

# PLAN

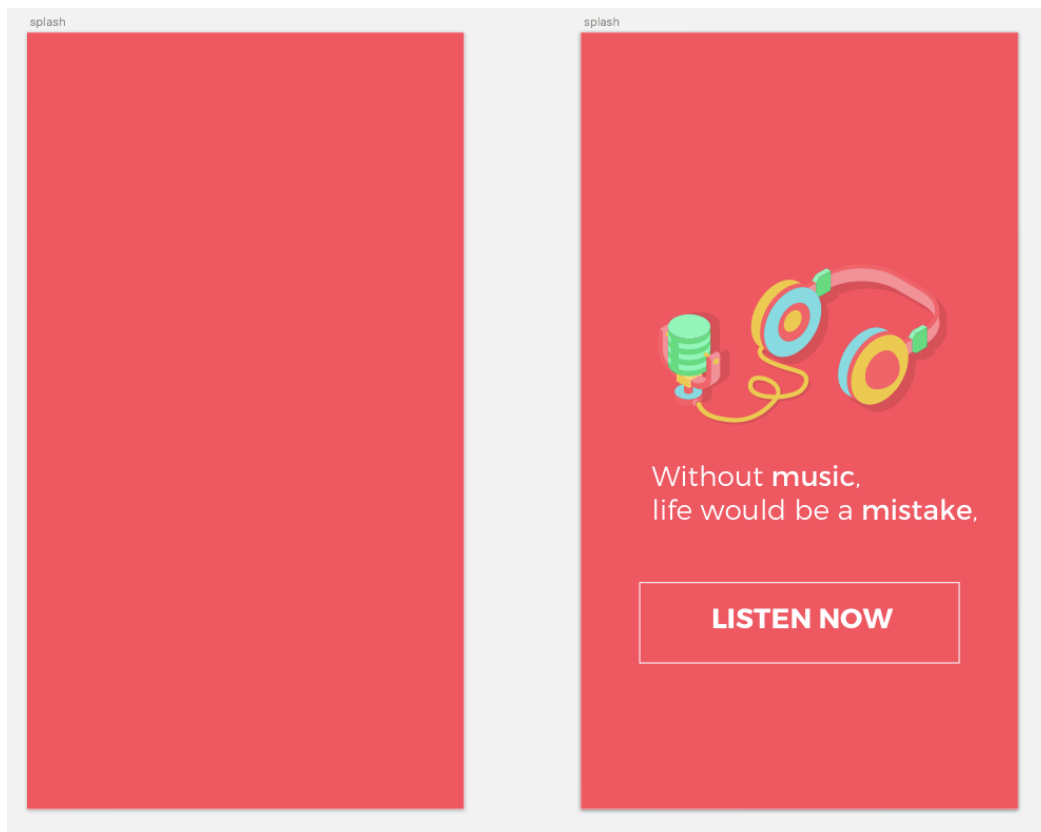
## Plan for a week (11/7 -> 15/7):

### • Last week plus Monday(11/7) and Tuesday (12/7):

- Study basically about Retrofit, Rxjava, and lambda expression which appears in Java 8.
- Study basically about MVP pattern.
- Study basically about many patterns in Android such as SOLID, DRY, KISS, YAGNI...
- Read the tutorials and projects in Github about the information above.
- Study basically about Sketch - the software which I'll use to design my music app.
- Study basically about Dependence Injection, especially how to use the Dagger 2.

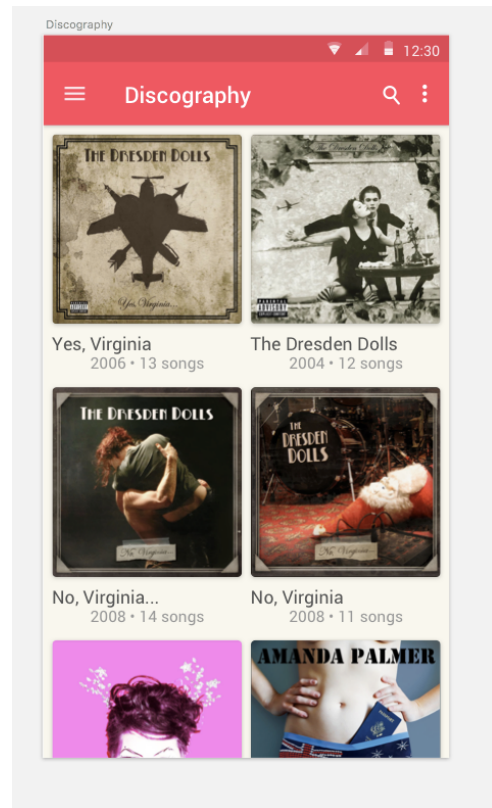
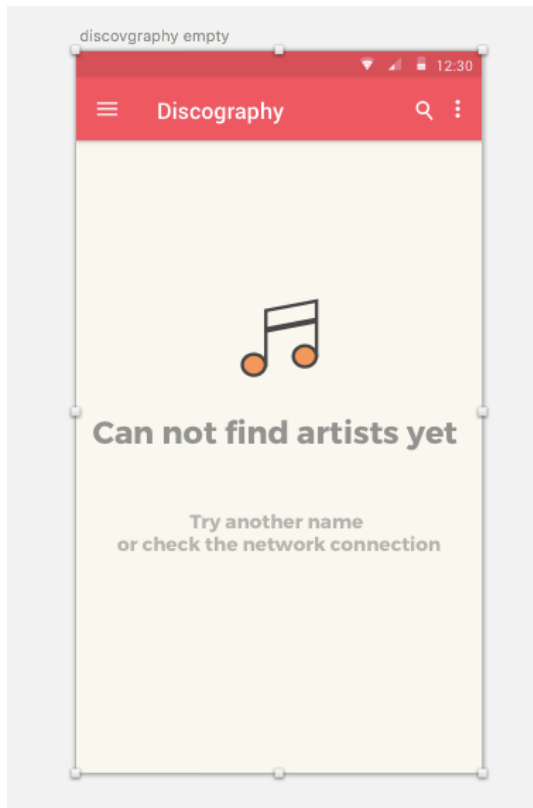
### • Wednesday(13/7), Thursday(14/7), Friday(15/7):

First, make a splash screen when an user open the app:



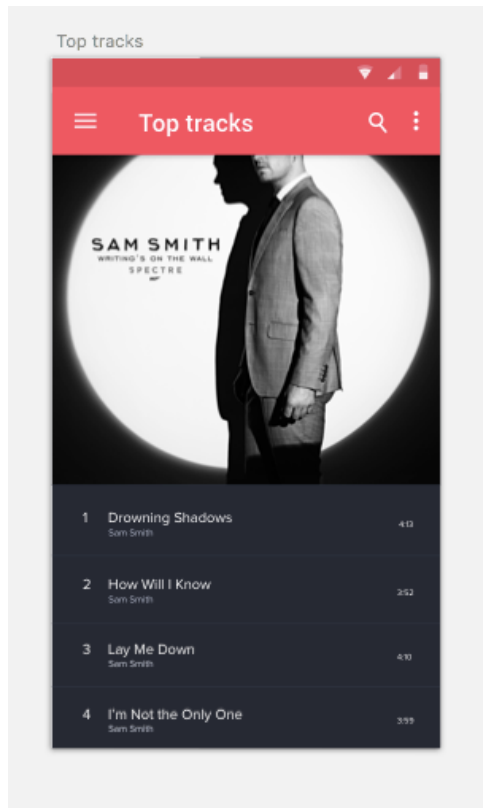
The left screen appears first when a user open my app. After 1 second, the headphone icon and text appear with faded animation.

After users press the “Listen now” button, my app will navigation to another activity with the below screen. Users can press the search icon on toolbar to search the artists.

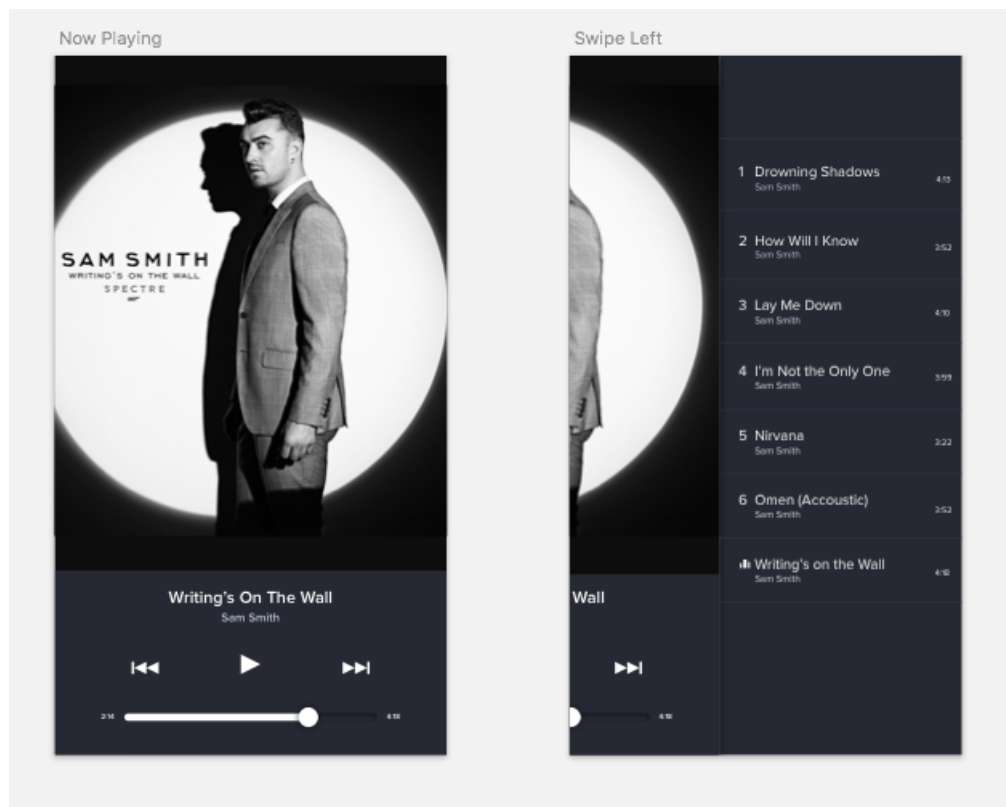


- **Weekend and a few days of next week:**

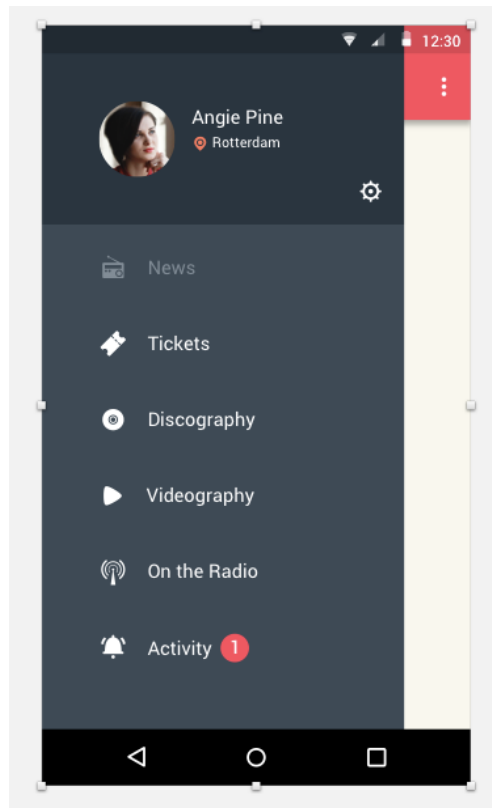
After users select one among many artists, my app will show top tracks of that artist.



Pressing one track will navigate users to another screen which they can listen to that track. They can swipe from right to left in order to select another track.



A swipe from left to right will open a navigation drawer, so users can select another features of my app.



When a track is playing and users press the home button, my app will hide but still playing music in the background. Users can swipe from top to bottom, so they can see a notification which they can turn on/off a track there.