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# Effy

## Description

Problem:
The most common scenario where one works hard but no accomplishments or less time more work , that leads to frustration in work ,relationships and time becomes an enemy.


Proposed solution
The solution  zeroes down to two  "Effy" words being efficient and effective.All of us can up the effy quotient where the Effy app allows you to list down your goals prioritize them  as important and urgent, break down into sub goals and set reminders on them if required.

## Intended User
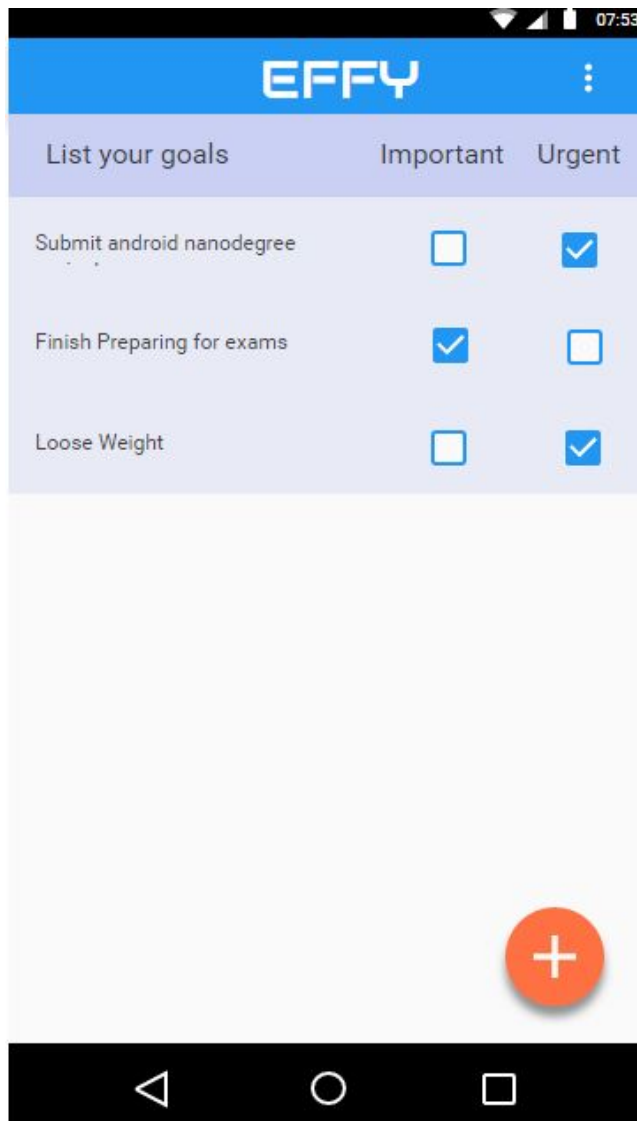
Humans

## Features

    Saves goals and sub goals
    Allows to set reminders.

# 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.
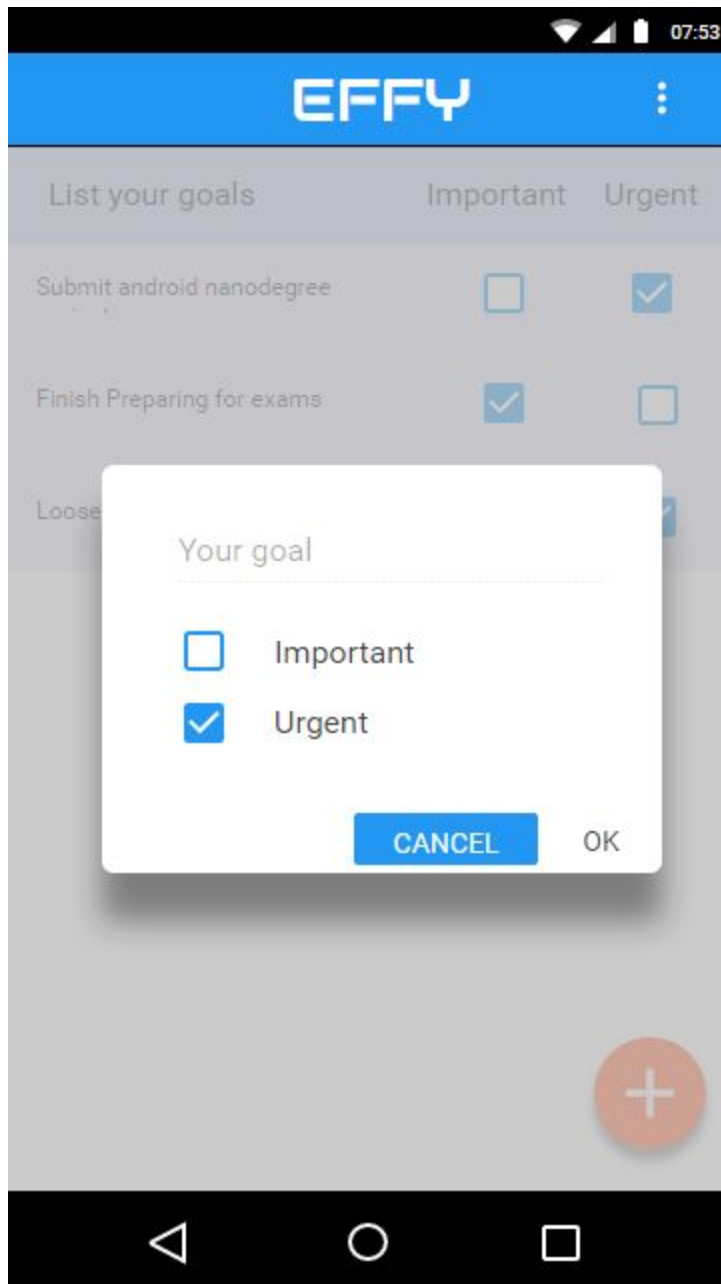
## Screen 1

This screen shows all goals listed with the priorities.
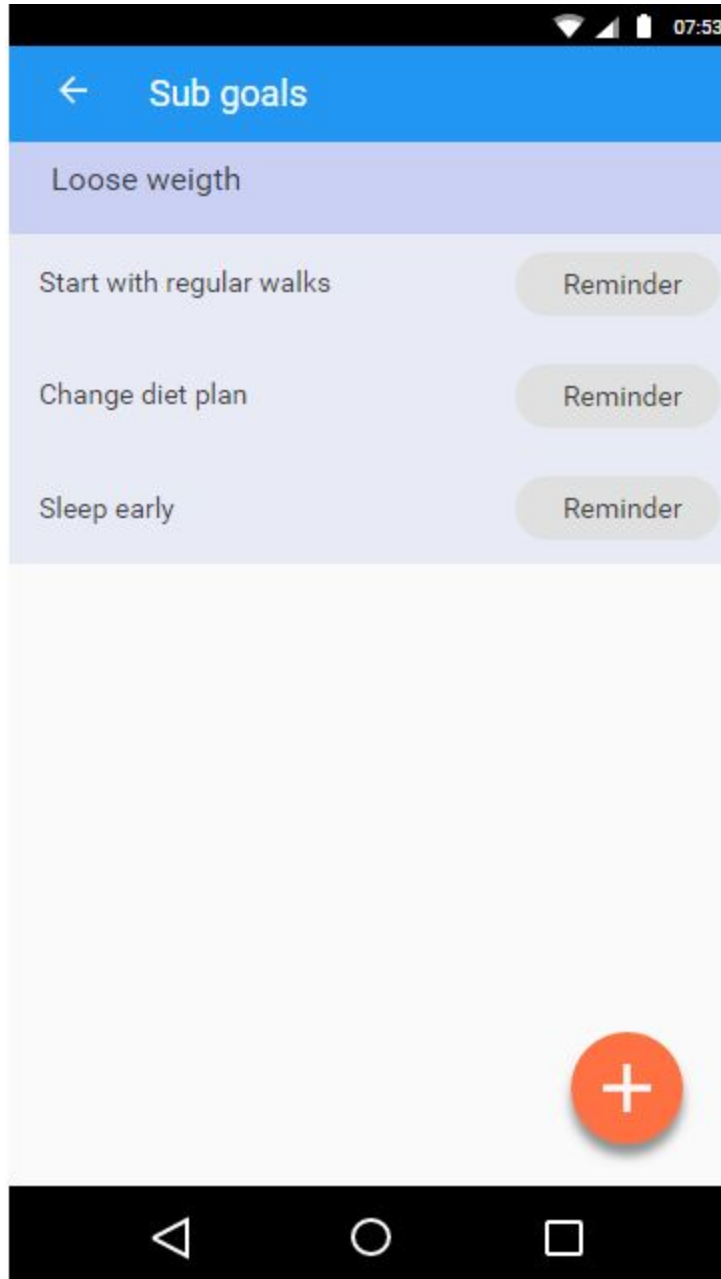
## Screen 2

This screen has a dailog that allows you to add goals.



Add as many screens as you need to portray your app's UI flow.

**Screen 3**

This screen breaks the goals into sub goals and set reminders for it.

# Key Considerations

**How will your app handle data persistence?**

A content provider to save goals and sub-goals on the device

**Describe any corner cases in the UX.**

There are only two screens when pressing the back button sub-goals screen the user returns to main goals screen and the user swipes rightto delete the goals or sub-goals.

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

**Describe how you will implement Google Play Services.**

# Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

### Task 1: Project Setup

Make a android studio project called Effy.

### Task 2: Implement UI for Each Activity and Fragment

- Build UI for Effy goals screen
- Build UI for add dialog
- Build UI for effy sub-goals screen.

Add as many tasks as you need to complete your app.

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