Future Skills

SESSION 4

Mobile Applications Development

Task details

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.

Steps counter

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.

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.

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.

Profile

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

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.

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 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.

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.

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

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 validated 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.

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.

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

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 validated for emptiness. Clicking “Change” button in input form should send inquiry to the server.

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!”.

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

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

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