

---

□

[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:** MostafaSlaam

## Fantasy El Premier League

### Description

Fantasy El Premier League represents English Premier League matches, their details at each Game week (goal scored, assisted) and display Fixtures for each team.

User can Comment on the current game week.

### Intended User

this an app for English Premier League fans around the whole world.

### Features

List the main features of your app. For example:

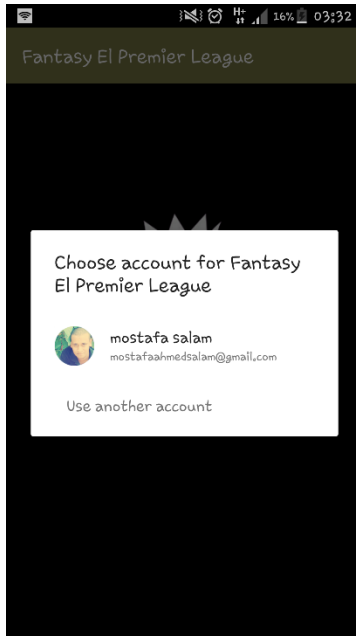
- Enable Sign in using google (Gmail)
- Retrieve API from Network
- Display Current Game Week
- User can explore game weeks and players

- User can set players at a watchlist
- make a widget next game week
- User can make comments and see other comments

## 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](http://www.ninjamock.com), Paper by 53, Photoshop or Balsamiq.

### Screen 1

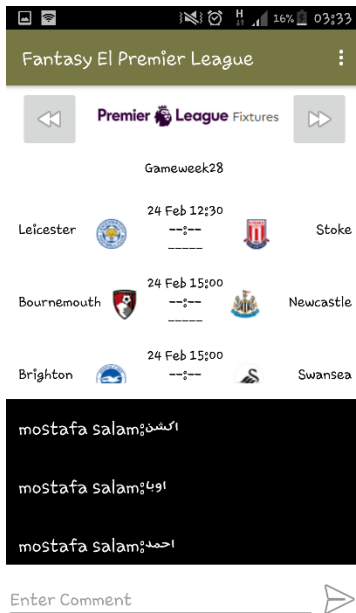


Replace the above image with your own mock [ click on the above image, then navigate to Insert → Image... ]

Provide descriptive text for each screen

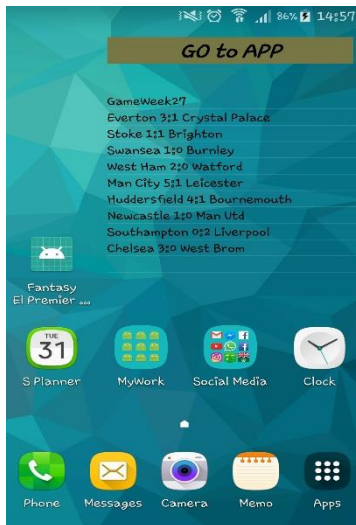
Sign in Screen enable sign in using Google Account

### Screen 2



Replace the above image with your own mock [ click on the above image, then navigate to Insert → Image... ]  
Provide descriptive text for each screen

Main Screen Display Next Game Week and its comments



Widget Screen Display Current Game Week and update every 30 minute

Add as many screens as you need to portray your app's UI flow.

## Key Considerations

## How will your app handle data persistence?

I will use a Content Provider to save players at the watchlist and use Firebase Realtime Database to make comments and share it among others

## Describe any edge or corner cases in the UX.

In fixtures there are two button

Next: display the next game week

Previous: display the previous game week

And in option menu there is a watchlist for players saved in SQLite

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

Picasso to handle the loading of images.

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

I will use firebase authentication to enables sign in with google email

I will use firebase database to store Comments

## 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

Write out the steps you will take to setup and/or configure this project. See previous implementation guides for an example.

You may want to list the subtasks. For example:

- Configure libraries
- 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.

- 1: set up firebase authentication and database
- 2: add dependency of used libraries
- 3: prepare used API

4: app uses an AsyncTask to pull from API

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

List the subtasks

- Build UI for Sign in Activity
- Build UI for MainActivity
- Build UI for Detailed Activity
- Build UI for section Fragment

## Task 3: Your Next Task

Describe the next task. For example, “Implement Google Play Services,” or “Handle Error Cases,” or “Create Build Variant.”

Describe the next task. List the subtasks.

- Build SQLite Database and Content Provider
- In google Sign in in case not access any email the app not crash, still in sign in activity to enable user to set a google account (Gmail)
- Build player Dialog display his data ( image,club,..)

## Task 4: Your Next Task

In detail Activity will appear when user select a specific match get started already and display goal scored, assisted and some details

Make functionality that enable user to select a specific player and see his performance during the game

And add him to a watchlist

## Task 5: Your Next Task

Build watchlist activity that display stored players

build logout from google account

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**"