

# Distract Me Concept Document 1.0.0:

It is a statistical fact, that the average person has an attention span of around eight to twelve seconds. With this fact in mind, it's safe to say we are not wired to achieve a task in a short span of time; instead we're at our best when we progress through a task overtime. When we are aiming to achieve a goal, we may need a short distraction in order to set ourselves up for true success. That is where Distract Me comes into play, the native android application; that distracts you for a time period on things that interest a person. These things include reading and discovering news, playing a short simulation set game, creating a funny meme, and more. It's set to distract you for a short period of time, until you are ready to focus back on the goal or even job task; that you set out to accomplish.

This app will start off with a short splash screen that shows the logo to distract me. From there, the user will have the ability to go through the main component of the given app; in a three page tab system. These tabs will be **news, web, filter, and saved news**. These tabs will aim to group in functionality throughout the app, and allow the user to do what they want; without having to jump through hurdles. There will be a timer in the background for how long the user will use the app for; as its aim is to distract the user for a time period. After the time expires; the user will have the ability to extend their time if they desire; or to quit the app and refocus back on their given task.

Starting with the first tab, which will be the News section; the user here will have the ability to view news in the area. These news will be grouped into categories, and will also come with a picture, title, and description to showcase a quick detailed summary of the given article. To the right of the article, will be a star; which will be given if the user wants to like the current article. Those liked articles, will be able to then be viewed in

the saved news tab; which the user will have the ability to view those said articles. In each news and saved news section, users will have the ability to group what they want by categories. The first category that will appear to the user, will be the popular news in the given area; but from then they have the ability to group through multiple other categories such as **sports, beauty, and more**. From the news section, the user will have the ability to click on each article; in order to read a full description of that said article. The filter page will be there for an option to filter for desired news from the api call. Then from there the web feature, will be able to view more news via a web feature if the user clicked view more.

In conclusion, this will be a cool portfolio application; that will use a lot of the base things needed to build an android app. The goal of this app is to not only provide a distraction for the user, but to also be used as a portfolio summary for my current mobile applications I have developed. I am using Trello as a way to document tasks; and using the power up feature in order to track PR's to current Trello tasks. I am aiming for a due date of **03/31/20**, to get this app into the play store; and version **1.0.0** released. If i decided to do another release fixing bugs or adding functionality, this document will be added onto; with latest feature enhancements.