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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**"

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TAGADATA

Description

The purpose of this application is to group the most important news of the country (Ecuador) of different newspapers , newsletters and websites , and display them in an orderly and attractive manner to the user in an application, in which he can keep the

news to attract him as his favorites. Saving the user time to seek each news item in different media.

Intended User

This app is for people who want to be updated with the most important news in the country.

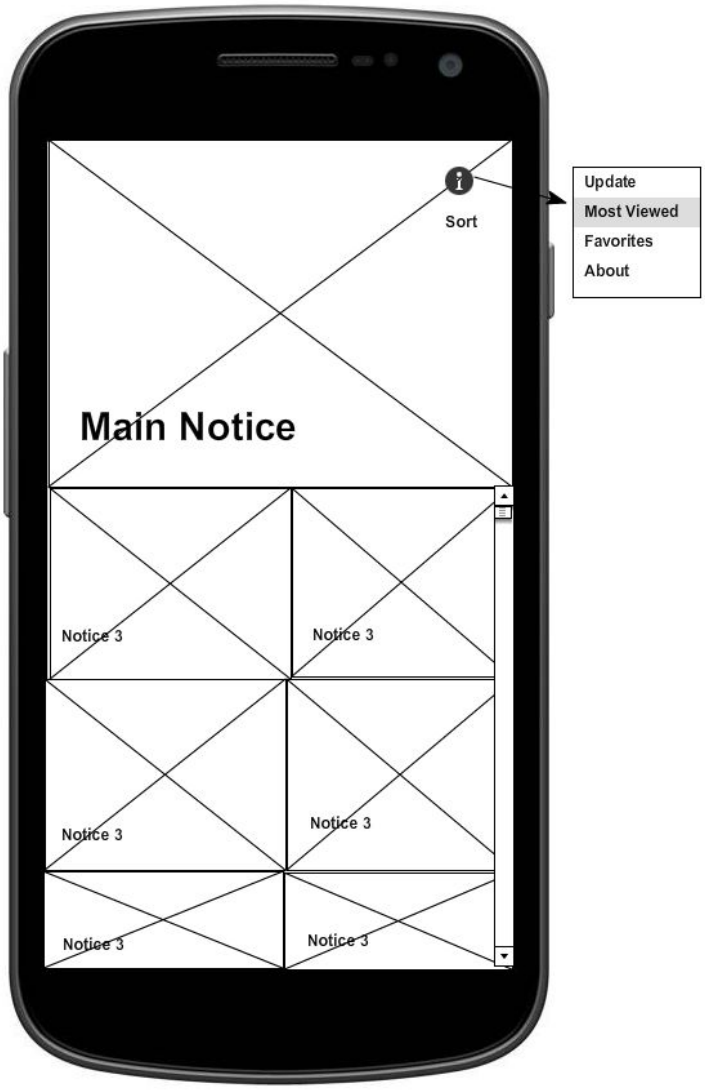
Features

- Saves favorites
- Show ordered and updated information
- Classify information by media
- Share the news in social networks or by email or SMS.

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

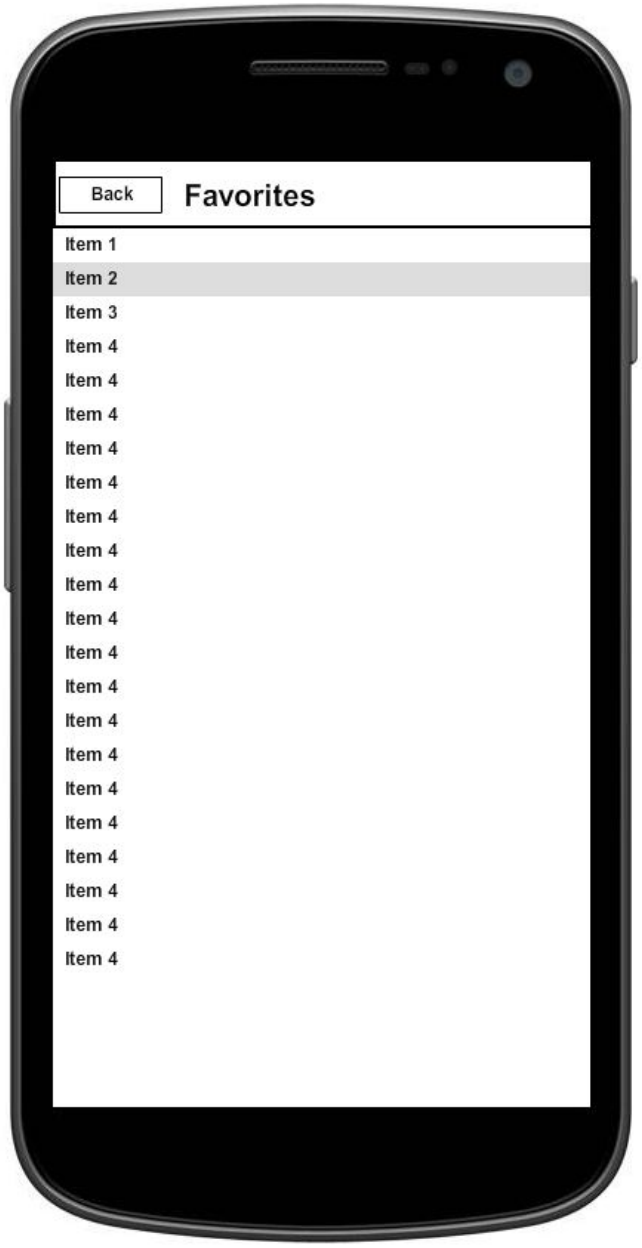


Thats the main screen. It shows more recent news. And it has the options to order, navigate to favorite news, and show information about the app.

Screen 2

This screen gives the user the option to read the notice. He can mark it as a favorite one or even share it to social networks between other options.

Screen 3



This screen show the favorite news, and let the user access them, or delete them.

Key Considerations

How will your app handle data persistence?

The favorite data will be saved in shared Preferences. No more complicated logic is required because it just save urls basically.

The news will be obtained from a published web service.

Describe any corner cases in the UX.

If you are in screen 2 or 3, the back button lets you back to the main screen. And the main screen will let the user access the news, and the options described earlier, with a contextual menu in toolbar.

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

I will use fresco to display the preview images because it is so effective to render images from Internet, and i have experience working with that library.

I will use Butterknife, because it will let me to have an ordered code, to import my layout components.

I will use Gson to map elements from Web Service, because that is a great library, and I have worked with that earlier.

I will use Volley to consume the web service.

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

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:

- Configure libraries
- Build the base classes for the project.

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for each Activity
- Add the Icons I will use to build the app.

Task 3: Integrate the Activities

Make the interaction between Activities.

Task 4: Add Web Service Functionality

At first I will test the app just with mocked data.

- Consume the web service.
- Create Models and map the objects.
- Print data on the screen.

Task 5: Adjust Design

Give the app a material aspect and find a good design in colors and icons.

- Adjust design of layouts.
- Get and set correct icons for the app.

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