Description
Intended User
Features
User Interface Mocks
    Screen 1
    Screen 2
Key Considerations
        How will your app handle data persistence?
        Describe any corner cases in the UX.
        Describe any libraries you'll be using and share your reasoning for including them.
        Describe how you will implement Google Play Services.
Next Steps: Required Tasks
    Task 1: Project Setup
    Task 2: Implement UI for Each Activity and Fragment
    Task 3: Your Next Task
    Task 4: Your Next Task
    Task 5: Your Next Task

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Good Books

Description

Good books allows users to search for books, view book details and save your favorite books.

Intended User

Anyone who loves to read books and would like to keep track of books.

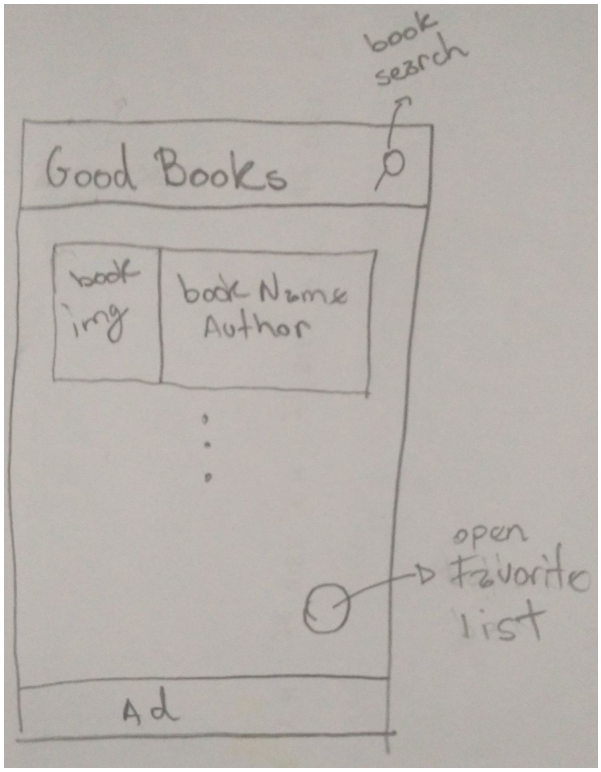
Features

- Search for books by title and author
- View book details
- Favorite books.
- View favorites.

User Interface Mocks

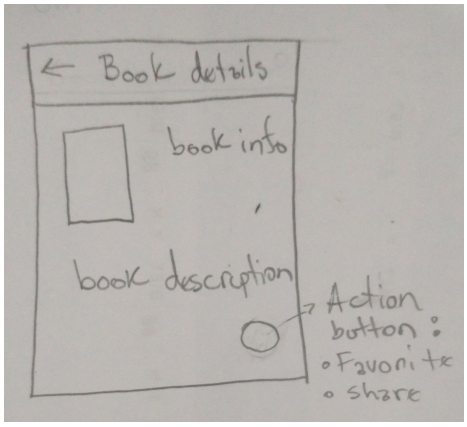
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



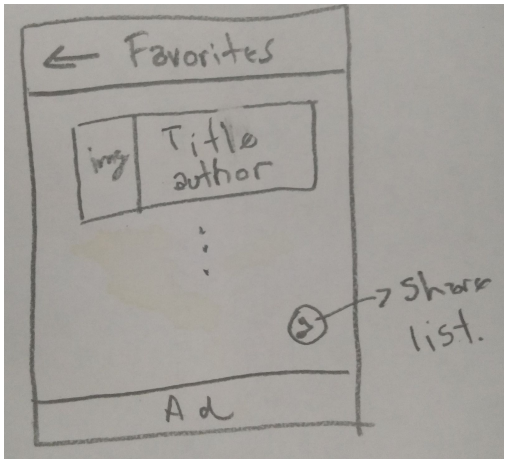
Here is the primary screen. When you click on search button, a edit field will appear so that the user can type the search param. Upon filling the field, a list of books will appear according with the search result. At the bottom, there will be a floating button that leads to the favorite books list. There will also be an ad at the bottom.

Screen 2



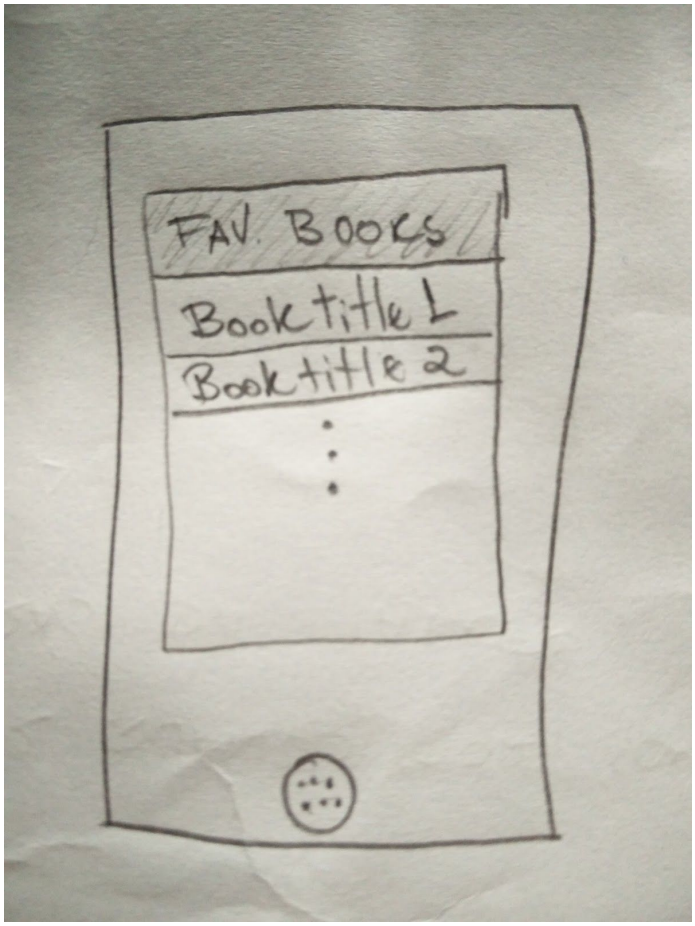
This is the screen when the user clicks on a book. The user can see general information about the book such as title, author, description,etc. At the bottom, there will be a floating button to open a bottom toolbar where the user can: favorite/unfavorite depending on the current book state and share the book information.

Screen 3



This is the screen where user can see the current favorite books list. The user can access this screen by clicking on the floating button in the primary screen. If the user clicks on a book in the list, the user will be directed to the Screen 2, with the book details.

Screen 4



This is a presentation of the app widget. The users will be able to see their favorite book list on it.

Key Considerations

How will your app handle data persistence?

A Content Provider will be implemented.

Describe any corner cases in the UX.

This Layout Scheme is pretty straight forward. Shouldn't have any problems.

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

- Picasso: handle images nicely

- Butterknife: for field and method binding for views
- Retrofit: to easily map and convert information from API
- SimonVT: Automatically generate a ContentProvider backed by an SQLite database

Describe how you will implement Google Play Services.

- Admob: I will use native ads express with small template at the bottom of the screen.
- Analytics: I will add a tracker on the main activity

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

- Configure libraries
- Configure Google Services

Task 2: Map Google Books API

- Create credentials for Google Books API
- Configure the obtained credentials on projects
- Test API access from within main activity
- Create models for retrofit to correctly store retrieved data
- Use Retrofit to map all request used from the Google Books API
- Test implemented requests

Task 3: Create content provider to store retrieved data

- Create database schema according to retrofit models
- Configure SimonVT to generate content provider according to the models
- Test generated content provider

Task 4: Implement UI for Each Activity and Fragment

- Set up appropriate theme
- Build UI for MainActivity
- Build UI for fragments
- Build UI for tablets

Task 5: Add functionality to UI

- Implement Admob Google Services
- Add functionality to Search button and search field, by implementing an IntentService.
- Implement Loaders and bindings to show retrieved data
- Add accessibility features
- Implement Google Analytics

Task 6: Test application