

[Description](#)

[Intended User](#)

[Features](#)

[User Interface Mocks](#)

[Screen 1](#)

[Screen 2](#)

[Screen 3](#)

[Screen 4](#)

[Key Considerations](#)

[How will your app handle data persistence?](#)

[Describe any corner cases in the UX.](#)

[Describe any libraries you'll be using and share your reasoning for including them.](#)

[Describe how you will implement Google Play Services.](#)

[Next Steps: Required Tasks](#)

[Task 1: Project Setup](#)

[Task 2: Implement UI for Each Activity and Fragment](#)

[Task 3: Create a Model for the Data Received from Firebase](#)

[Task 4: Create and Configure the Content Provider](#)

[Task 5: Configure the widget and it's service](#)

[Task 6: Wrap up the project](#)

GitHub Username: [khaliliyoussef](#)

Funny Bed Time Story

Description

Tell your kid a short funny story before going to bed and if you have a story of your own funny that's good you can publish it as well

Intended User

Parents to be exact and kids from all ages

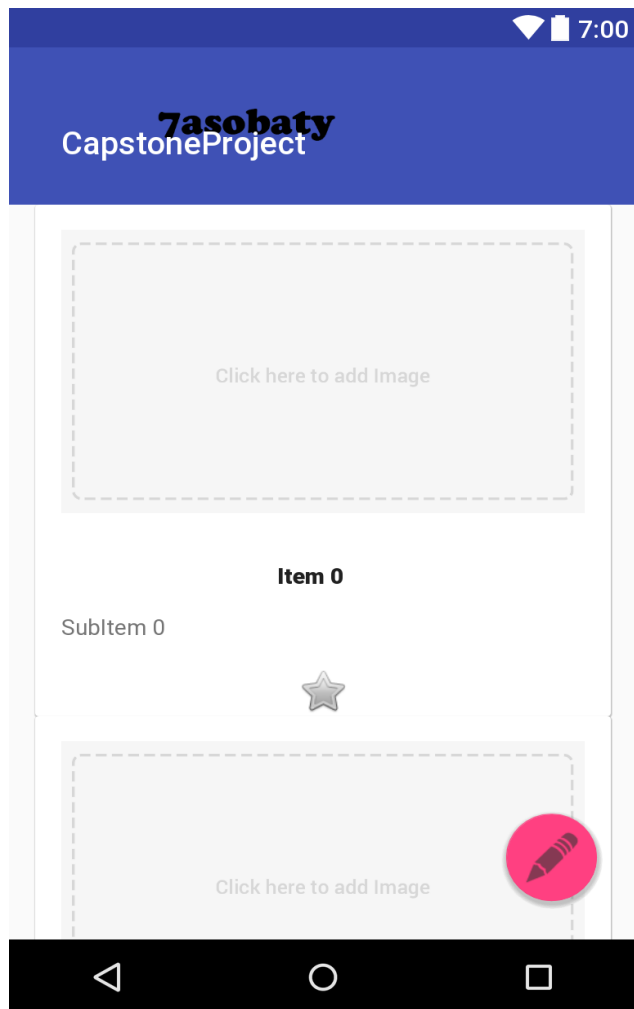
Features

List the main features of your app. For example:

- Saves Information
- Saves Picture
- Access Device Storage

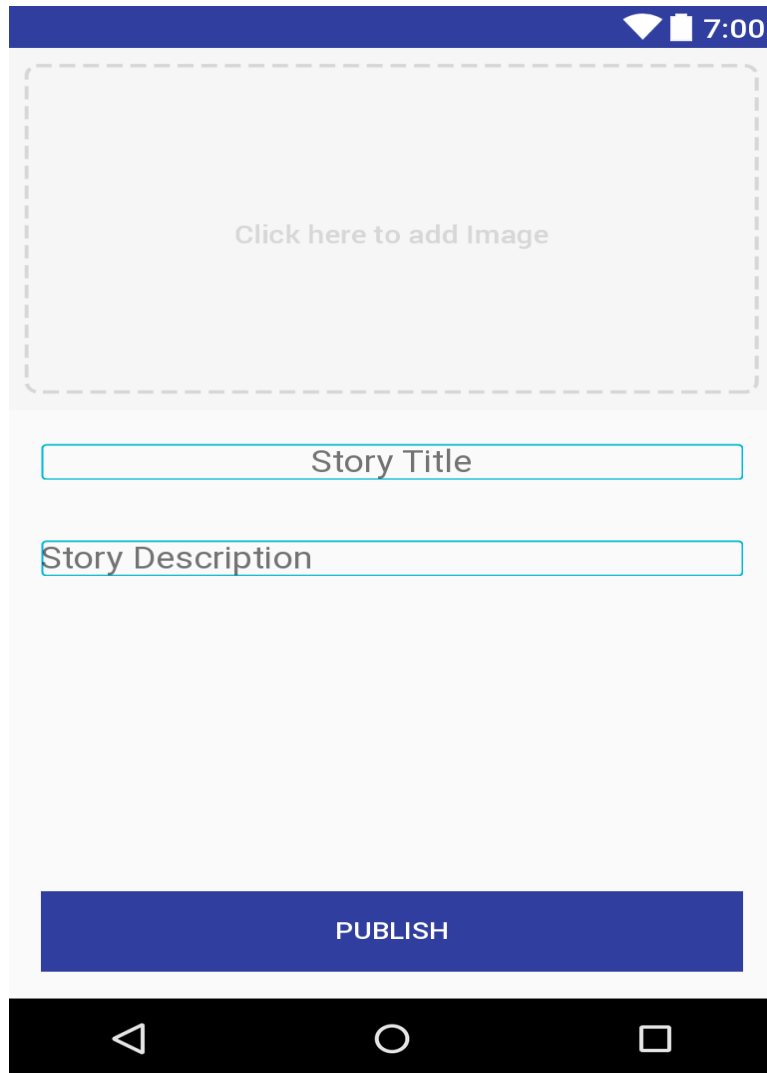
User Interface Mocks

Screen 1



This screen provides all published Stories exist if the user pressed on the star the story will be saved and displayed in the widget

Screen 2



The image shows a mobile application interface for publishing a story. At the top is a dark blue status bar with a white Wi-Fi icon, a battery icon, and the time '7:00'. Below this is a large, light gray rectangular area with a dashed border, containing the text 'Click here to add Image'. Underneath the image area are two text input fields with light blue borders; the first is labeled 'Story Title' and the second is labeled 'Story Description'. Below these fields is a solid dark blue button with the word 'PUBLISH' in white capital letters. At the very bottom is a black navigation bar with three white icons: a back arrow, a circle, and a square.

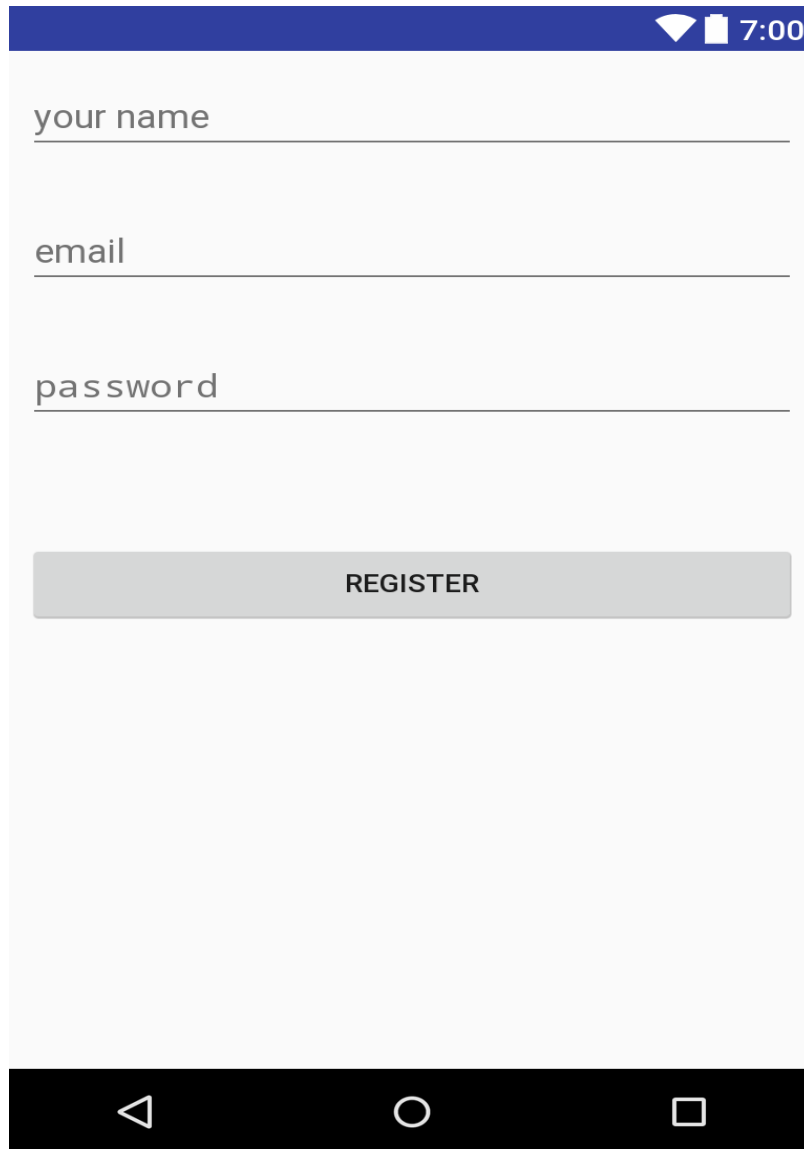
Publish your own story by providing a story picture to make it attractive and a story title and a story description

Screen 3

A mobile application screen with a light gray background. At the top is a dark blue status bar containing a white Wi-Fi icon, a white battery icon, and the time '7:00' in white. Below the status bar are two text input fields: the first is labeled 'Email' and the second is labeled 'Password', both in a dark gray sans-serif font. Below the 'Email' field is a light gray rectangular button with the text 'SIGN IN' in a dark gray sans-serif font. Further down is another light gray rectangular button with the text 'NEW ACCOUNT' in a dark gray sans-serif font. At the very bottom is a black navigation bar with three white icons: a left-pointing triangle, a circle, and a square.

Sign In from if you already have an account or register

Screen 4



A mobile application registration screen. At the top is a dark blue status bar with a white Wi-Fi icon, a battery icon, and the time '7:00'. Below the status bar is a light gray registration form. The form contains three text input fields with the placeholder text 'your name', 'email', and 'password' respectively. Below these fields is a gray rectangular button with the text 'REGISTER' in black. At the bottom of the screen is a black navigation bar with three white icons: a back arrow, a circle, and a square.

If you choosed the create an account then register a new account (not mandatory)

Describe any edge or corner cases in the UX.

If the user pressed on the logout button on the menu it he should sign in if he have an account or just register (please notice this process is not mandatory)

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

Firebase UI for signing in and registering

Picasso to display images from the internet

Butter Knife to bind the views

Stetho to Debug the app Database and network

Okhttp3 for the network and to be compatible with Stetho

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

I used google play services in authentication and I used firebase to store the data

Next Steps: Required Tasks

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

Task 1: Project Setup

You may want to list the subtasks. For example:

- Configure libraries
- Create a project on the Firebase Console
- Something else

If it helps, imagine you are describing these tasks to a friend who wants to follow along and build this app with you.

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for MainActivity
- Build UI for LoginActivity
- Build UI for RegisterActivity

- Build UI for App Widget

Task 3: Create a Model For The Data

- Create a model Class for the Post
- Create a model Class for the User

Task 4: Create and Configure the Content Provider

- Create a Contract Class
- Create a Database Class
- Create a Content Provider Class

Task 5: Configure the Widget and it's service

- Create a Widget Provider
- Create a Widget Remote Service

Task 6: Wrap Up the Project

- Add Signing Configuration
- Publish it on Github

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