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, saved news, and more**. 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 heart; 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 last tab section of this given application, will then be the more section. Here the user will be able to be distracted by multiple other categories. In version 1.0 these categories will be a text based game called **Life After This, Meme generator, create a note(save it into the app and also on your phone notes), event creator, and finally a hangman based game.** These are all aimed to distract the user, and allow for a fun and engaging experience; in a relatively short span of time.

To give a little more detail, Life After this will be a short text based game. This game will allow the user to create a character, and allow them to make choices in an post-apocalyptic world. From there the user will have the ability to save the game, and load a save file anytime. This allows the user to come back to this game, after a period of time.

The next sub feature will be the Meme generator, which allows the user the ability to create a meme from their photos. They will be able to add text, shapes, and other things; and from there will be able to save the photo on their phone storage. The concept of this is that ideas may arise to create a meme; and so they can do so here. Creating a note, allows you to create a quick summary; and save it on your samsung notes app section. You can also save it on your phone, in case you need a quick reminder.

Finally the last two sub features of this tab, will be the event creator, and also a hangman game. To start, the event creator will allow you to

create an event relative to a date you had in mind. From there you will be able to send the event into google calendar, which will then create a google calendar event for you. Also from there will be a hangman game against a computer, with certain words to guess from; vary from multiple categories. You also are able to choose from easy, medium, and hard; in order to test your hangman skills. The app will also have a settings section; that will allow you to do three main things. **View current timer, view terms of conditions, view details about the app**. All these will follow accessibilities under the app, and will allow the individual to get a detailed summary of the current app.

The last sub feature for this current android app, will be the timer itself. This timer will need to notify the user of how much time they have left; and in conclusion be able to ask the user for an extension. So the timer will need to be set as a background thread, in order to be used when needed. From a design standpoint the mockup of the app will be drawn out, in order to showcase design freedom throughout the mobile app development.

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.