#### How to Use this Template

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- 3. Replace the text in green

**Description** 

**Intended User** 

**Features** 

**User Interface Mocks** 

Screen 1

Screen 2

#### **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: Your Next Task

Task 4: Your Next Task

Task 5: Your Next Task

GitHub Username: Your GitHub username here

### MY BAND

### Description

This app is for musicians who wants to show their band contents and meet new members for bands.

The app will be developed in Java programming language only.

## Intended User

This is and app for musicians and bands.

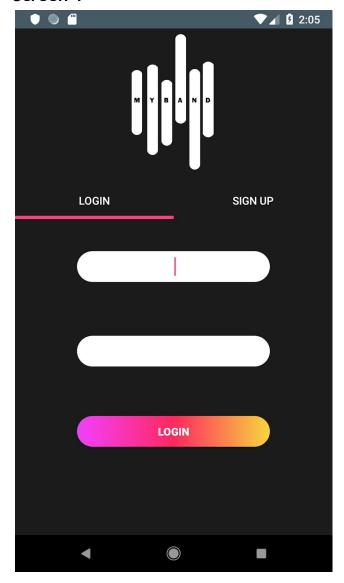
## **Features**

List the main features of your app. For example:

- Saves user profile
- Saves band profile
- List bands from database
- Saves band members for each band inserted.

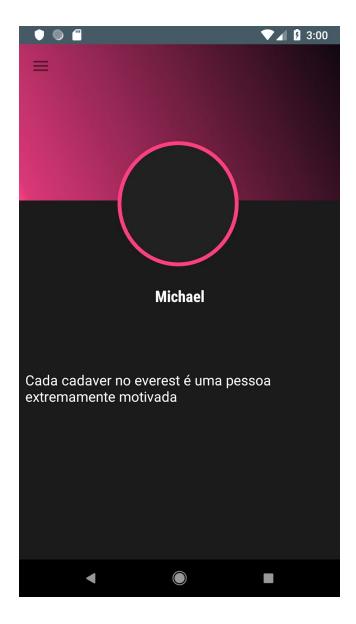
## User Interface Mocks

## Screen 1

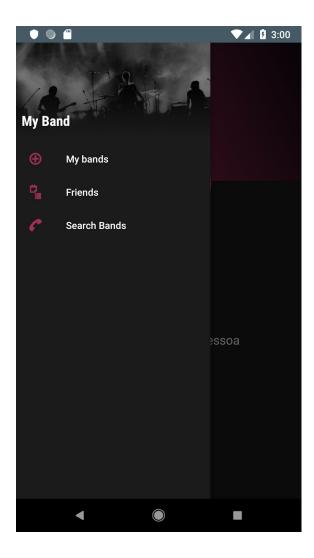


Login screen to profile

## Screen 2



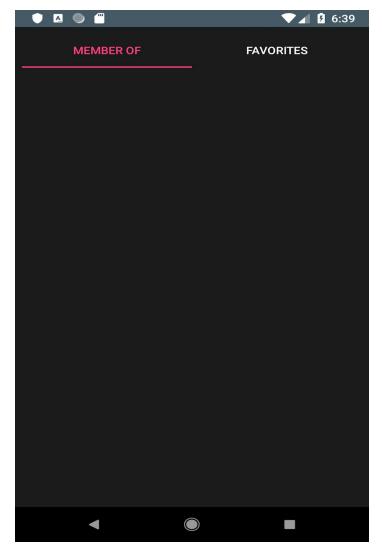
Profile Screen



Menu Screen



Friends Screen



My Band Screen



Instruments Fragment

# **BAND NAME**

### **Next Event**

MY AWESOME GIG

Date: 30/03/2019

Location: st.test 452

### **SETLIST:**

Music Name - Author

Band widget

## **Key Considerations**

How will your app handle data persistence?

I will use Firebase Realtime database.

Describe any edge or corner cases in the UX.

In offline connection case, outside login page, the user will be notified by a toast and redirected to login page.

In offline connetion case, while the user is on login page, login will not be possible, and a notification will appear on screen advising to try again later.

If firebase number of conections exceed, an message will be thrown on screen , telling the user to try again, in that case, the developer will update firebase plan to raise capacity of users connected.

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

Butterknife - view binding

Firebase auth - insert new users in database, and log in with data saved.

Firebase core/database - realTime database dependences

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

GCM - push notifications

## 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

- Configure libraries
- Configure firebase database

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

- Build UI for LoginActivity
- Build UI for LoginFragment
- Build UI for RegistrationFragment
- Build UI for FriendsActivity
- Build UI for BandActivity
- Build UI for ProfileActivity
- Build UI for InstrumentsFragment
- Build UI for BandSearchActivity
- Build UI for band widget

### Task 3: Your Next Task

- Implement GCM
- Remove image mocks
- Insert test data to firebase

### Task 4: Your Next Task

Create espresso tests.

- Create a test to verify connection
- Create a test to get data
- Create tests to bind data from views and verify is they're correct.

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

#### **Submission Instructions**

- ullet After you've completed all the sections, download this document as a PDF [ File ightarrow Download as PDF ]
  - Make sure the PDF is named "Capstone\_Stage1.pdf"
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