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Video Game wishlist

Description

A simple, but powerful, game search application. The app allows gamers to find games by several criteria (like rating, platform, genre and theme) and show informations of the games.

The user can add them to add the game to his local wish list for future future reference and offline consulting.

Intended User

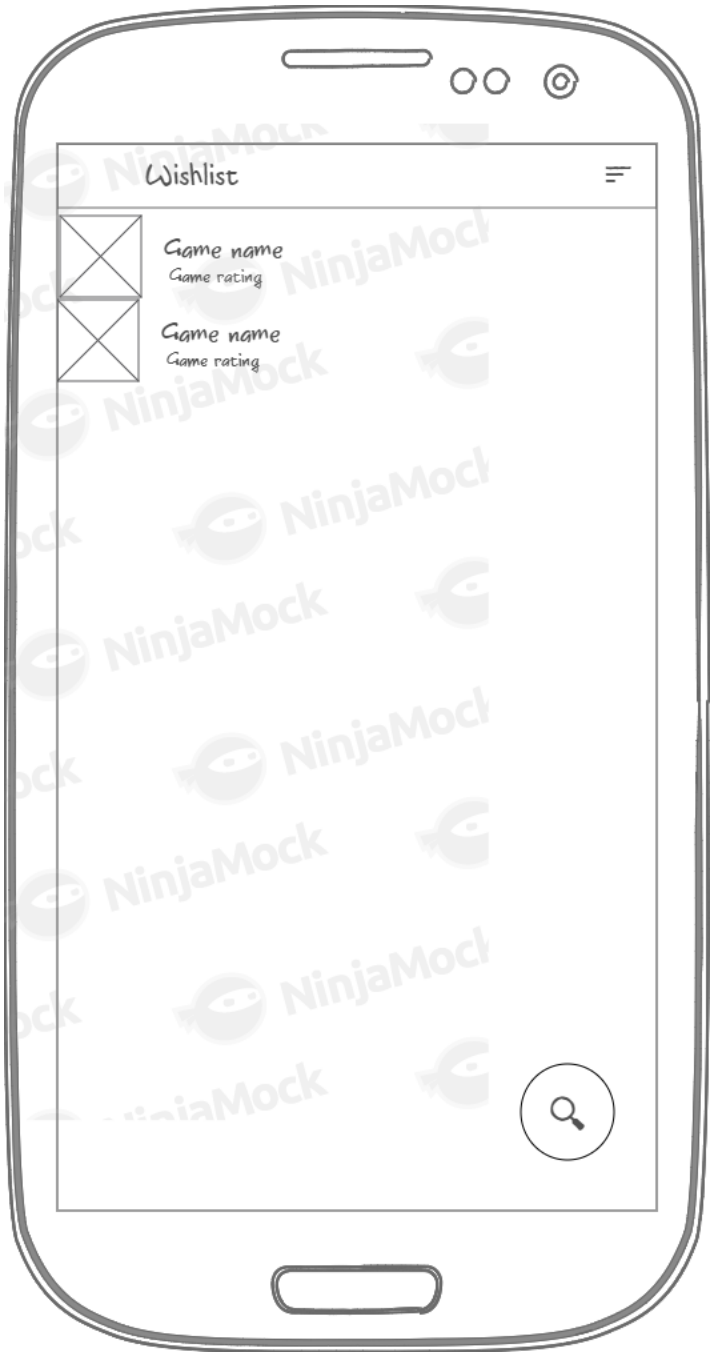
The application is for gamers that want to search all kinds of games that fit their tastes and keep tracking of them to always remember them in the future.

Features

1. Search and show a list of games searched by criterias
2. View details of the games
3. Save games in a wishlist for future reference and offline consulting

User Interface Mocks

Wishlist/Home screen



Show the current games added by the user to his wishlist. Have a button in the toolbar to change the sort criteria of the list and a floating action button to go a search new games.

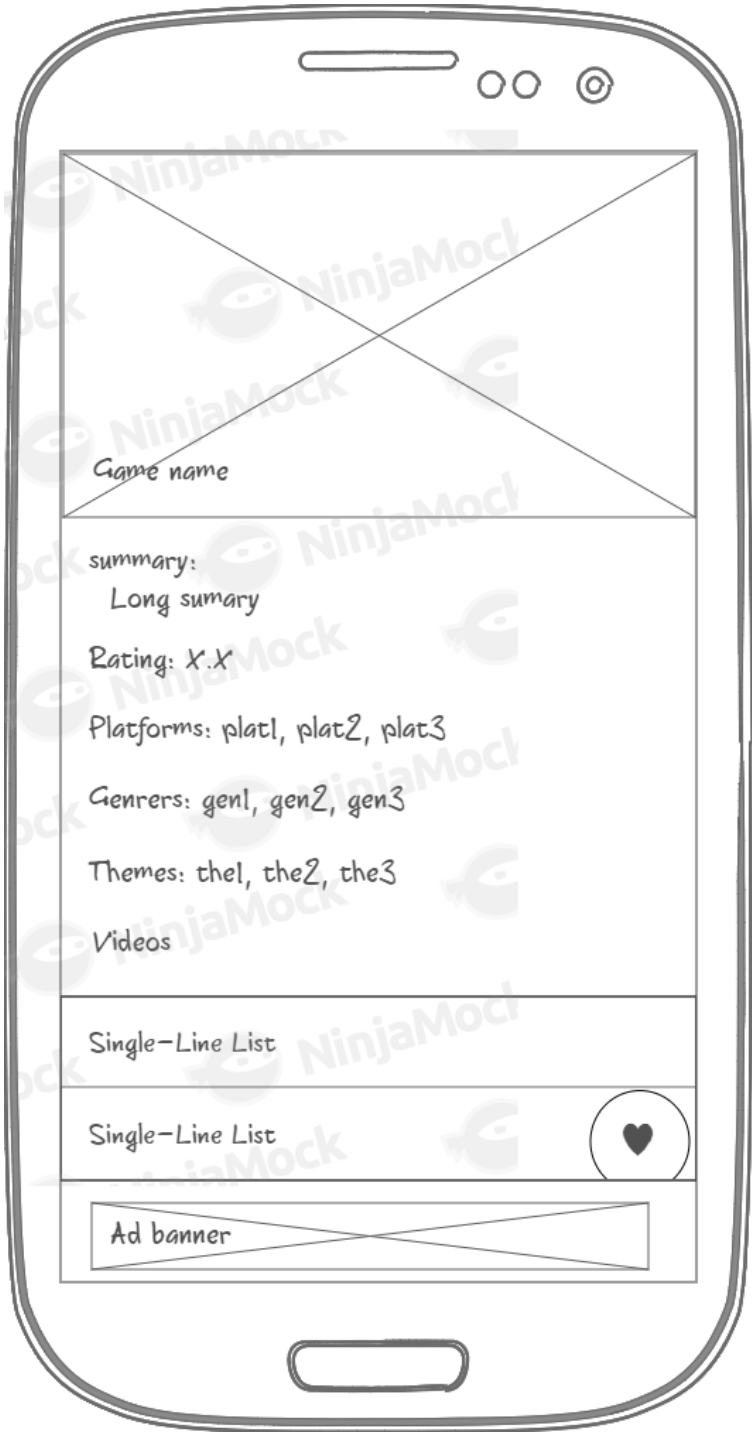
Game search screen

Form with the criterias that will be used to search the games.

Game list screen

Show the list of games returned from the IGDB API based on the selected criterias.

Game details screen



Show the details of the selected game. In this screen, the user can add or remove the game from the wishlist

Widget

The widget will contain the cover of a game. The cover will be randomly selected from one game from the wishlist and will randomly change to another cover every widget update.

Key Considerations

How will your app handle data persistence?

App will use Content Provider to save data on local database. Some data (list of themes, platforms and genres) will be cached. This cache will be update at regular intervals using a SyncAdapter.

Describe any edge or corner cases in the UX.

- Orientation change during API search request: App might crash

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

- **Picasso:** Image loading
- **IGDB java wrapper:** Wrapper for the IGDB API calls
- **Gson:** Conversion between POJO and Json
- **Firebase:** Crash analytics and Admob
- **Design support library:** Material design
- **MaterialRangeBar:** Rangebar for minimum and maximum rating selection
- **SearchableSpinner:** Spinner with a search option to allow user to filter the spinners with too much options
- **Butterkinf:** to avoid the "findViewById" boilerplate code

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

App will use Crashlytics and Admob from Google Play Services

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: Database

Create the database structure

- POJOs for the entities with relevant fields
- Database contract
- Content Provider

Task 2: Create initializations

Some informations from IGDB will be cached in the local database to avoid excessive request to API.

- Create the code responsible to initialize these cache
- Schedule a periodic verification for updates in this cached informations

Task 3: Implement UI for Each Activity and Fragment

Create relevant UIs:

- Game list item and list fragment
- Game search form
- Game details

Task 4: Create API search

Create the logic for the API search that will take the filled form and request the games.

- Validate the input
- Handle the fields with the wrapper
- Get the list returned from API search and present to user

Task 5: Game details

Implement the game details screen

- Connect the information from the game with the cached information
- Create the function to add and remove game from wishlist

Task 6: Widget

Create widget

- Create widget layout
- Create function to randomly select a new cover
- Create widget click functionality: open the details of the game of the cover current showing.

Task 7: Wishlist

Present the games added in the wishlist

- Load games from database into the list

Task 8: Crashlytics

Add the Crashlytics to the app.

Task 9: Addmob

Add the Addmob banner

Complementary information

The app will be build with the Internet Game Database (IGDB) API as base for the games information and search.