Future Skills

SESSION 2

Mobile Applications Development

The main screen

The weather card must display the weather in the user’s city (if chosen) or according to his location, the inquiry must be implemented in API.

The current user card must contain information such as avatar, first name, last name and the user level. The level is calculated as following:

где - the difficulty of the i-number passed quest

- the approximate time which needs for passing j-number task in minutes

- the time that user spent on passing j-number task in minutes

k the number of tasks in i-number quest ( only “completed” tasks are considerated)

n - the number of completed or ongoing quests done by the user ( all quest tasks are either “COMPLETED” or have status “IN-PROGRESS”)

The level must be rounded to the integral number according to the rule rounding to the nearest integer.

By clicking the icon “Compass”, the window “Compass” is open.

The form of common chat must be implemented as in design. The new message must be at the bottom of the list. The history of messages is requested from the server page by page every 10 seconds. The update of the history of messages must be implemented in every 10 seconds, also the Pull-To-Refresh must be used. By clicking the button “Send”, the messages must be sent to the server. The Chat must be scrolled automatically until the new message. Messages for other users must have information such as user nickname, avatar, time of creating the message and the text. For messages of the current user, the information must have only the text and the time of creating it.

The list of user achievements must be implemented. The list must be scrolled by Swiping to the left and to the right. If the user does not have any achievements, the block of achievements must be hidden, and the list of popular quests must be extended.

Raitings

The screen should be arranged in the same way as in the design. You can use API for receiving the data.

By clicking the quest button, the screen “Quest Details” should open for selected quest.

The Compass

The compass should be done in the same way as in design. The direction of the arrow must match the reality. For implementing the functionality you can use approved third-party libraries, but it is prohibited to switch to third-party applications.

Quests list

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

The Quests list should be inquired from the server page by page, 10 quests in inquiry.

Two buttons should be added in the quest card:

* Details - clicking navigates to “Quest Details” screen for the quest selected;
* Favorites - clicking should add the quest to the favorites list. The selected quest icon should alter its look. Upon clicking on the selected quest the selected element should be deleted from the favorites list.

The favourite quests list should be saved in the gadget memory.

The following quests rating criteria should be implemented:

* Popular - quests should be sorted out by the “rating” field in the order of decreasing;
* Difficulty - quests should be sorted out by the “difficulty” field in the order of decreasing;
* New - quests should be sorted out by the date of creation in the order of decreasing.

Upon category selection only the quests of the corresponding category should be shown.

Quests shown in any mode should be grouped by categories. Category card should be shown at the beginning of each section.

Clicking “+” button should show Alert for new tag adding. The added tags should be shown in the same way as in the design.

In the field “Words” the user can input key words for search in the name and quest description.

Clicking “Search” button should apply for all the selected search criteria and gradation to the quests list shown.