How to Use this Template
1. Make a copy [Select All → Copy → Paste into new document]
2. Name your document file: "**Capstone_Stage1**"
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Pocket Globe

Description

Pocket Globe is the answer for "what the heck is going on in the world ?". Simple news and reports app to keep you updated.

Intended User

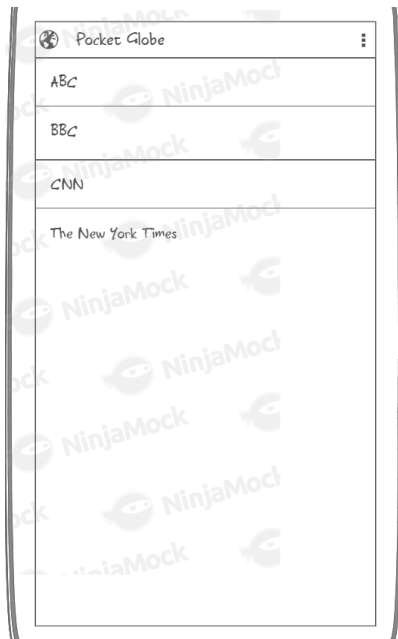This app is for everyone who wants to be updated with global news.

Features

- Top, Latest and most popular news
- News from most important and trusted sources
- Offline caching for downloaded news
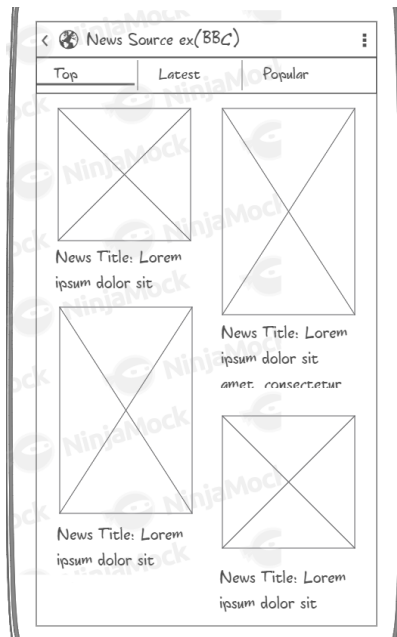- Widget for fast access and a sample of the news

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 Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1

Main Activity (Sources Activity): contains a number of news sources so the user could choose one of them.

Screen 2

News Activity : contain news headlines and images for a specific source eg:(BBC, CNN, etc...) .

Screen 3

Detail Activity: contains details for a single piece of news (title, release date, details and link).

Widget Screen

Widget Layout: a simple widget contains the most recent piece of news.

Key Considerations

How will your app handle data persistence?

Pocket Globe will have a Content Provider to store and cache news data.

Describe any edge or corner cases in the UX.

Network Error: the app will display a toast "There is no network", and display cashed news if found or empty list TextView otherwise.

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

- Picasso
- Schematic (for generating content provider)
- ButterKnife
- Design Support Library
- RecyclerView

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

- The app will use AdMob Google Service.
- The app will use Firebase Crash Reporting Service.

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 Permissions
- Building helper utils methods
- Prepare api calling methods
- Declare important api strings

Task 2: Implement UI for Each Activity and Fragment
- Build UI for Source Activity
- Build UI for News Activity
- Build UI for Detail Activity

Task 3: Implement Core Functionality
- Get news sources and bind it with the main activity
- The data will be downloaded with a "AsyncTaskLoader"
- The data will be binded with "Loader" to its views
- Bind details to the detail activity

Task 4: Implement View Pager
- Build UI for viewpager and news fragment
- Update News Activity to use viewpager
- Finalize Viewpager

Task 5: Build AdMob Google Service
- Create free and paid build variants

- Implement ads activity for free build variant

Task 6: Finalization
- Implement Content Provider
- Build UI for the Widget
- Implement The Widget

For Capstone Stage 2:
- App integrates AdMobile Google Service.
- App integrates Firebase Crash Reporting Service.
- The app uses a loader to get new api response and bind it to its views .
- It performs short duration AsyncTask calls on user requests.

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

Submission Instructions
- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
  - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:
- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"