

## How to Use this Template

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## Submission Instructions

1. After you’ve completed all the sections, download this document as a PDF [ File → Download as PDF ]
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**GitHub Username:** Gh0stWires

# Pulp

## Description

This comic book reader lets users organize their comic books in a more tangible way. Ever search through the stacks at a comic book store? This app aims to recreate that digitally.

## Intended User

Comic Book Lovers

## Features

List the main features of your app. For example:

- Finds all .cbr and .cbz files stored on the device
- Displays them as movable cards on screen
- User can read through the comics

## User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

### Screen 1

This is a stack screen. The comics are stacked on top of each other and you swipe right to open the comic or left to go to the next one.

## Screen 2



This is the reader activity. The images will be held in a ViewPager to scroll through the comic. It will use a modified version of ImageView that gives the user a magnifying glass for reading text in the comic.

Add as many screens as you need to portray your app's UI flow.

## Key Considerations

How will your app handle data persistence?

I don't see a case for handling persistent data

Describe any corner cases in the UX.

If the user presses the back button it will always return the the previous activity and not the previous page in the viewer. This action is expected of the back button and I don't want to change it.

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

### [Swipe-Deck](#)

This library adds a swipeable feature like you see in apps like tinder. It makes the objects feel more tangible.

### [junrar](#)

This library will allow me to manipulate cbr files. This is a format a lot of digital comics use

Describe how you will implement Google Play Services.

I won't be using any play services

## Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

### Task 1: Project Setup

This step will make sure we have the libraries we need and the permissions we need for the app

- Add libraries to gradle build
- Add permissions for accessing the phone's storage to the manifest file

### Task 2: Implement UI for Each Activity and Fragment

This sets up the basic foundation of what each activity does

- Build UI for Stack Activity
- Build UI for Reader Activity

### Task 3: Decode Bitmaps from Archive

This will allow us to get the images needed for the UI in both activities

- Create class that manipulates archive file to retrieve and decode bitmaps
- Extract files for decoding for android version lower than 7

### Task 4: Find Archives

This will Find all comic files on the users device

- Create function that will search the file system for any files ending in .cbr or.cbz

Add as many tasks as you need to complete your app.

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