Capstone Stage 1

Email : momen.ahmed771647@gmail.com

GitHub Username: MomenA7med

Trivia app

Description

It's a game more than app , this is game offer ways to improve your general knowledge and enjoy along. One can choose any topic from a wide range of subjects and pick a quiz. Play and learn at the same time. This game contains various difficulty level to check your knowledge.
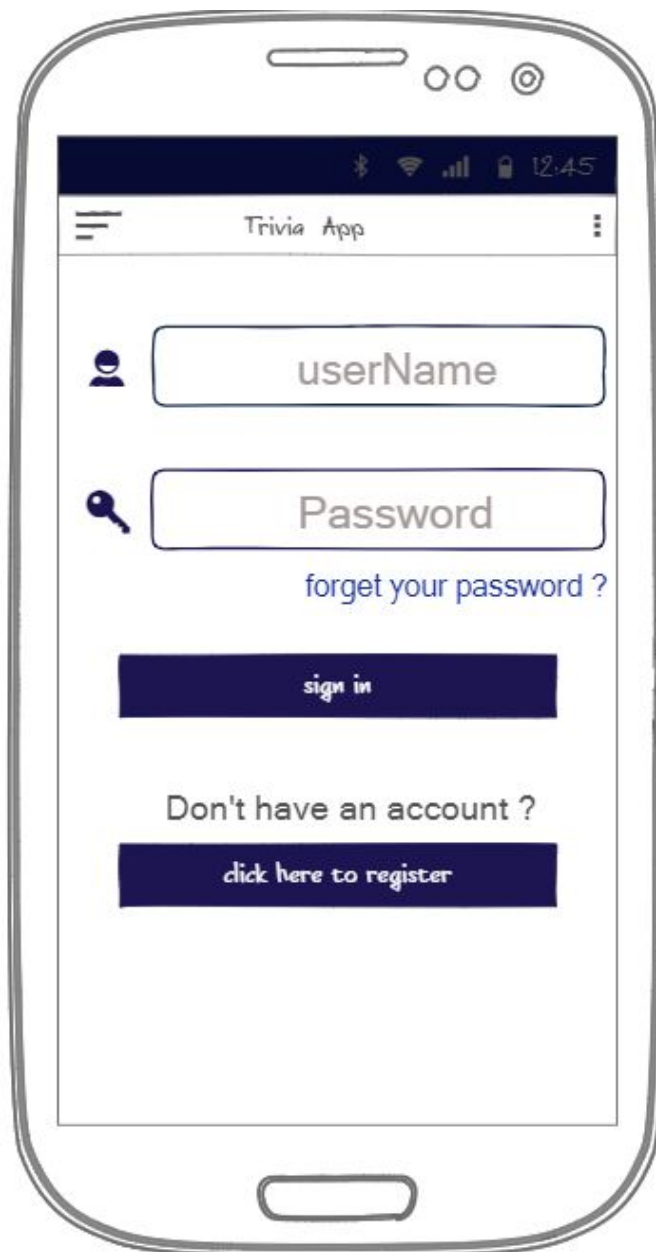
Intended User

User of all ages who want to improve their general knowledge.

Features

- Good Looking ui
- Questions that the user answer them
- Wide range of subjects
- 3 difficulties level
- The user can follow up his level
- The user can follow up his rank in different subjects
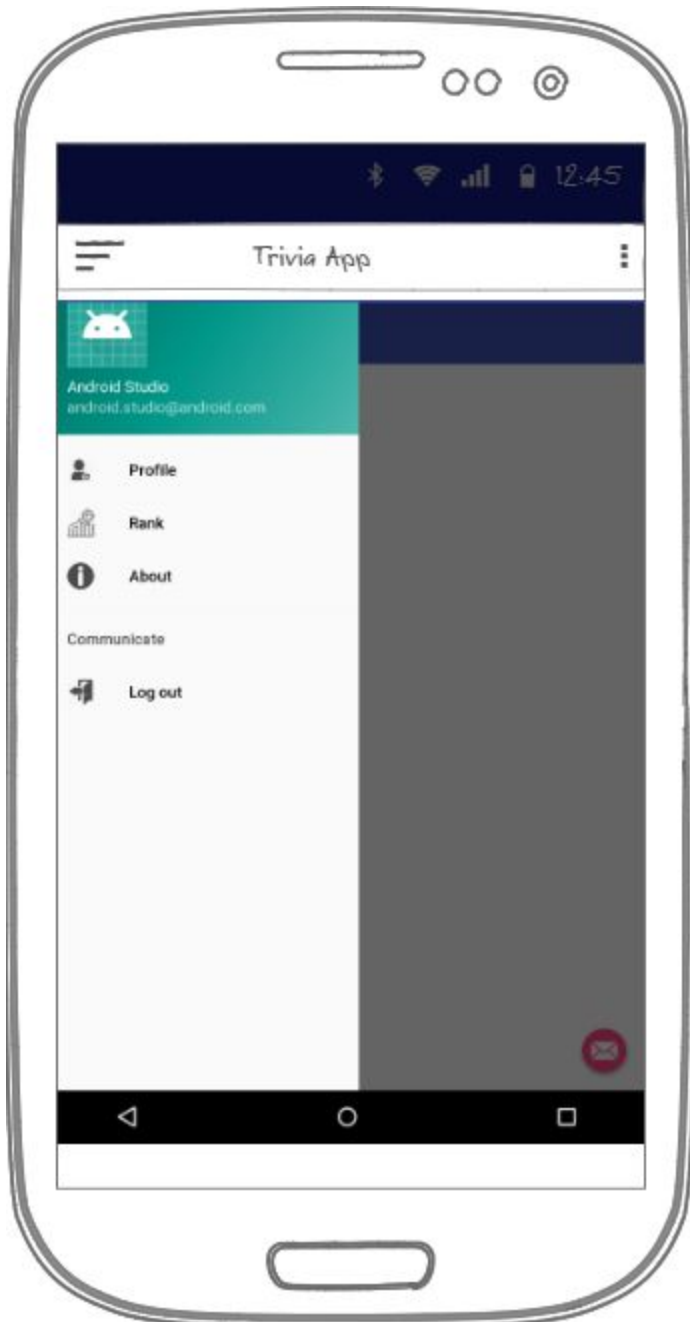
User Interface Mocks

Screen 1

The user can login from this screen.

Screen 2

Register from this screen

The user can update his profile, follow up his rank and logout from this drawer

The user can choose category from different categories that he wishes to test himself in it.
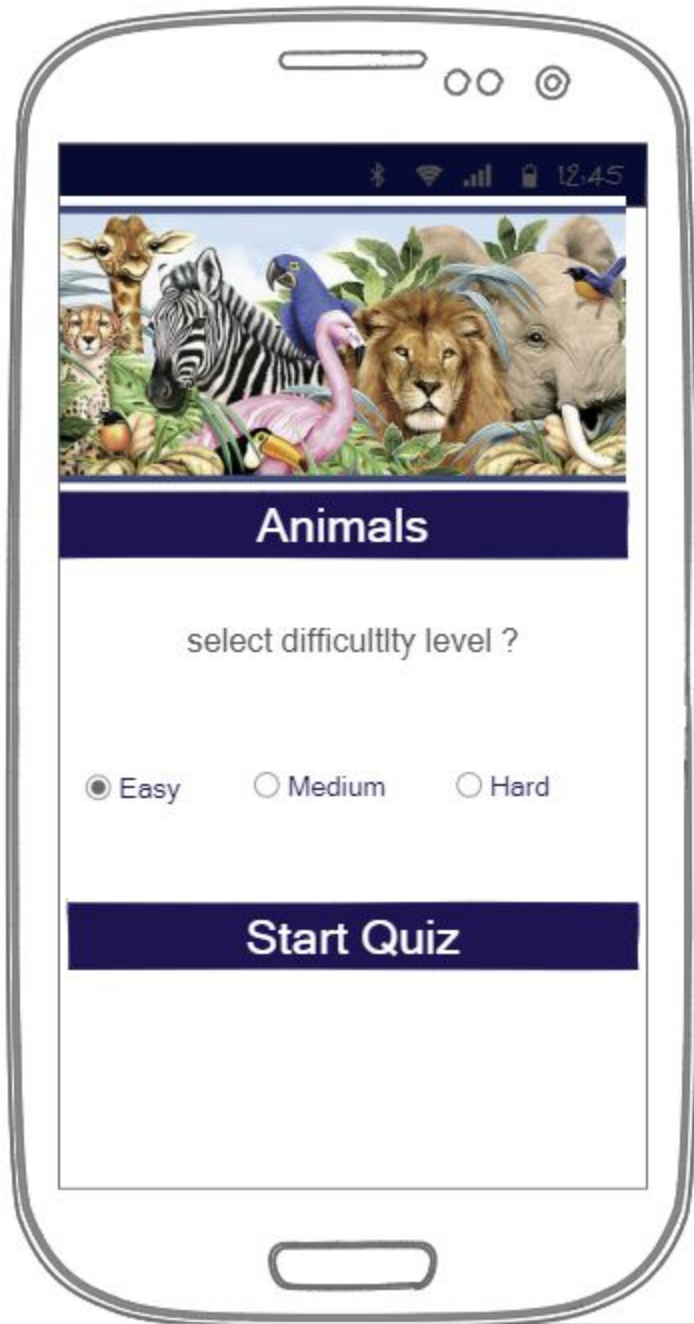
The user can select difficulty level of quiz.

Q1) What was the name of the Ethiopian Wolf before they knew it was related to wolves?

| Simien Jackel | Ethiopian |
| Amharo Fox | Canis fennecus |
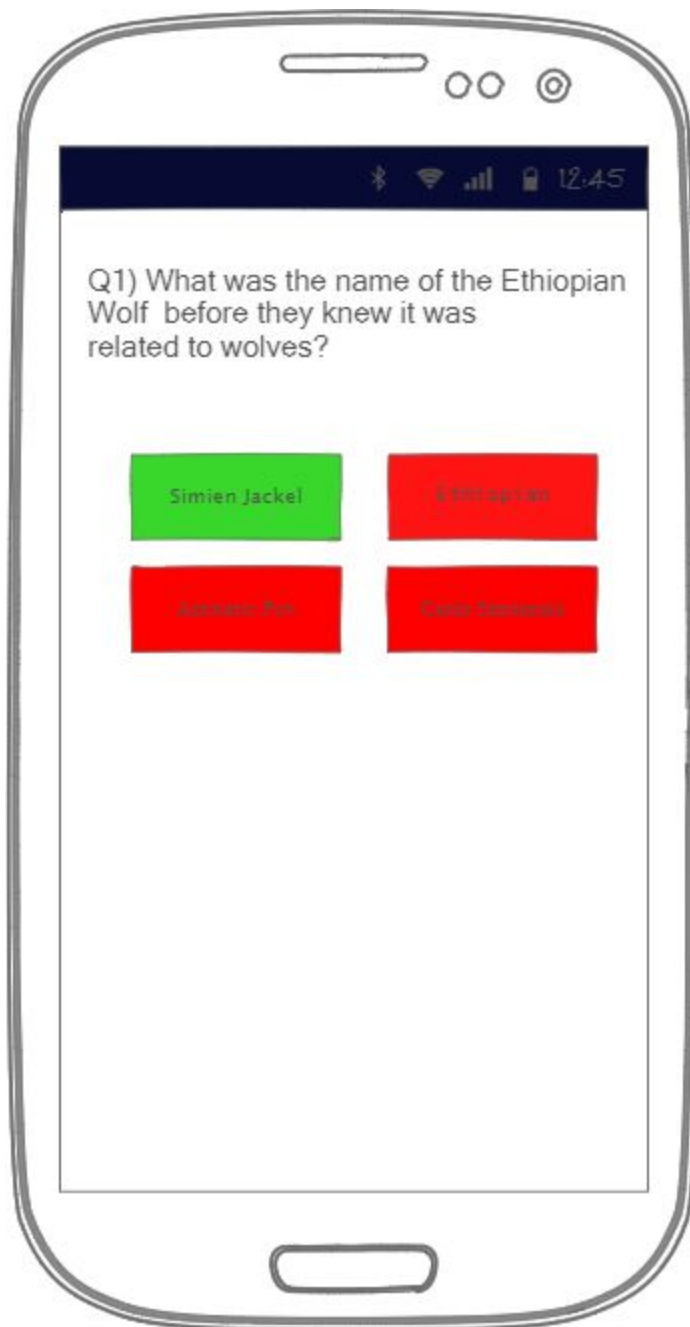
The correct answer was colored in green, but the wrong answer was colored red
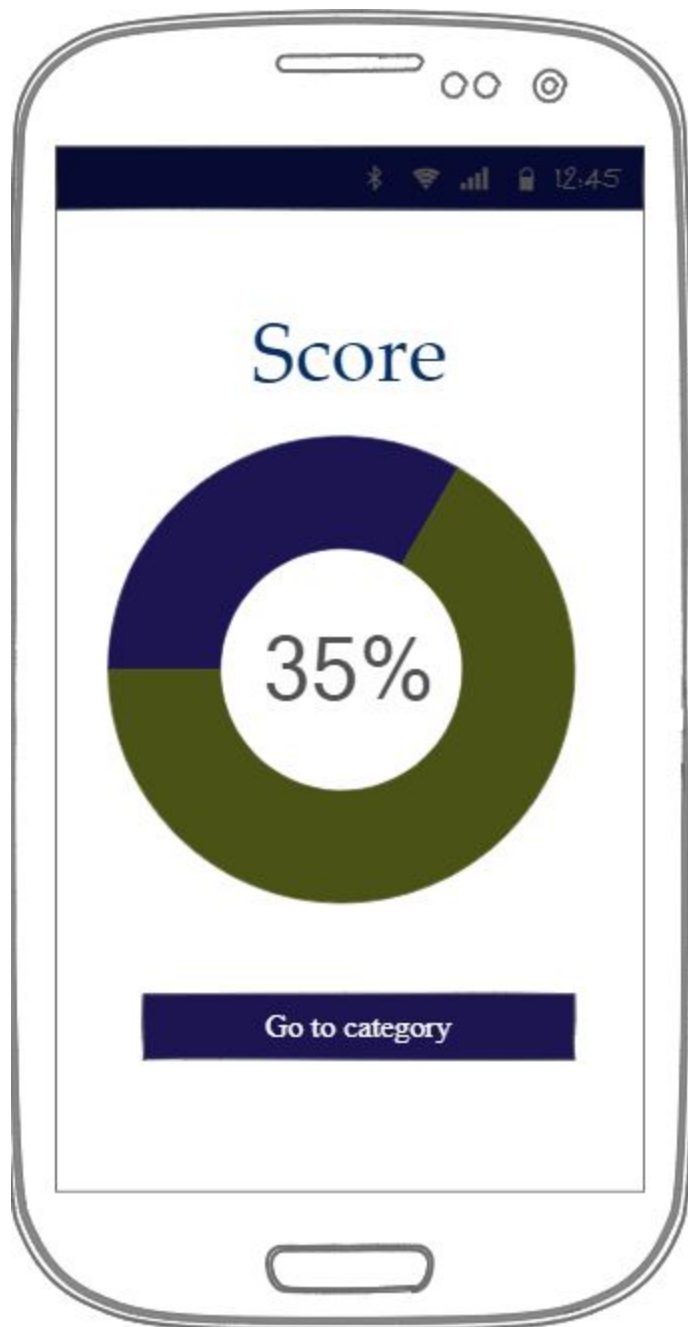
This screen show his score in quiz

Momen	88%
Ahmed	80%
Mohamed	77%
Ibrahim	75%
Amr	71%
Moataz	66%
waleed	65%
Hussien	60%

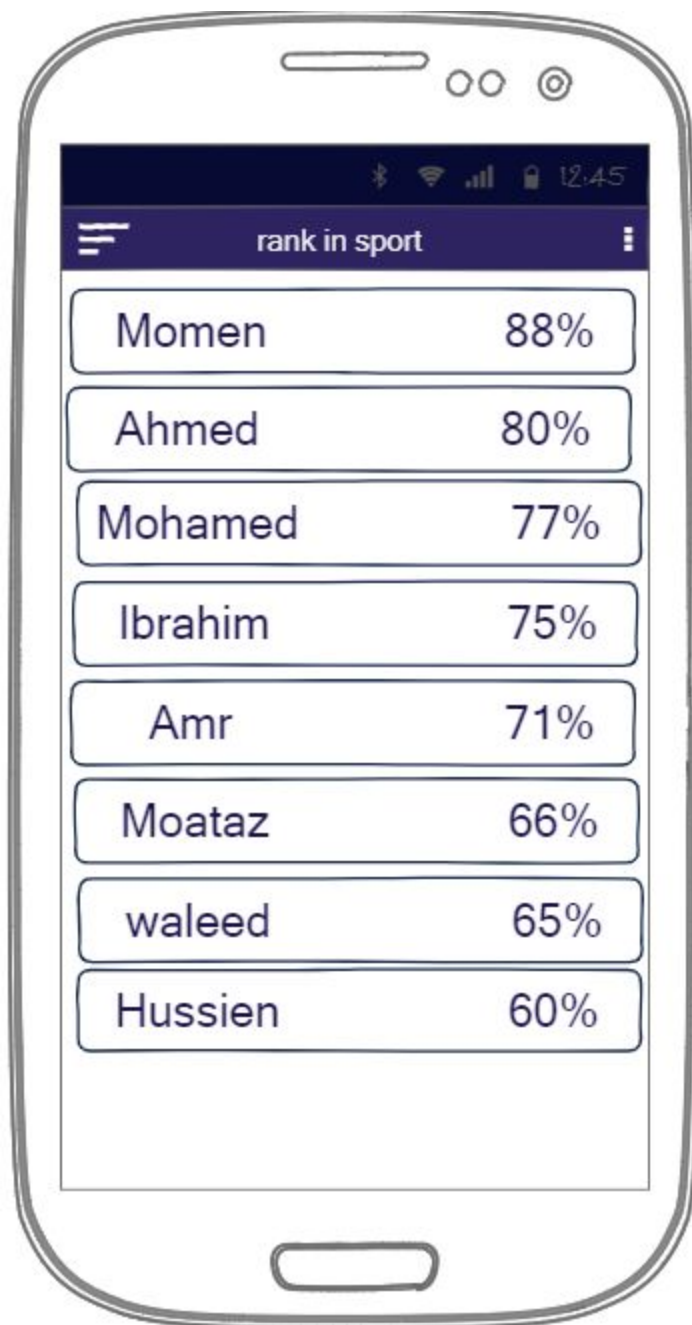**The Rank of all users in one subject**

Key Considerations

How will your app handle data persistence?

The app will use firebase realtime database to store the users and his score of all subjects

Describe any edge or corner cases in the UX.

Corner case in UX will be when user in between quiz presses back button, in that case he will be prompted with finish quiz message box with option to finish or continue.

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

Picasso - to handle the loading and caching of images.
Retrofit

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

FireBase Realtime Database- Real time database will be used to store the users and his score of all subjects

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

The app will require open trivia database API , and other libraries so first tasks will be
1. Setup dependencies in gradle.
 2. Organize code in their respective folder

Task 2: Implement UI for Each Activity and Fragment

Making home screen with images in it, to choose quiz category. Since it won't be good idea to add binary(images) files in app ,which will increase the size of the app. I will rather host it and then use Picasso to cache it.
● Build UI for all activities
● Build adapter for grid view
● Setup Click Listener for Detail View
● Pass on the On the Intent to ensure good flow between activities.

Task 3: Implement Navigation Drawer, Question, Result

- A drawer will be necessary for good navigation.
- Create Drawer layout
- Add it to Main activity
- Create Question, use it to show questions with correct answer on user click.
- Implement the logic to calculate final score.

Task 4: Implement firebase database

- Create object of user contain username,password,phone and and subjects in detail

Task 5: Create Widget Create a 3X2 widget for leader board.

● Create widget Layout.

● Include it to Manifest.

Task 6:Look for any errors and bug

 Test the app for any checks and bugs

● Running app without Internet

● Fixing all the bugs Found

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**"
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- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"