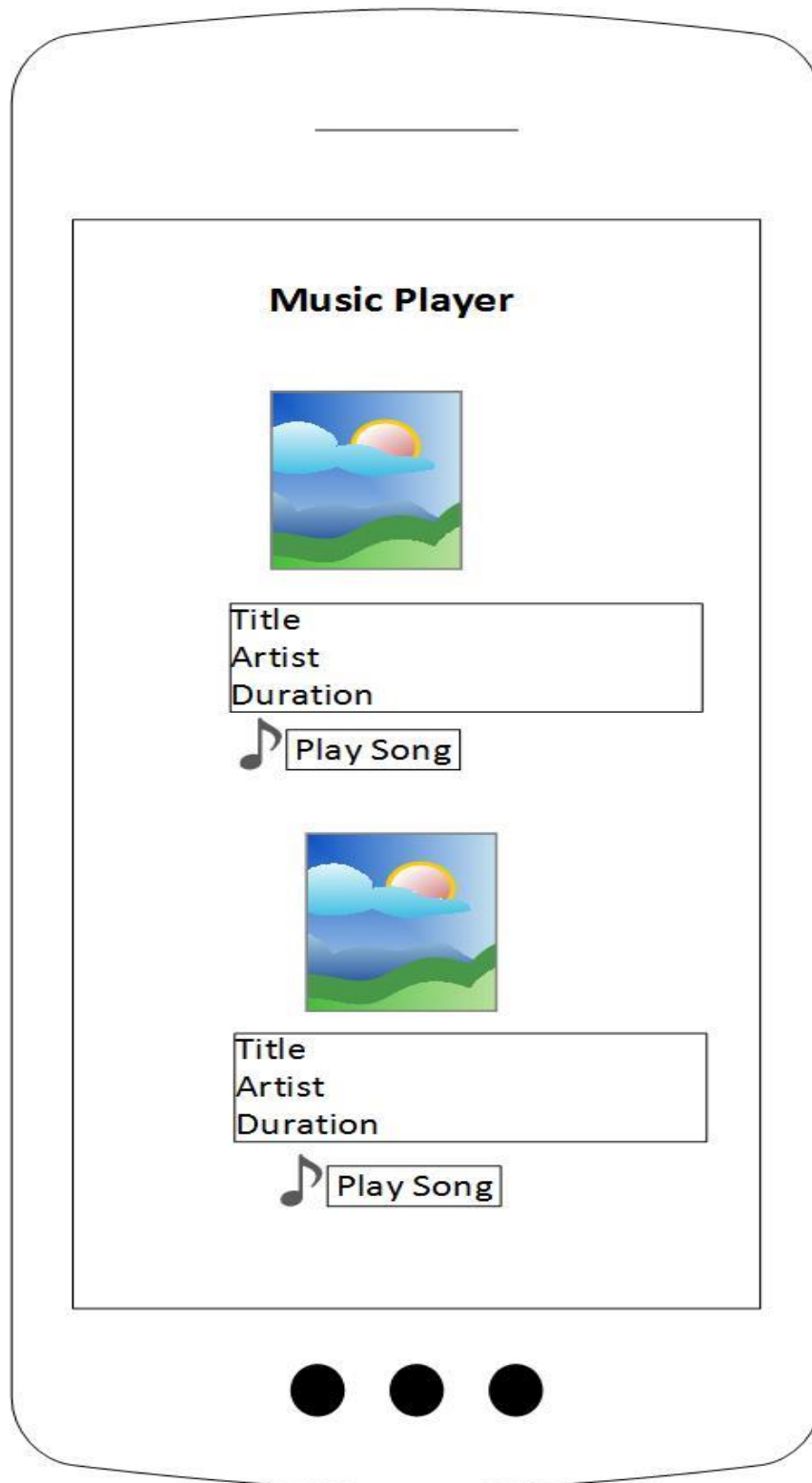
Dance class

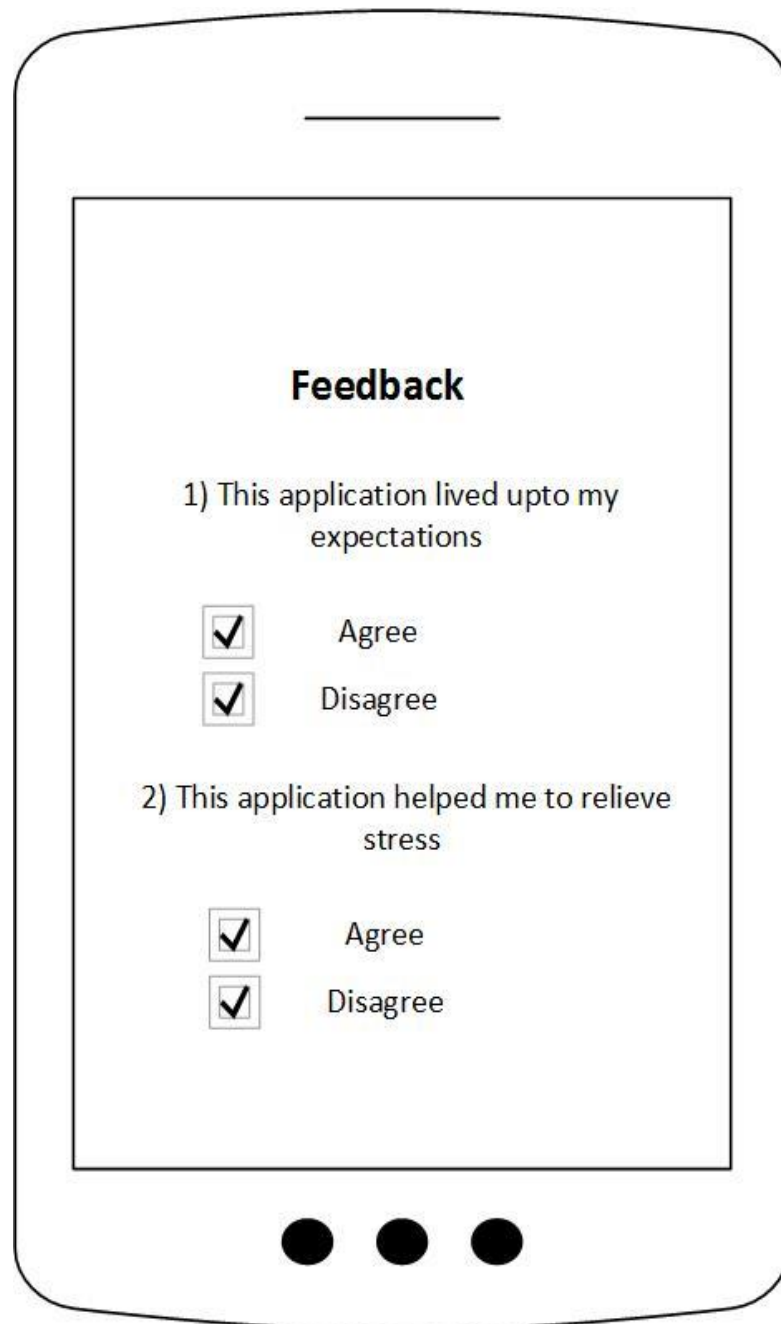
Join now!!

Todd Bolender center for Dancing
Kansas city Ballet
Dance Spot
Global Dance

iv) Wireframe for Gallery page

vii) Wireframe for Home page

viii) Wireframe for Music Player

ix) Wireframe for Feedback

A wireframe of a mobile application feedback screen. The screen is represented by a rounded rectangle with a thin black border. At the top, there is a horizontal line representing a status bar. The main content area is a large rectangle with a thin black border. Inside this area, the word "Feedback" is centered in a bold, black font. Below it, there are two numbered statements. The first statement is "1) This application lived upto my expectations". Below this statement are two checkboxes, each with a checkmark inside. The first checkbox is followed by the word "Agree" and the second by "Disagree". The second statement is "2) This application helped me to relieve stress". Below this statement are also two checkboxes, each with a checkmark inside. The first checkbox is followed by the word "Agree" and the second by "Disagree". At the bottom of the screen, there are three black circles representing a dock or home indicator.

Feedback

1) This application lived upto my expectations

☒ Agree

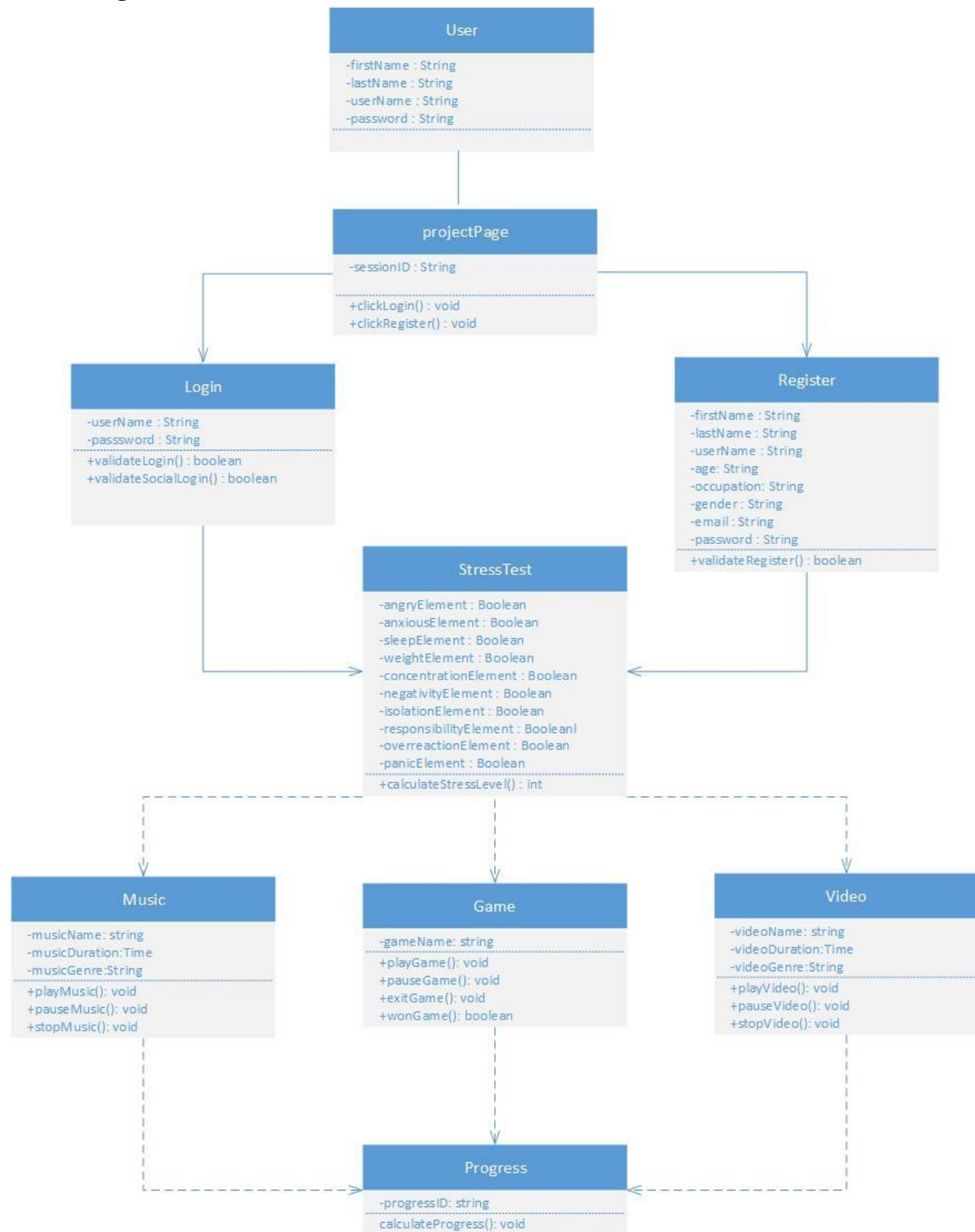
☒ Disagree

2) This application helped me to relieve stress

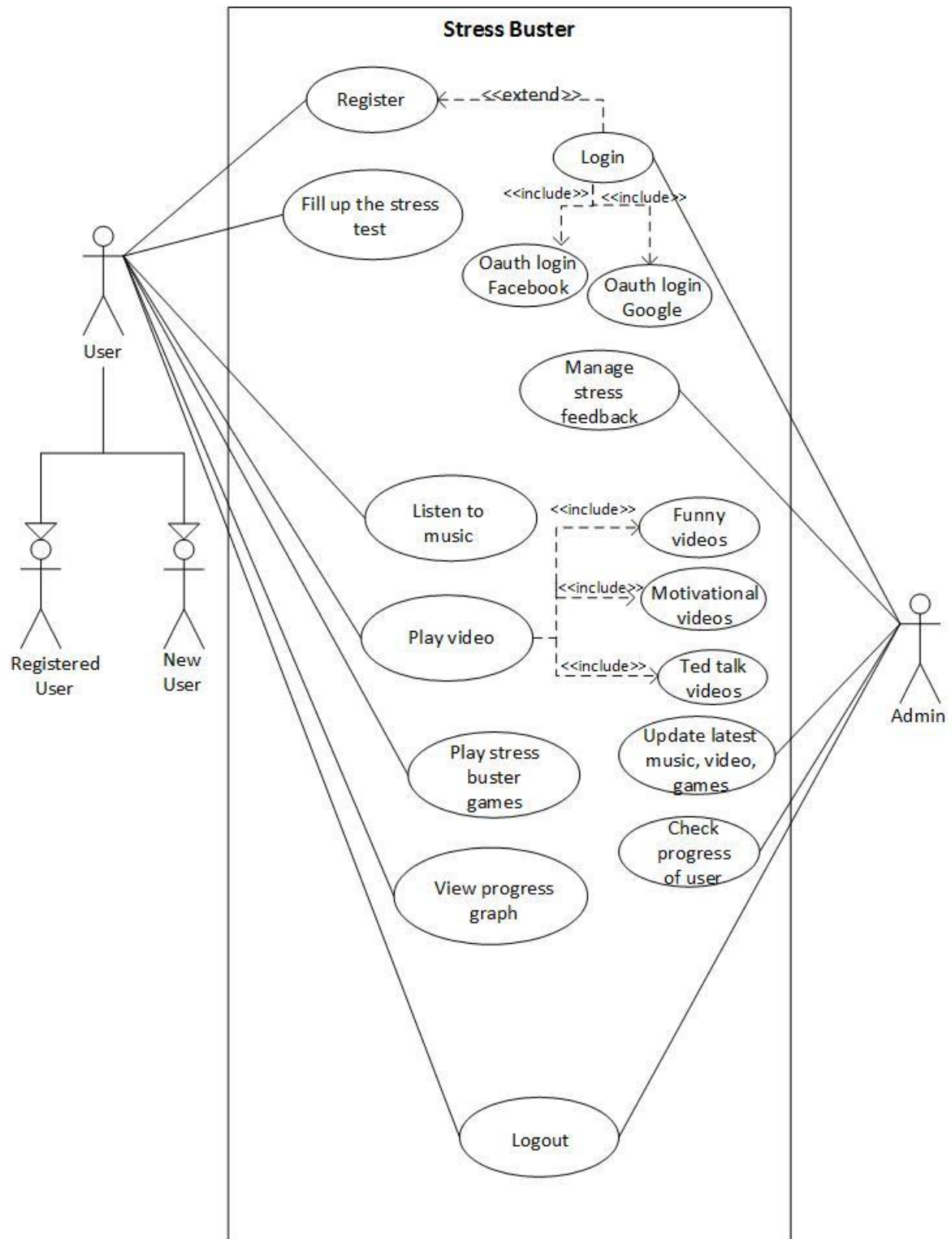
☒ Agree

☒ Disagree

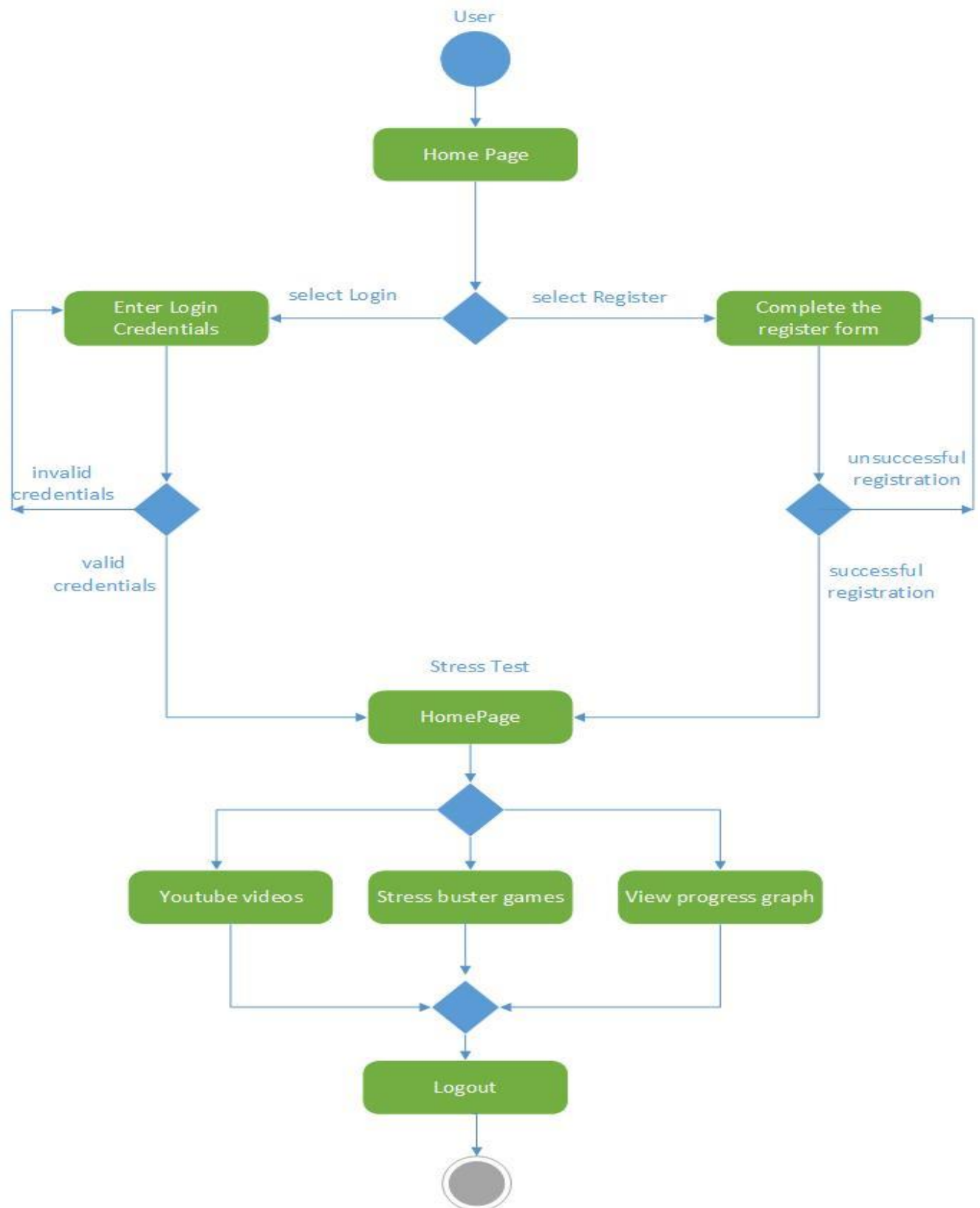
Class Diagram



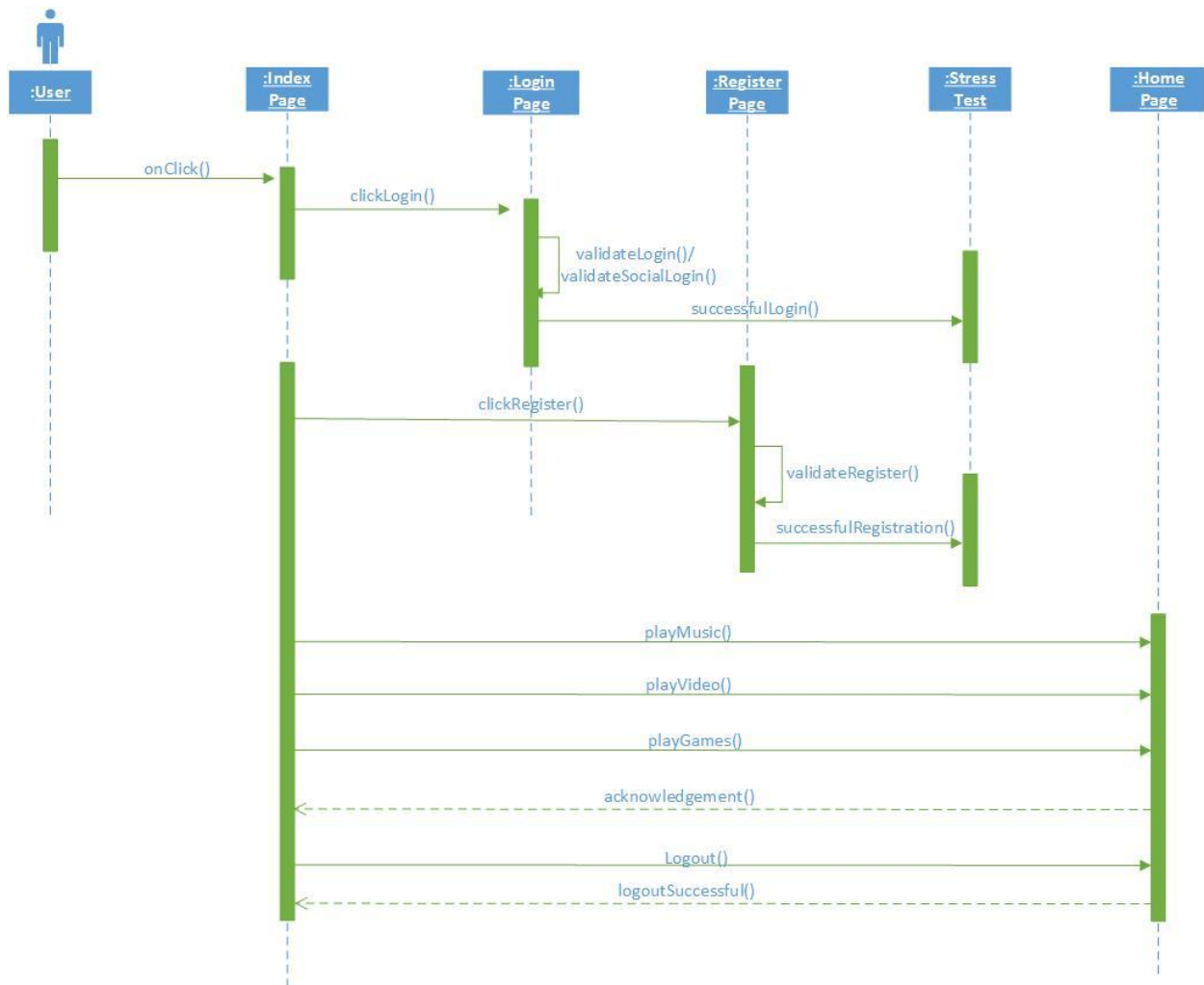
Use Case Diagram



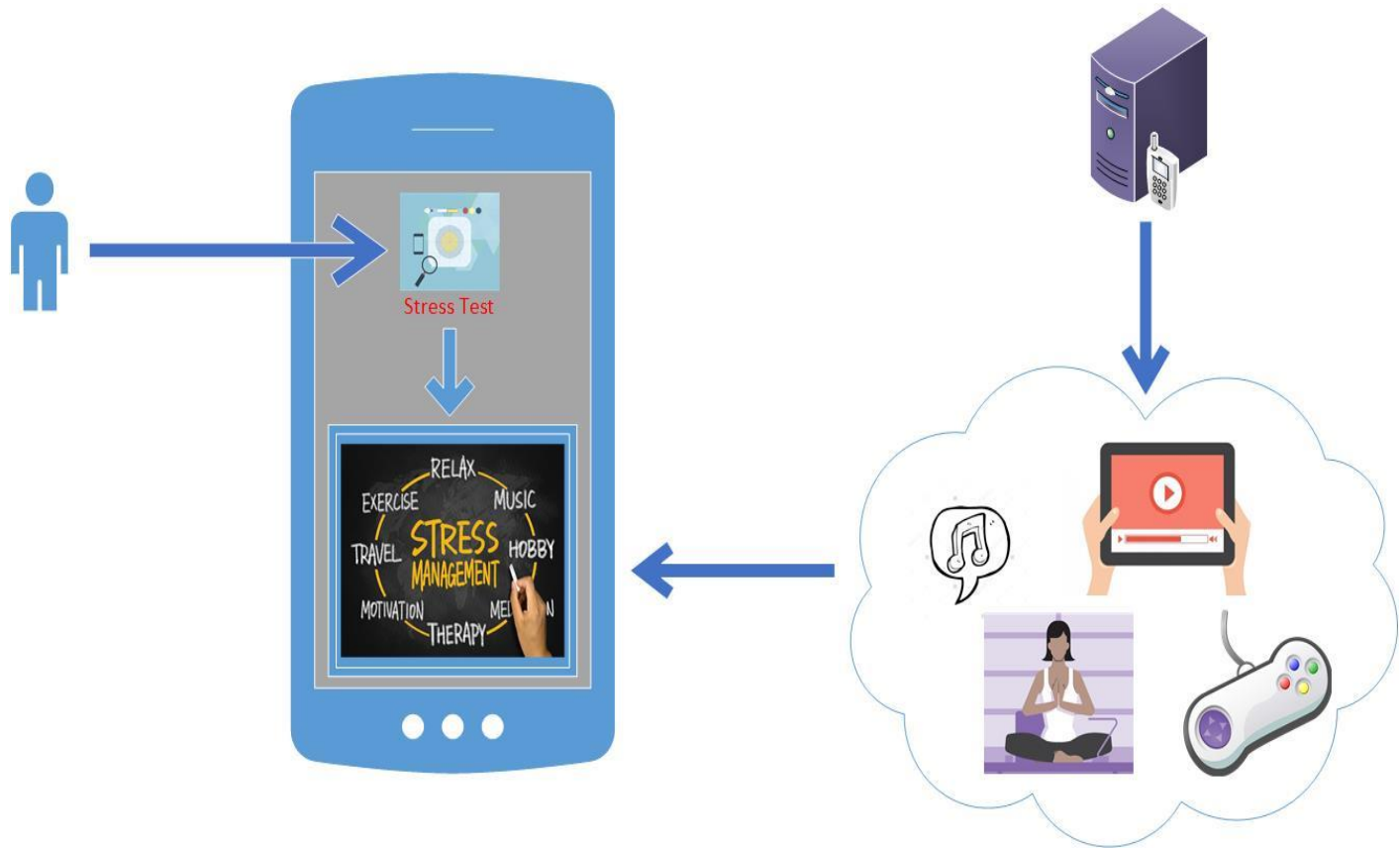
Activity Diagram



Sequence Diagram

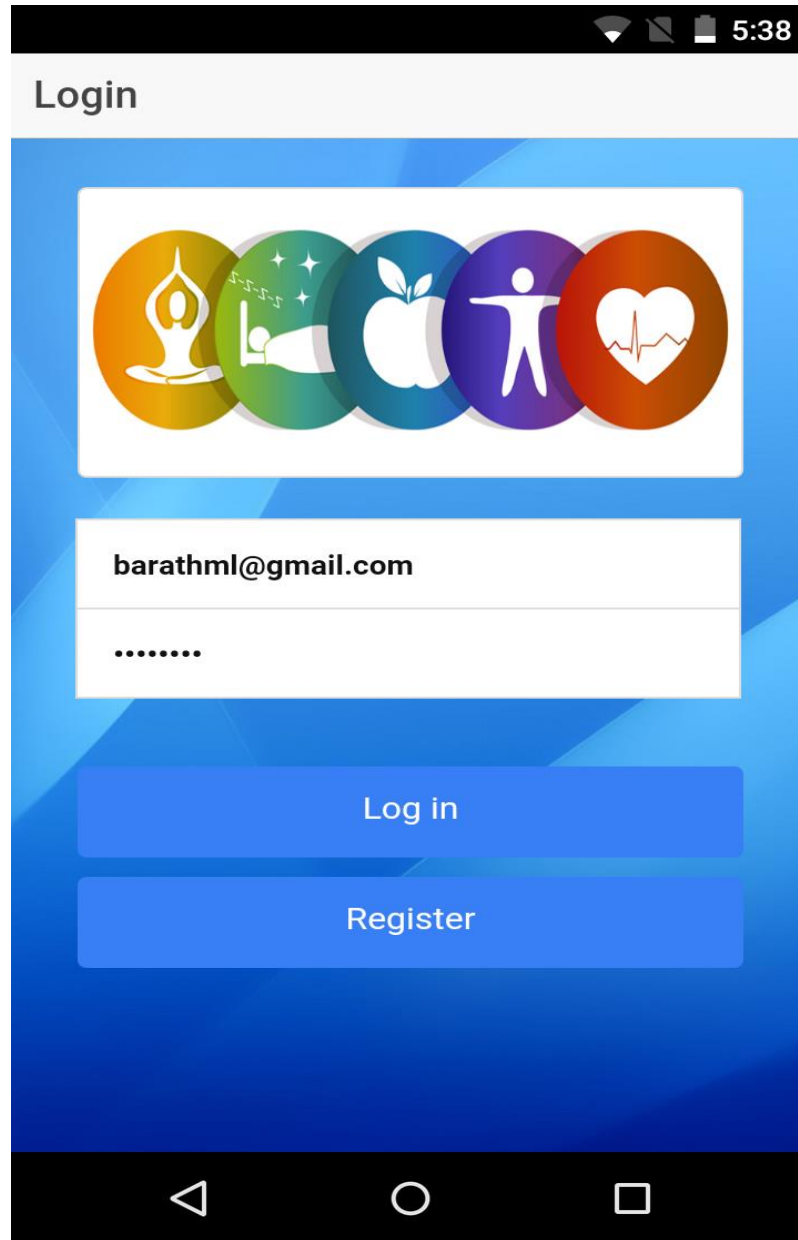


Architecture Diagram

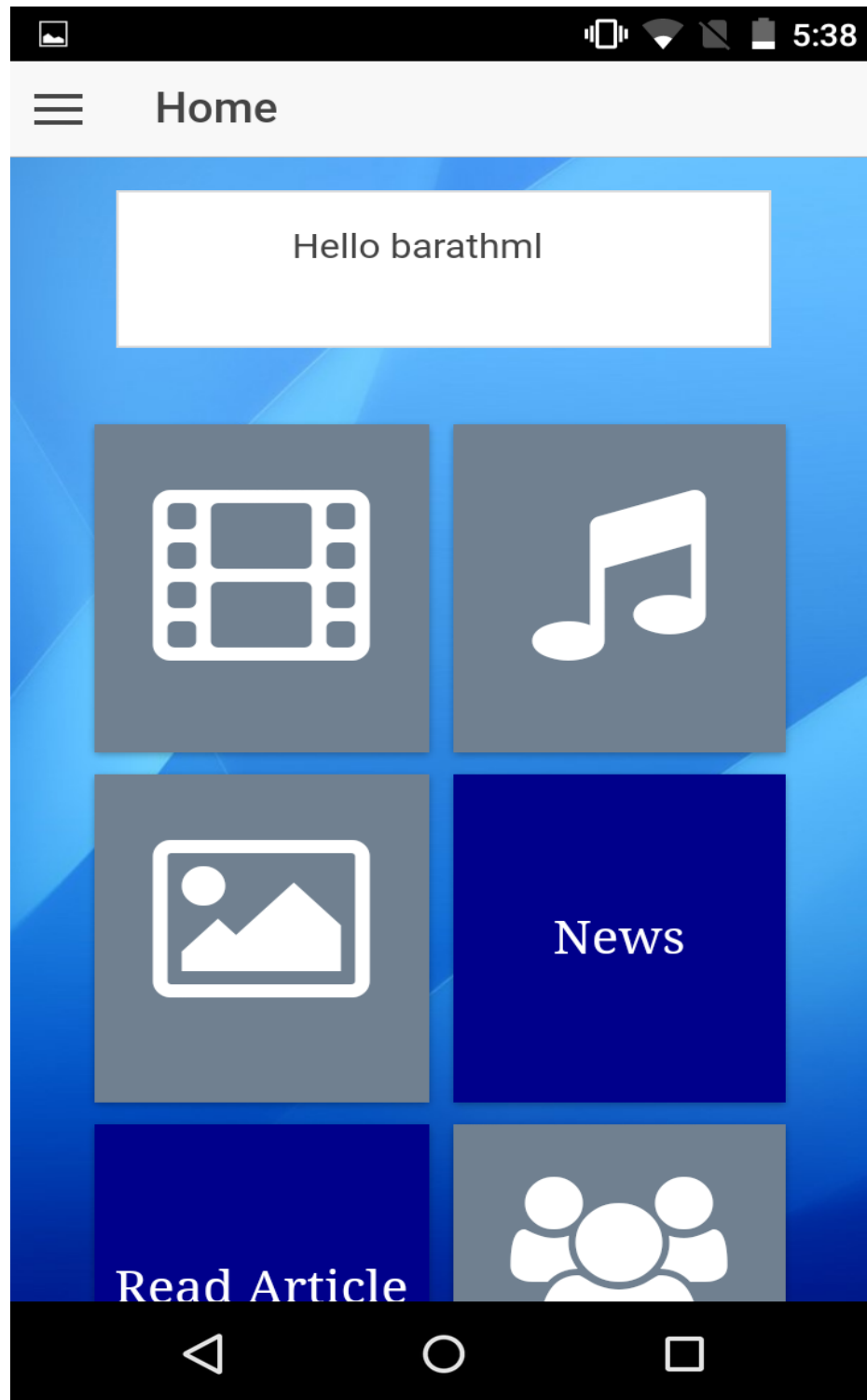


V. Implementation

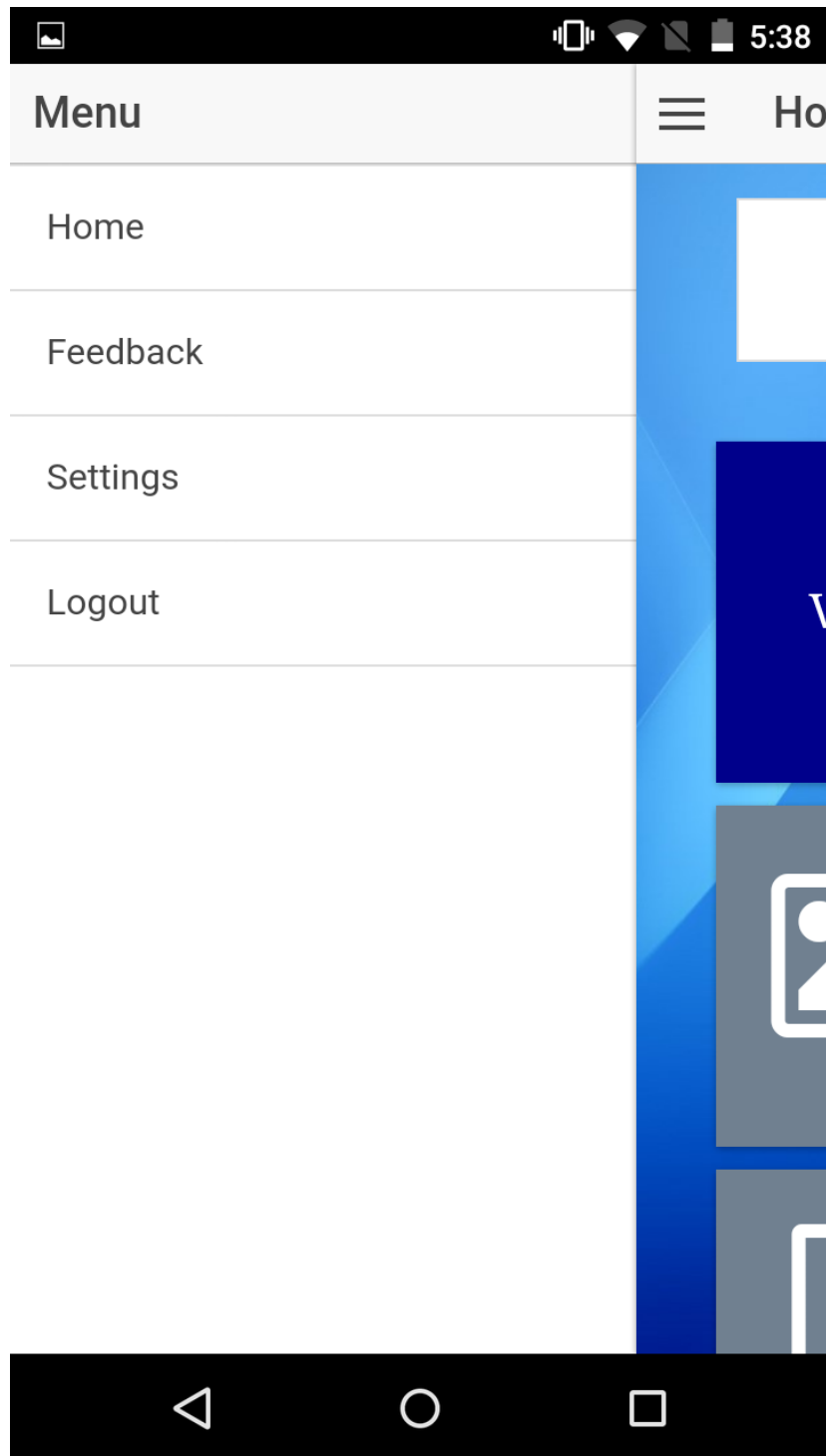
Login Screen in Android



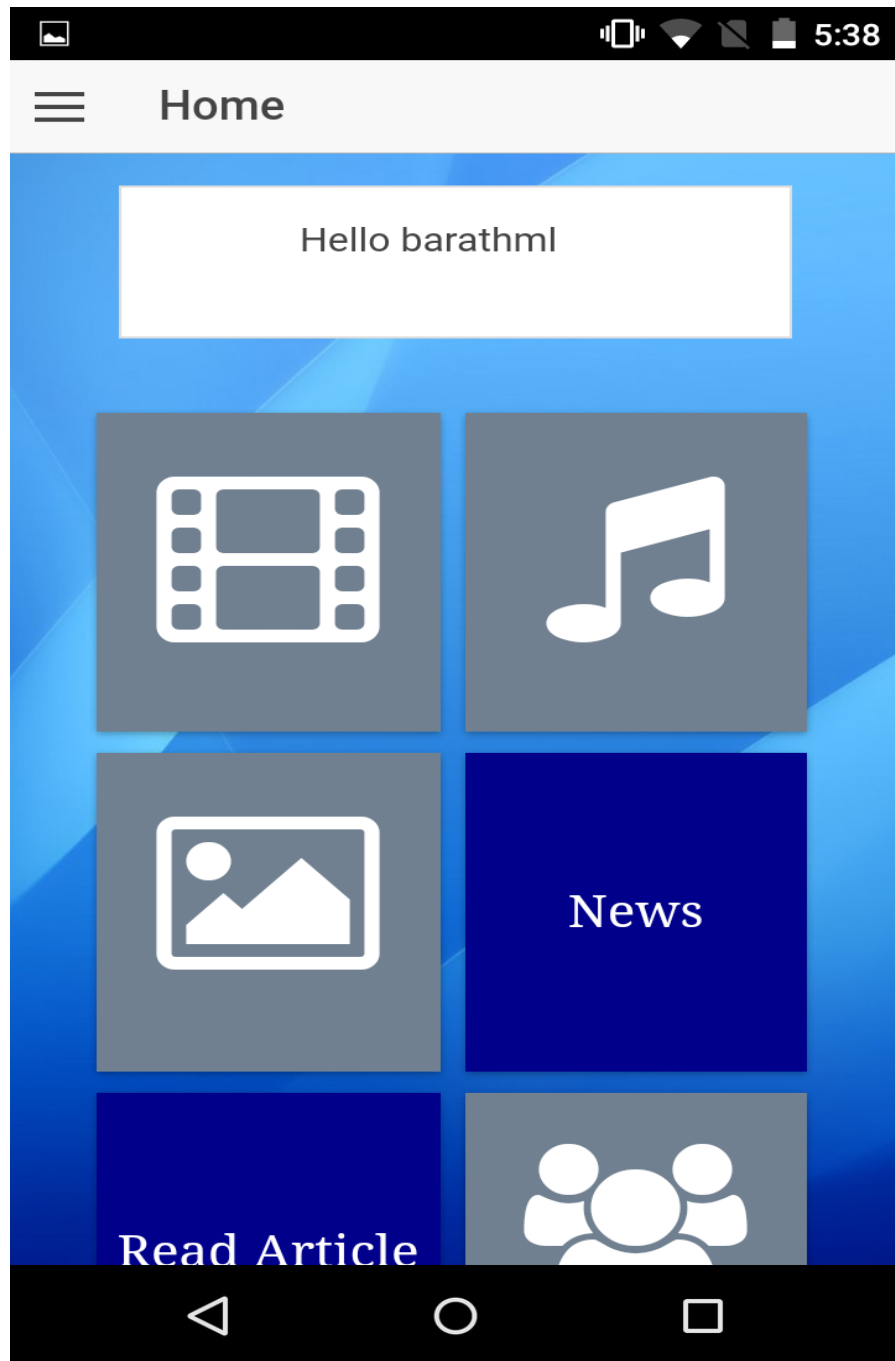
HomePage in Android



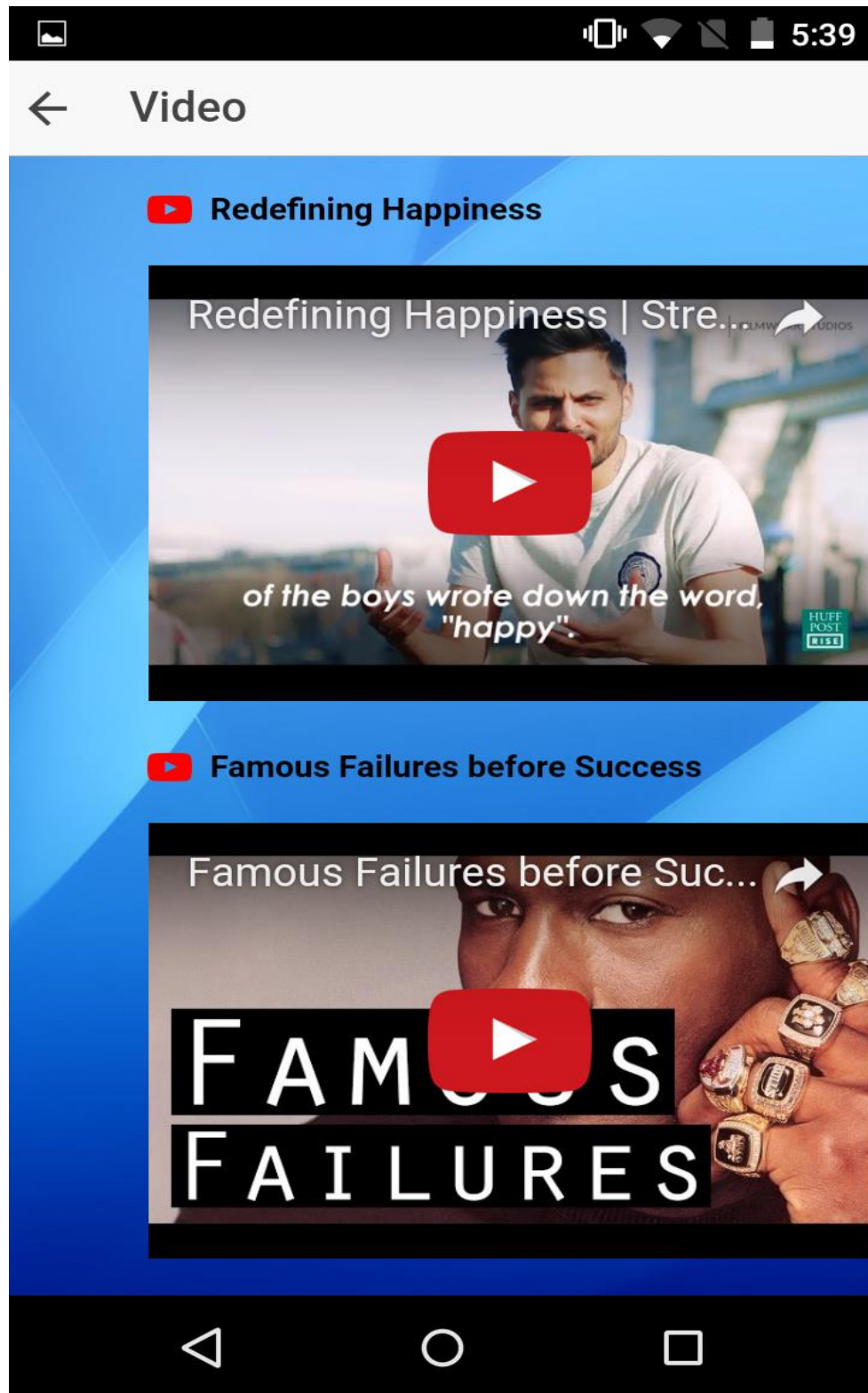
Side Menu



Home Page



Youtube Player



Gallery



Join Class Page

The screenshot shows a mobile application interface for joining a class. At the top, there is a status bar with icons for signal, Wi-Fi, battery, and the time 5:42. Below the status bar is a header bar with a back arrow and the text "JoinClass". The main content area has a blue background with a white box containing the text "Kansas city". Below this is a white box with the text "Select your interest" and a dropdown menu showing "Gym". A blue button with the text "Join now!!" is positioned below the interest selection. Below the button is a list of five items: "Professional Building Lofts...", "Manhattan Condominiums ...", "SoHo Lofts Gym", "Coffee Lofts Gym", and "700 Broadway Gym". The bottom of the screen shows the Android navigation bar with back, home, and recent apps icons.

JoinClass

Kansas city

Select your interest Gym

Join now!!

Professional Building Lofts...

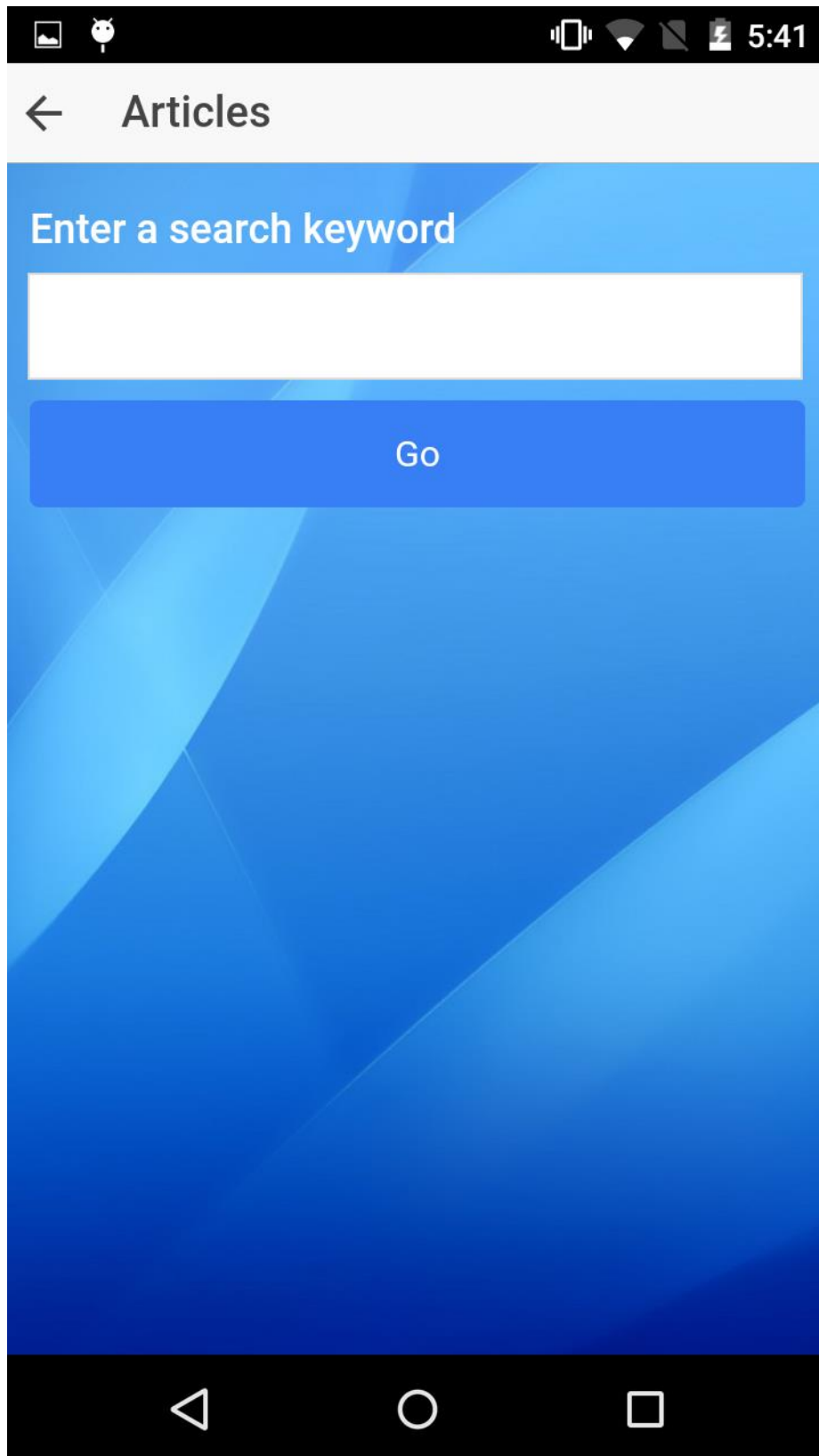
Manhattan Condominiums ...

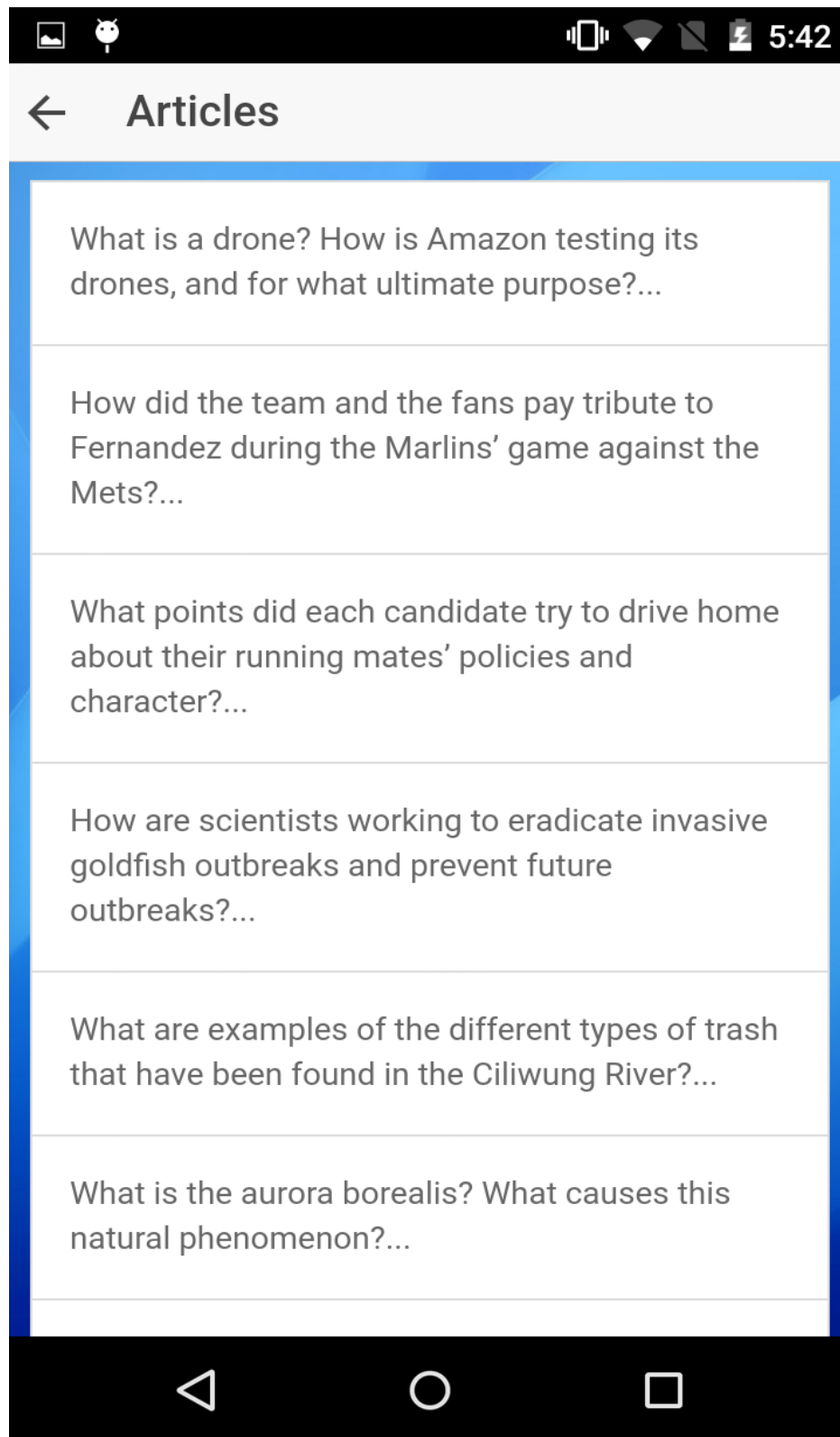
SoHo Lofts Gym

Coffee Lofts Gym

700 Broadway Gym

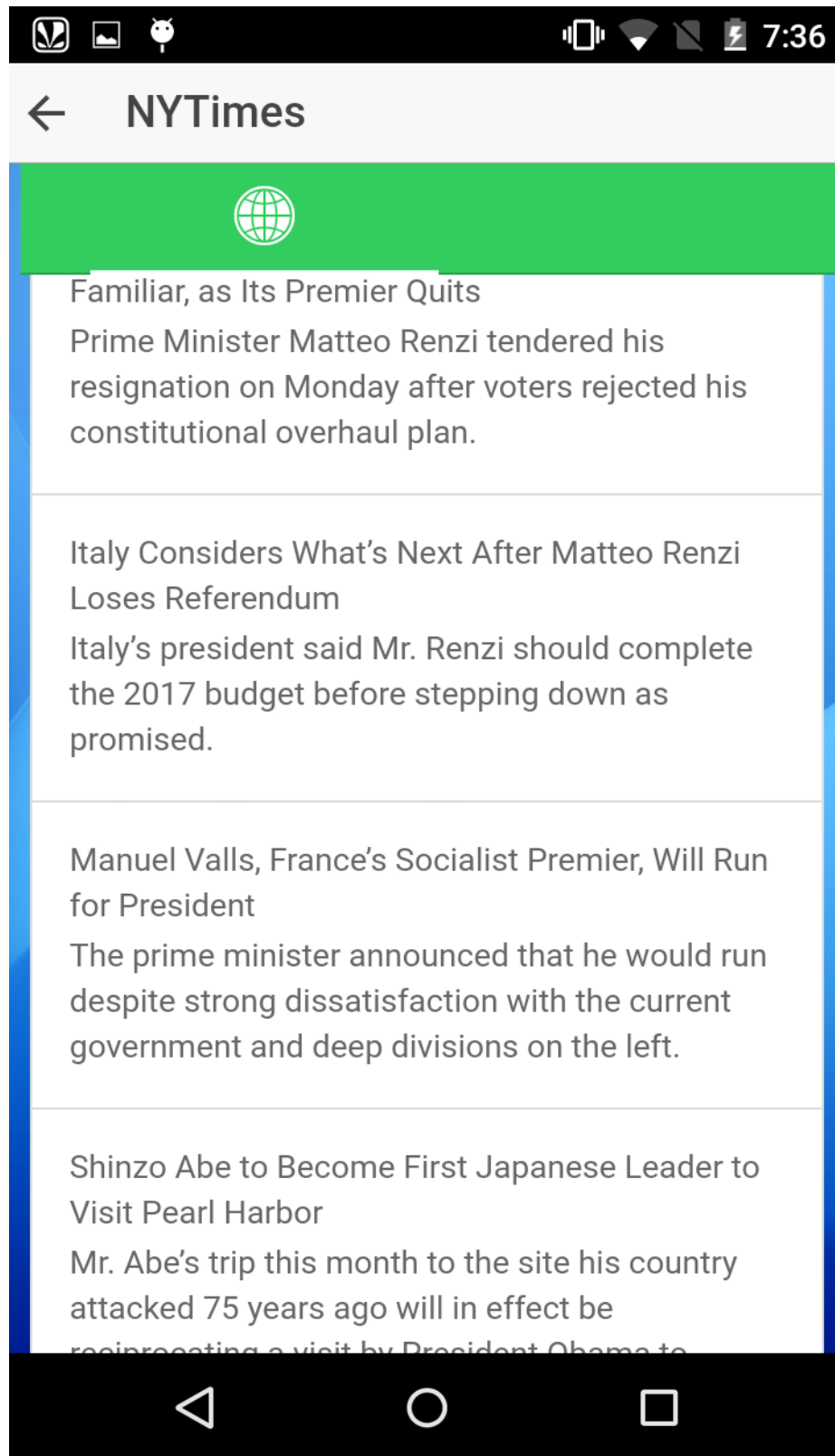
Articles API



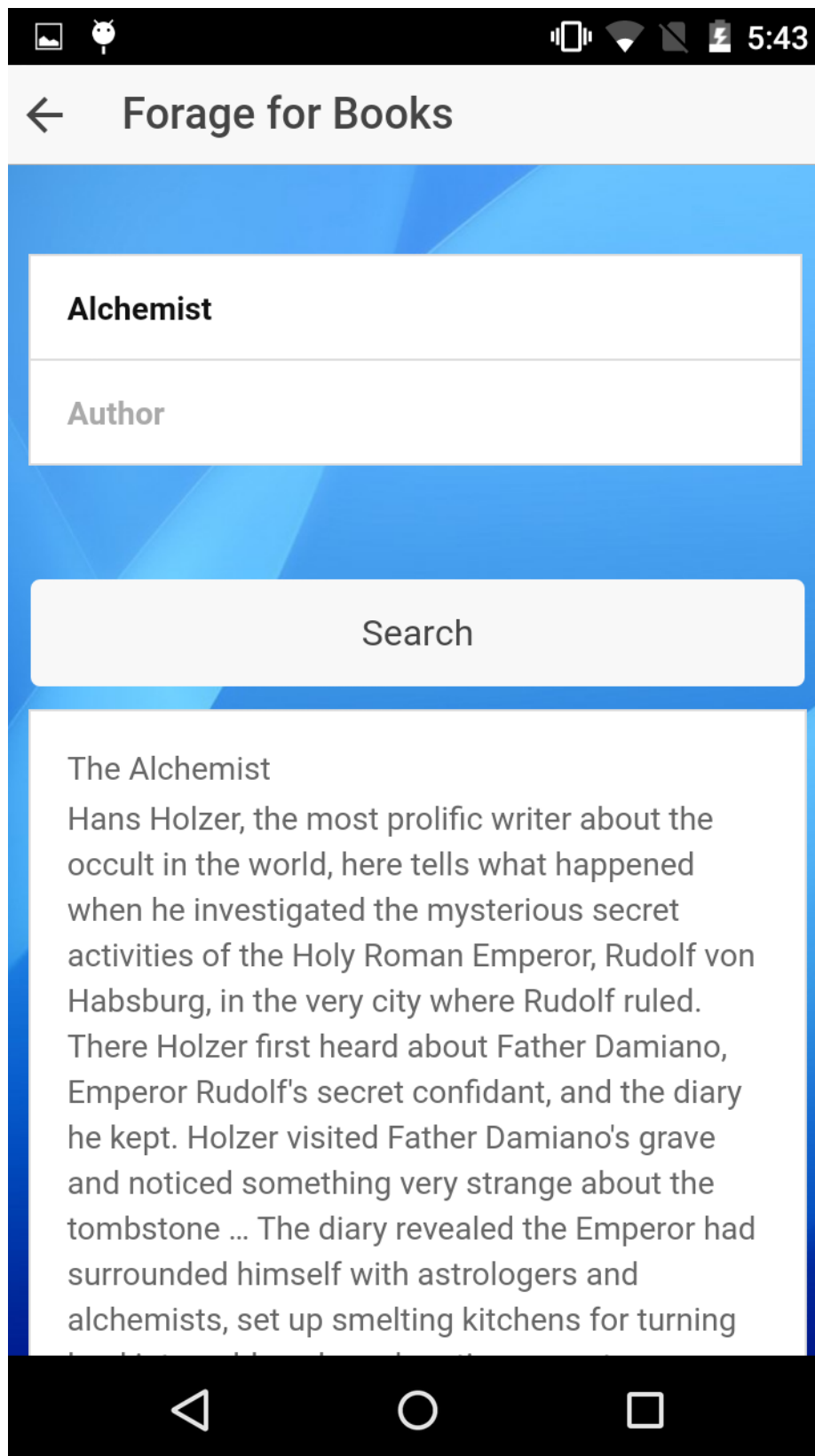


NYTimes Technology

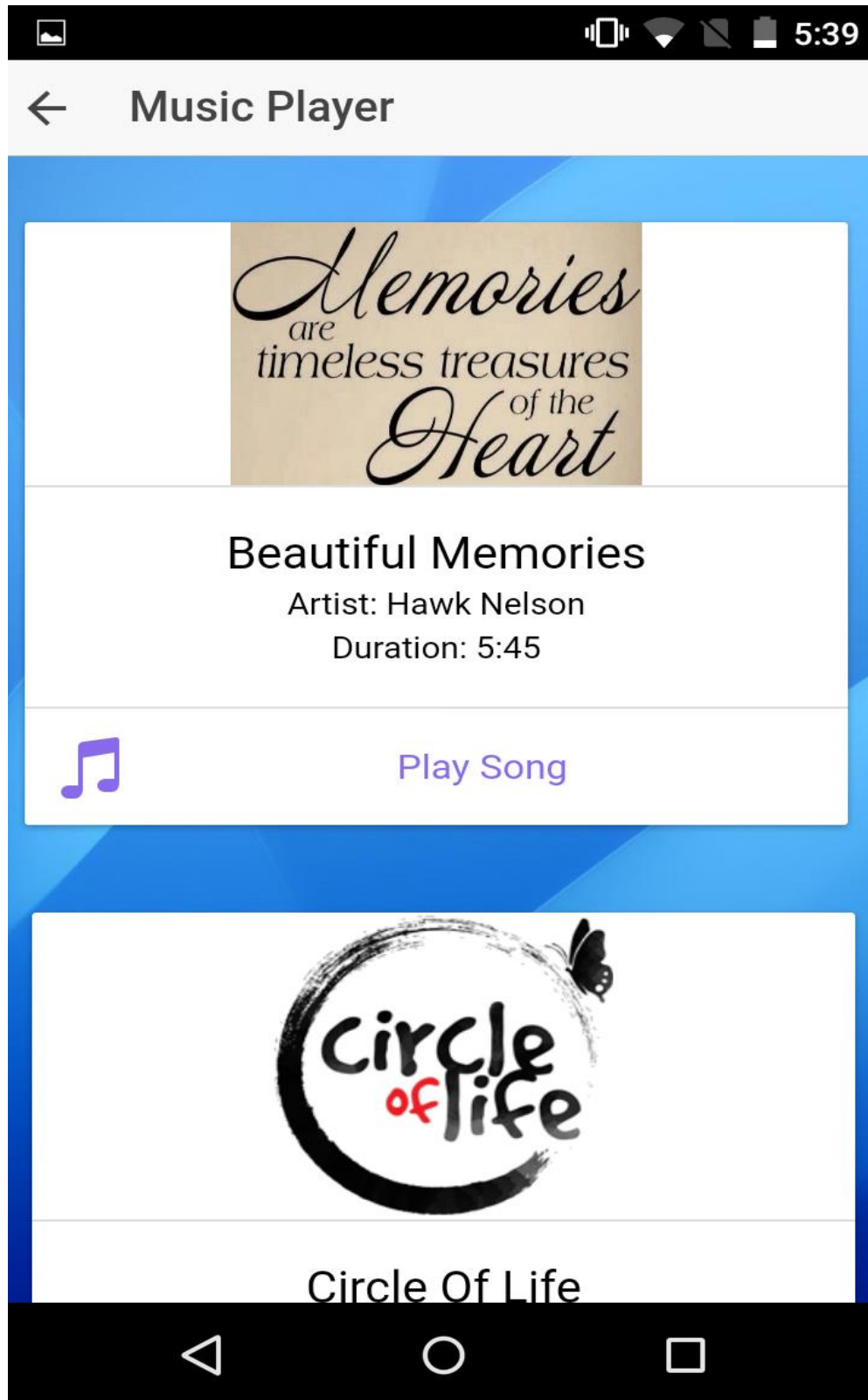




Books



Music Player



Game



Feedback

1) This application lived upto my expectations.

Agree

Disagree

2) This application helped me to relieve stress.

Agree

Disagree

3) I feel refreshed after using this application.

Agree

Disagree

4) I am able to better concentrate on my

VI. Testing

Unit Testing

Sr. No.	Test Case	Description	Expected Outcome	Result
1.	Successful User Authentication	The user should login with username and password.	Successful Login	Pass
2.	Unsuccessful User Authentication	The user logs in with wrong username or password.	Login unsuccessful with error- Invalid username or password	Pass
3.	Successful user Oauth Login	The user enters correct credentials in Google or Facebook.	Successful login and transition to Home page	Pass
4.	Invalid Email ID	Admin accepts registration details from the user.	Successful registration and transition to Login page	Pass
5.	Registration by new user	Invalid Email Id alert.	Error- Enter valid email address	Pass

VII. Technology Used

Implementation of Mobile Apps- Technology Used

- Android SDK
- HTML
- CSS
- Ionic
- Javascript
- Firebase Oauth

VIII. Project Management

Work completed

Design and implementation of Launch page::

Launch page consists of basic information about the application with two buttons- Login and Register.

Design and implementation of Login page::

Login page will login into the application and also has Oauth 2.0 social login with Facebook and Google.

Design and implementation of Youtube Player::

Users can view various funny videos, motivational videos to overcome their stress.

Design and implementation of Gallery page::

Gallery will include an automatic slideshow of images representing various quick fix for stress reliving.

Design and implementation of Join Classes page::

Users can join various classes like music, dance, yoga, exercise based on the user's location and vicinity to that class.

Design and implementation of Music Player::

Users can listen to many stress relieving soothing music.

Design and implementation of Books::

Users can read books to have a break from their work and get refreshed.

Design and implementation of News & Articles page::

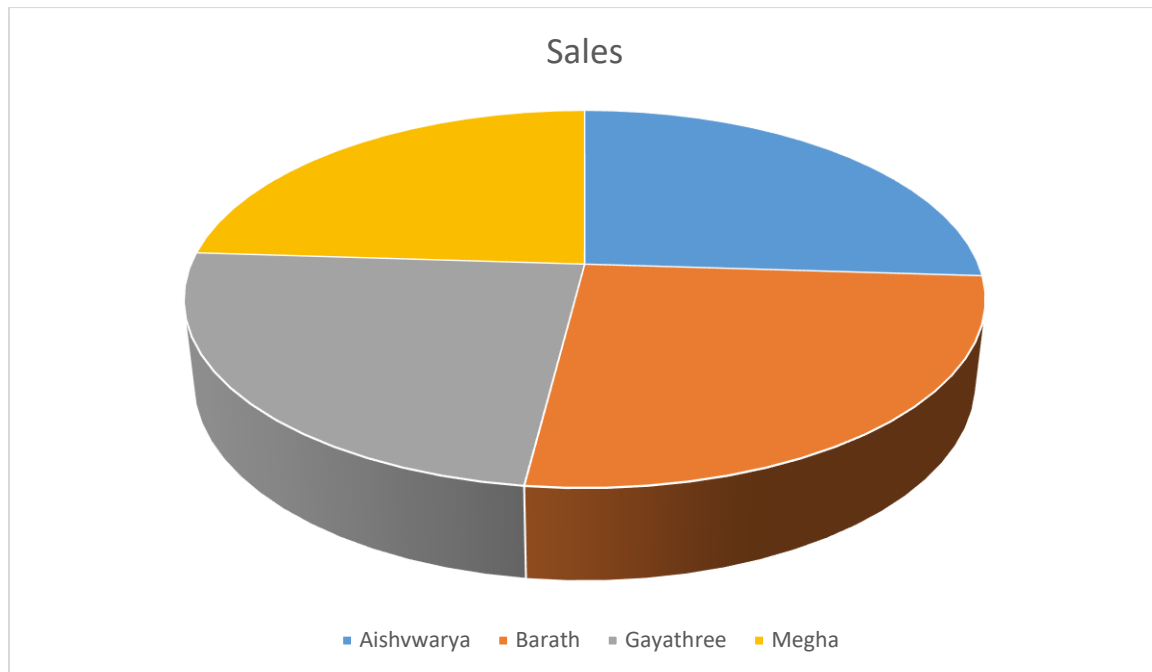
Users can read news and articles to overcome stress.

Design and implementation of Game::

Users can play game to free themselves from stress.

Contribution

- Barath Naravula Loganathan -- 26%
- Aishwarya Natarajan Iyer – 26%
- Gayathree Natarajan Iyer – 24%
- Megha Nagabhushan – 24%



IX. Bibliography

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<http://www.techtimes.com/articles/57571/20150605/12-mobile-apps-that-help-relieve-stressand-anxiety.html>

<http://www.mindbodygreen.com/0-2557/Why-Stress-Management-Is-So-Important-for-Your-Health.html>

<https://www.verywell.com/tips-to-reduce-stress-3145195>

<http://www.webmd.com/balance/guide/blissing-out-10-relaxation-techniques-reduce-stress-spot>