Future Skills

SESSION 3

Mobile Applications Development

Quest details

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

Quest information should be requested from the server. In order to get the list of quest comments use GET-inquiry “/quests/{questId}/comment”. Comments should be sorted out by novelty in the order of decreasing.

If the quest is in favorites, the “Favorites” icon in the top right corner should be crossed. Clicking the “Favorites” icon should add the quest to Favorites. Clicking the crossed icon should delete the quest from Favorites.

Quest information (description, photos, task list, feedback) should be scrolled vertically. Photos should be shown in carousel with the possibility to Swipe.

In the task list the completed tasks should have a coloured icon.

If all the received quest tasks have a “COMPLETED” status, the quest is considered completed. In this case users, who have successfully completed the quests, can give their feedback. Upon clicking the “Send” button an inquiry should be sent to the server. If the feedback is successfully sent, the form should disappear, Toast with text “Feedback successfully sent” should be shown. The new feedback should appear in the quest feedback list, the feedback list should be automatically scrolled to the new feedback.

If the quest has calendar limitations ("startDate", "endDate"), they should be shown on the screen and their check should be done:

* if both dates present, the current date should fit the gap between them both dates inclusive;
* if only startDate present, the current date should be later;
* if only endDate present, the current date should be earlier.

If the current date doesn’t fit the limitations - the screen layout should be changed in accordance with the design for irregular quests. The tasks should become unclickable.

Clicking the task should show information about it in the right part of the screen.

Информация о задании (Task details)

The information about the task must be displayed as in design. The appearance is determined by the task status.

The information about the task must be requested from the server.

If there are any pictures, they must be displayed as a photo carousel and moved by swiping. By clicking the picture, it must be displayed in the modal window and there must be a zoom option.

If there are videos and audios, they must be displayed in a list as in design. By clicking the element of a video, there must appear a modal window for watching the video. By clicking the audio description, it must appear smoothly and have control buttons up-down as in design. The control buttons must play the selected sound element. By using the Swipe, the element must be removed from the screen.

If there are coordinates in the description of the task, the geographical map must be displayed as in design. The map must be scrolled and zoomed. It is required to mark the pin and the current location of the user.

By clicking the button “Start”, the request about the start of the task must be made.

When the status “IN\_PROGRESS” is on, the chat icon appears at the bottom right corner of the screen. The chat icon must be open and closed by Drag gesture. The new message is shown at the bottom of the list. The history of messages is requested only when the chat is open. The history of the chat must be updated every 20 seconds and or by using Pull-To-Refresh. By clicking the button “Send”, the messages are sent to the server. The chat must be scrolled automatically for showing a new message.

At the top of the screen the date and the start time of the task must be displayed.

There are different forms for entering results of the task and they depend on the goal of the task.

If the “goalType’ equals “LOCATION, the task goal for a user is to reach some geographic coordinates. By clicking the button “ Send Result”, the answer to the task must be sent to the server with current device location.

If “goalType” equals “SECRET\_KEY”, the text field for sending results must be displayed as in design. The field must not be empty?? By clicking the button “Send”, the answer to the task must be sent to the server with a result line.

If the “goalType” equals “STEPS”, the required number of steps (value is in field “goalValue”), and the button “Steps counter” must be displayed. By clicking the button “Steps counter”, its form must be displayed as in design.

If the server approves it (code 200), there should be congratulation text Alert and the screen layout should be changed.

The data of device location must be sent to the server once a minute during the task, and if the user quits the task, the sending must stop.

The accomplished task must have information such as the date, the completion time and the button “Share”.

При нажатии на кнопку "Share" нужно осуществлять sharing в сторонние приложения следующих данных: By clicking the button “Share”, the following data should be sent to other applications:

Текста “I've completed the task "{Name of task}" from quest "{Name of the quest}" in QuestApp!!!". The text “I've completed the task "{Name of task}" from quest "{Name of the quest}" in QuestApp!!!".

QR-code Scanner

If “goalType” equals “QR\_CODE”, “Send Result” button clicking should scan QR-code. In order to implement this functionality external libraries can be used, or external applications should be applied for. Successful scanning should bring back to “Quest Details” screen. The scanning result in the form of a line should be sent to the server with a proper inquiry.

If the answer is correct, the server response will provide a new task object with new status “COMPLETED”, there should be congratulation text Alert and the screen layout should be altered according to the design.