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CAN 2019

Description

CAN 2019 will be the main application for Africa cup of nations 2019, which will be in Egypt. The app helps the African fans to browse the matches, know its dates, know where's the stadiums and how to go there? Ability to order train tickets and the app will provide the destination for people to go to stadiums easily by using the Egypt transportations. CAN 2019 will make the mission of the fans so easy and makes them have fun in Egypt.

Intended User

The African football fans which will come to Egypt to watch CAN 2019.

Features

List the main features of your app. For example:

- Display the current matches in cup
- Display the map of the stadiums
- Display the statics of the match
- Ability to reserve train tickets.
- Display tips for going to Egypt stadiums
- Display the qualifications table of the Cup
- Display the groups of CAN 2019

User Interface Mocks

I attached Palsamic design.

Key Considerations

How will your app handle data persistence?

- OnShared preferences for choosing app language.
- Offline database for displaying the way to stadiums.
- Realtime database for chatting.
- Realtime database for sending suggestions

Describe any edge or 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.

- Retrofit for connecting to internet and get data from API.
- Glide to loading images.
- Room to deal with offline database.
- GSON to convert Json to GSON.
- Crashlytics to get information about the crash.

Describe how you will implement Google Play Services or other external services.

Google Ads.
Identity.
Firebase Analytics.

Next Steps: Required Tasks

Task 1: Project Setup

You may want to list the subtasks. For example:

- Configure libraries
- Test API

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for Main Activity.

- Build UI for Detailed Match Activity.
- Build UI for Welcome Screen.
- Build UI for Nav Drawer.
- Build UI for Groups Activity.
- Build UI for Login Activity.
- Build UI for Chat Activity.
- Build UI for Stadiums Activity.
- Build UI for About Activity.
- Build UI for Forget Password Activity.
- Build UI for Send Suggestions Activity.
- Build UI for Details Setting Activity.
- Build UI for Booking Trains Activity.
- Build UI for Widget.

Task 3: Start Getting data from API

- Build Retrofit Interface.
- Build Retrofit Functions.
- Build POJO
- Start getting data from API

Task 4: Build the adapters

- Build the necessary Adapters for every list and Recycler view.

Task 5: Add Services

- Create Widget.
- Connect app with firebase
- Add Ads

Submission Instructions

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