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Turn Reminder

Description

Basically when some people share a flat, there are various task assigned to each of them. For example- Cleaning, Dish Washing, Cooking ETC. Sometime it is like one person have to do something every 4th sunday if there are 4 people. So it's easy to forget who did what last last Sunday. However this is managed by writing each person's name on paper and making checkboxes etc. Right now me and my flatmates are facing this issue to forget what they have to do this weekend or next weekend. So this app will let user add task and get reminded of their task before the weekend.

Intended User

All the Students/Bachelors sharing a room or flat.

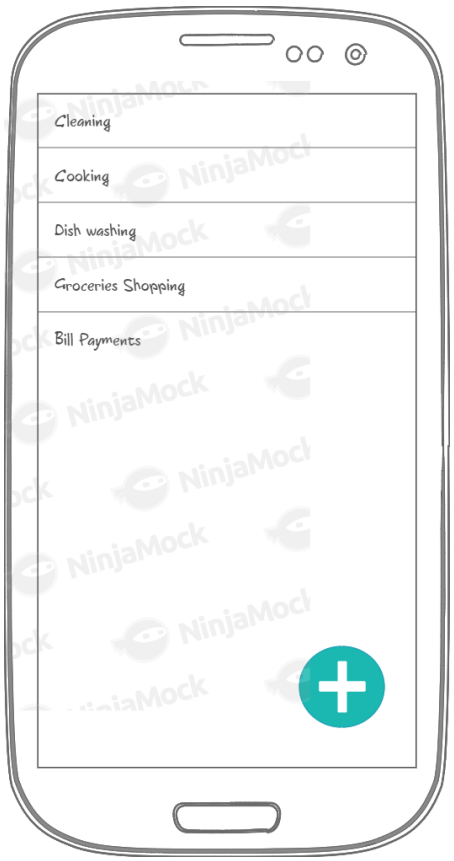
Features

List the main features of your app. For example:

- Adds a task.
- Reminds to finish the added task.

User Interface Mocks

Screen 1



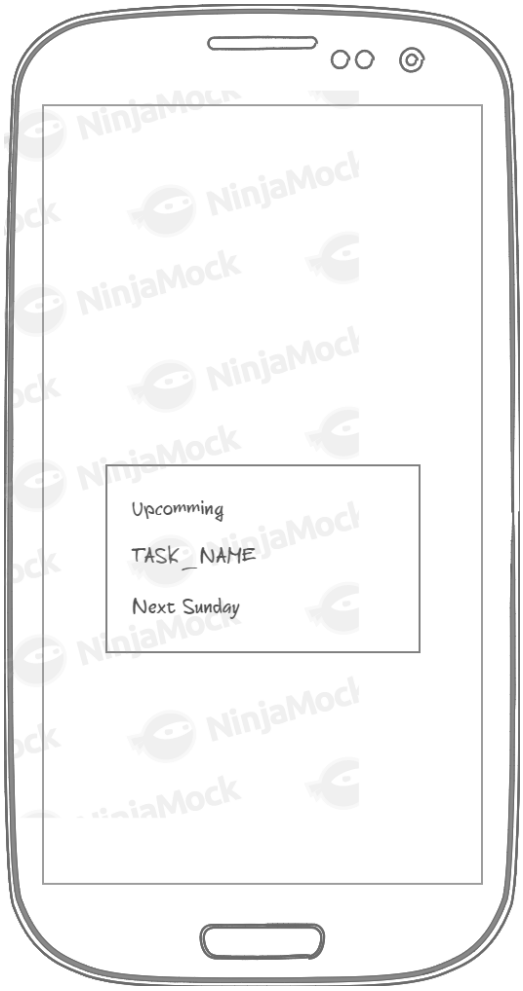
Screen will be presented when user launches the app. If it's first time they will have some pre populated data. In this screen they can click on task which will open the next screen with populated task details

Screen 2

This will open up when use clicks on FAB on main screen. This will be reused to show the existing task to update or delete

Example reminder notification when user have upcoming task

Widget UI:



Key Considerations

How will your app handle data persistence?

I'll use Room from Android Jetpack to store data locally.

Describe any edge or corner cases in the UX.

I think there aren't any edge cases. It's a simple app.

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

Room from Android Jetpack- It'll make implementation easier.

Describe how you will implement Google Play Services or other external services.

Google play services won't be used.

RTL & Accessibility Support

- Application will support RTL.
- All values i.e. texts, color values, dim etc will be kept in values folder in their respective files.
- Content description will be provided for every component.

Project Setup

Language: Application will be written solely in the Java Programming Language.

Android Studio: 3.2.1 Stable Version

Gradle: Latest and greatest. At time of writing it is Gradle 4.6

Next Steps: Required Tasks

Task 1: Project Setup

- Create project fix all the target sdk versions, add google() in repository and other places if it's not available
- After sync is completed, add the Room, Android Support Design, RecyclerView etc libraries
- Library versions:
    - Room 2.x
    - Design Support Library 27.x
    - RecyclerView 27.x
    - Other libraries will used in their latest stable version if need arose during project development

Task 2: Implement UI for Each Activity and Fragment

- Create MainActivity and a MainListFragment for listing all tasks from db
- Create a TaskActivity and TaskFragment for editing and adding new tasks.
- Create Layouts for tablet and show MainListFragment and TaskFragment in Master Details Flow
- Create boolean value for tablet layout to easily determine if its tablet or phone.
- Implement cases for click on list items when on tablet to replace the TaskFragment with new task item. And open task activity if it is on phone.

Task 3: Write Tests

- Write the test if RecyclerView is populated
- See if clicking on item works normally on phone and tablet
- Write test for creation of new task.
- Write test for notification

Task 4: Build Variants

- Build free and paid variants
- Show ads in free variants
- Remove unnecessary libraries/codes from paid variant

Task 5: Write gradle task for building and running tests

- Write a combined task to build and run all tests