

Changelog v0.4

2013-10-11

Tests

Application

* **Portrait mode**

The application is now locked in portrait mode. This ensures the best user experience.

* **Edit list object**

It is now possible to edit a previously created object. The user can add, remove and edit reminders. In addition, the user can convert a task to a task and vice versa. There is still no functionality for categories, however.

* **Custom time and date**

When the user creates a custom date or time (event or reminder) for an object, this date or time is displayed in its corresponding spinner. The user can then select another date or time from the spinner, or use the custom one.

* **GPS Alarm**

The user can now be reminded when at a specific location. When the GPS alarm goes off, the user can choose to dismiss the notification - or set it to remind the user the next time he or she visits that location.

* **Predictions for locations**

While entering a location for either an object location or a GPS alarm, a pop-up window will be displayed with predictions for the location that the user wants to enter. This makes use of the Google Places API and is restricted to 1000 requests per day.

* **Pomodoro Productivity Clock**

Pomodoro notifications now have sound and vibration. The notifications are now clickable, and clicking the notification will bring you back into the app. Code has been cleaned up and comments have been improved. Buggable if you switch orientation or navigate away from the timer. Will be fixed in a future iteration.

*** List adapters now keep track of categories**

A number of methods has been implemented in list adapters so the lists are now capable of making use of the category system.

GUI

*** Interactive notifications**

It's now possible to mark a task as done directly from a reminder notification. You can also snooze a reminder for one hour.

*** Choose what categories to display in task list**

In task list it is now possible to choose what categories to display. But at the moment it is not possible to set category when creating a new ListObject. Therefore all objects have a default category and a category that is the same as the items name. (Items with the same name will therefore have the same category) Due to lack in time when a category is unchecked it will only be set as invisible but still occupy the same space.