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# Anime Note

## Description

Anime Note Application helps Otaku to find their next anime series, You can order them by Newest, Most Popular, Most Rated, or search for them, you can also mark your favorite anime. App writes summary for each anime series, anime season, season episode, Shows Anime Trailers.  
App recommends some Anime Series to watch for you .

## Intended User

This Application for Japanese Anime Series lovers around the world.

## Features

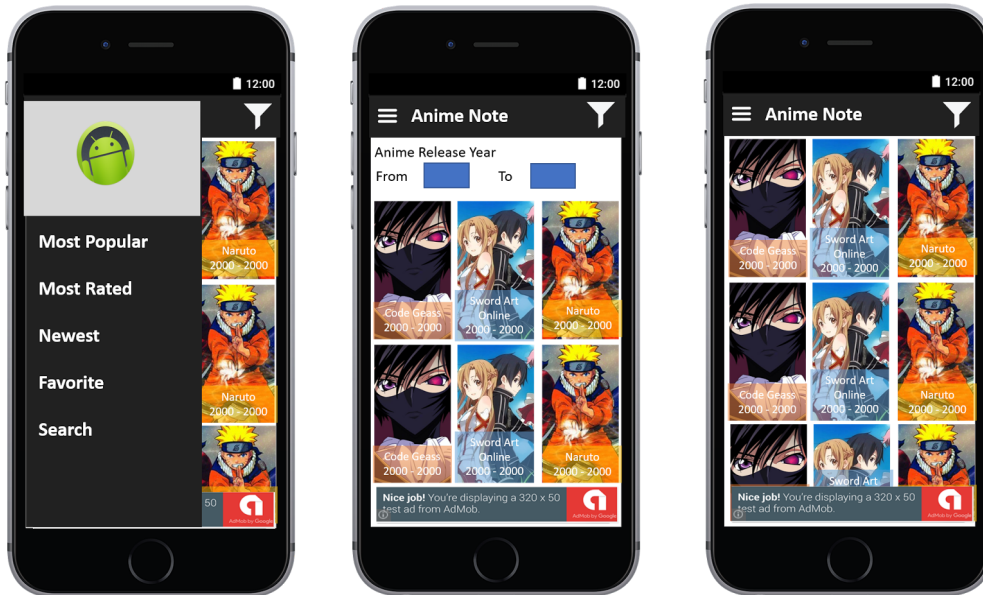
List the main features of your app. For example:

- Gets Anime Series Information (Newest, Most Rated, Most Popular).
- Marks Anime Series as favorite.
- Works offline.
- Gets Series details.
- Search for anime.
- Finds summary for seasons and their episodes.

## User Interface Mocks

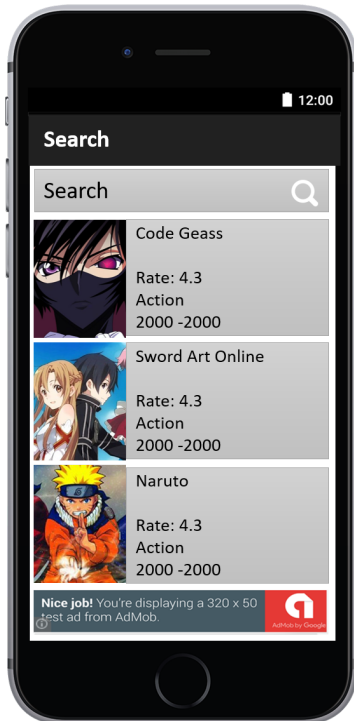
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

## Main Activity



In Main Activity we have the anime series, we can filter the search by anime release year and also choose the order.

## Search Activity



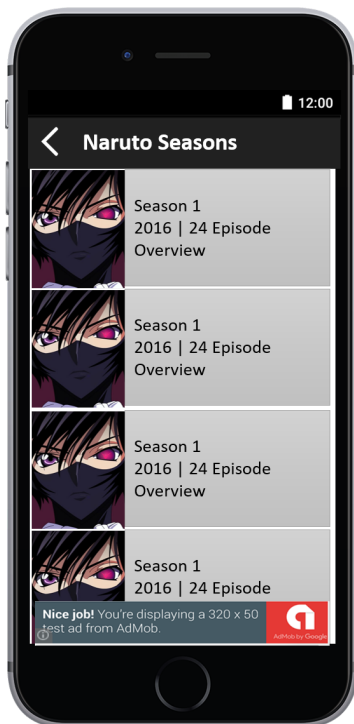
In this screen you can search for any anime series.

## Details Activity



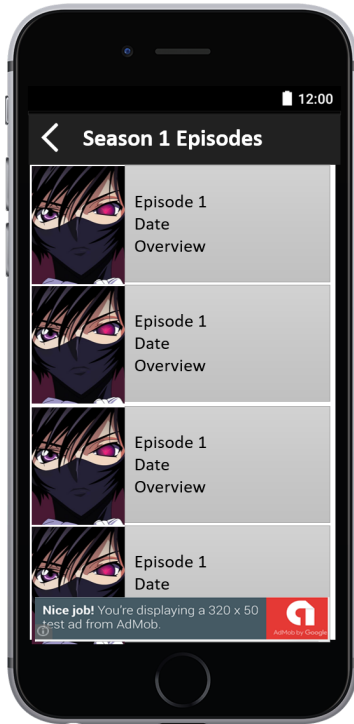
In Details Activity we can get full anime info, trailers, crew, seasons, and recommendations

## Seasons Activity



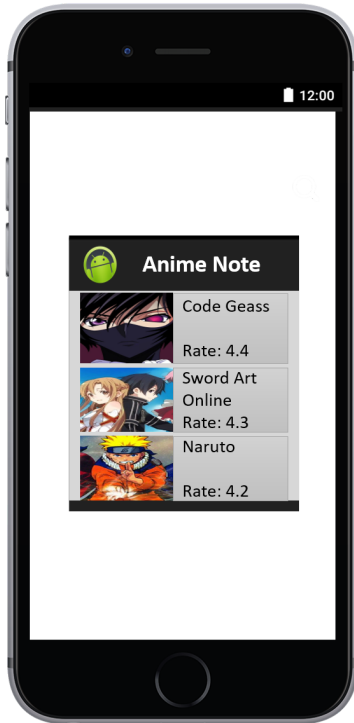
We can find all anime seasons here.

## Episodes Activity



We can find all season episodes here.

## Widget



In widget we will show the most rated anime for the last year

## Key Considerations

How will your app handle data persistence?

Application will use a content provider with sqlite database.

Describe any corner cases in the UX.

When user opened recommended anime screen and hit back button would return to the previous anime even if it was recommended too.

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

- Glide to handle the loading and caching of images.
- AsyncHttpClient to handle online request and response.
- GSON to handle serialization of objects to json.
- Sdp to handle the scale of different screen sizes.
- ButterKnife to Simplify the code.

**Describe how you will implement Google Play Services.**

- App will use Admob (Banners and Interstitials) to generate revenue.
- App will use firebase analytics to track users.

## 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

- Configure libraries.
- Create empty Layouts with its java classes.
- Create NavigationDrawer.

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

- Build UI for MainActivity.
- Build UI for DetailsActivity.
- Build UI for SearchActivity.
- Build UI for SeasonsActivity.
- Build UI for EpisodesActivity.

### Task 3: Build Java Classes with Dummy data

- Implement MainActivity Java class.
- Implement DetailsActivity Java class.
- Implement Seasons Java class.
- Implement Episodes Java class.
- Implement Search Java class.
- Add dummy data.
- Test Application with dummy data.

### Task 4: Fill Application with real data

- Add Classes to handle API requests
- Replace the dummy data with real data

### Task 5: Use Content Provider

- Configure Content Provider.
- Test it.
- Implement (Mark as favorite) feature.
- Implement Favorite screen (Same as Main Screen UI)

### Task 6: Add Google play services

- Implement Admob.
- Add Firebase analytics.

### Task 7: Widget

- Design widget UI.
- Implement Widget.

### Technical Tasks

- Use Loaders to fill the favorite Screen with the favorite anime series.
- Use IntentService to get the most rated anime daily for the widget.
- Use AsyncHttpClient & AsyncTask to load data.

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### Submission Instructions

1. After you've completed all the sections, download this document as a PDF [ File → Download as PDF ]
2. Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
3. Add this document to your repo. Make sure it's named "**Capstone\_Stage1.pdf**"