Description

Intended User

Features

User Interface Mocks

Screen 1

Screen 2

Key Considerations

How will your app handle data persistence?

Describe any corner cases in the UX.

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

Describe how you will implement Google Play Services.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Create layouts and values in resources for different screens sizes

Task 4: Create Settings Layout

Task 5: Handle Error Cases

Task 6: Implement Google Play Services

Task 7: Get data from Google Drive and Device Storage

Task 7: Core platform development

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Teleprompter App

Description

Teleprompter, as in classic teleprompter, allows the users to easily read any text file by displaying it as a scrolling script, in front of a camera or a group of people...etc. In order to help the user achieve a good presentation, this app ensures the flexibility of saving any file the user wants from and to the device or the cloud.

There are many options the user can freely choose from like resizing fonts ,changing colors, using the app in landscape mode and adjusting the script scrolling speed the way it suits them.

Intended User

Students

Book readers Youtubers Presenters

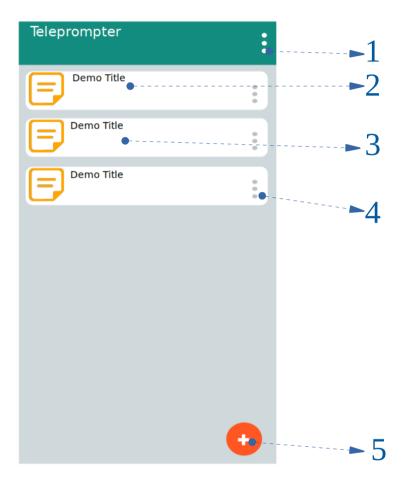
Features

- Provides three script creation mechanisms: manually typing, device storage and from google drive.
- Displays two screens:
- The first screen contains the functionalities of adding scripts, showing a list of saved scripts and a settings button on the top side of the screen.
- On the second screen, the script that was selected from the list of available scripts is shown, with the ability to modify the script's color ,font size, scrolling speed and other general settings.

User Interface Mocks

Link: https://xd.adobe.com/view/71d4265e-9469-40da-5661-cebfc6212e47-07e5/?fullscreen&hints=off
This is a simple graphical presentation of the application's general idea. It was designed using Adobe XD software. It displays the app's basic layout and animation.

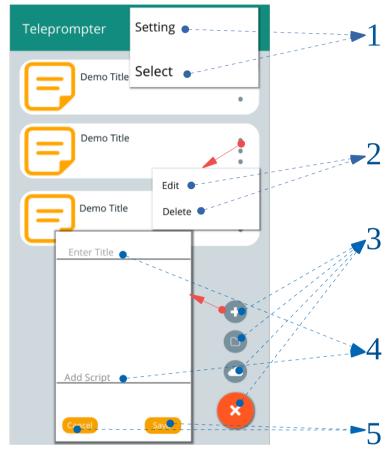
Screen 1



first screen in phone devices with simple view has:

- 1-Main menu has general settings.
- 2-Items that have script inside it.
- 3-The title of the text entered by the person with the entire text The title is. displayed for easy access to the text.
- 4-Options to edit and remove script.
- 5-This item to add new script.

Screen 2
Main screen in phone devices after clicked on it



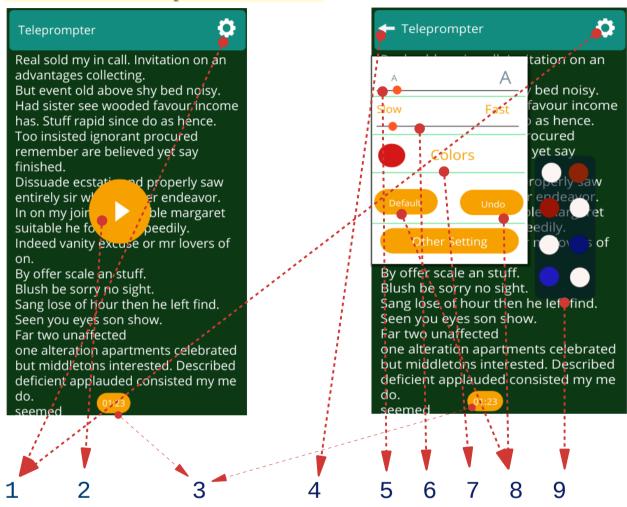
Here all items as shown in the picture are as follows:

- 1 -Pop up shape has <u>Setting</u> to go to main setting & <u>Select</u> to select all item to delete all easily.
- 2 -When click on 3 points on item in list another pop up shape has <u>Edit</u> to edit script inside current item & Delete to delete it.
- 3 -The orange ring shape opens 3 circles above as shown. Options are added to the new text either manually that take the + sign. Open the window to add new text or the other two circles to add the text from the internal memory of the device or the Internet from the cloud storage.
- 4 -Window contains two text additions first one in the top to add title second one in the bottom to add the text that user want to be displayed.
- 5 -Two items to save added contents or close window

when click on item in list will go to second Screen

Screen 3

Second screen in phone devices:

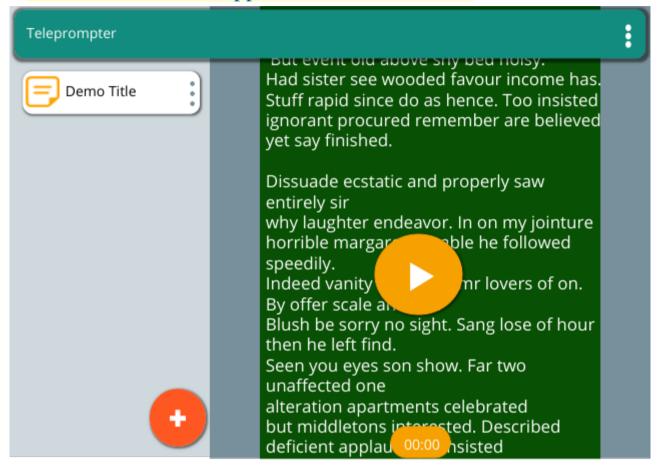


Here all items in second screen as shown in the picture are as follows:

- 1-This icon of setting to open sliding window to edit scrolling text.
- 2-Icon start play auto scrolling movement text or stop auto scrolling.
- 3-A timer starts with the start of the automatic text movement.
- 4-Return back to the first screen.
- The contents of the sliding window containing the editing tools of the display
- 5-To increase or decrease the size of text displayed.
- 6-To increase the speed of the display or reduce it as needed.
- 7- Colors setting Displays a table of pairs of colors as in the number 9.
- 8-To undo an adjustment that has been changed or reverted to the first basic setting.
- 9-The other window that will appear when user click the color settings to select two colors one of them to change background color and the other to change text color and have been distributed to be opposite to each other so the user does not feel confused when choosing the appropriate colors and also the user can undo the color if he doesn't like his choice

Screen 1 Tablet:

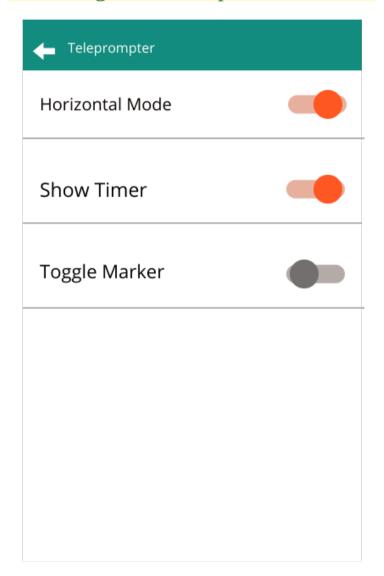
In Tablet all details appears at the first screen



All the details in the display of the tablet as in the upper picture is very similar to the work in the display of phones difference only that everything in the display of the tab in one screen to know the details of each part See the display of the phone screen above

Screen Setting:

In Setting Screen for phone and tablet



Here all the general settings of the application were selected to set the elements to not show or show some of the additional options for the display. The first option is to make the display always on the horizontal display. The second option displays the time it takes to display the text. The last option is to set some shadows and define the reading area.

Key Considerations

How will your app handle data persistence?

App using Content Provider to save all data that will displayed from local storage in device will save this in Sq-lite Database and data from cloud storage will save in Sq-lite and so as show all data from Content Provider.

Describe any edge or corner cases in the UX.

N/A

Describe any edge or corner cases in the UX.

App using

- · Butter Knife to bind all views .
- Roundedimageview library for use in making circular images.
- Materialedittext library for use in some EditTexts.

Describe how you will implement Google Play Services or other external services.

Admobs and Google Analytics will be implemented.

Next Steps: Required Tasks

Task 1: Project Setup

Write out the steps you will take to setup and/or configure this project. See previous implementation guides for an example.

You may want to list the subtasks. For example:

- · Build app on latest version of android studio IDE.
- Design app on adobe xd
- make layout designs to all screens.
- test layout on emulator.
- build java classes BasActicity, and HomeActivity with required fragments.
- Add some example data to test display.
- Adding and test Auto Scrolling Text by some search from google search.
- · Add Content Provider and all other tools wanted.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for ListContentActivity use CoordinatorLayout with AppBarLayout,
 CollapsingToolbarLayout, Toolbar and FramLayout.
- Build UI for DisplayActivity use custom Toolbar, DrawerLayout, NavigationView etc.
- Build UI for ListContentsFragment.

Task 3: Create layouts and values in resources for different screens sizes

- Create layout sw-600dp for ListContentActivity and DisplayActivity.
- Create values\dimen for width,height,elevation and margin of views in sw600dp,sw700dp,sw800dp screen sizes.
- · Testing display in all screen sizes on Tablets and phones.
- Implement Tablet case in java .

Task 4: Create Settings

- Create UI for SettingActivity with it,s SettingFragment.
- Implement prefences in java calsses.

Task 5: Handle Error Cases

- Test edit ,add and delete in recyclerView items.
- Test Scrolling Text in all cases in Tablet , phone devices and after rotation to avoid all error will happen in future.
- · Analyze possible use cases.
- Implement Analytics

Task 6: Implement Google Play Services

- · Create UI for Admob
- Implement Admob in java calsses
- Analyze possible use cases
- Implement Analytics

Task 7: Get data from Google Drive and Device Storage

- · Create API Key from Google Drive APIs Site
- · Display data from Google Drive
- · Get data from device storage and display it

Task 8: Core platform development

- Detecting data not showing and displaying error messages
- Analyze the display mode between different screen sizes and create a suitable scenario