



MovieJournal

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Goals

We plan to create an Android based mobile app that allows a user to log the movies they watch and detail their thoughts on the movie in a journal entry.

The goal of MovieJournal is to move away from the traditional critical movie review and give users a personal space to put down their thoughts and feelings on the movies they watch.



Intellectual Merits

MovieJournal is unique from the traditional movie reviewing format because it takes away the emphasis on critique and instead pushes users to view movies from a new perspective.

Rather than thinking of movies in terms of whether they are good or bad, MovieJournal is designed to make the user think about what the movie made them feel and allows them to reflect on it.



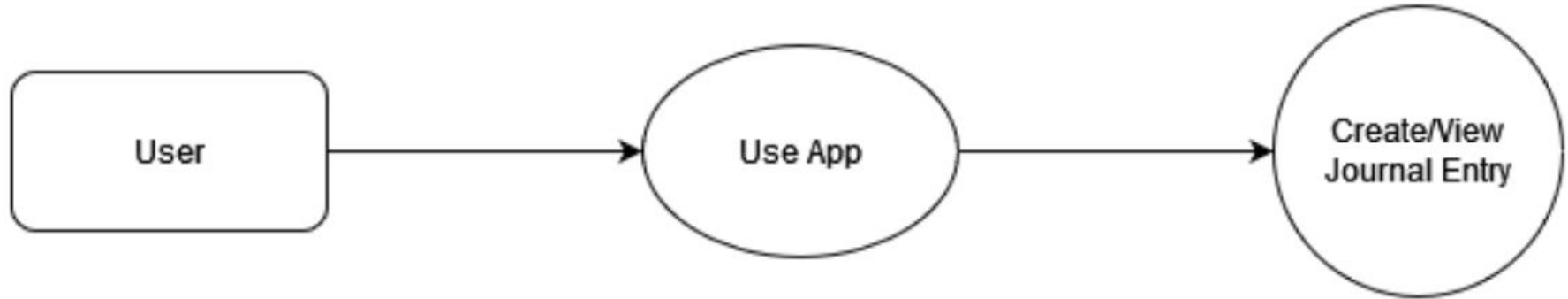
Broader Impacts

MovieJournal has the potential to benefit society by getting more people to work on their mental health by simply journaling their thoughts and feelings on the movies they watch.

There is an ongoing mental health crisis, and being emotionally intelligent and knowing your emotions is becoming more important. Using MovieJournal could be a good introduction or consistent exercise for understanding how things make you feel.

Design Diagrams

In this diagram, the user, represented by a box with curved corners, is using the app in order to either create a new journal entry for a movie or view an existing journal entry



Design Diagrams

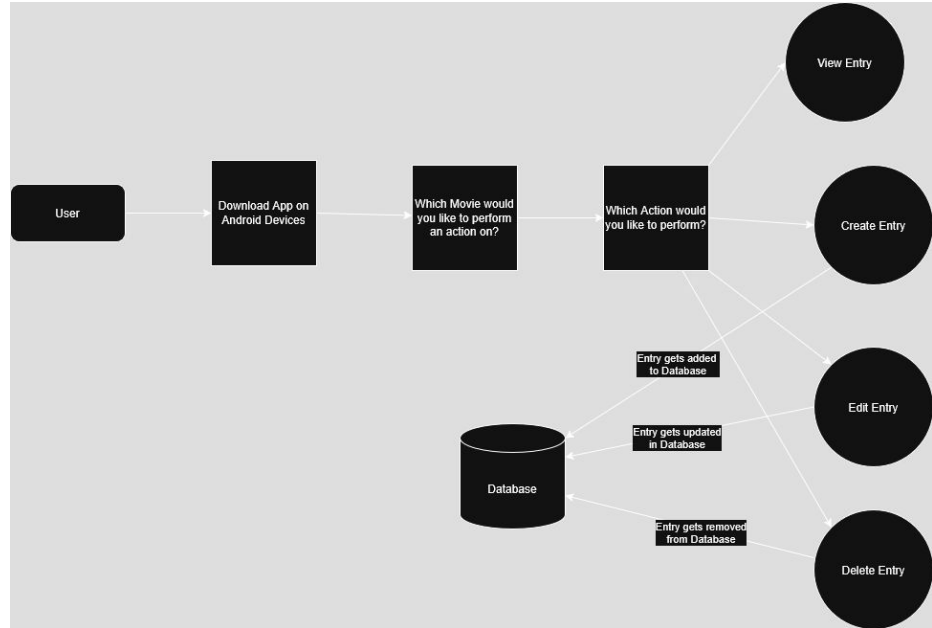
The new shapes introduced are boxes which represent the user going through some process regarding the app. These new processes are when the user has to download the app from the Google Play store and when they have to select a movie before making an entry.



Design Diagrams

There is 1 new shapes:

- Cylinder: A database for the user data





Technologies

Due to this project focusing on a user's personal thoughts on movies, the only technology we've integrated into the project is the use of the SQLite database.

With SQLite, the user's data is all stored locally on their system. In order for the app to use the minimal amount of system storage, we've structured the database to contain only the necessary data to create and save movie reviews. We've then created appropriate methods to manipulate the database to perform all the necessary actions the app needs to do.



Milestones

Nate:

- Develop a database where the user's personal information and journal entries can be stored
- Develop the functionality to create a new journal entry
- Develop the functionality to update an entry
- Develop the personal details section of the app
- Verify the app has met the requirements set
- Test the app to find any bugs

Zach:

- Design interface of the app with sketches, feedback, and a defined set of user needs
- Develop the functionality to view a previous journal entry
- Develop the functionality to delete an entry
- Develop the gui for the app
- Test the app to find any bugs
- Upload a prototype of the app



Results

- Right now, the MovieJournal app is in closed testing on the Google Play Store
- After fixing a couple of bugs and adding a couple of new features, we plan on soon applying for the app to be released into production for anyone to download for free on the Google Play Store



Challenges

- Development in Android environment is a learning curve.
 - Due to all team members not having any prior experience with mobile app development, a good amount of time had to be spent just doing research into the android app development process.
- The use of SQLite.
 - Similar to the previous challenge, the team members had no prior experience with this specific database engine. In order to overcome this challenge, we watched different YouTube videos on how SQLite is used and integrated into an android application.
- Creating a user-friendly GUI.
 - To overcome this challenge, a mix of research and trial and error was used. We first took a look at existing apps that are similar to ours to see how they designed their GUI. We then took the ideas we got from those apps and tested them out while making small changes to arrive at our final GUI design.