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Often

Description

Often allows users to enter tasks which repeat often in their lives, such as: brushing teeth, going to gym, drinking X ounces of water, washing the car, etc. Often allows users to keep up with these tasks, showing them a Today view which summarizes everything due to be done today. For habit formation, Often also allows users to keep track of streaks: how many consecutive occurrences of the task they completed on schedule. The desire to see the streak number for a task increase causes users to be more faithful to their new habits.

Intended User

Often is tailored towards anyone concerned with self-improvement and who like to use technology to run their lives more efficiently and less stressfully.

Features

- Allows users to add recurring tasks from their lives to be tracked by the application.
- Tasks can recur in a variety of manners, such as: every X days, every X weeks, or every week on Tuesday and Thursday.
- Tasks may be "required" or not. Required tasks must be done the day they are due to continue their streak. Misses will reset the streak. Tasks which aren't required don't use Streaks and are merely shown as Available for completion.
- At least for v1, the app does not actually store the user's data off-device. We'll have a server-side component which will anonymously log which tasks users add in order to present a list of top suggestions when users go to add a new Task. Common tasks will be surfaced this way and easy for the user to add and customize.

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

Replace the above image with your own mock [click on the above image, then navigate to Insert → Image…]
Provide descriptive text for each screen

Screen 2

Replace the above image with your own mock [click on the above image, then navigate to Insert → Image…]
Provide descriptive text for each screen

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

Key Considerations

How will your app handle data persistence?

Describe how your app with handle data. (For example, will you build a Content Provider or connect to an existing one?)

Describe any corner cases in the UX.

For example, how does the user return to a Now Playing screen in a media player if they hit the back button?

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

For example, Picasso or Glide to handle the loading and caching of images.

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

Write out the steps you will take to setup and/or configure this project. See previous implementation guides for an example.

You may want to list the subtasks. For example:
- Configure libraries
- Something else

If it helps, imagine you are describing these tasks to a friend who wants to follow along and build this app with you.

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:
- Build UI for MainActivity
- Build UI for something else

Task 3: Your Next Task

Describe the next task. For example, "Implement Google Play Services," or "Handle Error Cases," or "Create Build Variant."

Describe the next task. List the subtasks. For example:
- Create layout
- Something else

Task 4: Your Next Task

Describe the next task. List the subtasks. For example:
- Create layout

- Something else

Task 5: Your Next Task

Describe the next task. List the subtasks. For example:
- Create layout
- Something else

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

Submission Instructions
1. After you've completed all the sections, download this document as a PDF [File → Download as PDF]
2. Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
3. Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"