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# Mobilia

## Description

Explore the latest modern designs of your future home furnitures of more than 20 distributors and provider

New houses owners get confused and Struggle about their new house furniture providers , and they try to search online to find them or even go away and visit different furniture shops with a lot and a lot of physical and mental efforts and can cause that they miss some provider's offers . MOBILIA is to reduce all those efforts as much as possible by providing a wide range of different furniture distributors and their offers in user hands

## Intended User

People who furnish their new houses

## Features

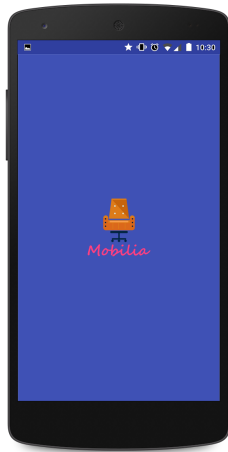
List the main features of your app.

- List the latest furnitures
- List all available Shops
- List provider's Offers
- Get details of furnitures , shops, and offers
- User can filter furniture, shop, or Offer by its category
- User can access offer through a widget on the home screen
- App cache data so it can work offline

## User Interface Mocks

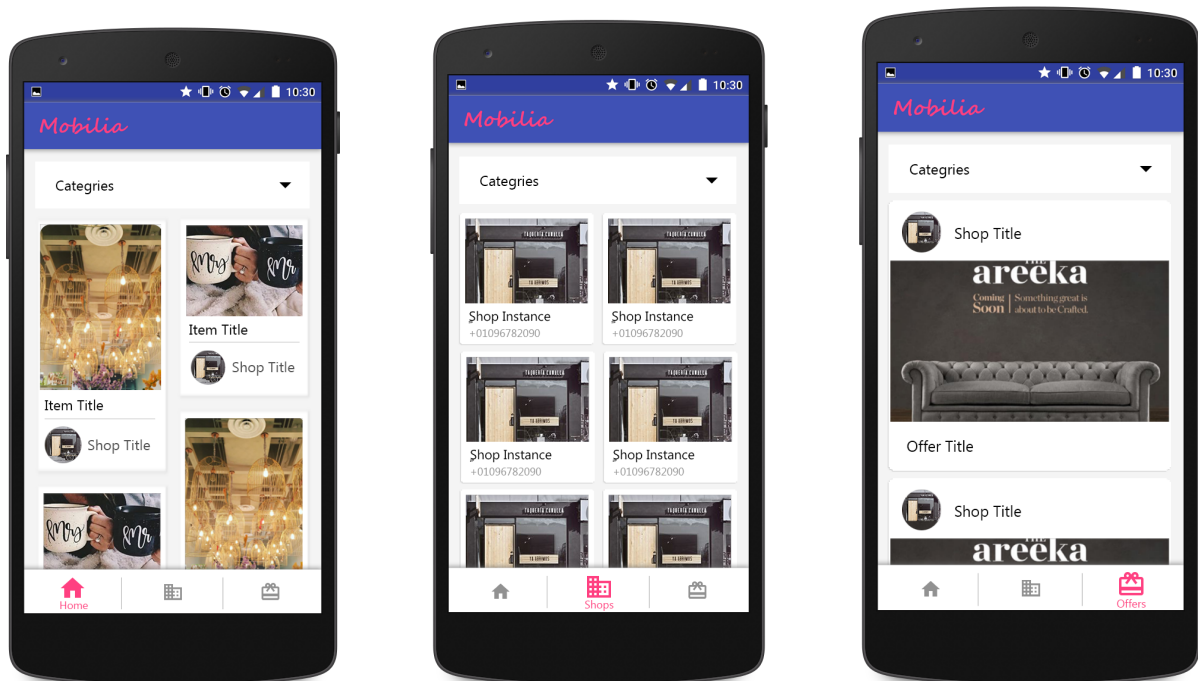
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

## Splash



Splash screen that hold Project logo it's importance is to avoid blank white screen while app loading

## MainActivity



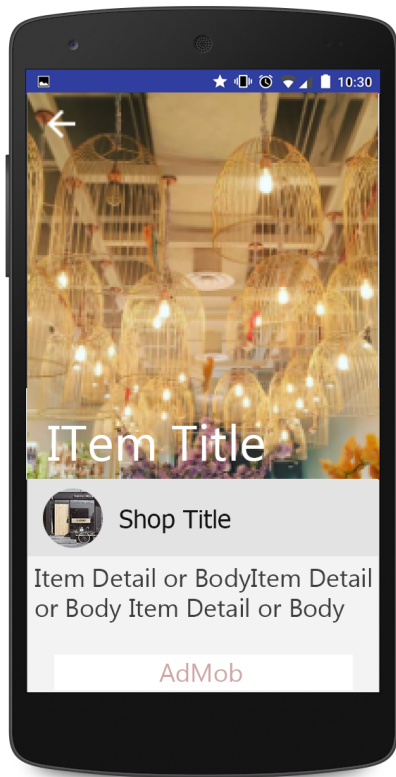
Main Activity has three navigation Views (Fragments) All of them share Category Spinner to filter its data upon category

Home Fragment Has a Staggered Grid of all Furniture elements for different Shops

Shops Fragment Has a Grid of all shops

Offers Fragment Contains Shops Offer's

## Furniture Item Details Activity



This activity has collapsing toolbar with parallax ImageViewPager of the Item and the Shop Title and thumbnail and details text about that item and finally adMob View

## Shop Item Details Activity



Shop Detail Activity has action bar that its title is shope name

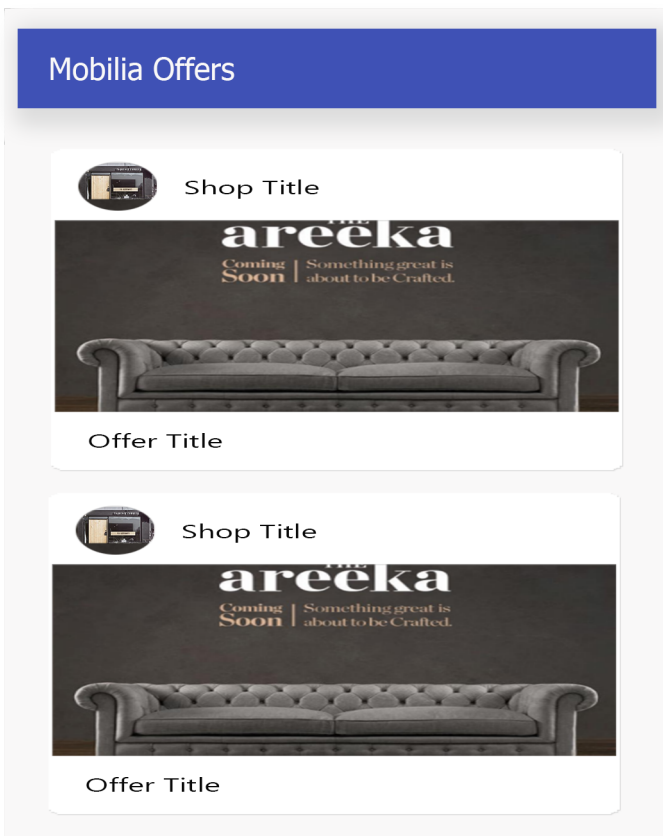
Shop Rounded image and 2 buttons for call and Visit website both use implicit intent

Tab layout with two tabs

1-first tab contains short description about the shop and adMob view

2-second tab have offers that shop provide

## Home Screen Widget



This widget have latest offers for all categories and shops

## Key Considerations

**How will your app handle data persistence?**

App will download the data from Firebase and store it in SQLite database using content provider

**Describe any corner cases in the UX.**

The user can select a specific category from categories list and furnitures associated to that category will be shown user can select an item and view it's details

In details screen user has Two things to do

1-read item details and view its images

2-navigate to provider details and access its website and phone

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

1-Picasso to load images

2-Facebook Fresco Library to have rounded images

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

1- I will use Firebase real-time database as app backend to store data

2- Admob in main screen

3-Firebase Remote Config to switch app on or off

## Next Steps: Required Tasks

### Task 1: Project Setup

- Configure libraries.
- Create Splash Screen
- Create Bottom Navigation
- Handle Bottom navigation items clicks

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

List the subtasks. For example:

- Build UI for MainActivity
- Build UI for Home Fragment
- Build UI for Shops Fragment
- Build UI for offers Fragment
- Build UI for Furniture Details
- Build UI for Shop Details
- Build UI for Offer Details
- Build UI for Widget

## Task 3: Build Content Provider & Get Firebase Data

- 1-Create Project Contract
- 2-Create Class that extends SQLiteOpenHelper
- 3-Create Class that extends ContentProvider
- 4-Configure a service and use AsyncTask to load data in background and store it in our cache

## Task 4: Loader and Recycler Viewers

- 1- Make a recyclerview for the three main views Home, Shops, and Offers
- 2- Use loader to query the database and pass the retrieved data to recycler views  
Adapters

## Task 5: Handle Widget Classes

Configure Class that extends Widget Provider Class to fill it with data

## Task 5: Add AdMob

Add AdMob to All Details Activities

## Task 6: Handle Large Screen sizes

Make Layouts for tablets and

## Task 6: Sign Apk

Create a Key and sign the app with it and make a release version

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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**"