

How to Use this Template

1. Make a copy [File → Make a copy...]
2. Rename this file: “**Capstone_Stage1**”
3. Replace the text in green

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**”

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Insight Journal

Description

Insight Journal is a meditation app that encourages users to continue with a daily meditation practice. The app will feature a meditation timer which the user can enter a journal entry at the end of each session. The app will keep track of each session with its corresponding journal entry. Useful links and instructions will be given to the user for guidance.

Intended User

This app is intended for anyone seeking to start a meditation practice for the purpose of relaxation, stress relief, improved mood, and improved concentration.

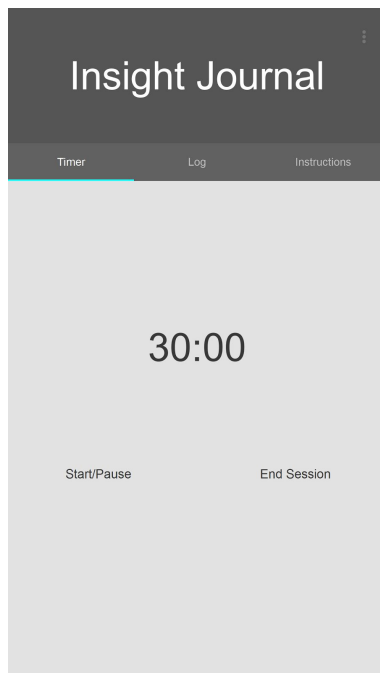
Features

- Meditation Timer
- Meditation Journal at the end of each session
- Meditation Log
- Reminders throughout the day to stay aware with a mini-session
- Instructions and Resources for meditation techniques

User Interface Mocks

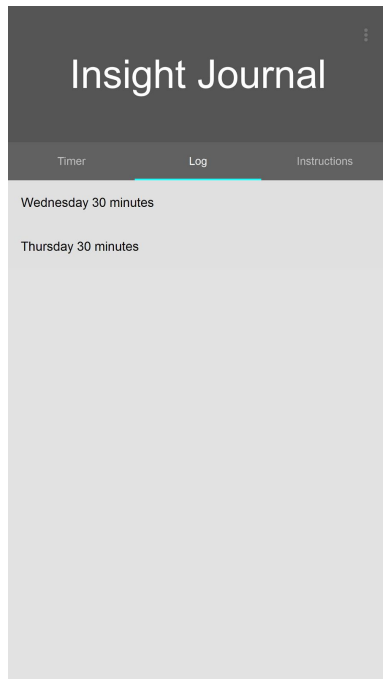
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



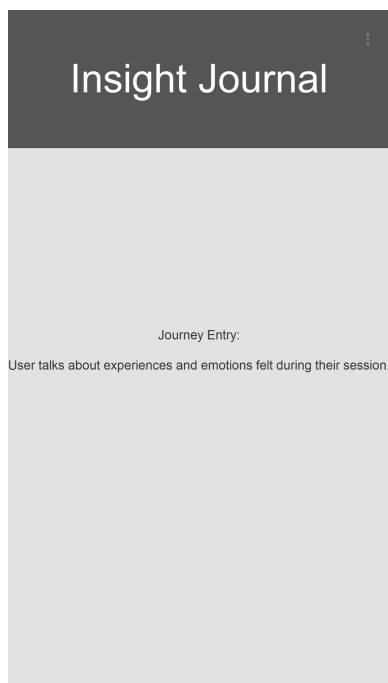
Meditation timer screen with a timer and two buttons to start, pause, and end the session. Ending the session will allow the user to input a journal entry if he or she wishes.

Screen 2



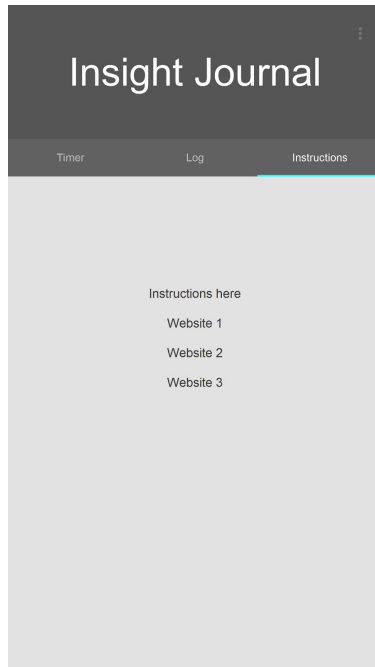
Meditation log screen, containing a recyclerview and a listener for each item that goes to the journal entry.

Screen 3



Meditation journal entry screen where the user can review his or her journal entry that he entered at the end of each session.

Screen 4



This screen will contain links and instructions for the theory and techniques for meditation.

Key Considerations

How will your app handle data persistence?

I will use both a content provider linked to a sqlite local database. I will also use shared preferences for user settings.

Describe any corner cases in the UX.

The timer screen continues counting if the app is obscured due to pressing the home button or another app becoming visible. The timer only stops the session if the user confirms after pressing the back button, or the stop timer or pause timer button.

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

I plan to use a content provider library called Schematic to make the task of creating a content provider easier. I will also use the butterknife library to make the development process more readable.

Next Steps: Required Tasks

Task 1: Project Setup

In Android Studio, create a new project as usual, making sure the android and java SDKs are properly configured with Android Studio.

- Add libraries to the gradle build file(Butterknife and Schematic and In-App billing)
- Follow google's in-app billing tutorial to set up in-app billing

Task 2: Implement UI for Each Activity and Fragment

- Set up viewpager activity
- Build UI for the meditation timer screen
- Build UI for the meditation log list screen
- Build UI for meditation log detail screen
- Build UI for the settings screen

Task 3: Generate content provider using Schematic

- Plan and map out a sqlite database
- Plug that database into Schematic by following the Schematic tutorial on their github.

Task 4: Build the Meditation Screen's timer and buttons

- Research the best way to implement a timer
- Set the Start, Pause, and Finished buttons to interact with the timer
- Set a listener on the Finished button for a dialog popup with an EditText for writing a Meditation Journal

Task 5: Build the Meditation Log

- Implement a RecyclerView
- Set the adapter to access the database using a cursor loader

Task 6: Build the Meditation Log Detail screen

- Access the database and load the relevant log data
- Implement edit and delete buttons

Task 7: Material Design

- Following google's material design guide, implement the correct color styles for the entire app
- Ensure the metrics and keylines follow the material design guide
- Implement transitions for each screen
- Implement backward compatibility for APIs below 21