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AutoCue

Description

It allows a presenter/content creator to read a script whilst maintaining direct eye contact with the audience/camera. Because the speaker does not need to look down to consult written notes, he/she appears to have memorized the speech or to be speaking spontaneously.

Intended User

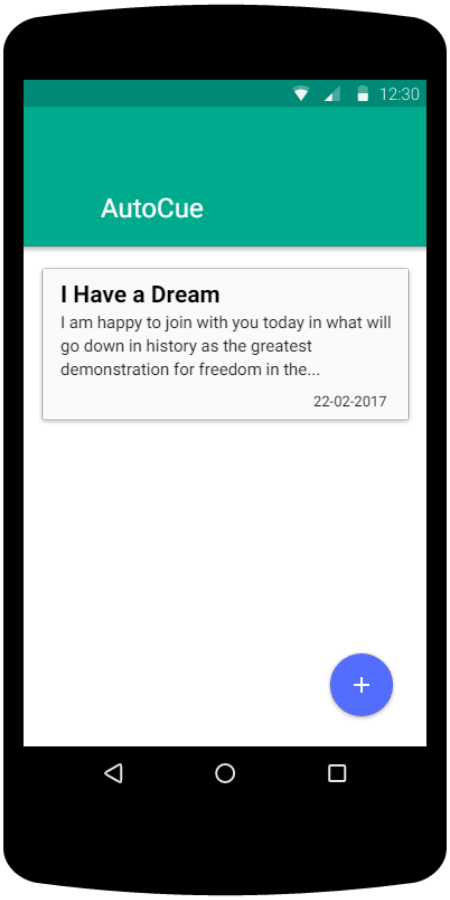
The App is intended for use in 2 scenarios - by content creators who are using their front camera for content creation or by television presenters, public speakers who want to be able to look straight into the camera whilst reading the script/notes.

Features

- Text Import/Export
  There is no need to retype script in the application, instead allows for easy import and export of edited script.
- Text Editor.
  Has built-in text editor for last minute changes to script.
- Adjustable Scroll Speed and Text size.
  User can adjust scroll speed and text size according to their preference.
- Adjust Background color and Text color.

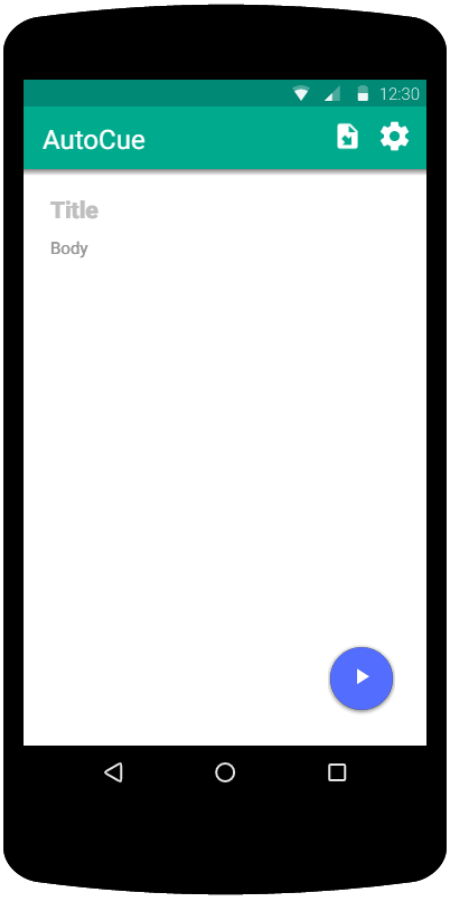
User Interface Mocks

Screen 1



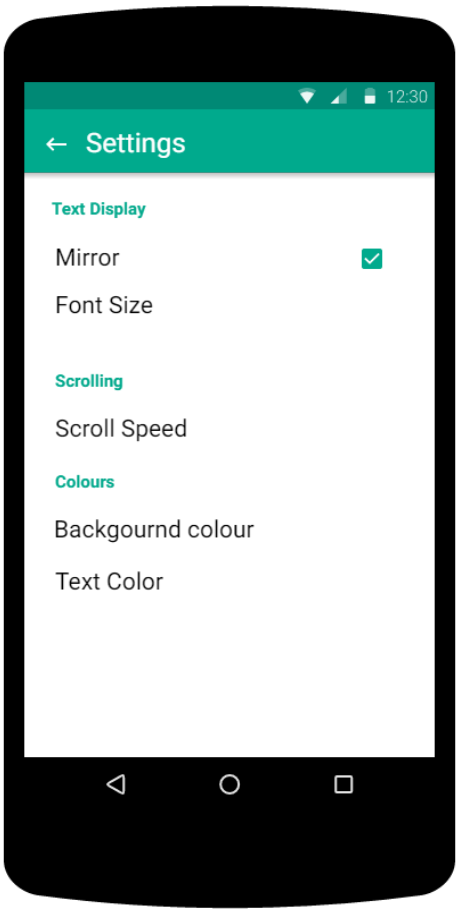
Home/Main UI will present a list of scripts for prompt. List of scripts will be ordered based on their editing date. User can swipe to delete the script and select the script for editing. Floating plus button lets the user create new document.

Screen 2



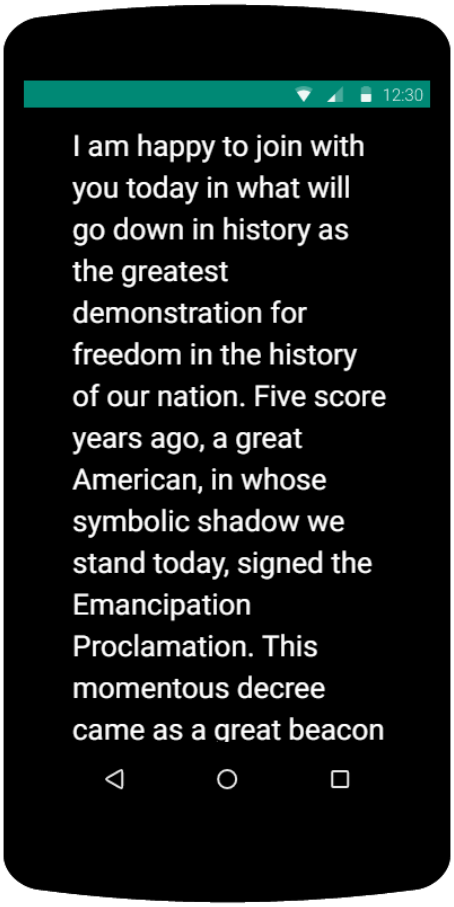
Here user can create new script. Since manually entering each script can be tedious, user has an option of importing text file by clicking file import button. Setting/Gear icon lets user change setting associated with current script. Play button start the prompt.

Screen 3



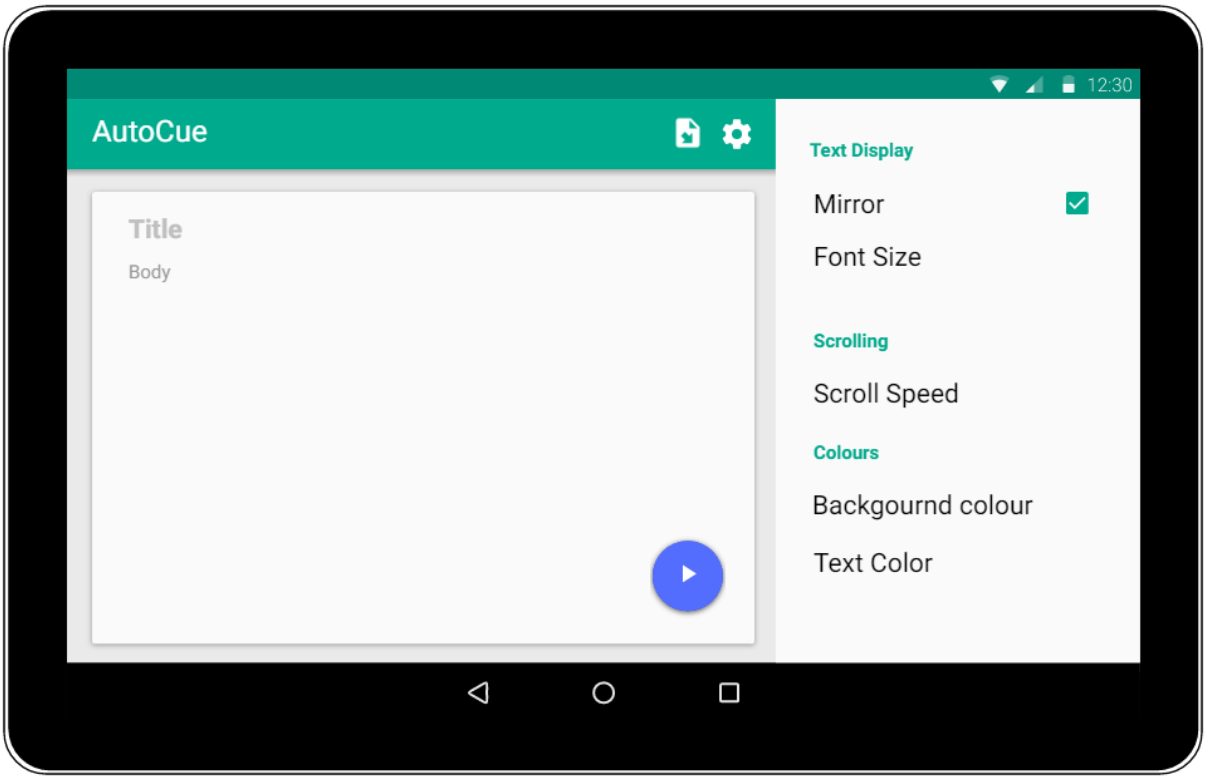
Setting/Preference UI lets user change different properties for prompt like background color, text color, scroll speed and font size.

Screen 4



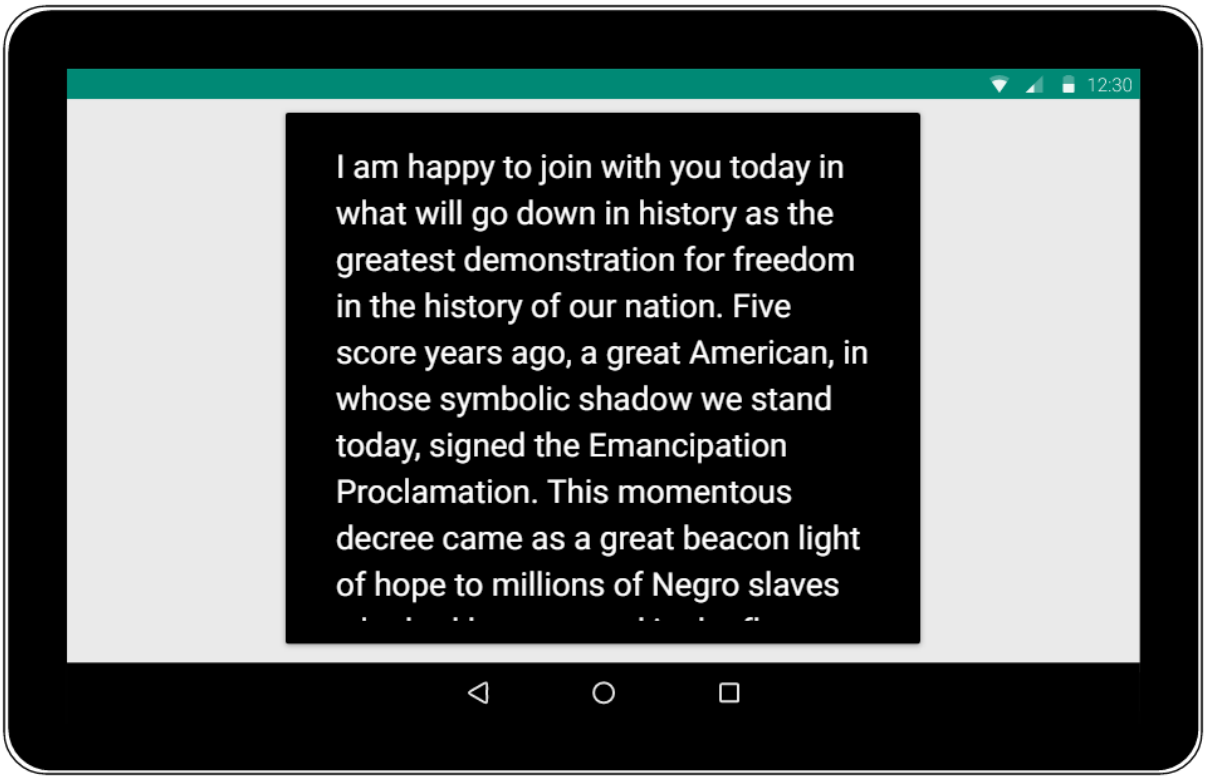
When prompting, full screen UI is shown to avoid distractions.

Screen 5



In case of tablet view, setting and text editor UI is shown in 2 pane view. Setting panel can be hidden by pressing gear/setting icon in toolbar. This moves the editor card to the center.

Screen 6



Since tablet has more width, the prompt is shown in a card with fixed width for easy reading.

Key Considerations

How will your app handle data persistence?

For data persistence, SQLite and Content Providers will be used to store and retrieve scripts and associated preferences.

Describe any corner cases in the UX.

To stop autocue, user has press back button since there is no UI control in screen prompt.

Describe any libraries you'll be using and share your reasoning for including them.

Google support libraries will be used to provide backward support for material UI. JUnit4 will be used for unit testing

Describe how you will implement Google Play Services.

AdMob will be used for showing ads on free version of the app.

Required Tasks

Task 1: Project Setup

- Update Android Studio and Support Libraries.
- Create a new project in Android Studio with 90% device support.
- Create app icon and decide on material design color palette.
- Adding project dependencies.
- Configure gradle for 2 version of app i.e. free and paid.

Task 2: Create Database

- Build Database Schema.
- Create Contract class and SqliteHelper class.
- Build Content Provider.
- Create Android Test to validate Database operations.

Task 3: Implement UI for Each Activity and Fragment

- Will start by creating UI hierarchy for each screen.
- Then create any custom UI elements required.
- Create home/main layout, activity, fragment and adapter.
- Create editor layout, activity and fragment.
- Create preference layout, activity and fragment.
- Create UI for tablet.
- Build text prompt layout, activity and fragment.
- Add necessary animations.

Task 4: Logic Handling

- Create list of logic functions required by each UI.
- Now create logic handling class using interface for each UI.
- Create Unit test for these functions.

Task 5: Data Loading

- Replace static data objects with data from Content providers.

Task 6: Integration testing and code inspection.

- Application will be tested using UIAutomator.
- Android Studio Code inspection will be used for any errors and accessibility issues.