SPARK4MIND



**Team:: 4**

**Team Members::**

* Barath Naravula Loganathan - 35
* Aishvwarya Natarajan Iyer - 19
* Gayathree Natarajan Iyer - 20
* Megha Nagabhushan - 32

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1. **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

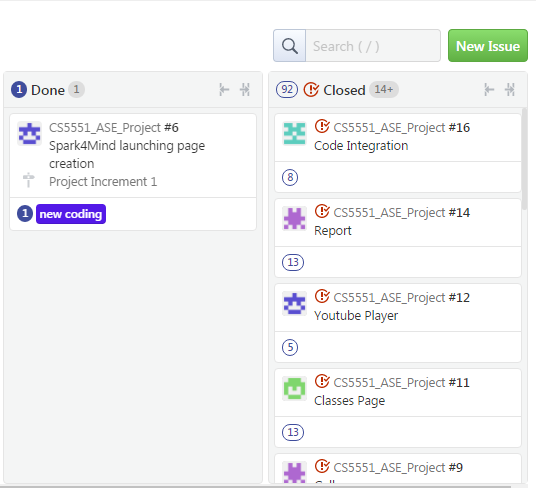
Deployment

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**

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**Burndown chart**



**IV. Increment Report**

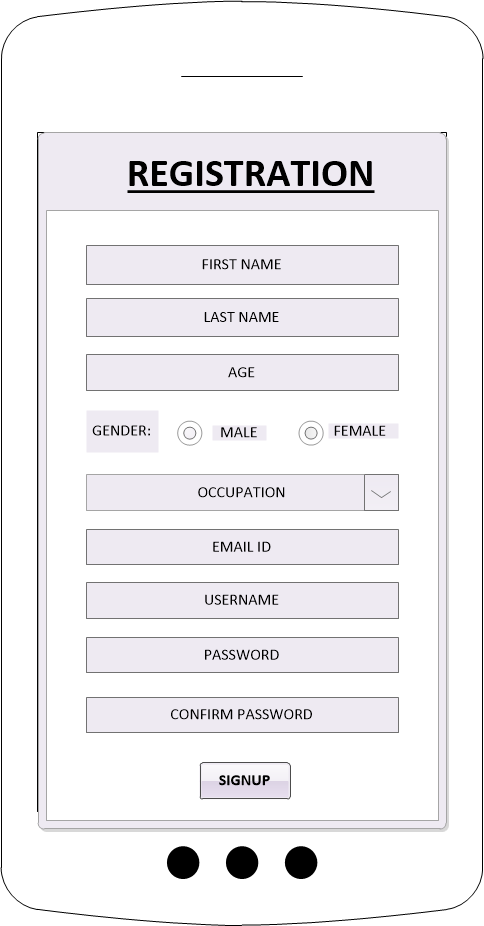
**Detailed Design of Features**

**Wireframes**

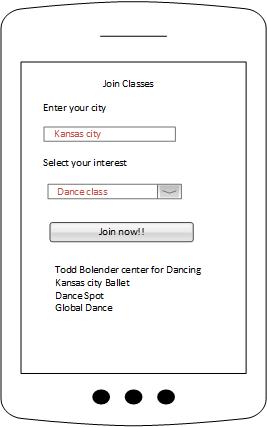
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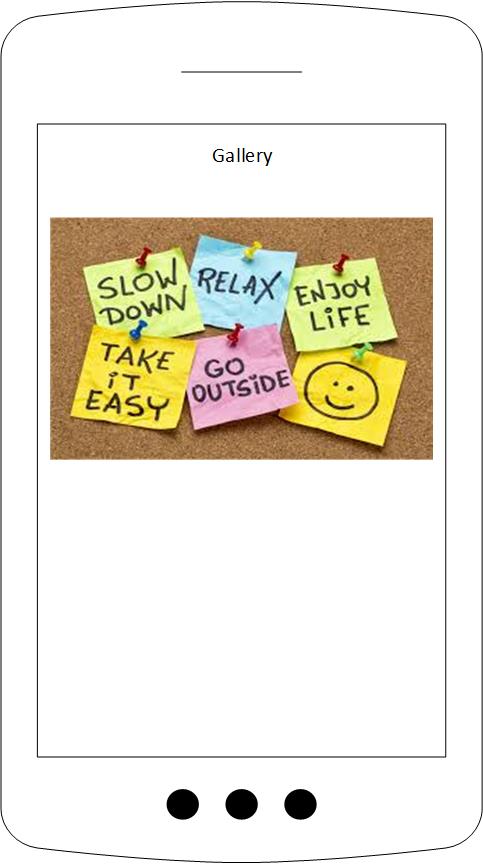
1. **Wireframe for Registration page**



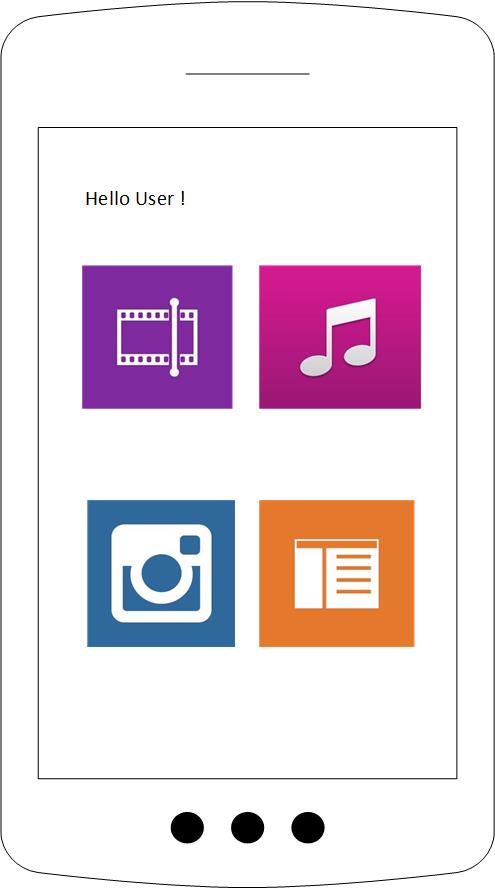
1. **Wireframe for Class page**

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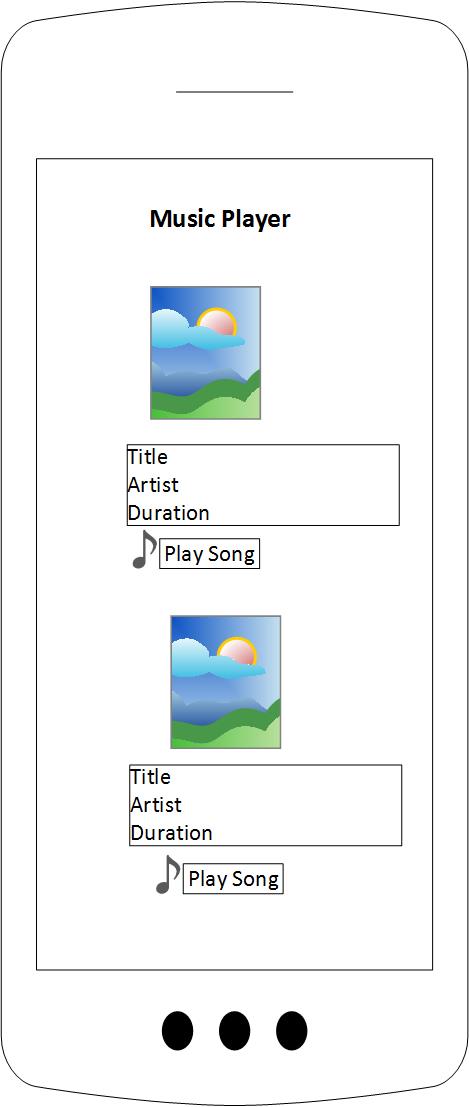
1. **Wireframe for Gallery page**



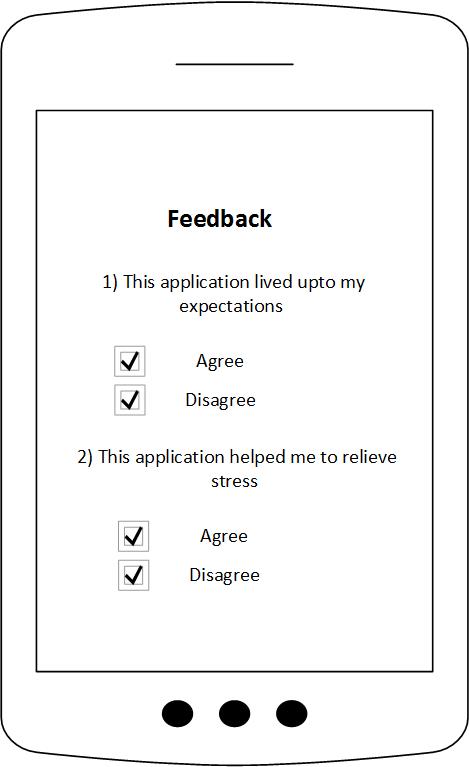
1. **Wireframe for Home page**

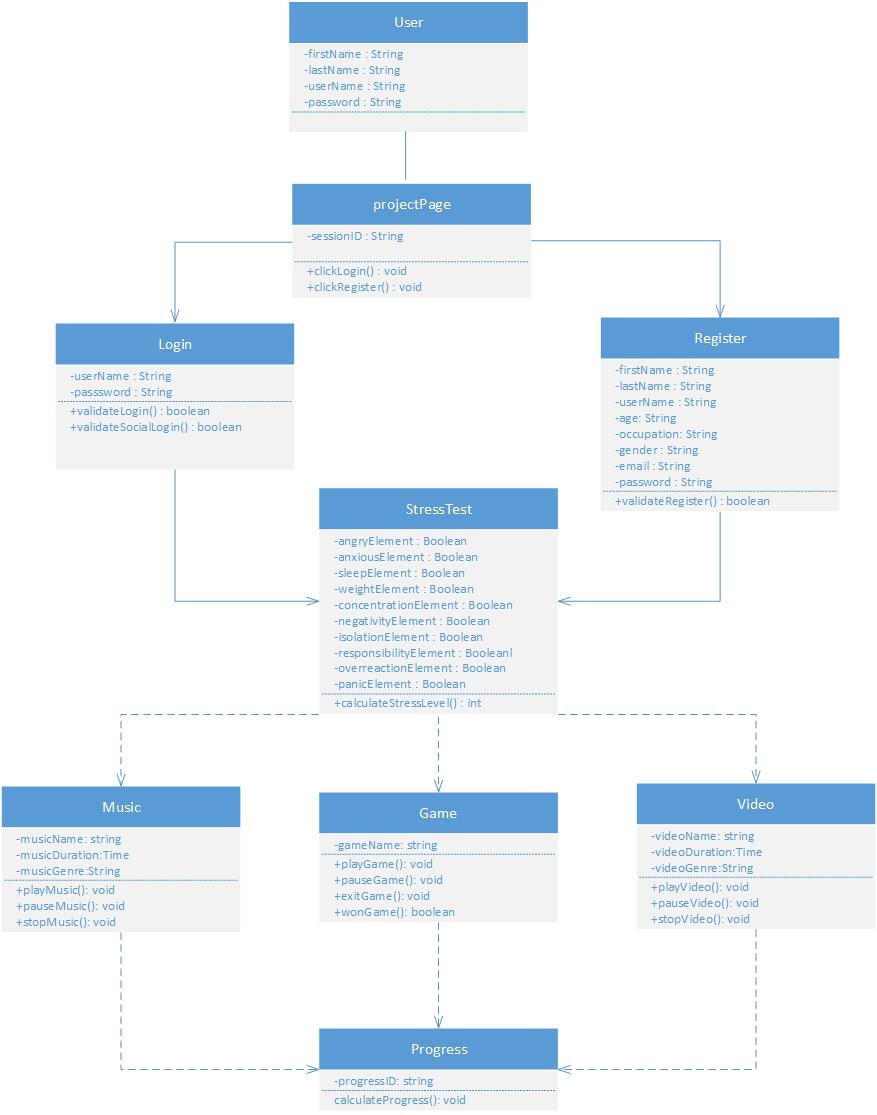
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1. **Wireframe for Music Player**

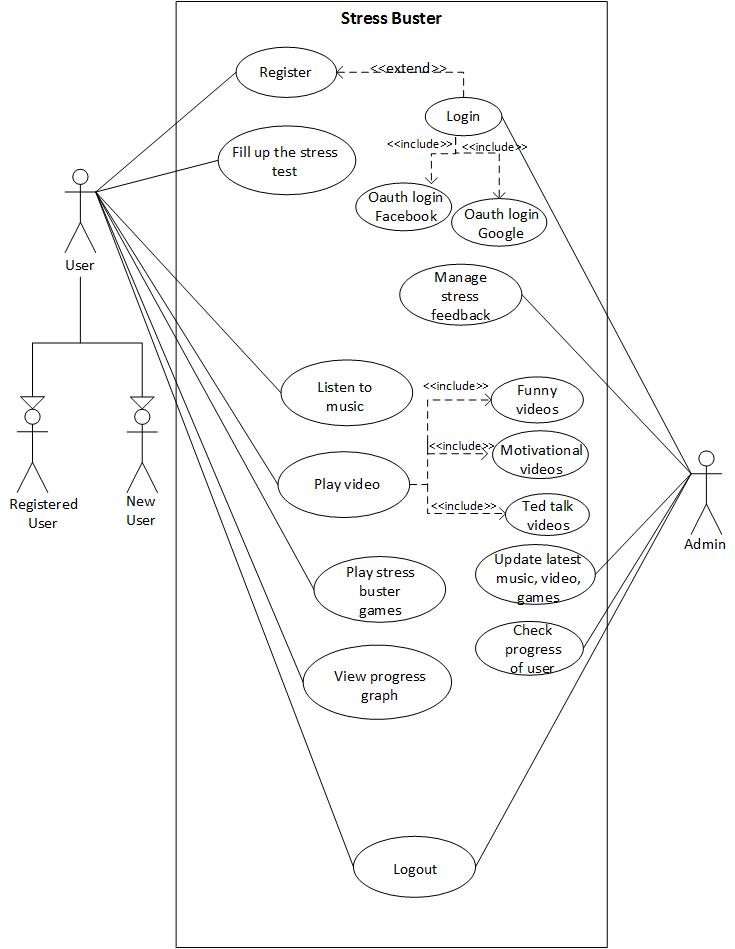


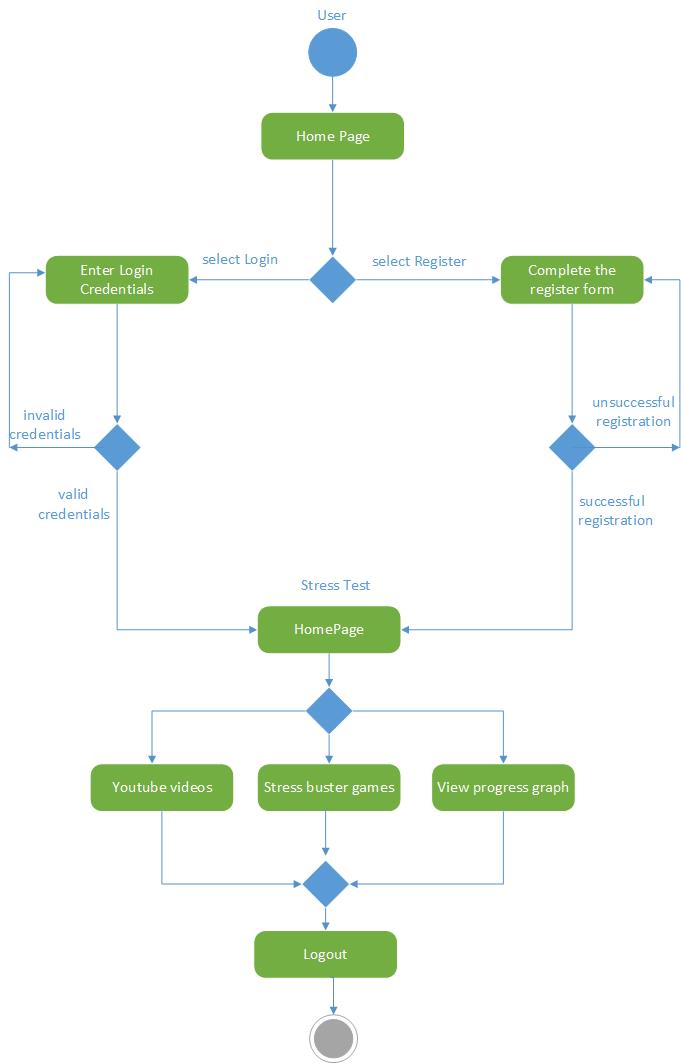
1. **Wireframe for Feedback**



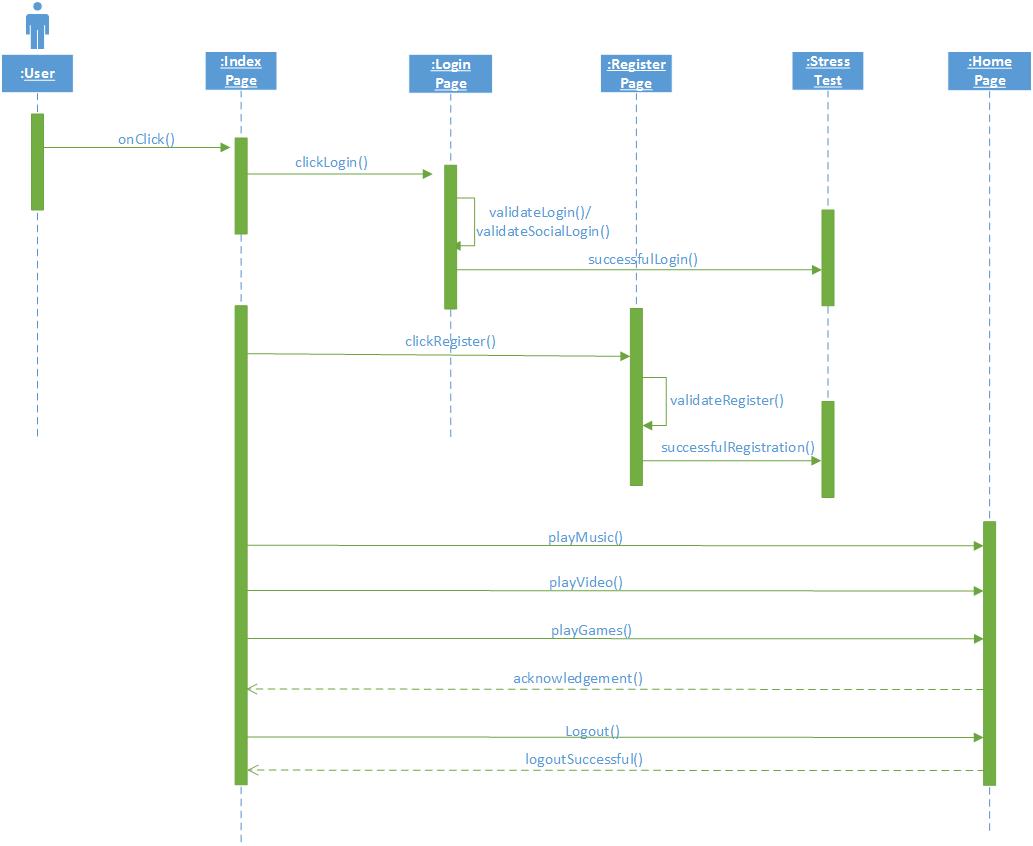
**Class Diagram**

**Use Case Diagram**

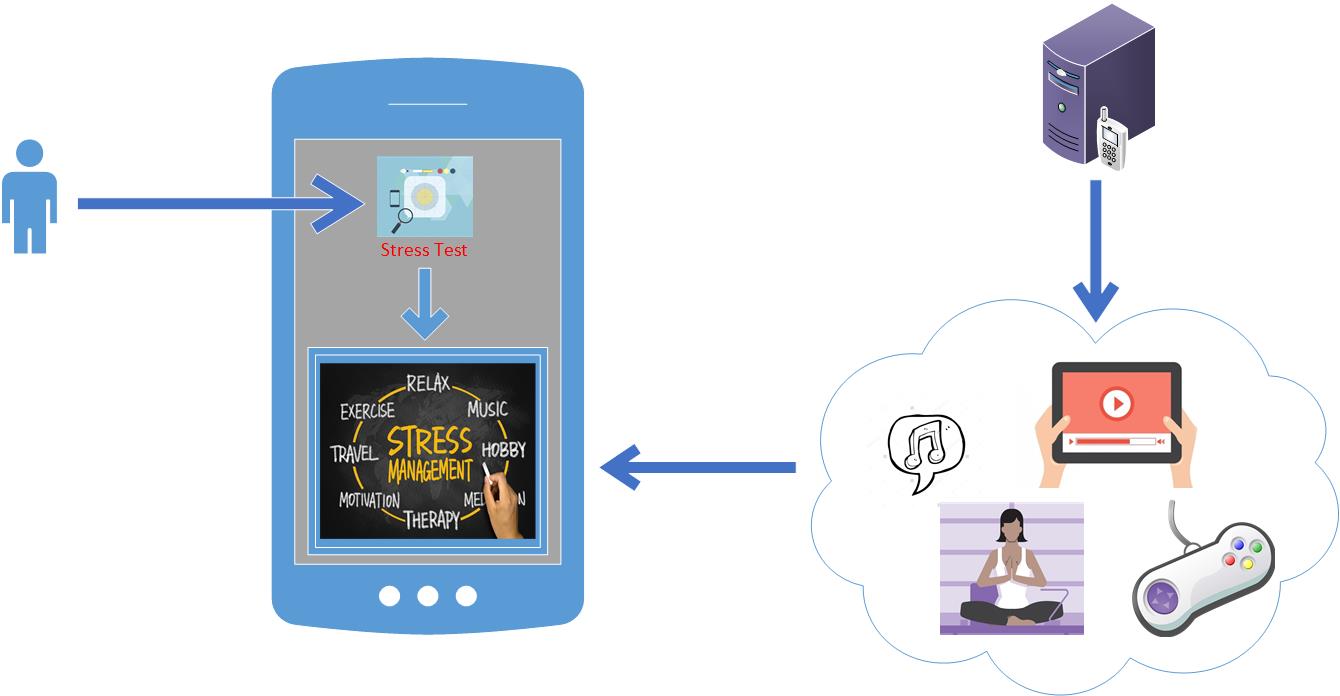
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**Activity Diagram**

**Sequence Diagram**

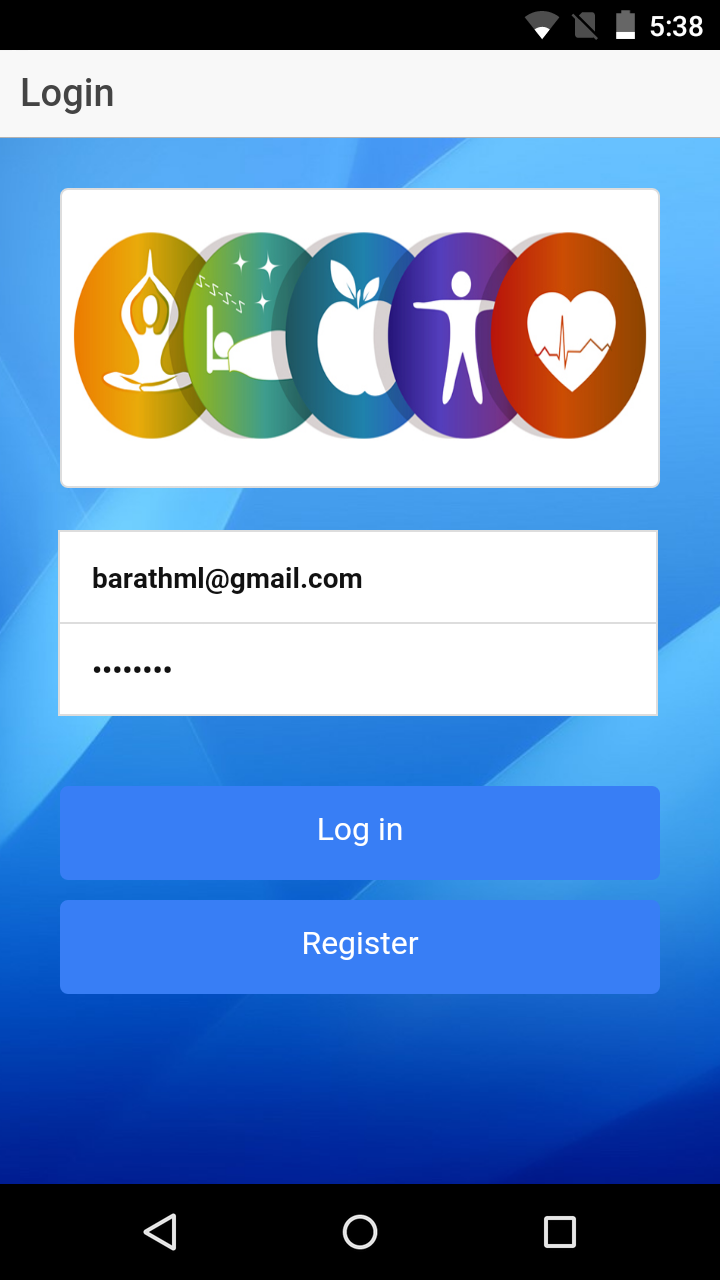
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**Architecture Diagram**

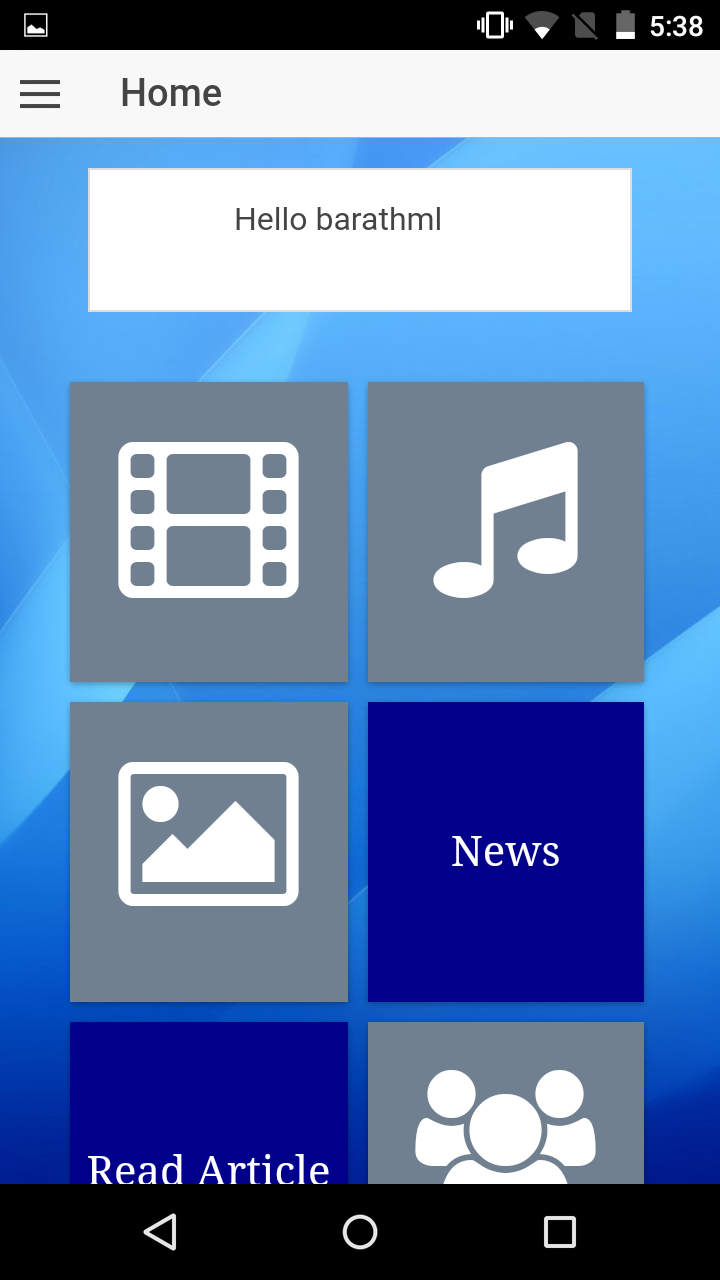


**V. Implementation**

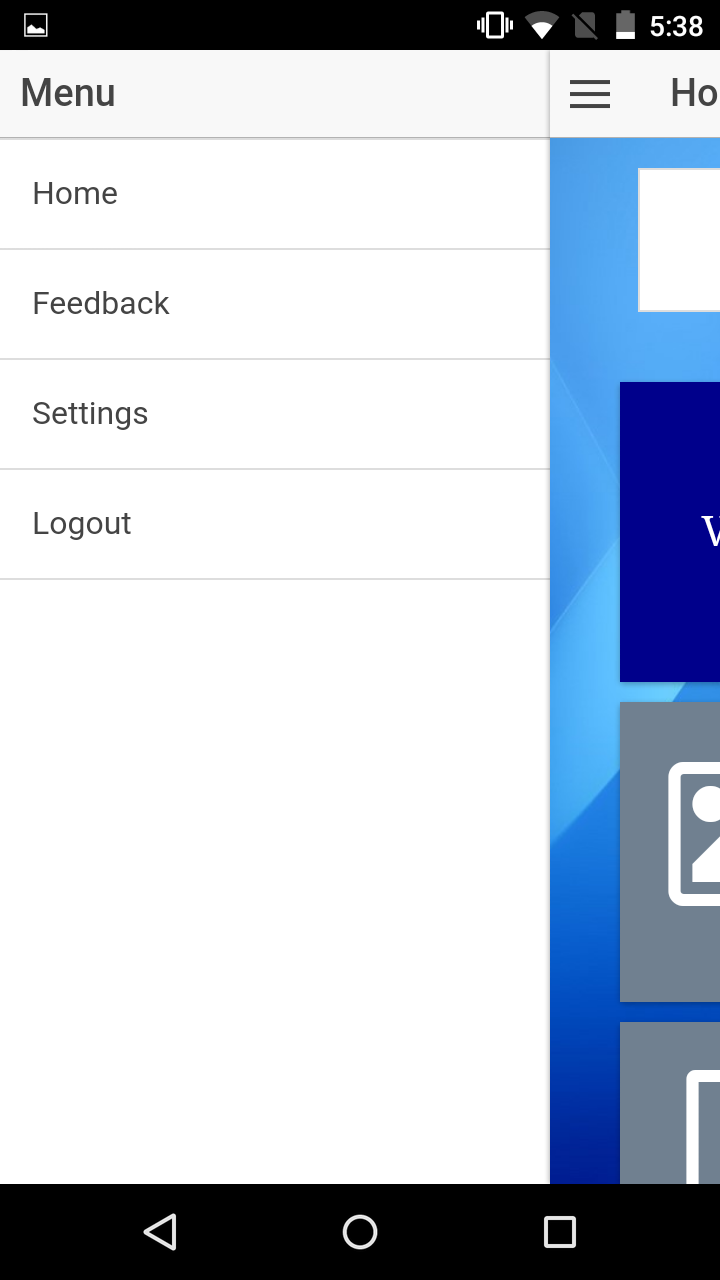
**Login Screen in Android**



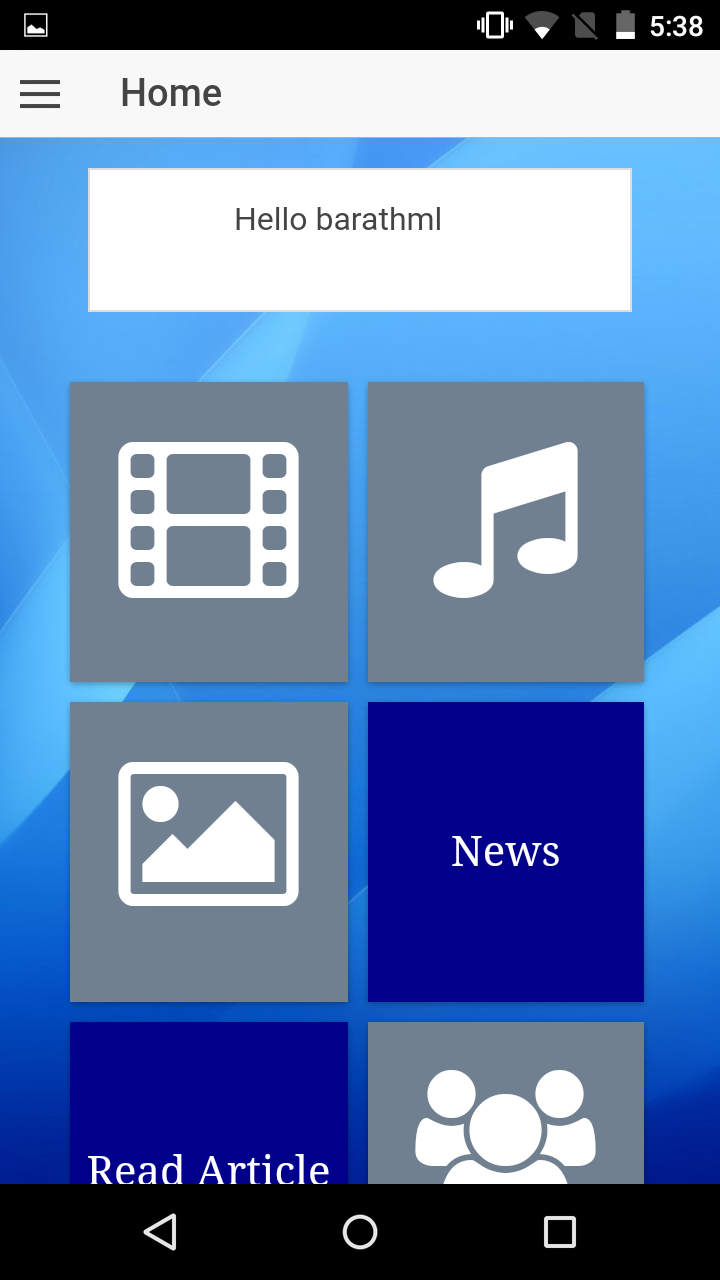
**HomePage in Android**



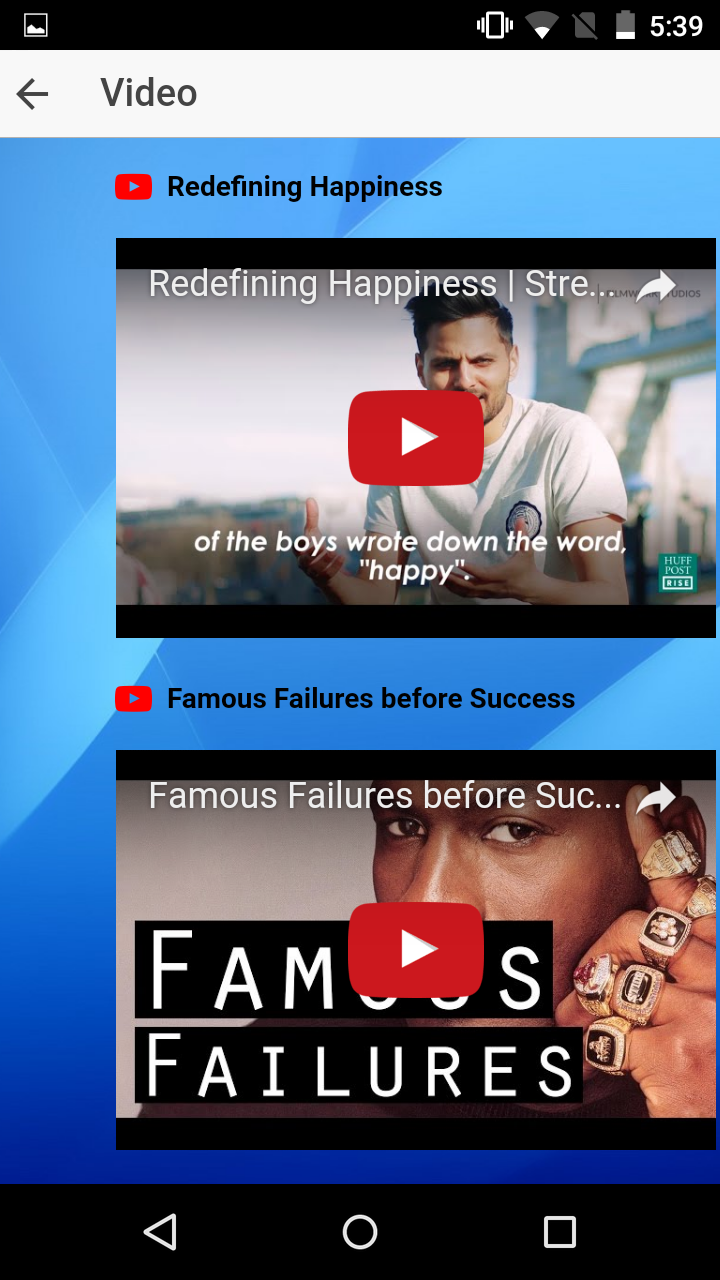
**Side Menu**



**Home Page**



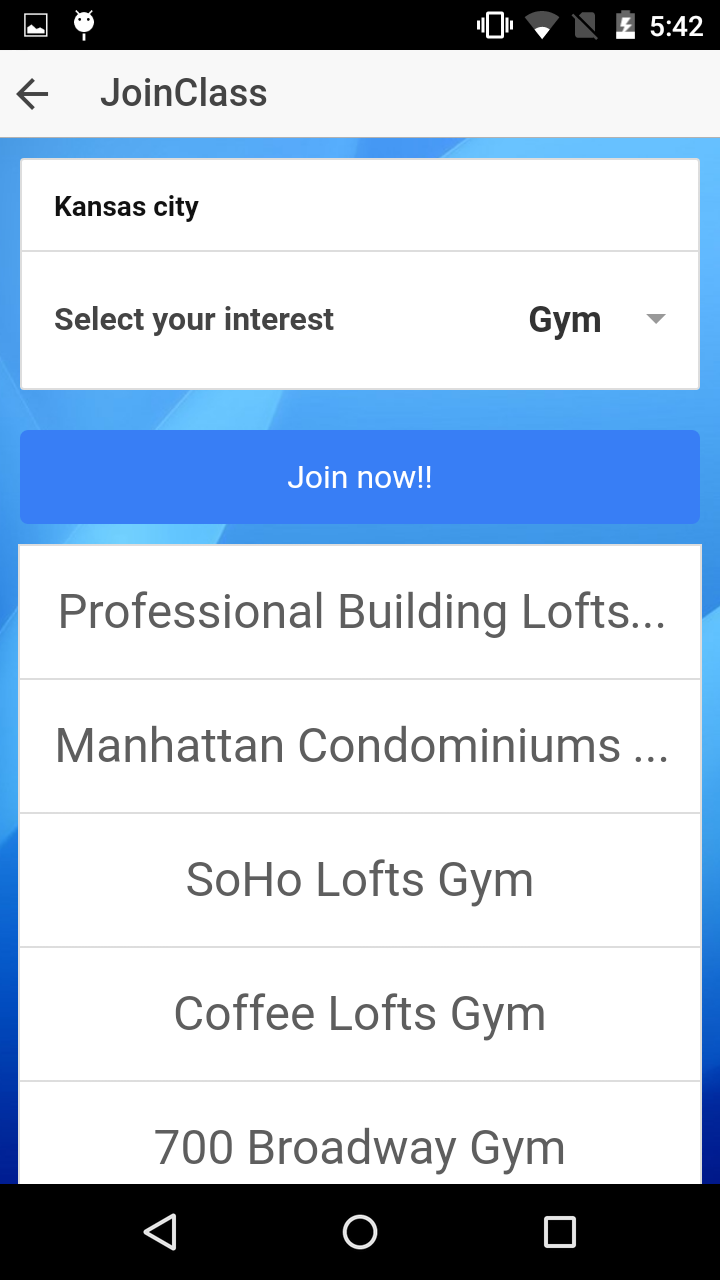
**Youtube Player**



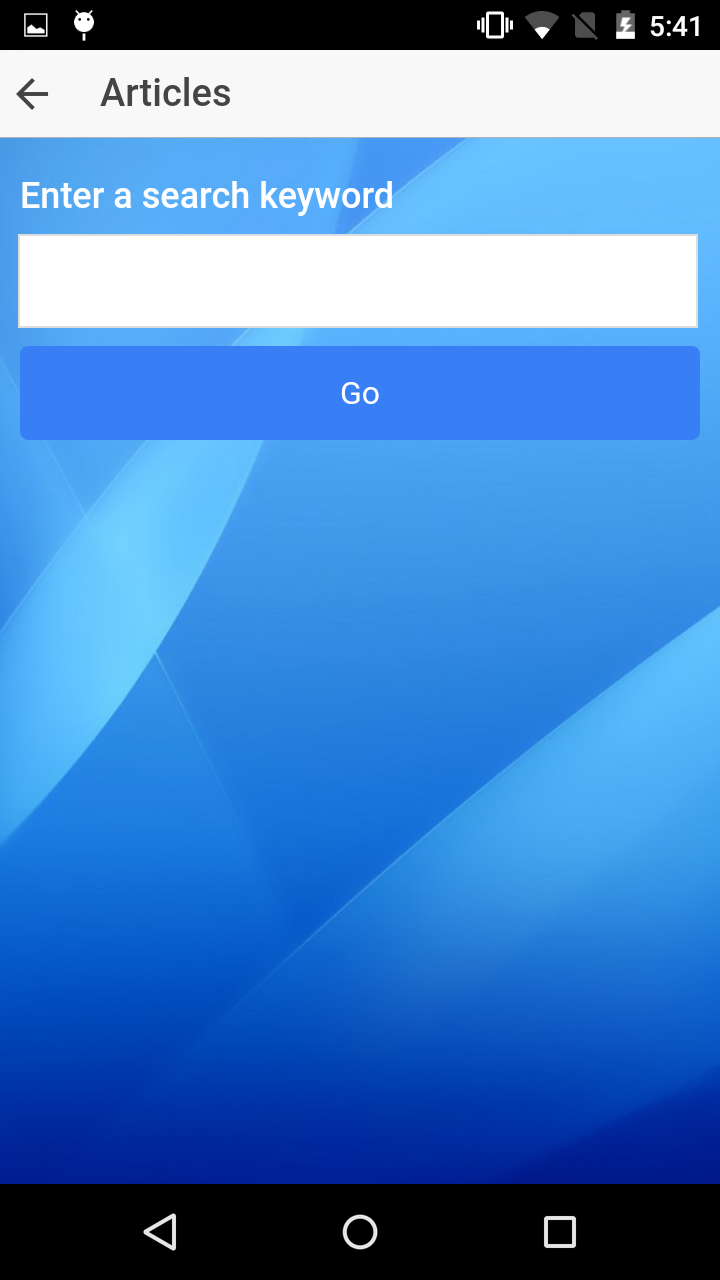
**Gallery**

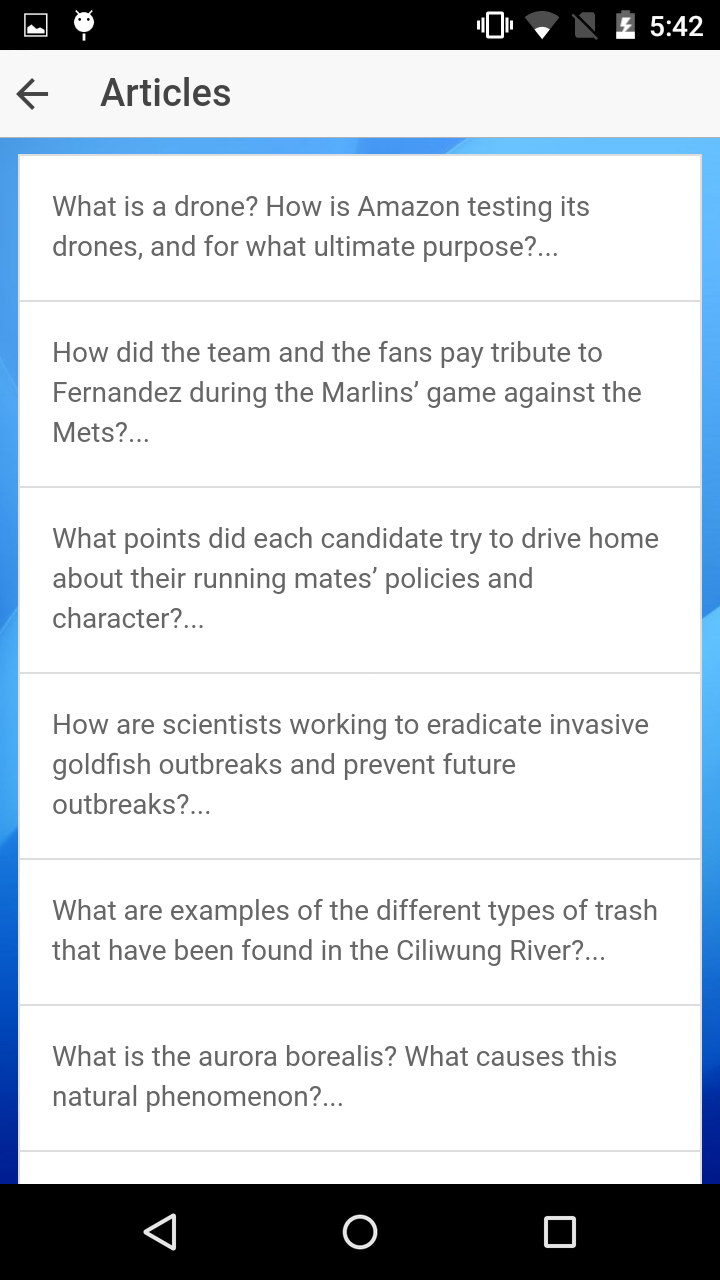


**Join Class Page**



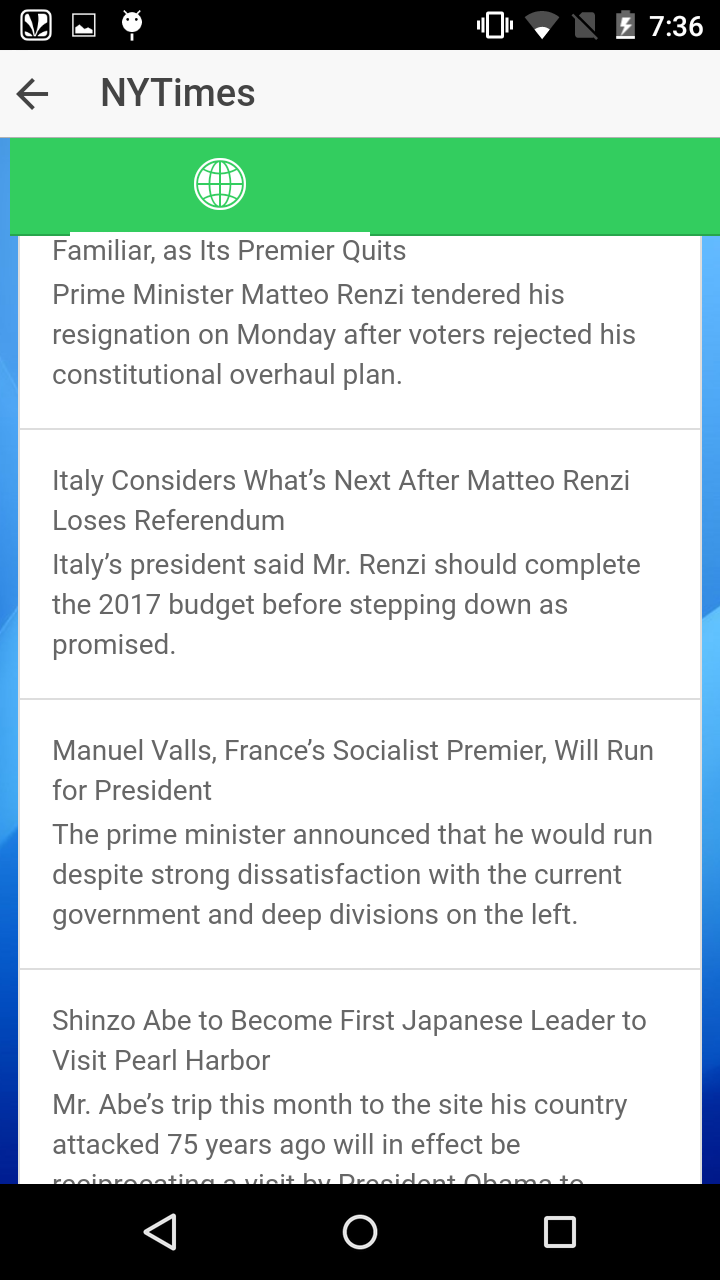
**Articles API**



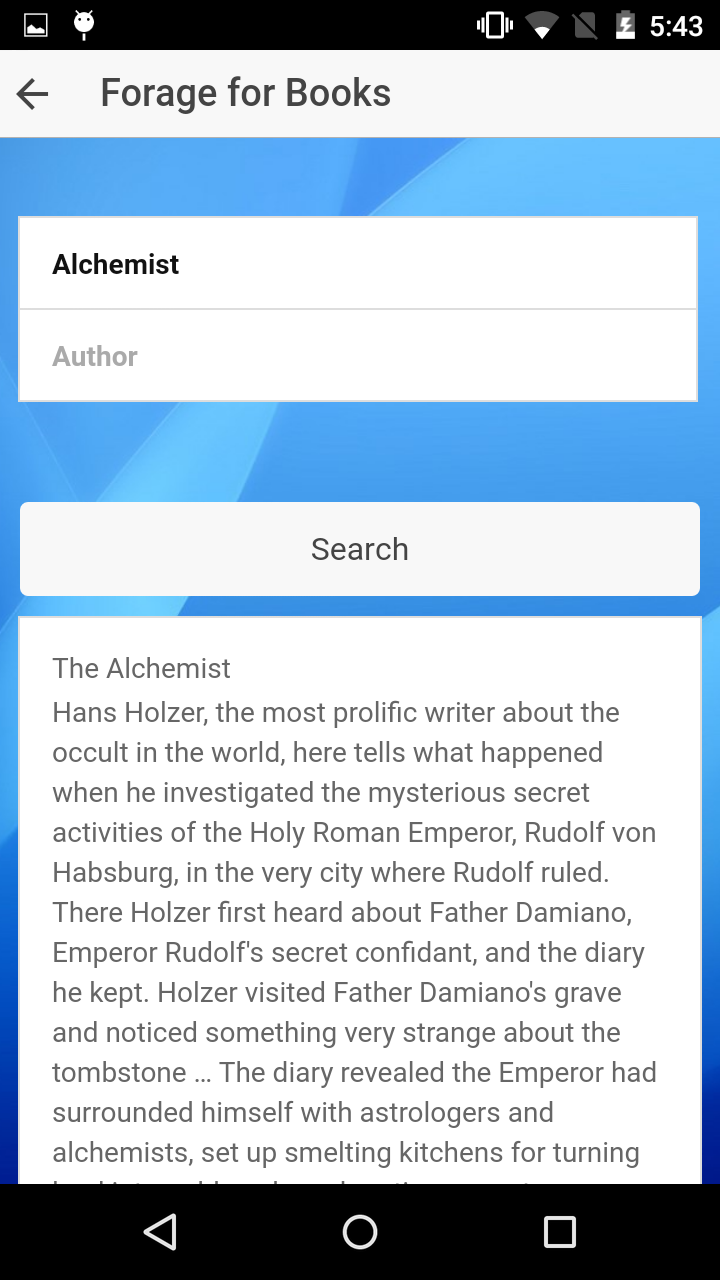


**NYTimes Technology**

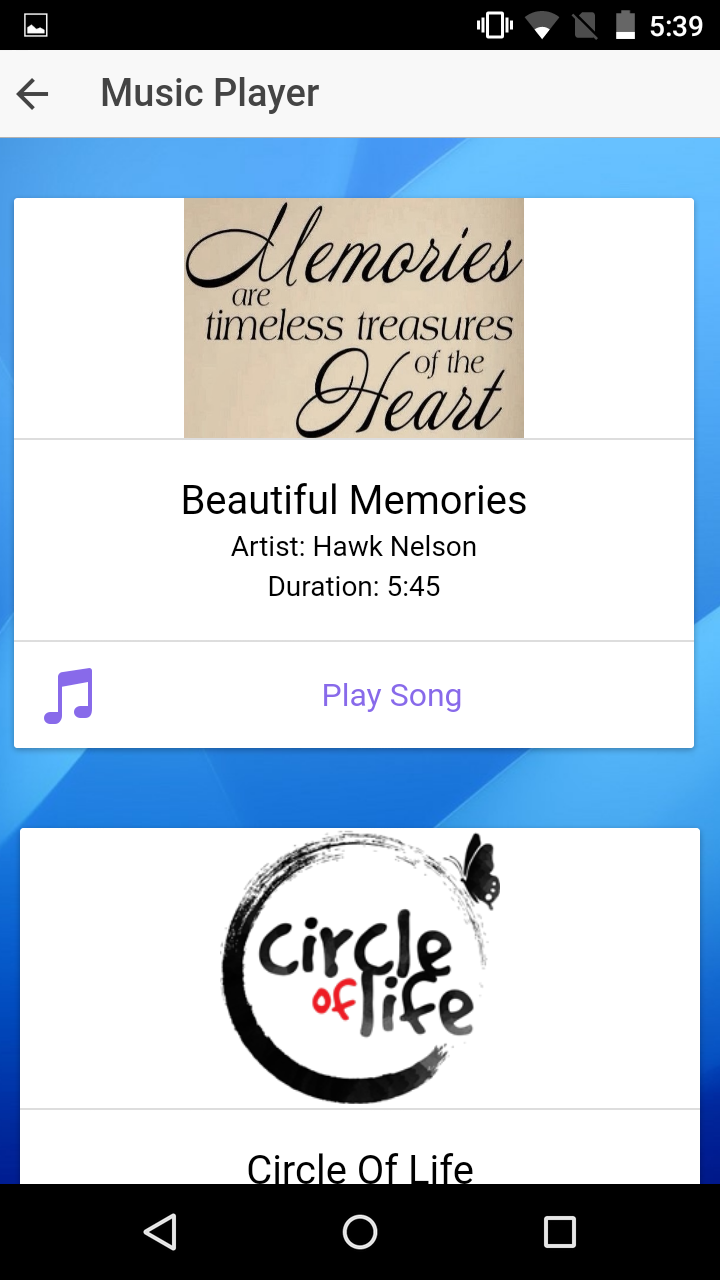




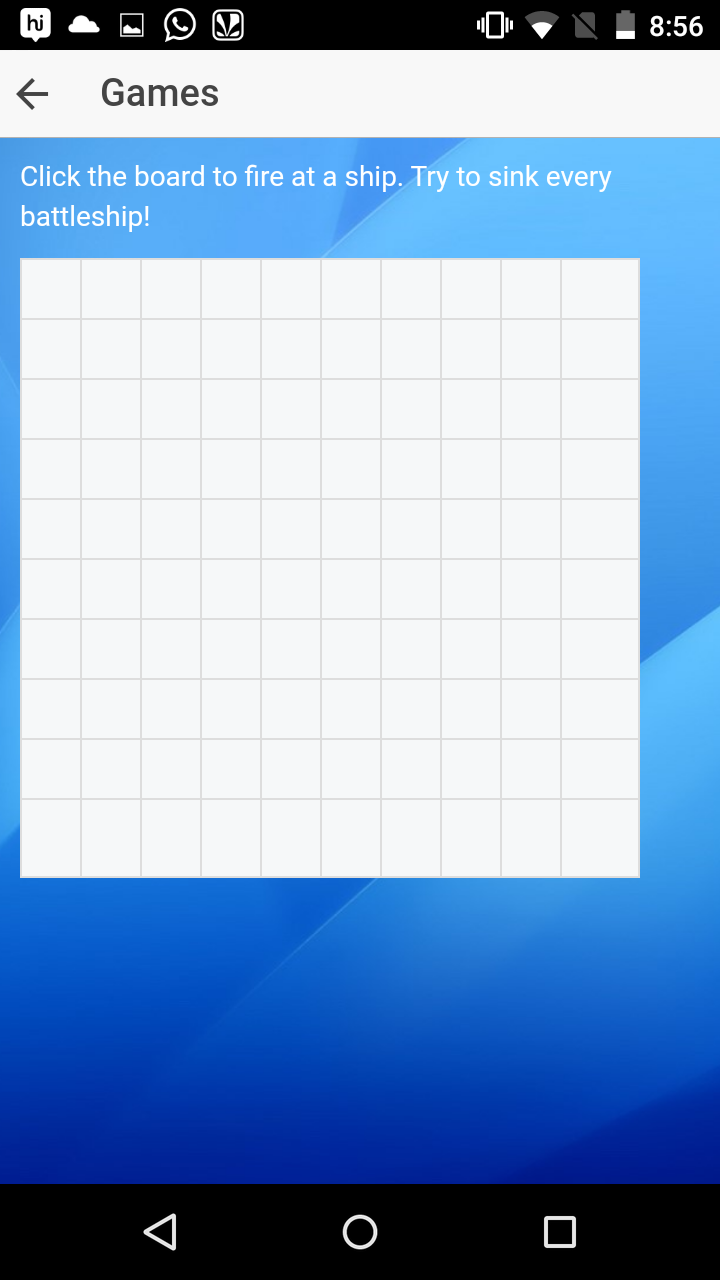
**Books**



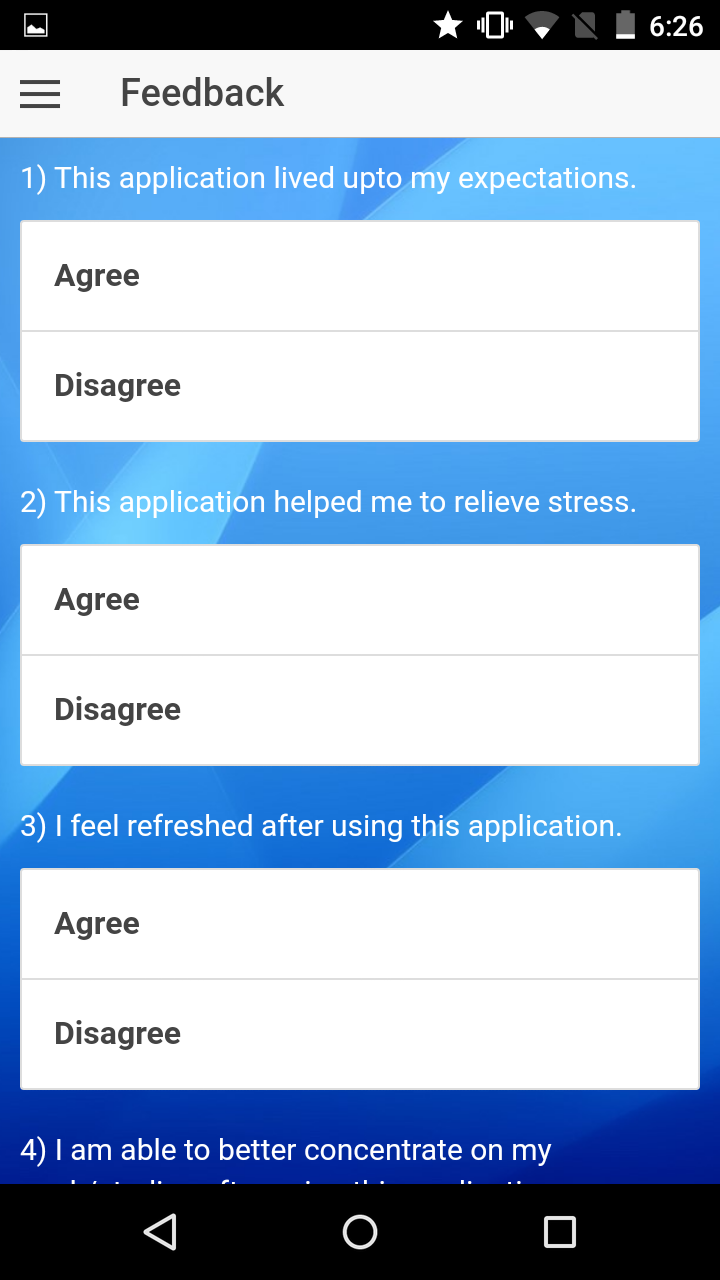
**Music Player**



**Game**



**Feedback**



**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.** | UnsuccessfulUser 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. | Successfulregistration 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%
* Aishvwarya Natarajan Iyer – 26%
* Gayathree Natarajan Iyer – 24%
* Megha Nagabhushan – 24%

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