Design Log Android App

30/01/2019

Thought of idea: Timer for routinely operations. The user will be able to add categories for commonly used timers (sports, cooking, working, etc.) and for each category he can add a specific timers with names that can describe their function and set a time for each timer.

Today will be spent working on user stories, personas as well as installing android studio on the machine from which work will be done.

05/02/2019

Started the development process. Created a list of strings (to be changed to a list of Categories) and added a Recycle Viewer that displays the whole list on the screen

09/02/2019

Created a category class and a timer class. A category will consist of a name and a list of timers. The timer also has a name, minutes and seconds for the duration.

10/02/2019

Replaces the list of string with a list of Category objects and allowed the Recycle Viewer to display the name variable of each category.

19/02/2019

Added the ability for a user to add a category by creating a dialogue and then create a new category with the values from the dialogue and add it to the list of categories in the main activity.

23/02/2019

Enhanced the Recycle Viewer Controller for the category list so that an on click listener can be added to each category on the list

24/02/2019

Created a new activity for a category. This will display the list of timers in that category and therefore a new timer recycle viewer was created that shares almost identical properties to the one used for the list of categories but displaying the timers inside a category rather than the categories. This activity also allows for the creation of timers inside a category and will display them with the recycle viewer.

01/03/2019

Improved the way the categories are stored in order to save the changes made inside a category (adding and removing timers) when going back to the main activity

02/03/2019

Created a new activity for the timer. This is used once a timer is selected. It displays the remaining minutes and seconds and has 3 buttons the user can tap on. Start, Pause and Stop. No implementation was done for the pause and stop button, timer could only be started and no action would occur once the timer finished

04/03/2019

Add functionality for stop and pause button. The user can stop and pause the timer and resume from where it left if paused or from the beginning when stopped. Added functionality to the buttons such that they disable based on the state of the timer.

A new activity was also created for when the timer finishes. The new activity (TimerFinished) plays the ringtone until the stop button is pressed in which case the app will return to the timer activity

05/03/2019

Implemented input checking for the creation of new categories and new timers

06/03/2019

Implemented the save to disk feature

Some UI polishes