GitHub Username: JonathanImperato

Book in Hand

Description

Have you ever wondered about how is the book you just have in your hand and what do people think about it? Maybe you always wanted a honest review by someone like you but you never could in that moment.
There Book in Hand comes!
What can you do?
Simple: take a photo of the book you have in your hand, the title, the author, the ISBN code or whatever you want. We will do the rest for you!
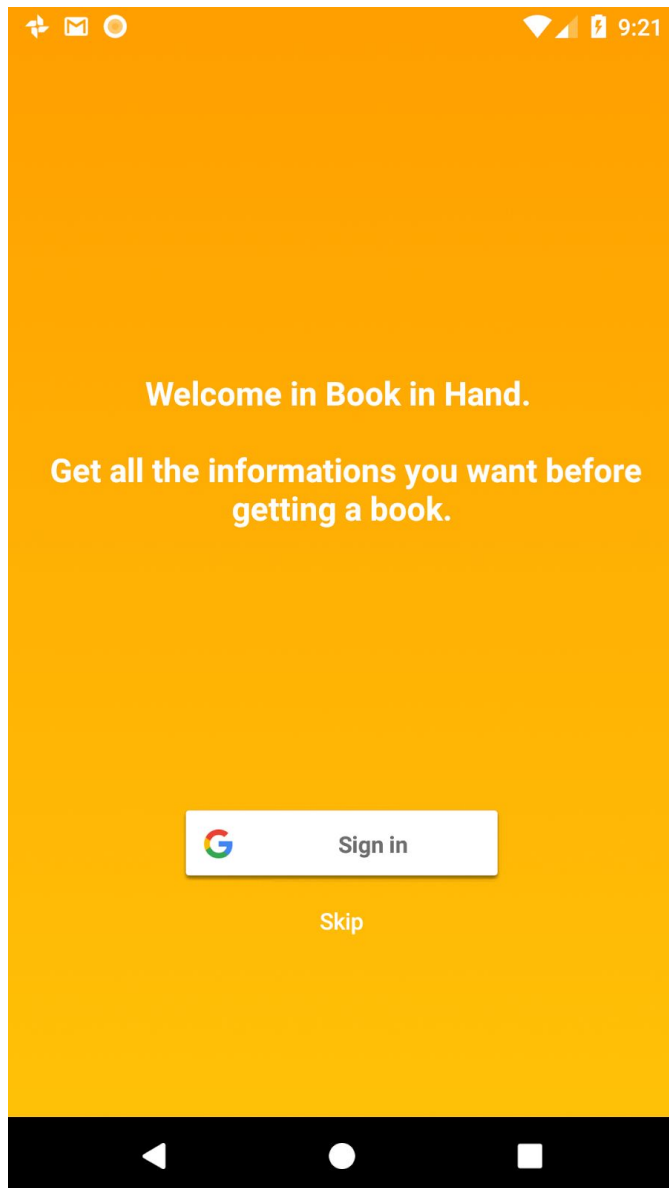
Intended User

Everyone.

Features

- Search for books
- Takes pictures to retrieve necessary information
- Display book informations such as description, reviews, rating and more
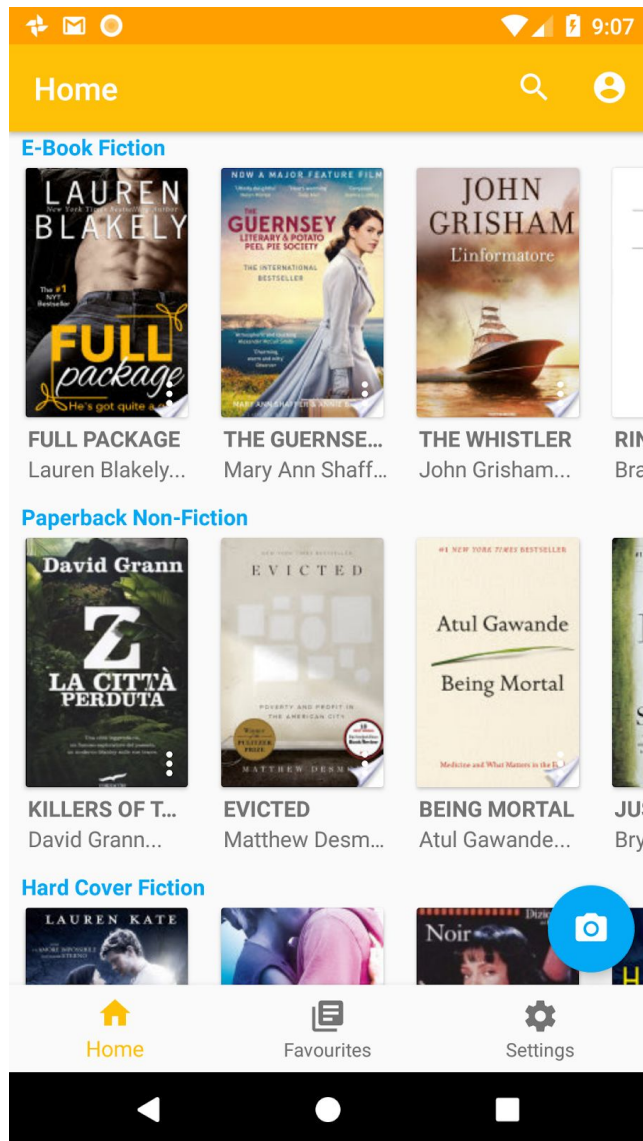- Save your favourite books' info for future need

# User Interface Mocks

Screen 0

The login screen will be opened as the launcher activity every time since the user does not log in.

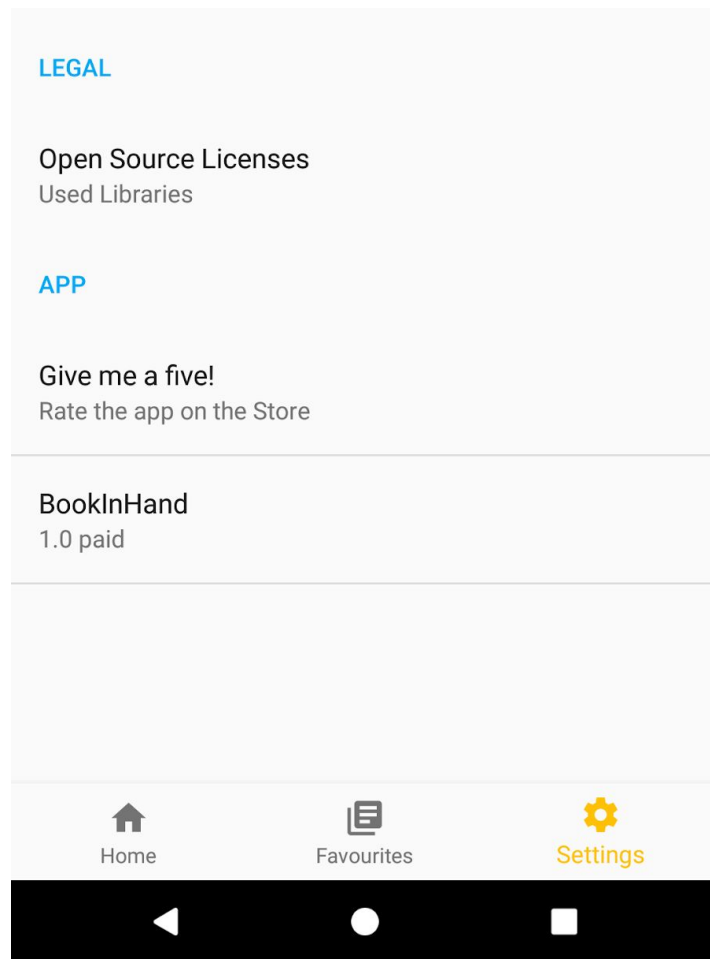## Screen 1

Fragment HOME:
Here will appear some popular books, a fab to launch the camera activity to scan the book and a search item to search a book manually. On book click the detail Activity will be opened with a shared element transition with all the book info. Favourites can be added from any screen such as the home fragment, the detail activity, the list activity with the query results.
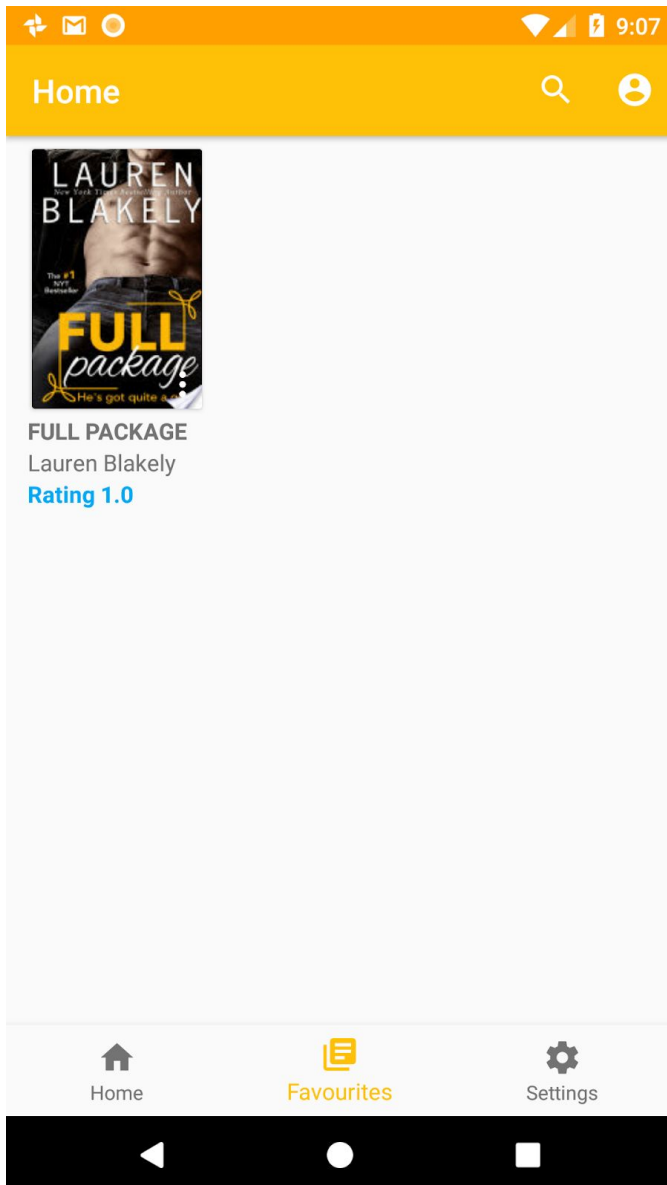
Favourites book will be stored in a local db and displayed also in the Favourites fragment. On book click the detail Activity will be opened with a shared element transition with all the book info.

LEGAL

Open Source Licenses
Used Libraries

APP

Give me a five!
Rate the app on the Store

BookInHand
1.0 paid

Home | Favourites | Settings

The settings fragment will contain few settings such as a button that will remind to a library used activity that will display the used library for the app, a button to rate the app and a preference that will display the app version and flavour.

Screen 2
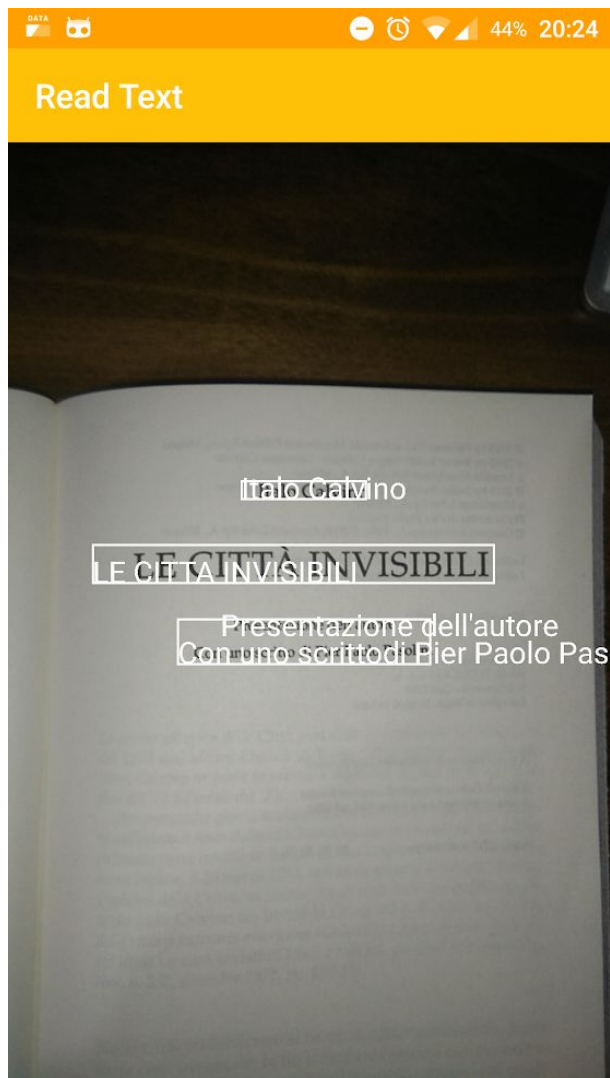
After clicked the fab, the Reading Text Activity will open, there will be available a Text Scanner to select the title or the author or everything else to perform the query search and, after selected, the list activity with the results will be opened.

Screen 3
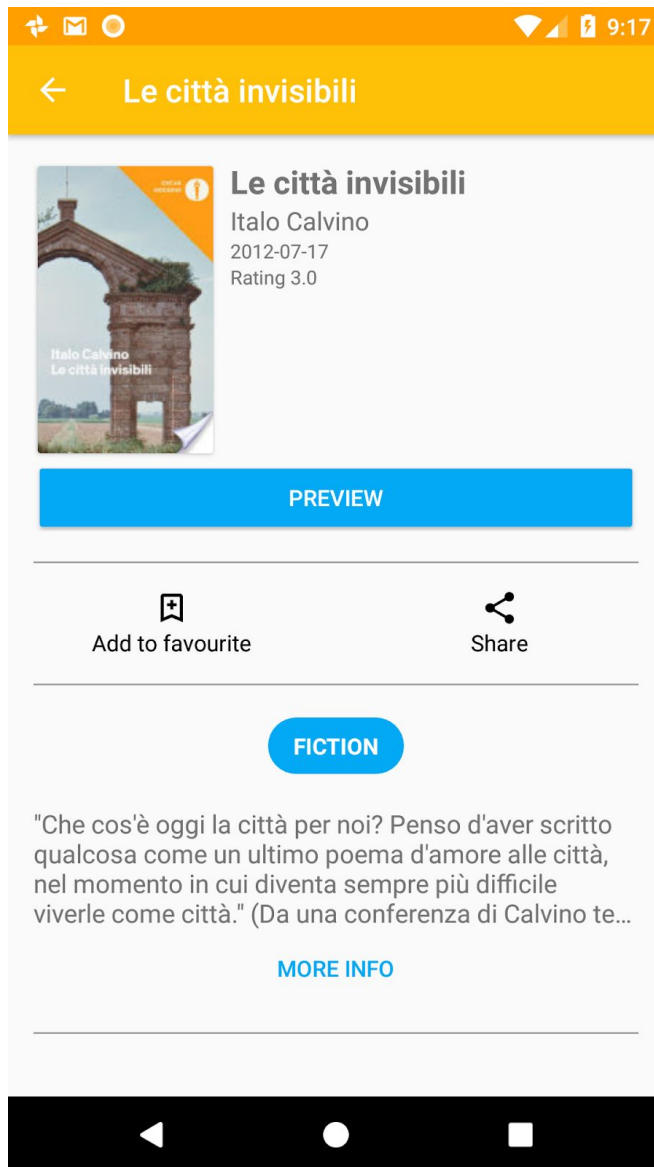
After selected a book the detail screen will be opened and will show some info such as a brief description (that will be able to be expanded), some reviews of the selected book, more books from the same author, a category button that will open a new result activity for books with the same category on its onClick, a button to have a short preview of the book or a link to buy it, a sharing button and an adding to favourite button to save it locally.
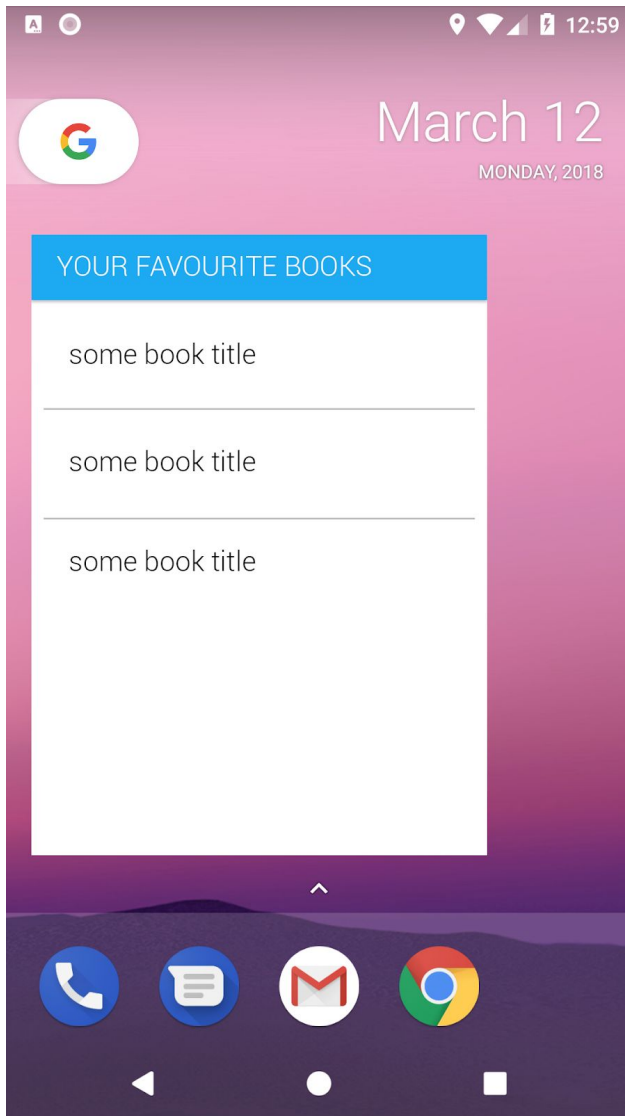
Widget will display a list of the favourite books saved offline and all their information will be available to read, on the item click, the detail activity with all the necessary information will be opened.

Key Considerations

I will use java to develop the app.

NAME	Android Studio	Gradle	Glide	Retrofit
VERSION	3.1.2	3.1.2	4.7.1	2.4.0

How will your app handle data persistence?

I will build a Content Provider to store favourite data and retrieve it, even when using the widget.

Describe any edge or corner cases in the UX.

Shared transition elements will be used when selecting a book from the book list to open the detail activity.

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

I will use Glide to handle the loading and caching of images, Retrofit to retrieve the specific JSON data from the Rest API, Vision API (Text Recognition) to analyze the titles and all the necessary information to make a query search.

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

I'll implement the identity api by Google to sign in the app, admob will be implemented for the free version and the content provider will consist of these features:
Books table with:

COLUMN_TITLE = "title";
COLUMN_AUTHORS = "authors";
COLUMN_PUBLISHER = "publisher";
COLUMN_PUBLISH_DATE = "publishedDate";
COLUMN_PAGE_COUNT = "pageCount";
COLUMN_PRINT_TYPE = "printType";
COLUMN_CATEGORIES = "categories";
COLUMN_AVERAGE_RATING = "averageRating";
COLUMN_RATING_COUNT = "ratingsCount";
COLUMN_MATURITY_RATING = "maturityRating";
COLUMN_IMAGE_LINKS = "imageLinks";
COLUMN_LANGUAGE = "language";
COLUMN_PREVIEW_LINK = "previewLink";
COLUMN_INFO_LINK = "infoLink";
COLUMN_CANONICAL_VOLUME_LINK = "canonicalVolumeLink";
COLUMN_DESCRIPTION = "description";
COLUMN_SUBTITLE = "subtitle";

Next Steps: Required Tasks

Task 1: Project Setup

- Configure libraries
- Make retrofit working while retrieving the necessary data
- Implement the content provider for offline saving data
- Implement the vision api to scan the taken photo
- Design the interface
- Build the core and the interface of the widget

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:
- Build UI for the MainActivity
- Build UI for the LoginActivity
- Build UI for the DetailActivity

Task 3: Finish

Describe the next task. List the subtasks. For example:
- Create layout
- Handle error cases for retrofit
- Create Build Variants (free and paid)