

Description

Intended User

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User Interface Mocks

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Key Considerations

How will your app handle data persistence?

Describe any corner cases in the UX.

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

Next Steps: Required Tasks

Task 0: Project Setup

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GitHub Username: Your GitHub username here

Tabata timer

Description

This is a easy Tabata timer.It provide notification function and a ranking page. See who can keep to do Tabata every day. Receive other people support,push yourself do Tabata everyday.

Intended User

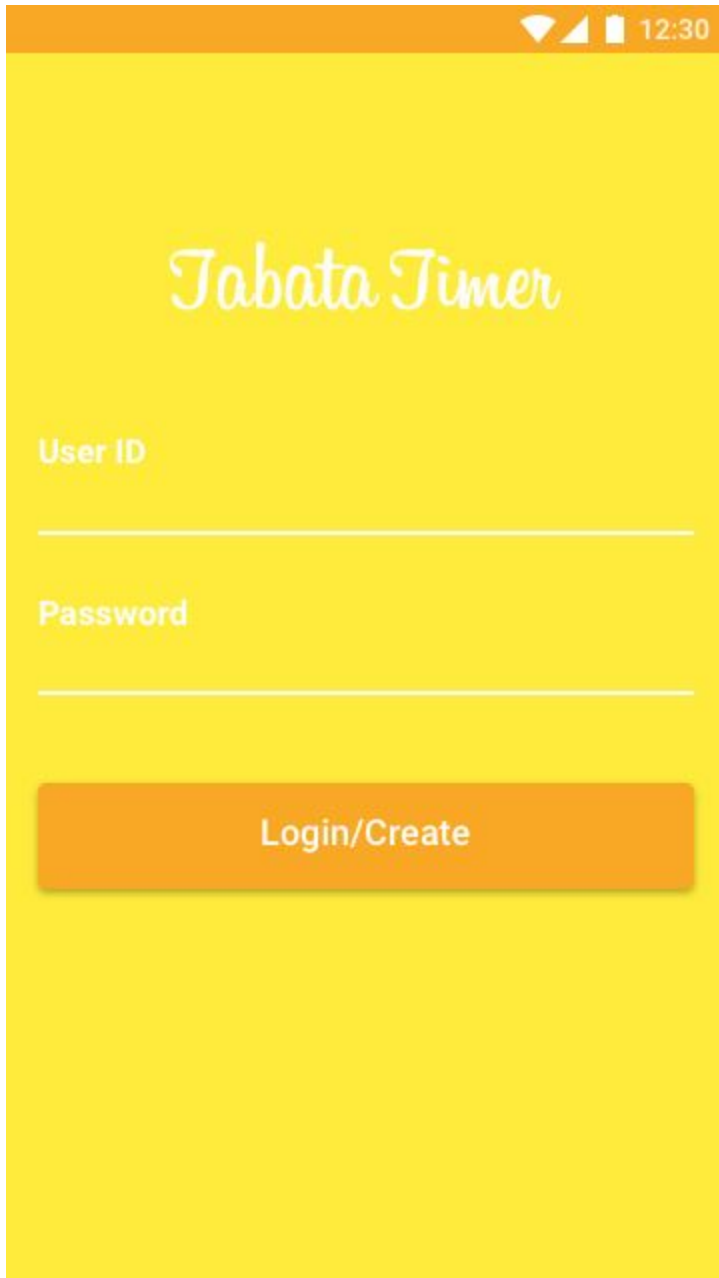
Lazy gay,the people who want to do Tabata keep fit

Features

- Easy to use timer
- Upload your profile picture
- Notification ,remind you to do Tabata
- Ranking page,give you power
- Can give support to other people
- Have a calendar page ,show you which day you finish the Tabata training
- Give a support to other user

User Interface Mocks

LoginScreen



Tabata Timer

User ID

Password

Login/Create

At this screen ,the person will enter the user id and password,if the user ID is new,will create a new account

If the user is has already appeared,will login

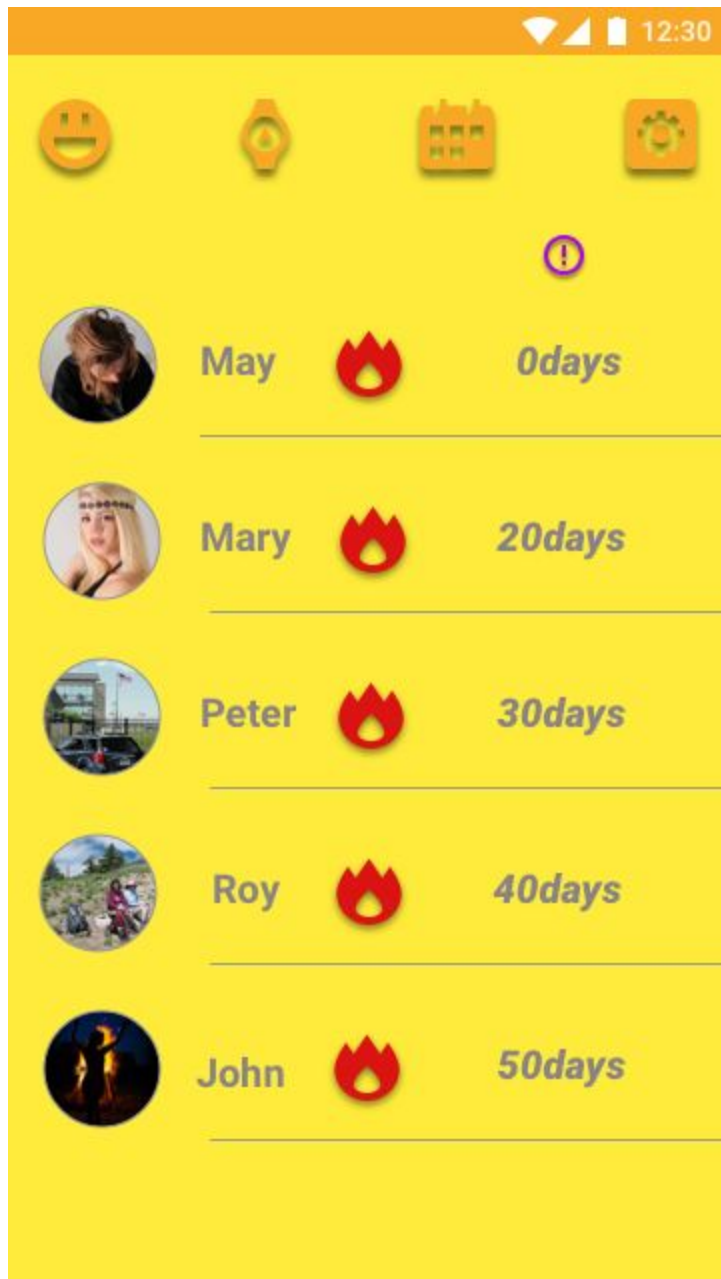
Timer screen



In this page, we can see a pause timer and an action timer. When we put start, the action will count 20 seconds, the user does tabata in this 20 seconds. When the action timer stops, the pause timer starts, total 10 seconds. After the pause timer stops, one turn is finished. We have a total of 8 turns. The orange ball is used to count the turn.

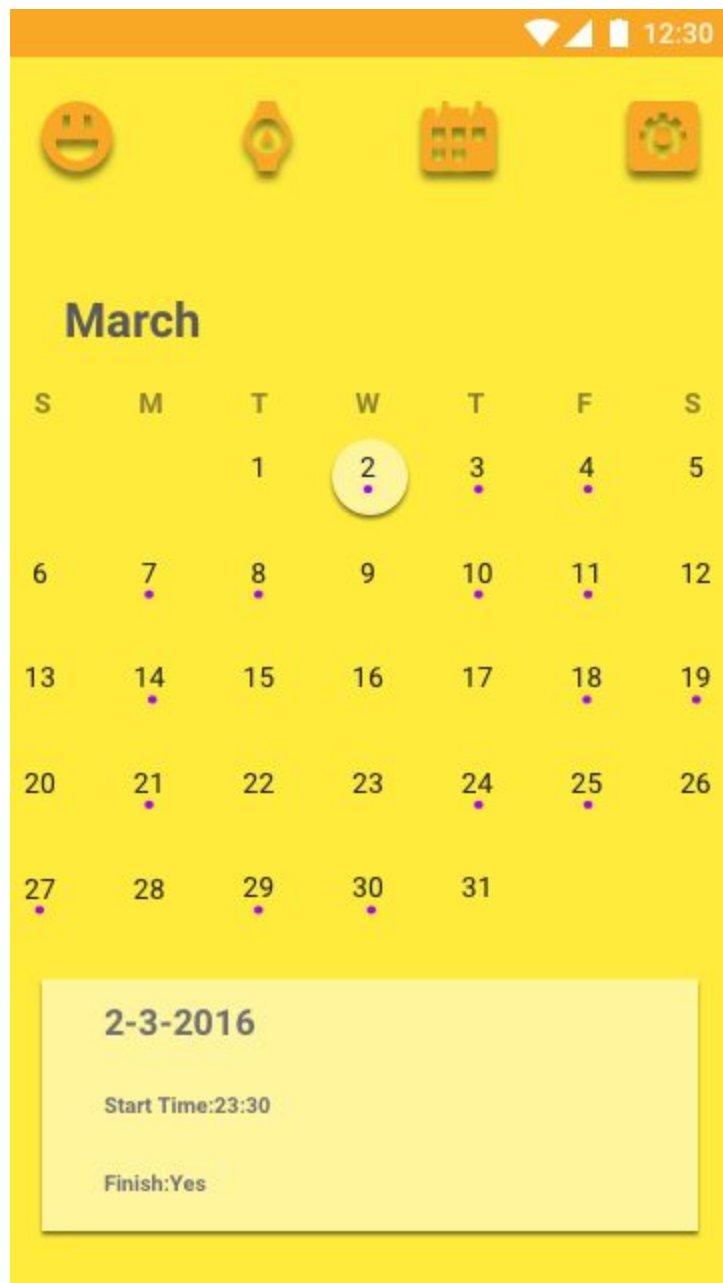
At this page, we also can see how many supports (the fire icon) that we get from other users.

Ranking screen



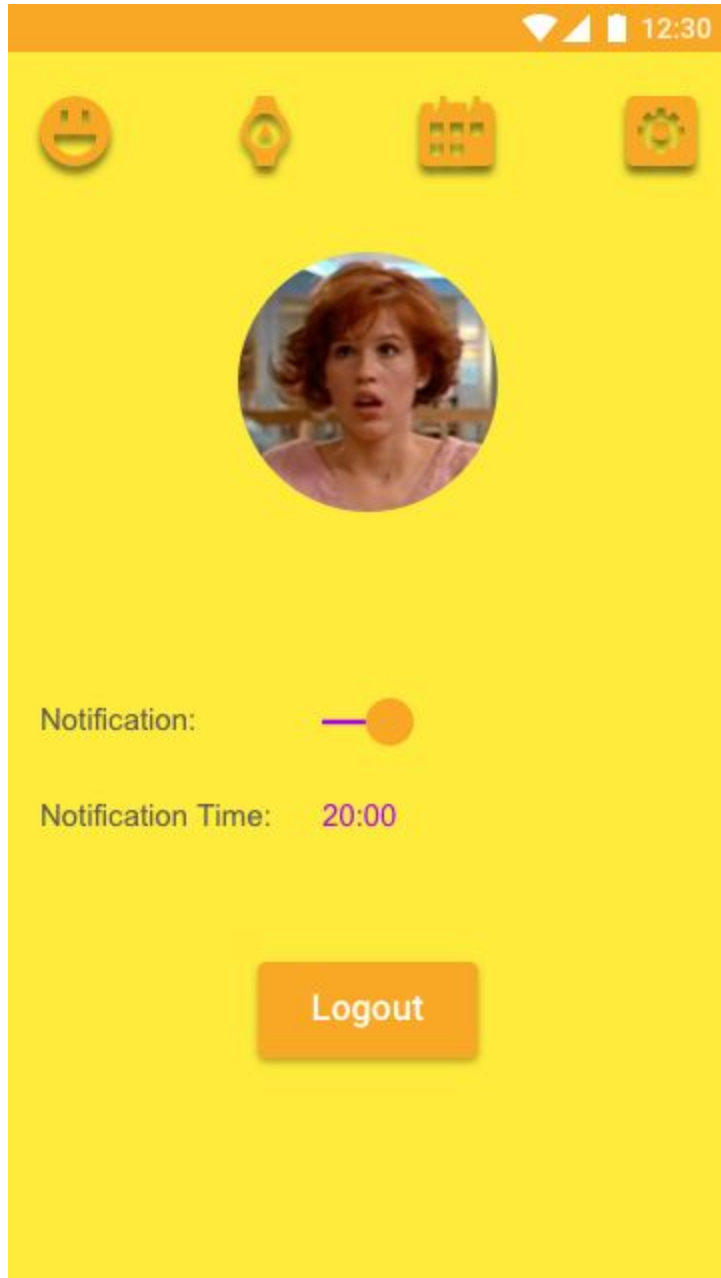
At this page, we can see other users and their continuous doing Tabata days. The ranking is according to the continuous doing Tabata days order from least to greatest. The fire icon is a button; we can push it to give the [support] to other people.

Calendar screen



From this calendar, we can see which day that we finish the Tabata. If we finish the Tabata sport, under the day will have a purple point. When we click the date, we can see the detail information.

Setting screen



In this page, we can set our profile picture, on and off the notification and set the notification time.

Key Considerations

How will your app handle data persistence?

Use content provider to save which day and what time the user finish the Tabata training.the setting will use sharedpreference to save

Describe any corner cases in the UX.

When the timer counting,the user leave the page of timer, the timer will pause,when the user come back,push start again,the timer continue

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

Picasso to handle the loading and caching of images.

Firebase ,to handle the online data in the ranking page

CompactCalendarView,a simple calendar view which provides scrolling between months

Sugar ORM to save the data use in content provider

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 0: Project Setup

Write out the steps you will take to setup and/or configure this project. See previous implementation guides for an example.

You may want to list the subtasks. For example:

- Configure libraries
- Configure the Firebase,Structure the database,make it can save the data in the right way
- Firebase database need to save:
 - name
 - Notification on/off
 - Notification time
 - State
 - Logout
 - Profile picture,
 - The longest Continuous day to do Tabata of the user

Task 2: Implement Login page

List the subtasks:

- Create layout
- Use ID and password to login,create a user in the Firebase database
- If login already,skip this page next time
- If the loginid is appear,but the password incorrect,tell the user the user is already appear
- Use shared preference to save the password and userid
- Create a user in the firebase

Task 3: Implement setting page

List the subtasks:

- Create layout
- Notification on/off
- Notification time
- Logout
- Profile picture,
- Handle the upload the picture to the Firebase storage
- Handle the download the picture to the Firebase storage

Task 4 : Debug

Subtask

- Local Unit Tests
- Instrumented Tests
- Testing UI for a Single App_Espresso

Task 5: implement the timer

List the subtasks:

- Create layout
- Start button
- Reset button

- Pause timer
- Action timer
- Action sound
- Pause sound
- Implement the finish page
- Create Content provider
- When finish,update the user information,longest continuous day that the user do Tabata
- When finish,Update the local database , which day and what time the user do the Tabata

Task 6 : Debug

Subtask

- Local Unit Tests
- Instrumented Tests
- Testing UI for a Single App_Espresso
- Monkeyrunner

Task 7: Implement the Calendar page

The **Calendar** show show which day the use has do the Tabata

- Create layout
- Use or create a Calendar
- Use loader to load the data from the Content provider
- According the data,make a tick on the day of the calendar that has finish Tabata

Task 8: Implement the Calendar page detail

When click the date of the calendar,it should show a page the show the detail of the Tabata

subtasks

- Load the data from the content provider
- Show the date
- Show the time that do Tabata
- finish?

Task 9 : Debug

Subtask

- Local Unit Tests
- Instrumented Tests

- Testing UI for a Single App_Espresso
- Monkeyrunner

Task 10: Implement the Ranking page

The ranking page show other people largest continue day,order by the largest continue day of each use

- Create layout
- Load the right data from the firebase database
- Use listview to show
- Should show
- The user name
- The profile picture
- The largest continue day
- Last time the user do the Tabata

Task 11 : Debug

Subtask

- Local Unit Tests
- Instrumented Tests
- Testing UI for a Single App_Espresso
- Monkeyrunner

Task 12: Implement the notification

According the setting page,to remind the user to do the Tabata

Task 13: Implement the the table UI

Create the layout for the Tablet

Task 14 : Debug

Subtask

- Local Unit Tests
- Instrumented Tests
- Testing UI for a Single App_Espresso
- Monkeyrunner

