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Carrot - Idea Organizer

Description

Create, plan, organize ideas. Collect your thought on the go!

Intended User

Anyone want to collect and save their thoughts on the go to forge a good idea.

Features

- Create Ideas.
- Takes pictures to them.
- Write notes to them.
- Write Todos.
- Question your Idea to grow it.

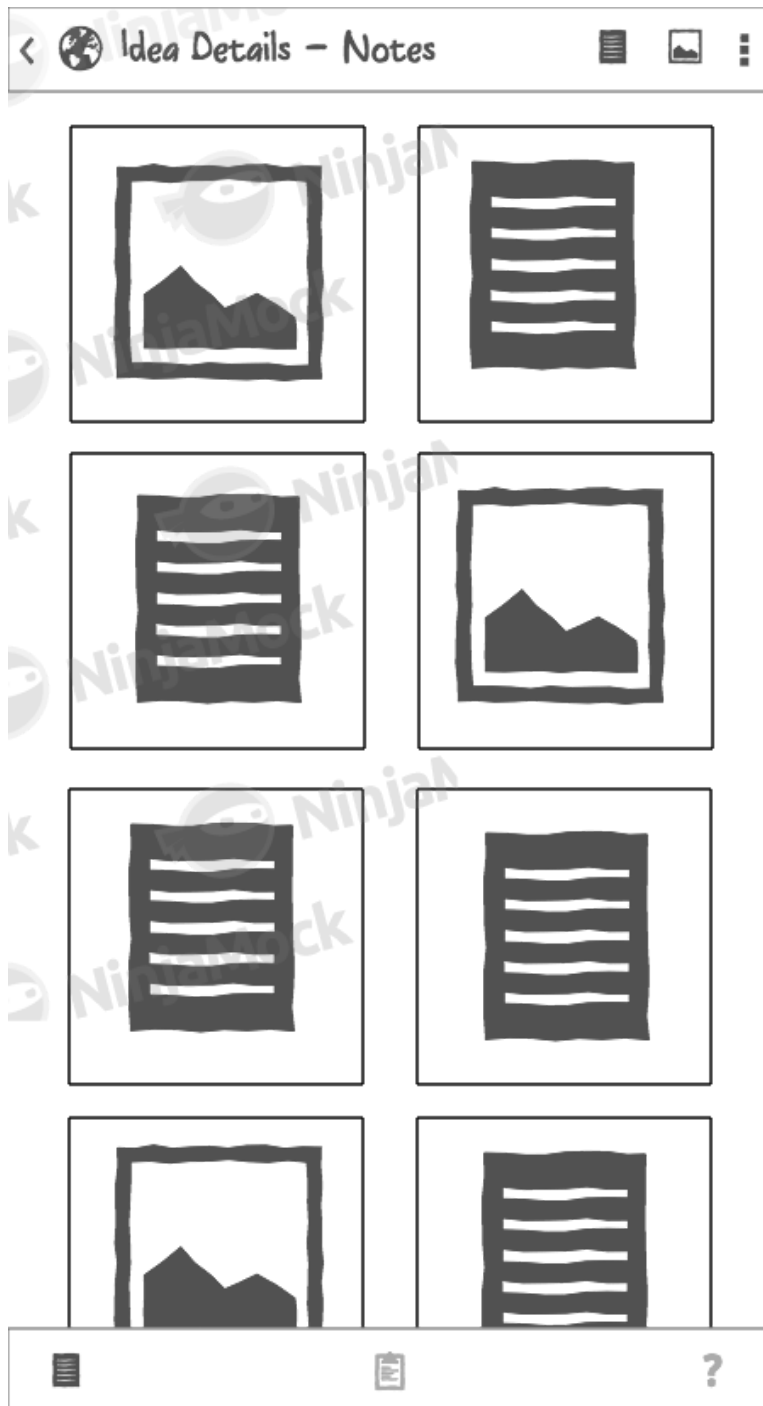
User Interface Mocks

Screen 1: Main Screen - Ideas List



This is the main screen that user see when he first open the app. In it he/she can create ideas with the floating action button.

Screen 2: Detailed Activity - Notes Fragment



Details activity - Notes Fragment: Shows up when user clicks on any idea in main screen. The default fragment for this activity is note fragment, which shows notes for the selected idea. User can create notes with buttons on the toolbar. User can navigate between fragments with the button icons on the bottom layout.

Screen 3: Detailed Activity - Todos Fragment

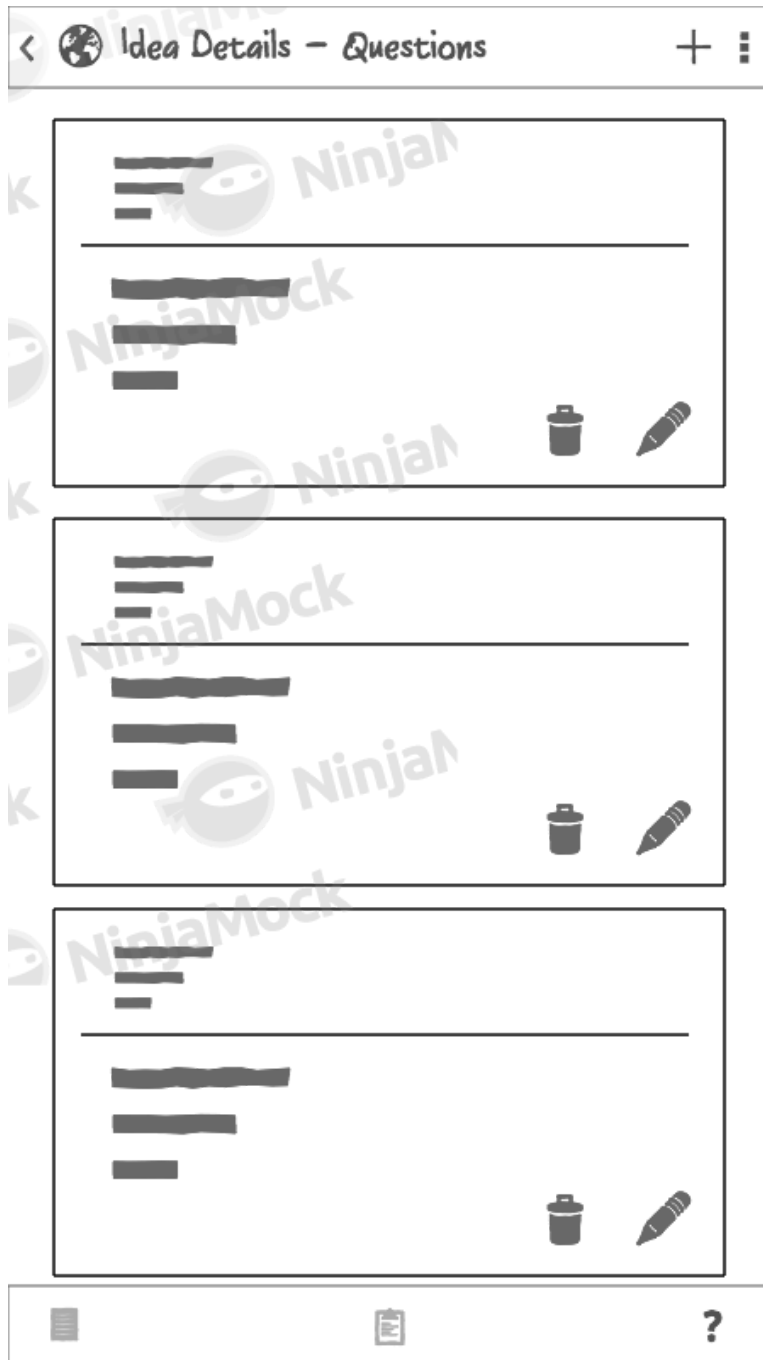
< Idea Details - Todos

_____ +

<input type="checkbox"/>	Checkbox
<input checked="" type="checkbox"/>	Checkbox
<input type="checkbox"/>	Checkbox
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Details activity - Todos Fragment: Shows todos or goals for the selected idea. User can create them with top layout and + button.

Screen 4: Detailed Activity - Questions Fragment



Details activity - Questions Fragment: Shows questions for the selected idea. User can create them with + button on the toolbar. Questions used to help the user forge his/her idea.

Key Considerations

How will your app handle data persistence?

App uses the following to handle data:

1. SQLite Database, Content Provider, Loader Class.
2. External Storage to store photos.

Describe any edge or corner cases in the UX.

No edge corner cases in the UX.

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

- Glide to handle images.
- Butter Knife to connect views with java code easily.

Describe how you will implement Google Play Services or other external services.

- Admob (dependency inside gradle file). Instruction at: <https://developers.google.com/admob/android/quick-start>.
- Firebase Crash Report: Crashlytics (dependency inside gradle file). Instruction at <https://firebase.google.com/docs/crashlytics/get-started?authuser=0>.

Next Steps: Required Tasks

Task 1: Project Setup

- Implementation Libraries:
 - Glide.
 - Butter Knife.
- Implementation Services:
 - Admob.
 - Firebase Crash Report.

Task 2: Create Models

- Idea Class.
- Note Interface.
 - Note Text Class.
 - Note Image Class.
- Todo Class.

Task 2: Design and Create Database

- Design and Create Database:
 - Create Database Contract Class.
 - Create Database Helper Class.
 - Create Database Provider Class.

Task 3: Implement UIs For The App

- Choose Theme, Colors, Fonts, Assets Images.
- Build UI for Main Activity:
 - MainActivity XML.
 - RecyclerView:
 - Idea Item XML.
- Build UI for Detail Activity:
 - Detail Activity XML:
 - Fragment Container and BottomNavigationView.
 - Fragment Container:
 - Create Idea Note Fragment XML.
 - Create Idea Todos Fragment XML.
 - Create Idea Question Fragment XML.
 - Create Note (Text and Image) Item List XML.
 - Create Todos Item List XML.

Task 4: Create Classes for Activities, Adapters and Fragments

- Activities:
 - Main Activity Class.
 - Detail Activity Class.
 - Add Idea Activity.
 - Add Note Activity.
 - Preview Note Activity.
- Adapters:
 - Idea Item Adapter Class.
 - Note Item Adapter Class.
 - Todo Item Adapter Class.
- Fragments:
 - Notes Fragment.
 - Todos Fragment.
 - Question Fragment.

Task 5: Create Widget

- Create widget that let user create a new Idea.