

Algoritmos Y Programación II
Final Project: Enjoy Quarantine!
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With the recent pandemic caused by COVID-19, many people have been forced to isolate in their houses, giving their daily routines a radical turn. Being used to totally different rhythms of life, lots of people have faced difficulties to reorganize their activities so they can work or study from their homes. Because of this, it has been decided to develop a project which consists in an application that will help people control their habits. Even though the application, which will be known as "EnjoyQuarantine!" will be of free access, it will also possess premium functionalities. Some of the public access functionalities will be: enter and save different activities, get recommendations to take care of your health, put reminders, see the general information of other users, listen music while using the application and read the motivational quote of the day.

JUSTIFICATION

The project is designed to be a temporal application. This is because its main objective is to make people's lives easier during the quarantine imposed due to the COVID-19, so it will be disposable when the quarantine's over. Therefore, it's not necessary for the project to reach great depth, making it achievable by a single person.

FUNCTIONAL REQUIREMENTS

FR1. Create activities based on the data entered by the user.

FR2. Save the activities entered by the user.

FR3. Create a new account. For this, the program requires user data, such as his name, username, password, age, gender, height, weight and country to be entered.

FR4. Show the motivational quote of the day.

FR5. Show recommendations with which the user's health can be improved/maintained.

FR6. Search an account based on the username of the user to be found.

FR7. Play music while the user is using the application.

FR8. Add a reminder.

FR9. Show the reminders that the user added or indicate that there's none.

FR10. Show the general data of all users.

NON-FUNCTIONAL REQUIREMENTS

NFR1. Serialize users information.

NFR2. Read the text file containing sanitary recommendations.

NFR3. Read the text file containing motivational quotes.

NFR4. Deserialize users information.

SKETCHES

The sketch shows a login window titled "EnjoyQuarantine!". Inside the window, the title "EnjoyQuarantine!" is displayed in a large, bold font. Below the title is a horizontal blue line. Underneath the line, the label "Username:" is followed by a text input field. Below the input field is the label "Password:", followed by another text input field. Below the password field is a blue hyperlink labeled "Forgot Password?". At the bottom of the login section, there are two blue buttons: "CANCEL" and "SIGN IN". Below these buttons is another horizontal blue line. At the very bottom of the window, the text "Are you new to this?" is followed by a blue hyperlink labeled "Sign up". A close button (a circle with an 'x') is located in the top right corner of the window.

This is the sketch of the login interface of the application. It will be the first screen that the user will see when he runs the app.

The image shows a sketch of a 'Register' interface for an application titled 'EnjoyQuarantine!'. The interface is contained within a window with a title bar that includes the application name and a close button. The title 'Register' is centered at the top of the form area. Below the title, there are eight input fields arranged in two columns. The left column contains fields for 'Name', 'Username', 'Password', and 'Age'. The right column contains fields for 'Gender', 'Height (cm)', 'Weight (kg)', and 'Country'. Each field is represented by a simple rectangular box. At the bottom center of the form, there is a prominent blue button with the text 'Register' in white. The entire form is enclosed in a thin black border.

Register	
Name	Gender
<input type="text"/>	<input type="text"/>
Username	Height (cm)
<input type="text"/>	<input type="text"/>
Password	Weight (kg)
<input type="text"/>	<input type="text"/>
Age	Country
<input type="text"/>	<input type="text"/>
<input type="button" value="Register"/>	

This sketch is the register interface of the application. It can be accessed from the login screen, and in this screen the user will enter his information to create an account in the application.