Future Skills

SESSION 4

Mobile Applications Development

Task details任务详情界面

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.

如果任务是计步类任务，即“goalType” 为“STEPS”，则窗口中必须显示要求的步数（“goalValue”域的值）和“Steps counter”按钮。点击“Steps counter”按钮后，出现计步器界面，如设计图所示。

Steps counter计步器界面

This should be done in the same way as in the design. At the first screen opening for the current task the steps number should be zero.

该界面应与设计图一致。界面第一次出现时，其计步数字应为0。

The progress indicator colour depends on the accumulated number of steps: 5 colour options 0% - 20%, 21% - 40%, 41% - 60%, 61% - 80%, 81% - 100%. The corresponding colours are provided in the design. Clicking “Send” button should send inquiry for task response sending with accumulated number of steps.

步数显示条的颜色应根据累计步数来显示，用5种不同的颜色来显示相应的进度。进度为0% - 20%时，使用一种颜色，进度为 21% - 40%，整个进度条颜色变为第二种颜色, 41% - 60%、 61% - 80%、 81% - 100%雷同。设计图中提供了相应的进度条颜色。

点击“Send”按钮后，记录的实际步数应发送至服务器。

The current accumulated number of steps for the task should be cashed on the gadget, upon the next opening downloaded from the memory. To count the steps use Google Fit or other solutions. Steps counting should be done at background, including the screen being inactive.

用户该任务的累计步数数据应保存在本地，再次打开该窗口时，从本地读取该数据。使用Google Fit服务或其他方案来计步。计步应在后台完成，即使界面关闭也仍然进行。

Profile个人信息界面

The screen should be arranged in the same way as in the design. To get the user information use the corresponding API-inquiry.

该界面应与设计图一致。使用对应的API请求来获取用户信息。

If there is no data on the avatar placeholder should be shown. Avatar clicking should show data source form selection (Photo from the camera or from the gallery) in the same way as in the design. Selection of the source should send the selected image to the server with the corresponding inquiry. New avatar should be shown on the screen.

如果用户没有头像，头像区域应保留。点击头像后，出现窗口可以选择使用摄像头拍照或从相册选择，如设计图所示。选择图片后，应使用相应请求将所选图片发送至服务器。头像区域将显示新的头像图片。

Clicking on “City” button should identify the user’s city by the location of the gadget using reverse geocoding.

If the city is identified, the form should be shown in the same way as in the design. Clicking “Yes” button should input the city and send user information change inquiry to the server. Clicking “Select from list” button should show the list of cities available.

点击“city”按钮后，应该通过设备当前位置来确定用户所在城市（通过使用坐标reverse geocoding来实现）。如果可以确认城市，城市选择窗口应如设计图所示。点击“Yes”按钮后，城市信息会出现在个人信息界面相应的文本框中，同时相应信息会发送至服务器。点击“Select from list”按钮后应显示可选择城市列表。

If the city name is not shown, there should be a list of cities from the server. Upon selection of the city an inquiry should be sent to the server on saving user information.

如果城市文本框中没有显示城市信息，则从服务器中获取城市列表并显示在城市编辑窗口中。用户选择其中某城市后，请求会发送至服务器以保存该用户信息。

If the user city is known - the field title must be substituted with the name of the city.

如果用户选择或确认了城市，则“city”城市文本框上将显示城市名称。

User information fields (Name, Last name, Nickname) should be editable. Clicking edit icon should replace text field by input field, show save icon. Fields must be invalidated for emptiness. Error displaying and edit mode are shown in the designs. Clicking save button should send inquiry to the server, bring back text fields and edit buttons.

用户信息区域（名字、姓氏、昵称）应当是可以编辑的。点击“Edit”编辑图标后，原有文本框（replace text field）变为输入框，同时显示保存图标。输入框中内容不可以为空。编辑模式和错误提示需与设计图一致。点击保存图标后数据将发送至服务器，同时输入框变为文本框， “Edit”编辑图标重新出现。

An attempt to close the screen with unsaved changes should show Alert with a suggestion to save changes. To save user information use the corresponding inquiry.

如果在没有点击保存图标的情况下退出界面，则出现提醒窗口，建议用户保存修改信息。使用相应的请求来保存用户信息。

If the server shows an error “The nickname already exists” it is required to show error text in Alert.

如果服务器返回“The nickname already exists”（昵称已存在）错误，则需出现带相应文字的提醒框。

Clicking “Change password” button should show new password input form and password repeat in the same way as in the design. Input fields should be invalidated for emptiness. Clicking “Change” button in input form should send inquiry to the server.

点击“Change password”按钮后应出现密码修改窗口，其中包含新密码和确认新密码的输入框，如设计图所示。需检查两个输入框的内容是否一致。同时输入框的内容不可以为空。点击“Change”按钮后，新密码信息应发送至服务器。

User information should be cashed in the gadget. “Profile” screen opening should check for the changes in the user’s achievements list. In case of new achievements there should be Snackbar with text “You have a new achievement!”.

用户信息应保存在本地。每次打开个人信息界面都需要检查用户的奖章列表。如果用户取得了新的奖章，应出现Snackbar，显示文字“You have a new achievement!”（你有新奖章了）

Clicking achievement button should open a modal window with detailed information about the achievement in the same way as in the design.

当点击某奖章的图标时，应打开该奖章对应的详情介绍窗口，如设计图所示。

Clicking quest in “Completed quests” list should open “Quest details” screen for the quest selected.

在 “Completed quests”已完成游戏列表区域中点击某游戏，则显示所选游戏的“Quest details”游戏详情界面。

Clicking quest in “My quests” list should open “Quest details” screen for the quest selected.

在 “My quests”我的游戏列表区域中点击某游戏，则显示所选游戏的“Quest details”游戏详情界面。