

How to Use this Template

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Football Soccer

Description

With help of football-data API I will develop application that will allow users to keep track with the latest matches in all major european leagues and competitions, match results , match dates, league table , teams, players

Intended User

Users who Addicted to football

Features

- Saves information
- List Data
- Different leagues
- Offline usage
- Other features

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.

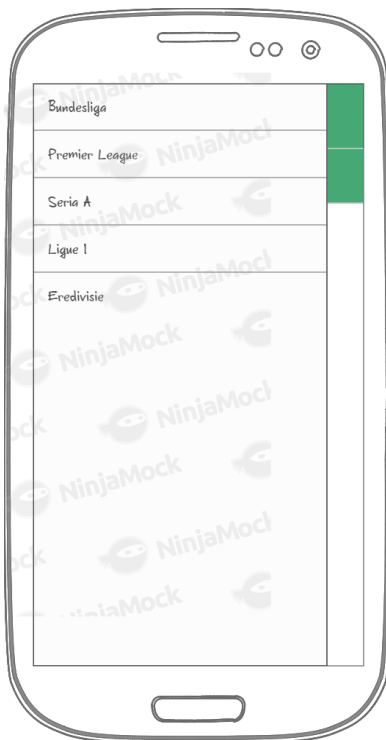
Screen 1

Note this just prototype not the actual ui



Match day screen show the fixtures for specific league

Screen 2



Navigation drawer for available leagues

Screen 3



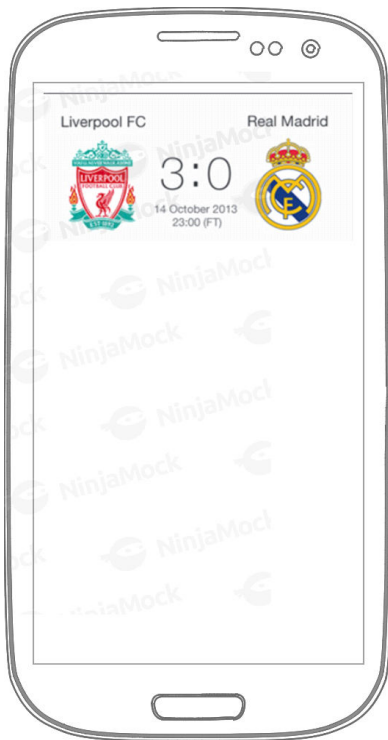
All clubs in specific league

Screen 4



Table Standing for specific league

Widget



Widget show the latest finished matches of certain league

Key Considerations

How will your app handle data persistence?

I will build local database with sqllite and push data to content provider , this will help offline users to interact with application and to pull data to android widget

Describe any edge or corner cases in the UX.

1- Hamburger icon to navigate drawer

2- Tabs and viewpager

3- When using the app without any network available the local data, will still be accessible. And when no data could be retrieved for any reason, placeholder images will be used to point out this situation.

In addition, the possibility of not having any available image for a certain club will be taken into consideration, in order to avoid strange or broken layouts.

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

- 1- Picasso for loading and caching images.
- 2- mikepenz Navigatin drawer lib
- 3- ButterKnife for binding views
- 4- MaterialTabs lib
- 5- Volley if allowable

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

- 1- Google admob for display ad in free version
- 2 - If its okay I will use volley to send request to football-data API
- 3 - Analytics integrate with firebase analytics to get report how users are using the application

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 API football-data
- Build AsyncTask or volley class setup
- Build SharedPref Class

Task 2: Implement UI for Each Activity and Fragment

- Convert mocks to xml layouts
- Build adapter class to adapt data to views

Task 3: Create Build Variant

- Create free/paid version of application
- paid version doesnt contain admob service

Task 4: Build SqlliteManger Class

Create Local Database with sqllite

- Create tables

- Create crud operations

Task 5: Integrate Local DataBase with Content provider

Build Content provider with uri

- Implement loaders callback to get data

Task 6: Build Android Widget

Build Content provider with uri

- Implement loaders callback to get data

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**"