Future Skills

SESSION 1

Mobile Applications Development

**General information** 项目概述

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

应用程序的名称格式应为“{工位号} 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.

如果没有连接Internet，那么每个屏幕上都应出现Error错误图标警告。如果屏幕上显示的数据是保存在本地的，那么用户可以移除该Error警告，并在屏幕上显示本地保存的数据。

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.

如果出现服务器请求错误，则显示一个带有文字和按钮的错误警告窗口，窗口上包含两个按钮：

Retry - 意思为重新请求服务器；

Cancel - 关闭警告窗口。

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.

出于任何屏幕时出现错误，都应显示相应的错误警告，这些警告的内容应根据屏幕和错误的不同而不同。提供的设计只针对横向布局，所以，针对纵向布局，元素组件的布置必须单独设计。纵向布局时，必须包含所有元素组件。

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

当需要从服务器下载数据时，屏幕上必须显示下载状态。

1. Splash启动页

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

启动页需要根据设计来完成。启动画面的显示时间最少2秒。

2. Onboarding tutorial程序进入动画

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.

如果首次启动应用程序，则需要在“启动画面”后显示“程序进入动画”。需要显示设计中的所有页面。页面之间的跳转必须可以通过滑动屏幕或按钮来实现。

如果用户已登录，则跳过程序进入动画，直接显示主界面。

3. Log in登录

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.

如果重新启动应用程序，则需要在“程序进入动画”后立即显示登录界面。登录界面中的输入框不能是空白的，必须显示提示文字。

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

在服务器上实现登录功能。在API中使用匹配请求的描述。

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

单击“Facebook”图标，必须通过Facebook SDK的 OAuth2.0协议通过社交网络进行登录。

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

如果登录成功，必须显示提示窗口，显示 “You are successfully logged in”。

4. Sign up 注册

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.

在“程序进入动画”中如果点击“Skip”按钮，则跳转到“注册”界面。界面的布局必须和设计原型图相同。

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

当点击“Sign up”按钮时，应该向服务器提交用户注册查询。

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.

应根据如下规则进行验证：

* 是否所有输入框都填写了内容；
* 密码和确认密码应该一致；
* 电话号码应当由10位数字组成（不包含国家代码）；
* 电子邮件应包含“@”符号；
* 如果出现不符合验证规则的情况，应在相应输入框中提示验证错误信息。

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.

如果通过注册验证，则如设计图所示，显示电话号码激活页面。 “Activation code was sent...” 文本中应该包含用户输入的电话号码，格式如设计图所示。激活页面显示的同时，300秒的倒计时开始计时。激活码请求应该发送给服务器。如果时间截止，倒计时结束， “Send code again”按钮激活。当点击该按钮时，会再次发送激活码请求，倒计时重新开始。电话号码激活页面不能跳过。

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

当输入四位数的验证码，该验证码应自动通过正确的查询方式发送给服务器。

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.

如果服务器返回一个错误提示，则界面上必须显示提示窗口，同时设备应在0.5秒内振动。

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.

所有有效的验证码都可以从INSERT ADDRESS地址中获取。

如果手机验证成功，则显示带电子邮箱地址输入框的登录界面。

The main screen 主界面

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

主界面应根据设计图来实现。

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.

如果点击左侧菜单栏左下角的箭头图标，或者向右滑动菜单，菜单会向右打开。如果点击菜单栏中的最小化按钮，或者向左滑动菜单，则菜单向左缩进，变为最小化菜单。界面右侧的内容必须跟着移动。

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.

界面上显示的信息必须从服务器中获取：

* 当前任务（如果存在）；
* 当前游戏（如果有任务）；
* 热门游戏列表。

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.

如果用户没有当前任务， 则保留“当前任务”区域，在“当前任务”区域显示相应信息。如果点击“Random quest”按钮，则显示一个随机游戏的“游戏详细信息”界面。

如果没有当前任务，则占位符必须在设计中显示在正确的卡上。必须删除当前卡。通过单击“随机任务”按钮，必须打开“任务详细信息”屏幕以选择随机任务。

The map of the card must display the current device location. By clicking the map, it must zoom with the animation smoothly and fit the screen. By clicking “Minimize”, the map must return to its initial position.

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

地图部分必须显示设备当前位置。点击地图，则地图平滑放大并适应整个屏幕。点击地图上的最小化图标，则地图缩小，返回原始位置。

当前任务列表必须显示在当前游戏部分。当前任务区域显示的图标图形必须和该任务的内容一致，如设计图所示。

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

在菜单栏中必须显示“当前任务”图标。

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

当点击“当前任务”区域，会跳转到相应的“游戏详细信息”界面。

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.

点击“退出”按钮，用户信息必须从设备内存中删除，同时发送匹配请求。如果退出成功，会显示带有相应信息的提示界面，同时跳转到登录界面。