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Storyboard

Description

Storyboard helps us keep track of our life's stories, allowing us to keep track of our accomplishments and memorable incidents at the same time work as a long term goal tracker. Designed well for ambitious people who want to stay on top of the progress they are making and monitor goals and achievements - without hassle.

It's not a magic elixir but spending a minute a day might give an hint about how your life is moving forward.

Intended User

Software Developers, IT professionals, Ambitious and busy people who like to track their life and goals and day to day activities.

Features

- Friendly daily "How did your day go"
- Keep tracks of things we do in our daily lives
- Keep track of highlights and accomplishments
- Set goals for the day
- Add post - Different from goal settings - more like a journal note
- Select highlight of the day/week/monthly/quarterly
- Thoughts, ideas, memories all saved in one place
- Future: Daily email how did your day go?
- Interesting feature: Include random post from life -> remember this, last month you wrote

User Interface Mocks

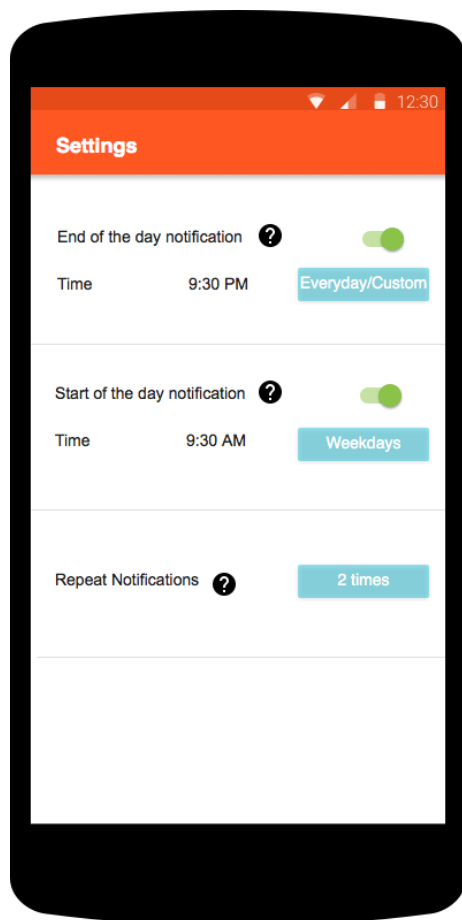
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1 : Settings

Settings Activity

Configures the end and start of the day notifications timings.

User's will be notified at the selected time about how their day was/ goals they would like to set etc.



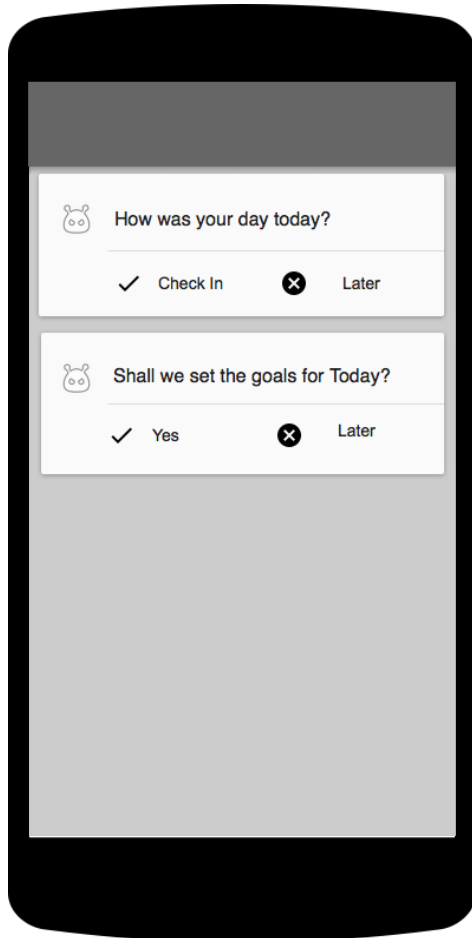
Screen 2 : Notifications

Notifications Screen

Displays the mock of two types of notifications the user's will receive.

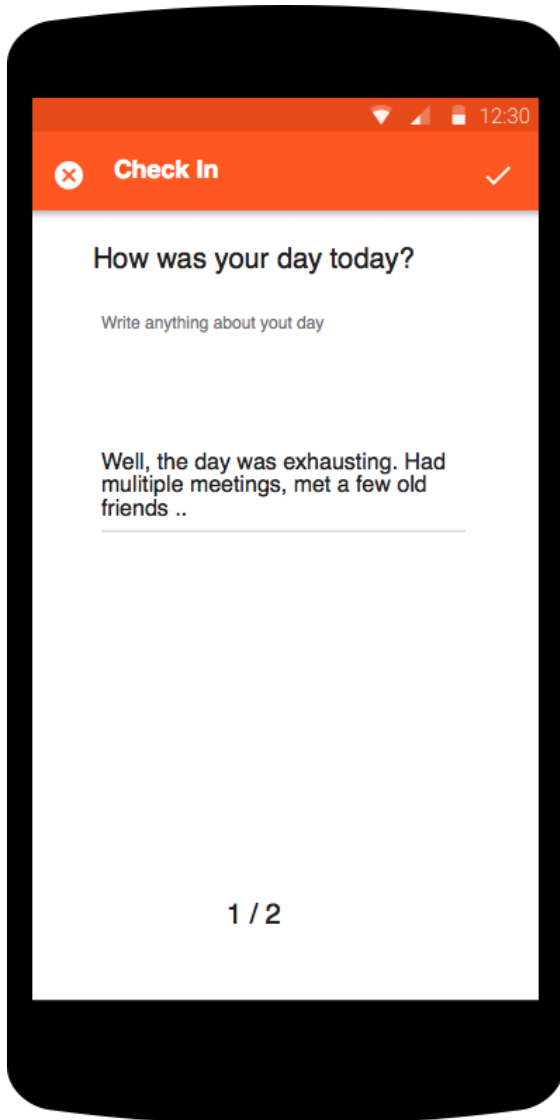
The first notifications is the one that users will receive at the end of the day

The second notification is the one that users will receive at the start of the day.



Screen 3 : EOD Check In

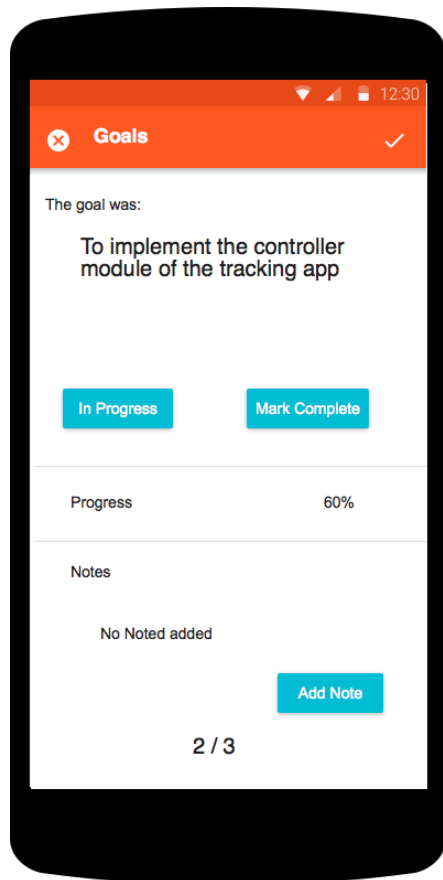
Displayed when the user taps on the end of the day notification. This is where the user can enter in details about how their day was and what happened during the day.



The screenshot shows a mobile application interface for a 'Check In' screen. At the top, there is an orange header bar with a white 'x' icon on the left, the text 'Check In' in the center, and a white checkmark icon on the right. Below the header, the main content area is white. It starts with the question 'How was your day today?' in a bold, dark font. Underneath this is a light gray placeholder text that says 'Write anything about your day'. Further down, there is a sample text entry: 'Well, the day was exhausting. Had multiple meetings, met a few old friends ..'. At the bottom of the screen, centered, is the text '1 / 2'.

Screen 4 : Achieved Goals

Displayed at the end of the day, where the user's are shown the goals that they set for themselves during the start of the day.



Screen 5 : Day Highlight

Day Highlight

Where we ask the user the highlight of the day - and they have the options to attach the highlight to one of the goals to add meaning to it.

12:30

☐ Highlight ☒

What was the highlight of the day?

accomplishment/cherished memory

Had Jacque torress icecream - the best icecream

Is the highlight related to any of the goals?

☐ Goal 1

☐ Goal 2

3 / 3

Screen 6 : Set Goals I

Create Goals

Where user can create goals or select one from previous goals

The image shows a mobile application interface for creating goals. At the top, there is an orange header bar with a close button (X), the title "Create Goals - 1", and a checkmark button. Below the header, the screen is divided into two main sections. The first section, titled "Create New Goal", contains two input fields: "New goal title" and "Content text". The second section, titled "Or select from any previous goals", contains three list items: "Walk or Run", "Work out Or Gym", and "Walk the Dog". Each list item has a horizontal line below it, suggesting a selection mechanism. The entire interface is displayed within a black rounded rectangle representing a smartphone.

Screen 7 : Set Goals II

Create Goals 2 - activity opens after user selected an old goal or taps on the edittext to create new goal

12:30

✕ Create Goals - 2 ✓

Goal

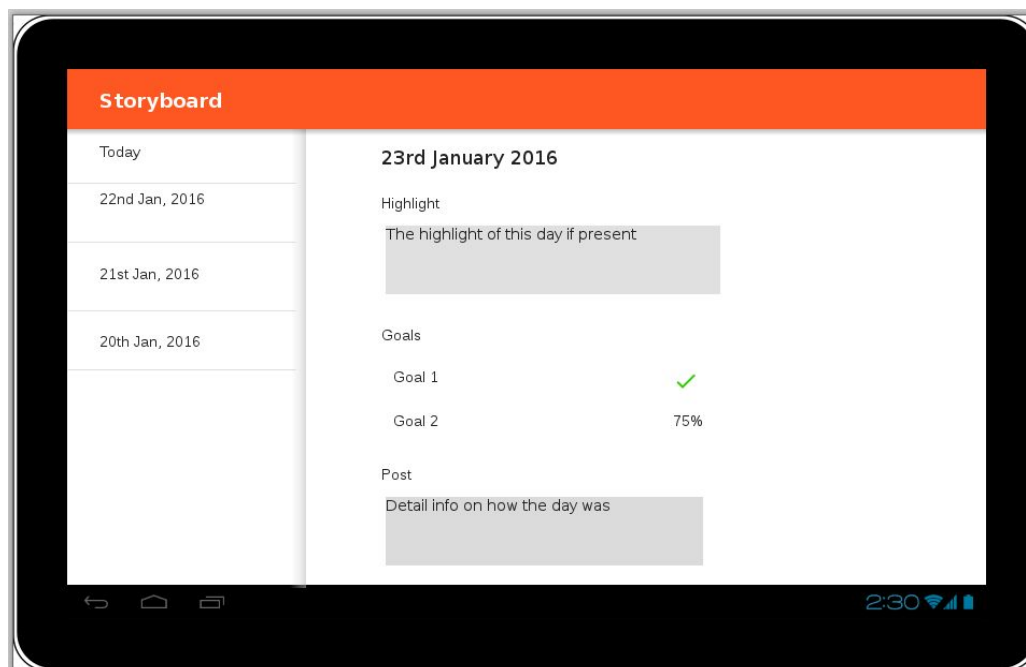
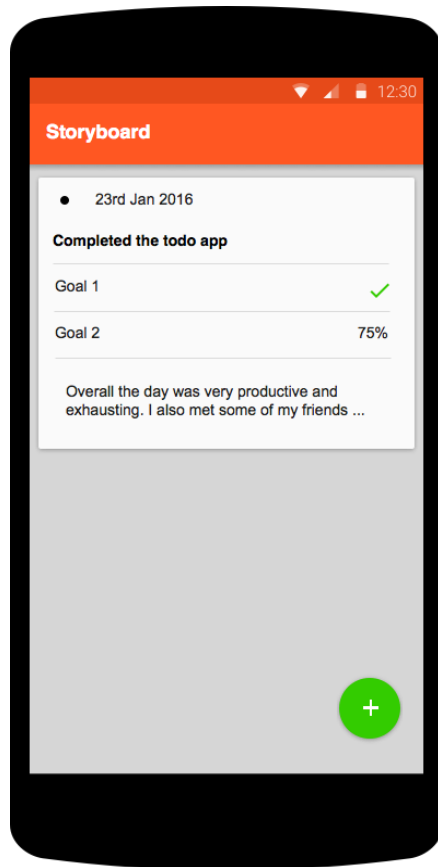
Write Lua module for enginx

Date Today

Add Reminder 5:30 PM

Screen 8 : Main Activity

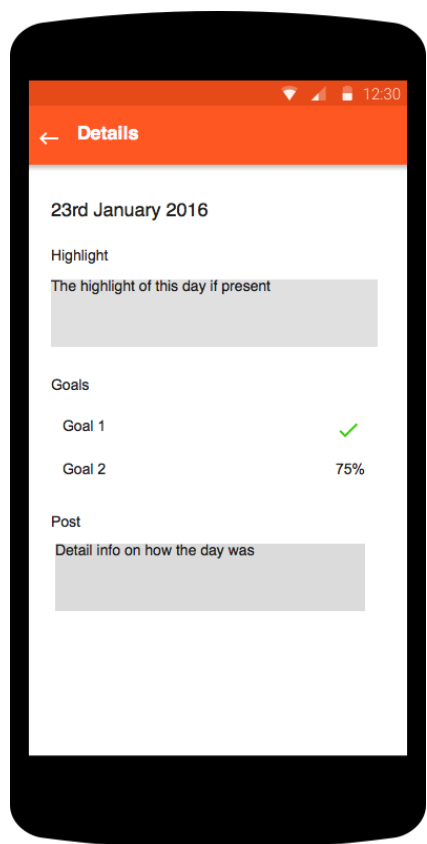
MainActivity that opens when the user opens the app. It a list of days the user has entered the tasks with the highlights, goals and post snippet.



Screen 9 : Day Details

Day details

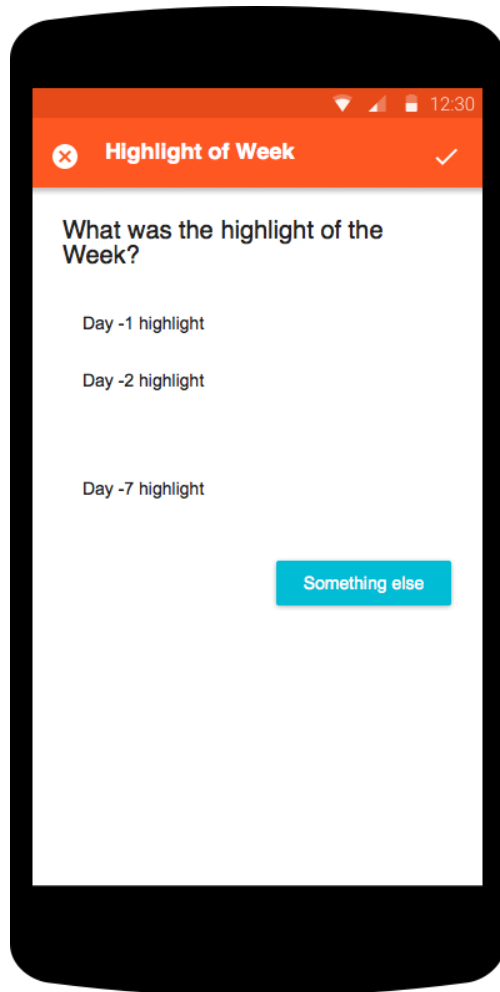
This details activity opens when a user taps on any one of the items in the list view of the Main Activity



Screen 10 : Highlight

Happens weekly, where the user is asked to select a highlight of the week from the highlight of the day.

Same process is repeated for the monthly, and quarterly highlights.



Screen 11 : Add Task

A screen like this opens with options to add goals, posts and highlights, when users selects the floating action button on MainActivity



Key Considerations

How will your app handle data persistence?

Create a content provider that saves the data locally. If possible connect the app to the web service that stores the user's data.

Describe any corner cases in the UX.

When the app opens for the first time we have to show the user the settings page so that they can select the appropriate start of the day and end of the day timings.

When User opens the Goal setting activity from the notifications, then editing the date should be disabled, as this means that the user is setting details for today. While when the goal setting activity is opened through the app, make the date editable, so that the user can set goals for future days.

Occasionally show a random post or checking from the past to the user when they open the app.

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

Butterknife for view binding
Retrofit for http requests
Recycle Core for RecyclerView
Appcompat for Material design

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

Task 1: Project Setup

Create a basic one activity app with Appcompat material design theme

Task 2: Settings Activity

Create setting activity make sure that notifications show up at the selected times.

Task 2: Implement UI for Each Activity and Fragment

Implement Activity for Check in posts, Goals and Highlight and other Activities with mock data to make sure that no UX or edge cases have been missed and get a better idea of the end to end flow of the app

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Subtask 1: Design for Mobile

Subtask 2: Design for tablets.

Task 3: Create Content provider

Create Content provider to the save the data locally on the phone

Task 4: Add Google play services

Add google play services with google cloud endpoints to save user's data on the cloud server.

Task 5: Add Google Analytics

Add Google analytics to get an idea of how the users are using the app.

Task 6: Feedback

Create a feedback options where users could email feedback on the app

Add as many tasks as you need to complete your app.

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**"
3. Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"