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HomeBrew Journal

Description

HomeBrew Journal will help you with create and manage homebrew beer recipe. Have you ever forgotten when you should bottle beer or when fermentation began? Our notifications will remind you about every step of the home-brewed beer. All of it made in Material Design.

Intended User

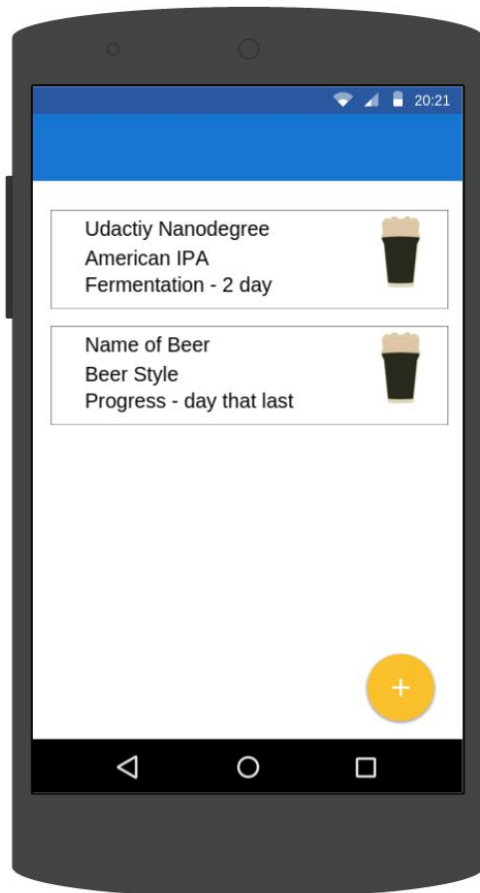
Home Brewers.

Features

- Create and manage HomeBrew recipe
- Notification of each stage of brewing beer
- Clear and simple design

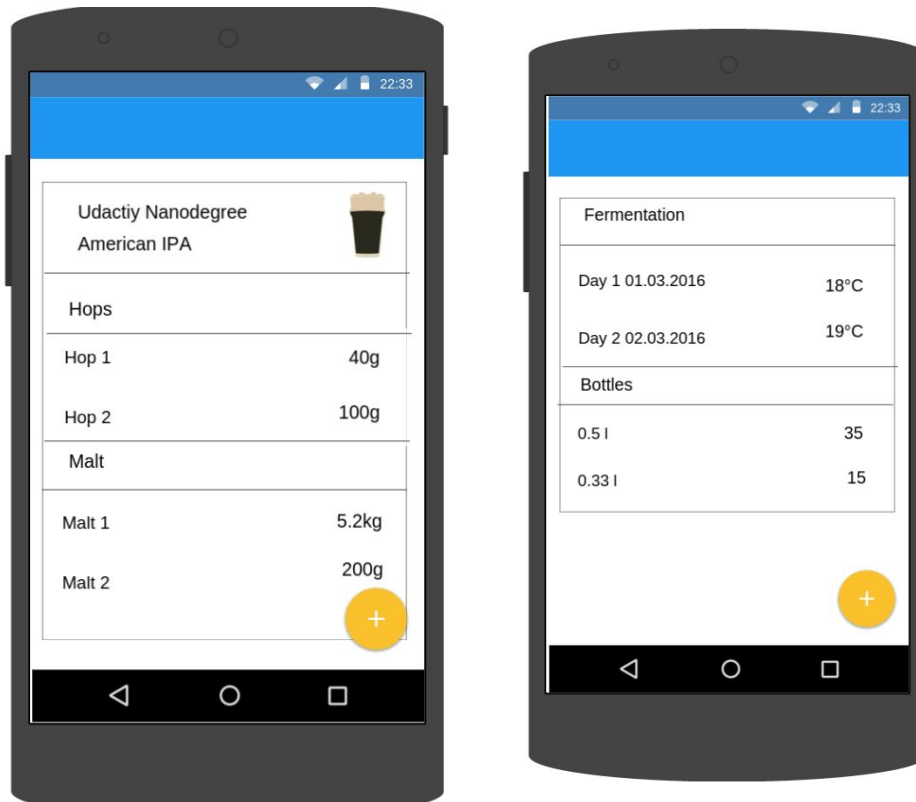
User Interface Mocks

Screen 1 - Main Screen



Main view provide list of items with contains basic information about each beer recipe. It only has basic information: name of beer and style current stage of production ale for how many days it's last. Action button is used for add new beer recipe.

Screen 2 - Detail View



In detail view you have all information about beer recipe. What and how many hops, malt, yeast do you use. Also you will have information about each stage of beer production. Such as boiling, fermentation and bottling. Action Button is used for add ingredient, temperature for each day of fermentation and how many bottles you have.

Key Considerations

How will your app handle data persistence?

The uses a content provider and a sqlite database.

Describe any corner cases in the UX.

When app will be launched for the first time it will provide example recipe.

When you click on Beer Icon in Detail View it'll show dialog when you can pick another beer icon which better describe your recipe.

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

- [ButterKnife](#)
- [Picasso](#)

Next Steps: Required Tasks

Task 1: Project Setup

1. Create Android project
2. Create Activities
 - MainActivity
 - DetailActivity
3. Include needed libraries

Task 2: Implement UI for Each Activity and Fragment

Build UI:

- Build UI for MainActivity
- Build UI for DetailActivity

Task 3: Implement Content Provider

Implement a database to store data retrieved from user

- Create a database helper and database contract to ensure data is entered into database correctly
- Create URIs for querying database.

Task 4: Implement UI for Tablets

- Implement Two pane mode for Tablets
- Implement UI for wider screens

Task 5: Floating Action Bar

- FABs for add items to recipe
- implement FABs java code

Task 6: Transitions and animations

- recyclerview item animations
- appearance animations
- used transition animation when switch activities

Task 7: Implement Google Play Service

- AdMob

Task 8: Accessibility

- content description
- RTL layout
- localisation: Polish language

Task 9: Handle error cases

- Null pointers error
- Data format error
- Invalid data errors
- Network error