CS 402: Android Development

Project 2

You will construct an Android app, in Kotlin, that fulfills all the requirements listed below. I recommend you choose a theme that closely matches what you plan on for your final app. This is not required, but may help move your final project forward and provide a solid base to build upon.

Requirements

1. **All requirements from Project 1** - You'll need to satisfy all requirements from the previous project.
2. **Database** - Include a database implementation and three different entities and at least two relationships between entities. You can use ObjectBox, Room, Realm or any other third party implementation for this.
3. **Recycler View -** Add a Recyler View with dynamic data that can be updated (use onDataSetChanged) when new items are added to the array that represents the data.
4. **Design Patterns** - Implement the Repository pattern. You can use the Kotlin "object" keyword.
5. **Readme** - Include a Markdown file in the project directory that outlines basic features of your app. The fancier, the better. Include animated gifs, screenshot images, links and other things to dress up the readme.

6. **Video** - Create a 3-5 minute video of your app, with developer commentary. Post the video with a publicly available link and include that link in your Readme.md file.

Notes

Grading

Completing all requirements gives a base score of 4 out of 5 (80%). To achieve a higher score, add additional content, ideas, design or extra detail. The more you add, the higher the potential grade.

Concepts included in your project, but not covered in class, are great ways to add points to your grade. Design is important and can also increase your score. Feel free to call out any non-obvious, or under the hood enhancements that might not be noticed on a cursory scan of the source code or run through of the application.