Future Skills

SESSION 1

Mobile Applications Development

# **General information**

The name of the application should be in the format “{workstation number} MADventure“.

If there is no Internet connection, there should be a Alert with error indication appearing on each screen. If the data shown at the screen is saved in internal memory the user should be allowed to remove Alert, to show data from the memory.

In case of an error from a server request it is required to show an Alert with the error text and buttons:

Retry - repeat inquiry,

Cancel - close the modal window.

The content must be correctly shown with any screen orientation. Designs are only developed for landscape layout, that is why arrangement of the elements at portrait orientation of the tablet must be elaborated separately. At that all the elements must be visible.

At the screens requiring data download from the server the download status indication must be shown during the process.

1. Splash

Splash screen is required to be done according to design. The minimal time of displaying Splash screen is 2 seconds.

2. Onboarding tutorial

If the application is launched for the first time, there is a requirement to display Onboarding material after Splash screen. There is a requirement to display all pages from design. The slider transition between pages has to be by Swiping and buttons.

If the user has been logged in, the main screen must be displayed.

3. Log in

If the application is restarted, the login screen is required to be displayed immediately after the Splash screen.

The input field must not be empty.

Implement the Log in on the server. Use the description of matching request in API.

Clicking “Facebook” icon, there must be Log in via social networking according to protocol OAuth2.0 via Facebook SDK.

If the Log in successful, Toast must be displayed with the text “You are successfully logged in”.

4. Sign up

On the “Onboarding tutorial” screen upon pressing the “Skip” button there must be navigation to “Sign up” screen.

The screen should be arranged in the same way as in the design.

Upon “Sign up” button clicking there should be inquiry for the user’s sign up.

Validation should be arranged according to the following rules:

* All the fields should be checked for values presence;
* Password and password repeat should be the same;
* telephone number should consist of 10 digits (without the country code);
* “Email” field should contain “@” symbol.
* In case of non-compliance with the validation rules all the indicated errors should be shown in the corresponding input fields.

In case of successful Sign up the form of telephone number activation should be shown in the same way as in the design. Text “Activation code was sent...” should contain the telephone number input by the user in the same format as that in the design. At the activation form appearance countdown for 300 seconds should be started, activation code inquiry should be sent to the server. As the time is up, the countdown stops, “Send code again” button gets active again. Upon clicking the button activation code inquiry should be sent, countdown should be started once again. The form of telephone activation should be non cancellable.

Upon the four code digits input the activation code should be automatically sent to the server with the proper inquiry.

If the server sends an error indication, it should be shown with Toast, and vibrocall should be activated at the gadget within 0.5 seconds.

All the valid activation codes are available at the address INSERT ADDRESS

Successful telephone activation should open Log in screen with email field filled in.

The main screen

The main screen is required to be implemented according to design.

By clicking the arrow in the bottom left corner or swiping it, the side menu must move from the left. By clicking the minimize button and swiping from the right, the menu must be “minimized”. All other elements of the screen must move too.

The information for displaying must be received from the server:

* the current task (if it exists);
* the current quest (if the task exists);
* the list of popular quests.

If there is no current task, the placeholder must be displayed on the correct card as in design. By clicking the button “Random quest”, there must open the screen “Quest details” for choosing the random quest.

The map of the card must display the current device location.

The list of current tasks must be displayed on the current quest card. The current task must match the icon as in design.

There must be an indicator of the open current task in the menu.

By clicking the current card, the user is navigated to the screen “Quest Details” with the chosen current task.

Clicking the button “Exit”, the information about the user must be deleted from the device memory and the matching request must be made. If the Log out is successful, the Toast with the message must be displayed, and the user is navigated to the Log in screen.