

# **Location Based Note and To-do List Mobile Application**

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# **Do we live our life effectively?**

- ❑ Time is the most important variable in modern life.
- ❑ We have a lot of somewhere to go and a lot of something to do.
- ❑ We need to plan our life!
- ❑ Although we have time enough to do something, we can't remember some of them.
- ❑ We need a method to remember them!

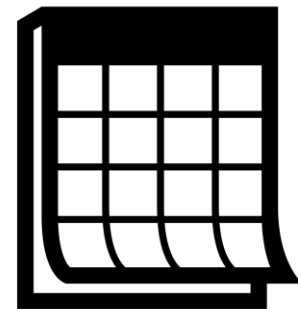
# **Solution: Note Taking and To-do Lists**

- ❑ The easiest way to remember something is note taking.
- ❑ To-do list is time management method by make our task a list.
- ❑ We can use paper for note taking and to-do lists.
- ❑ Because of the spread of using a mobile phone, we use note taking and to-do list applications in our mobile phone.

# Can we lift effectiveness?

We can add reminder:





- ❑ Time based reminder
- ❑ Location based reminder



# Similar Products

- ❑ The most similar android application is Google Keep.
- ❑ Users get notifications after not leaving only reaching location in Keep.
- ❑ Users can't set radius of the location in Keep.
- ❑ Users can't set reminder both of location and time based in Keep.
- ❑ Other similar android applications are Any.do, Wunderlist and Todoist.

# Similar Products

Similar Application Name	Logo	Time Based Reminder	Location Based Reminder	Totally Free
Google Keep		Yes	Yes	Yes
Any.do		Yes	Yes	No
Wunderlist		Yes	No	Yes
Todoist		Yes	No	No

# Our Planned Product

- Our application use cloud for synchronizing.
- Users must login in the application for security.
- Users can add additional their home, school and work address to increase use of the application after they signup.
- There are two way of reminder:
  - ❖ Users get a notification after reaching a location.
  - ❖ Users get a notifications after leaving a location.



# Our Planned Product

- ❑ Users can select radius of a location from a list that contains pre-defined radiuses and an option user can define.
- ❑ Also, users can select time interval from a list that contains pre-defined time intervals and an option user can define.
- ❑ Users can set reminder both of time and location based.

# Benefits of the Application

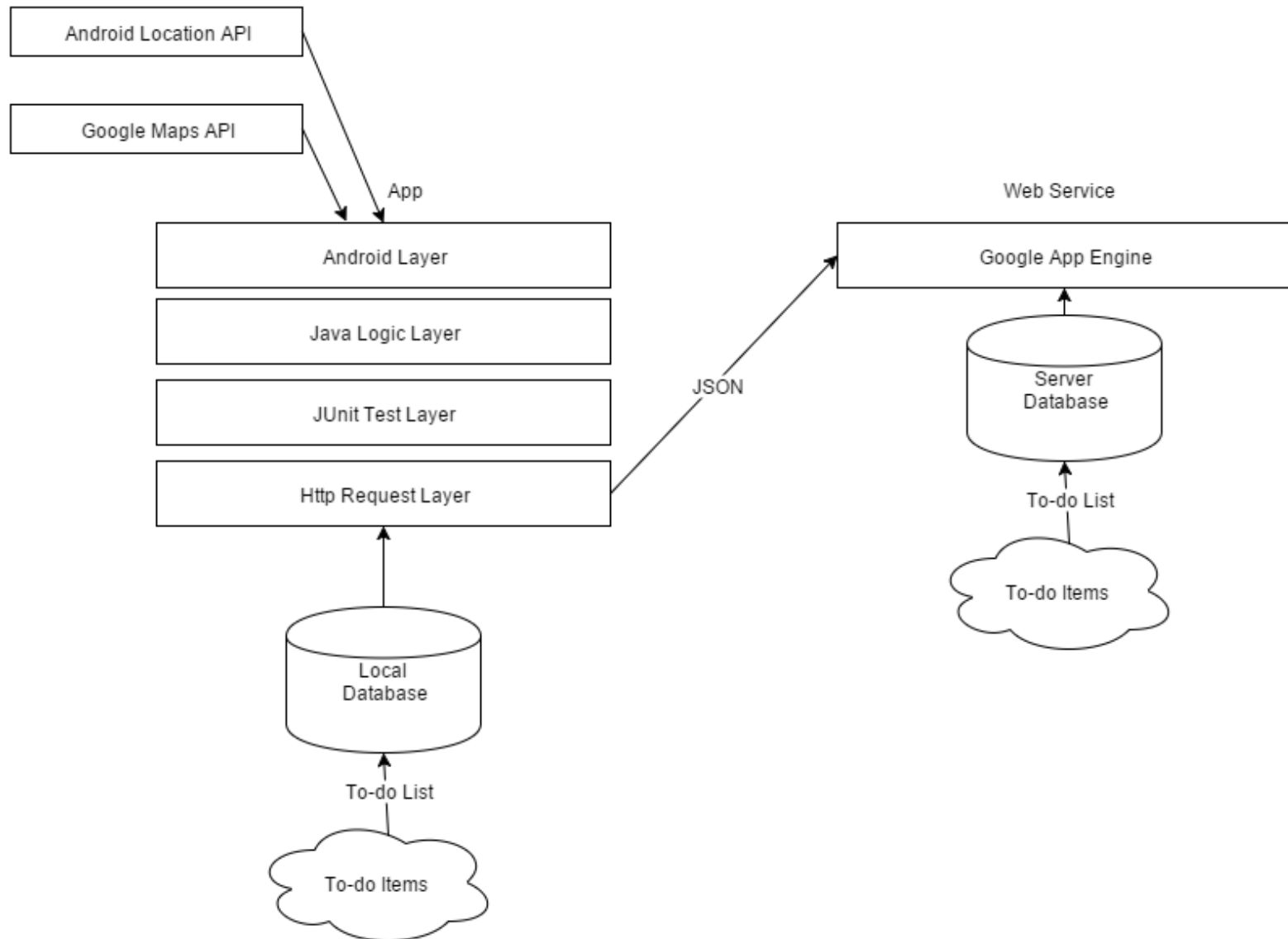
Benefits of our application are about social:

- 1) Daily life of people will be more organized after they use the application as the main purpose of the project.
- 2) The application will be prevent committing faults in some important circumstances by remembering.

# Our Methodology is Scrum

- ❑ We are using scrum methodology.
- ❑ Scrum is an iterative and incremental agile software development methodology.
- ❑ Scrum focuses on production process.
- ❑ Unlike traditional approach, scrum is very flexible.
- ❑ We are running sprints that last one month.

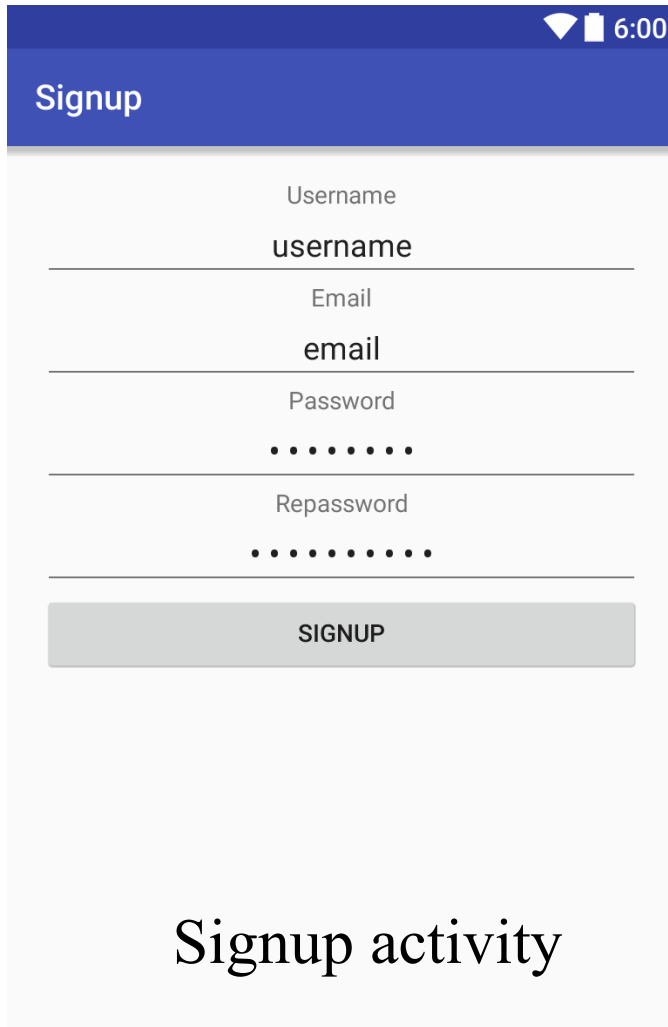
# Architecture



# Which technologies are we using?

- ❑ Mobile application will work on Android OS. We will develop the application using Android Studio IDE.
- ❑ Android Location API will provide user' location. Google Map API will provide map of to-do item.
- ❑ Google App Engine will be the server as a web service.
- ❑ Google Cloud SQL will be used for server database. SQLite will be used for local database.
- ❑ JSON format will provide data flow between the server and app.
- ❑ Junit will be used for testing framework.

# Mockup



6:00

Signup

Username  
username

Email  
email

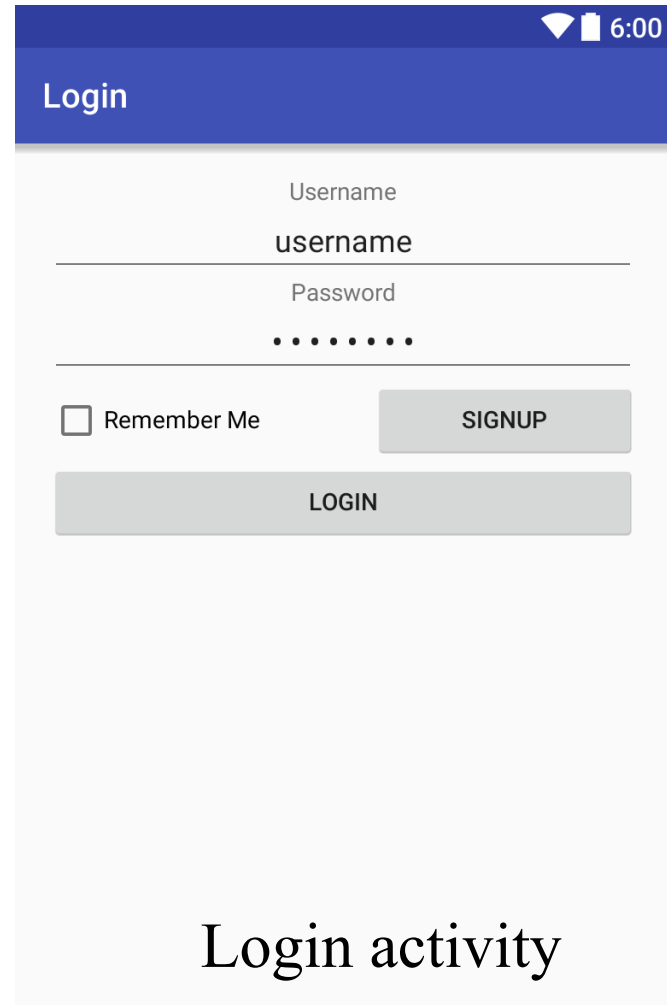
Password  
.....

Repassword  
.....

SIGNUP

Signup activity

This mockup shows a mobile app interface for a signup activity. It features a blue header with the title 'Signup' and a status bar at the top showing the time as 6:00. The main content area is light gray and contains four input fields: 'Username' (with the text 'username'), 'Email' (with the text 'email'), 'Password' (with masked characters '.....'), and 'Repassword' (with masked characters '.....'). A gray button labeled 'SIGNUP' is positioned below the input fields. The text 'Signup activity' is centered at the bottom of the screen.



6:00

Login

Username  
username

Password  
.....

☐ Remember Me

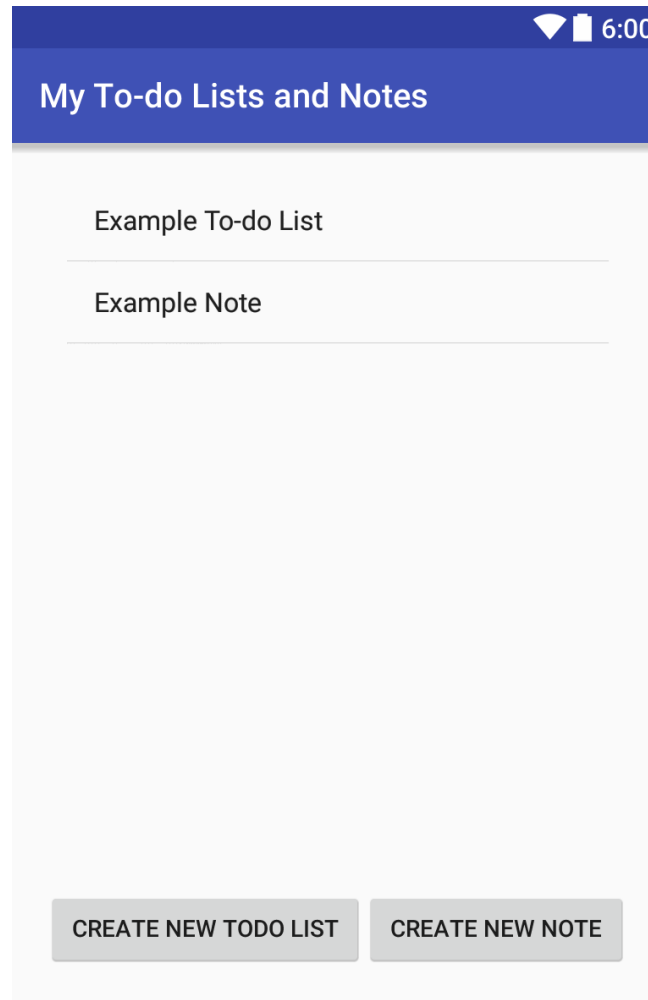
SIGNUP

LOGIN

Login activity

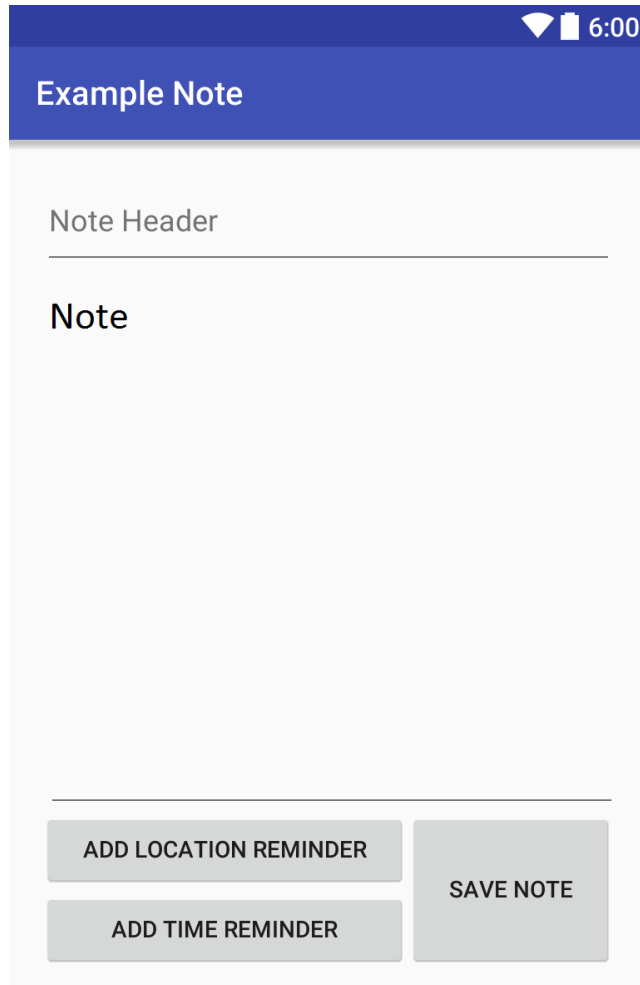
This mockup shows a mobile app interface for a login activity. It features a blue header with the title 'Login' and a status bar at the top showing the time as 6:00. The main content area is light gray and contains two input fields: 'Username' (with the text 'username') and 'Password' (with masked characters '.....'). Below the password field is a checkbox labeled 'Remember Me'. To the right of the checkbox is a gray button labeled 'SIGNUP'. Below these elements is a wide gray button labeled 'LOGIN'. The text 'Login activity' is centered at the bottom of the screen.

# Mockup



Main activity

# Mockup



The mockup shows a mobile app interface for a 'Note' activity. At the top is a dark blue header bar with the title 'Example Note' in white. Below the header is a light gray area containing a 'Note Header' label followed by a horizontal line, and then the word 'Note'. At the bottom, there are three gray buttons: 'ADD LOCATION REMINDER', 'ADD TIME REMINDER', and 'SAVE NOTE'.

Example Note

Note Header

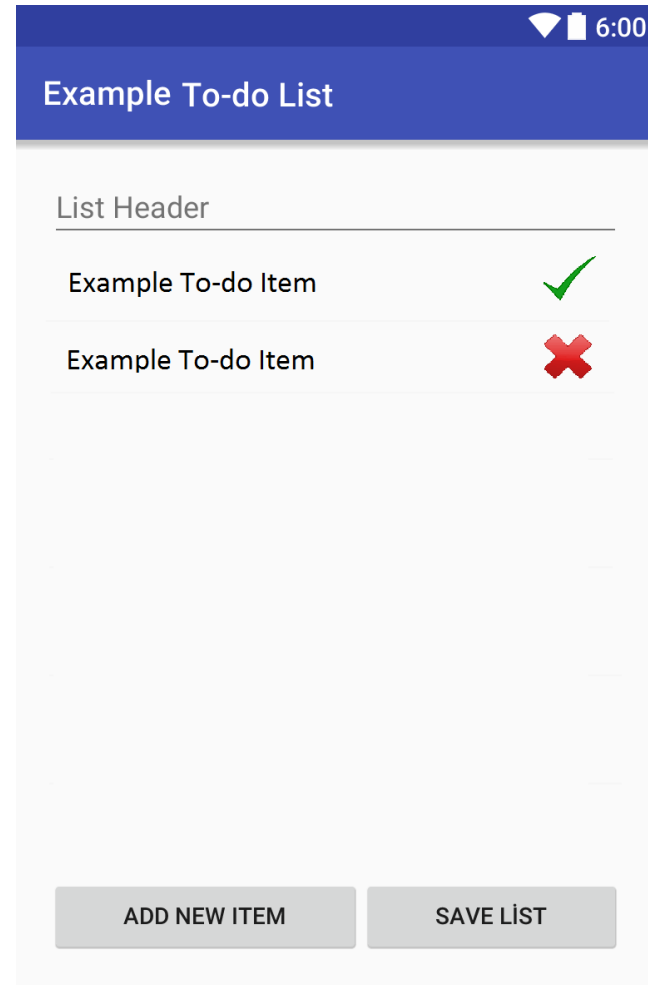
Note

ADD LOCATION REMINDER

ADD TIME REMINDER

SAVE NOTE

Note activity



The mockup shows a mobile app interface for a 'To-do List' activity. At the top is a dark blue header bar with the title 'Example To-do List' in white. Below the header is a light gray area containing a 'List Header' label followed by a horizontal line. Below the header are two list items, each with a green checkmark icon to its right. The first item is 'Example To-do Item' and the second is 'Example To-do Item'. At the bottom, there are two gray buttons: 'ADD NEW ITEM' and 'SAVE LIST'.

Example To-do List

List Header

Example To-do Item

Example To-do Item

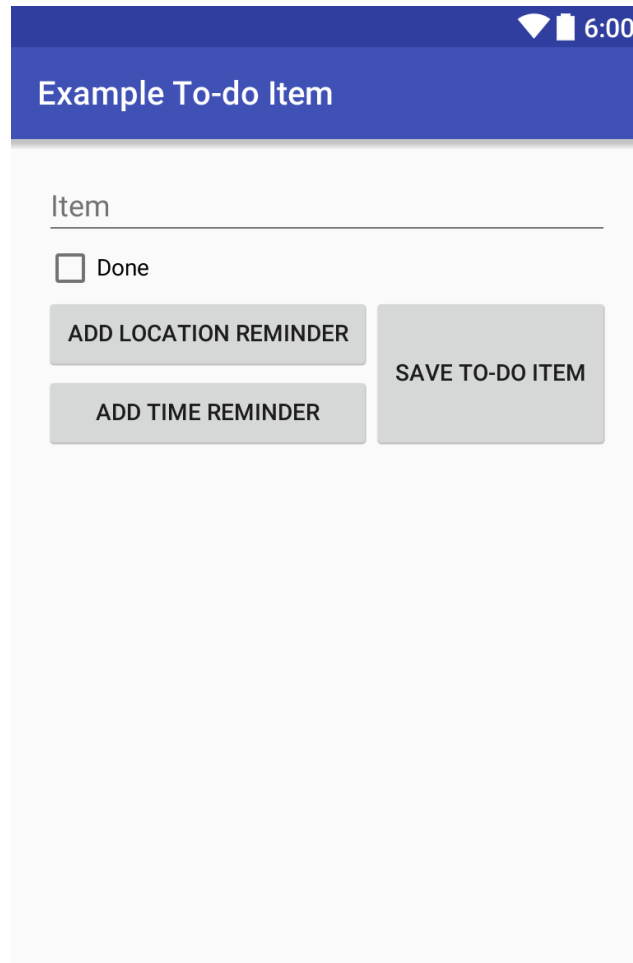
ADD NEW ITEM

SAVE LIST

To-do list activity



# Mockup



The mockup shows a mobile application interface for a 'To-do item activity'. At the top, there is a dark blue header bar with the text 'Example To-do Item' in white. Above this bar, a status bar shows a Wi-Fi icon, a battery icon, and the time '6:00'. Below the header, there is a light gray area containing a text input field labeled 'Item'. Underneath the input field is a checkbox labeled 'Done'. Below the checkbox are three buttons: 'ADD LOCATION REMINDER', 'ADD TIME REMINDER', and 'SAVE TO-DO ITEM'. The 'SAVE TO-DO ITEM' button is larger and positioned to the right of the other two.

Example To-do Item

Item

☐ Done

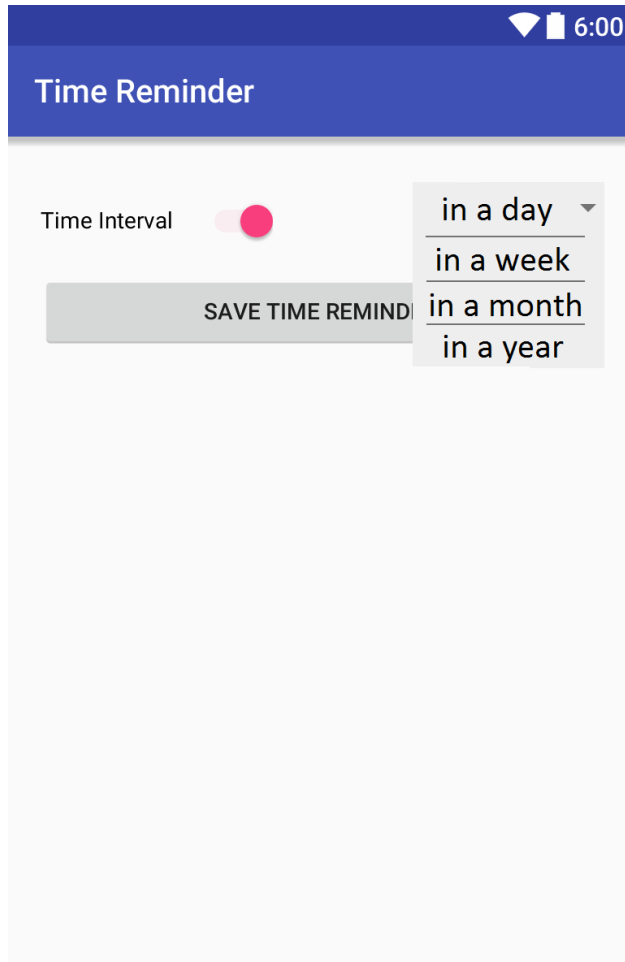
ADD LOCATION REMINDER

ADD TIME REMINDER

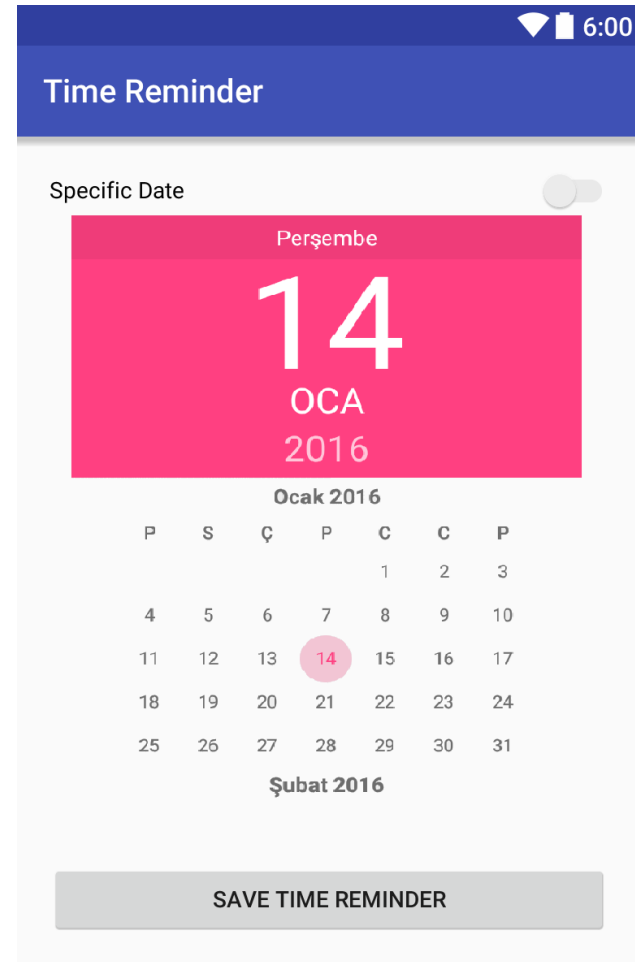
SAVE TO-DO ITEM

To-do item activity

# Mockup

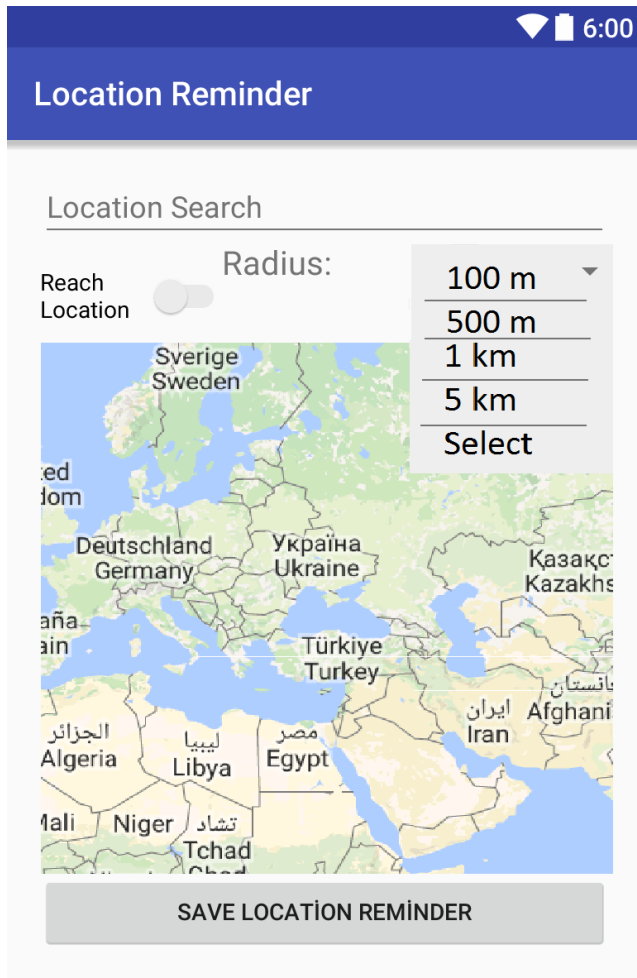


Time interval reminder

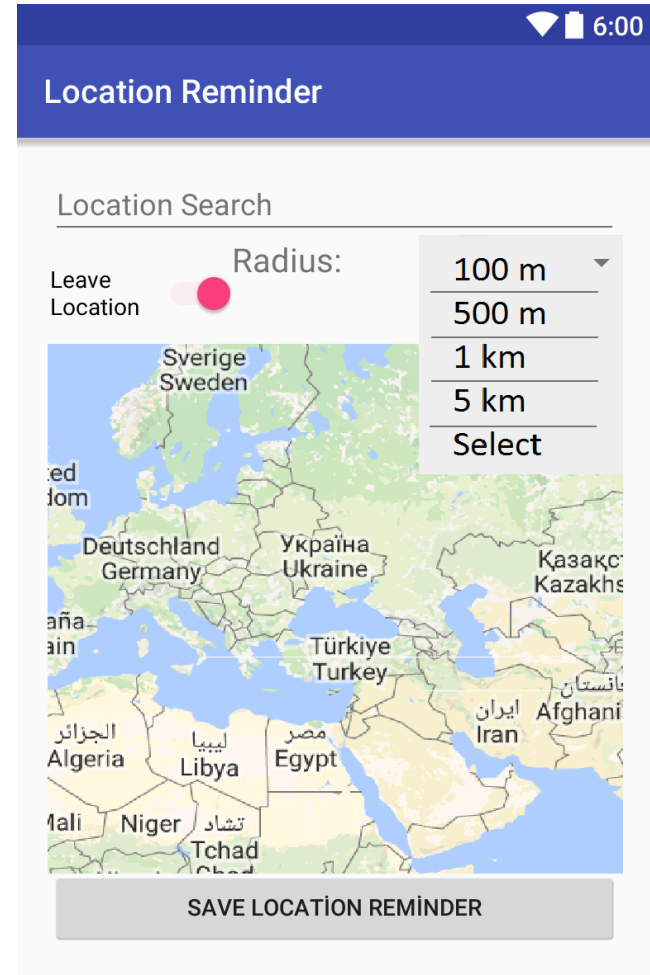


Specific date reminder

# Mockup



Reach location reminder



Leave location reminder

# Conclusion

- ❑ We are developing note-taking and to-do list mobile application.
- ❑ The application has the feature of location based reminder.
- ❑ This feature will improve effectiveness of people's daily life.