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Game Shelf

Description

Keep track of your growing board game collection all in one place. Add your board games or import your collection from BoardGameGeek.

View game details for descriptions, player count, playing time, suggested ages, and more.

Intended User

Ideal for board gamers who want a quick, clean, and stylish way to keep track of their collection, no matter the size.

Features

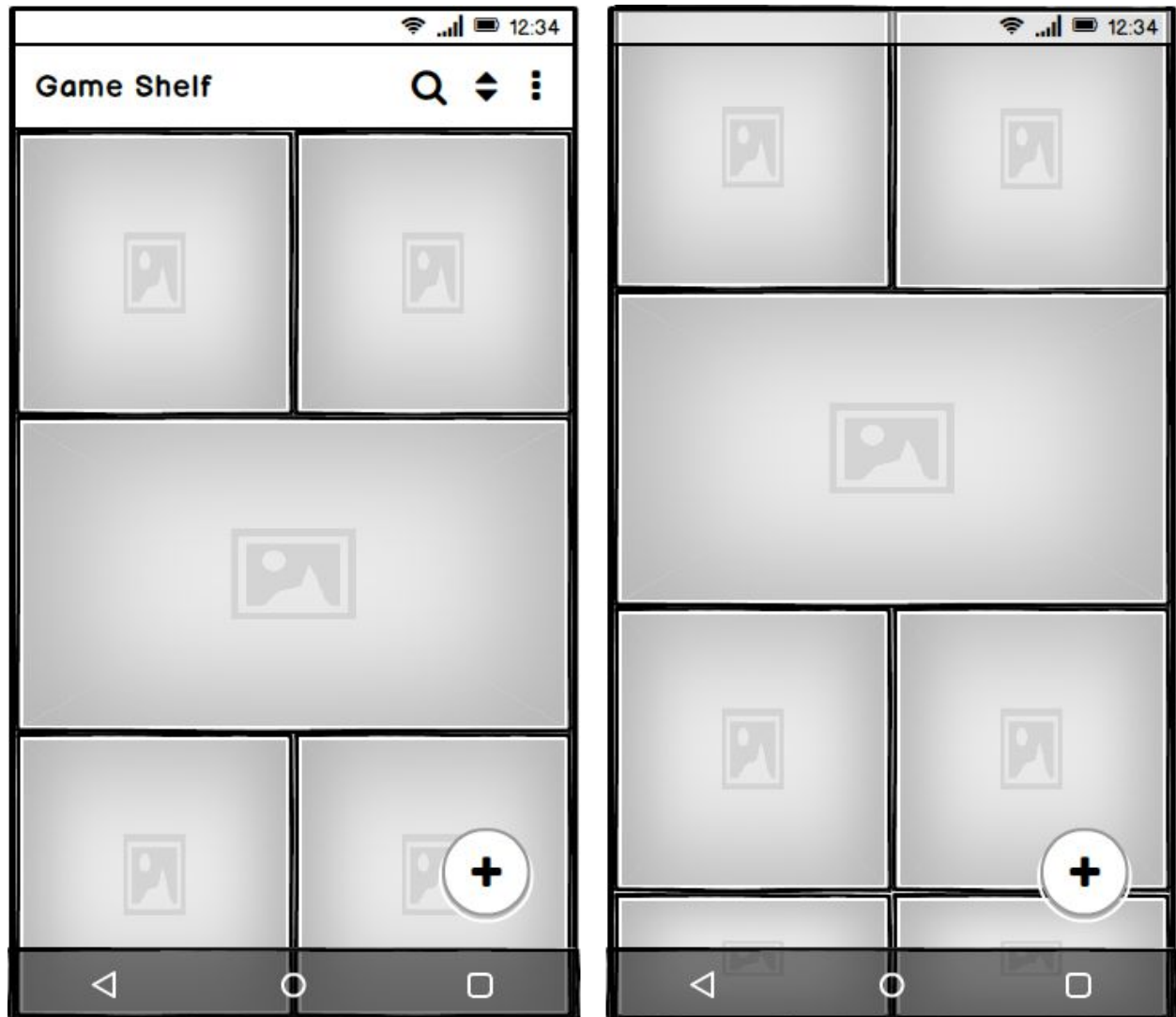
- Material Design layout for clean and modern look
- Add games to your collection

- Import your BoardGameGeek (BGG) collection
- Get game details: description, player count, playing time, suggested ages, categories
- Sort by recently added or alphabetically

User Interface Mocks

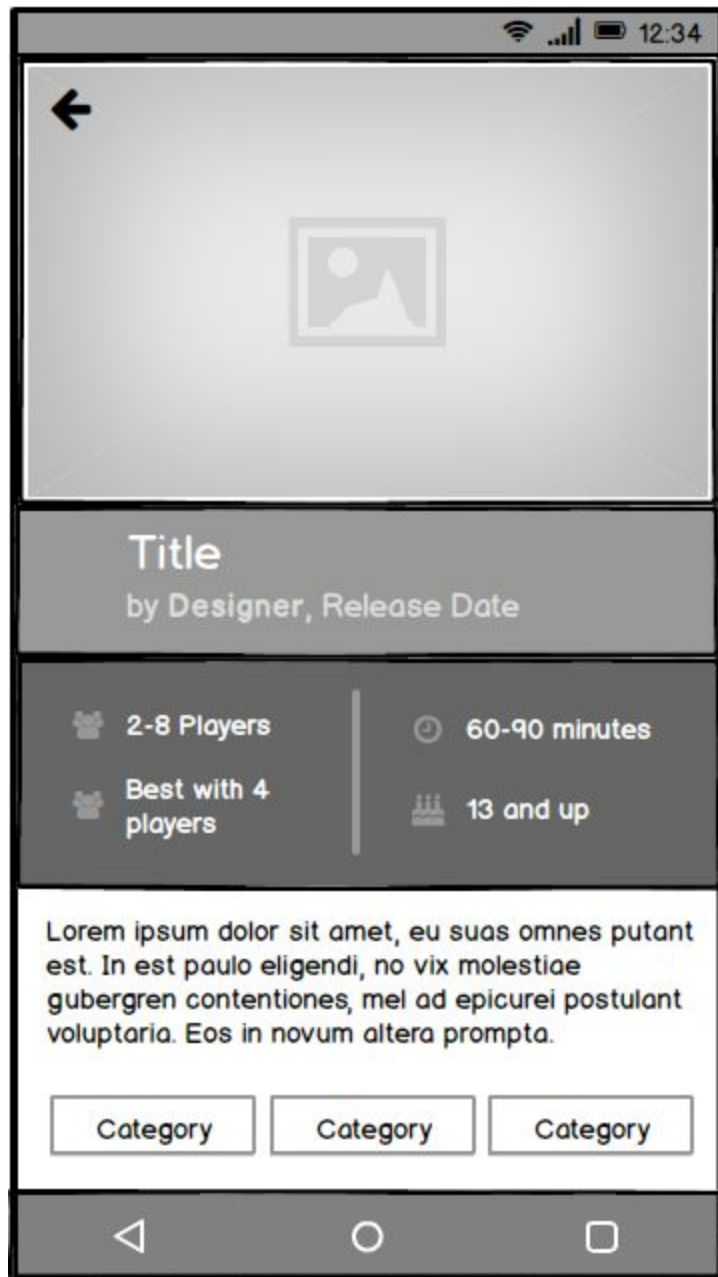
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Home Screen



The home screen is the main collection screen. It shows the board game images in a grid, giving more column priority to more popular games, and a FAB to add a game to the collection. Scrolling the page will hide the navbar and provide full screen view for the most real estate. The navbar has the option to search, reorder/sort, and overflow menu.

Game Detail view



The game detail page will show the title of game, who it was designed by, and the release year. The image will disappear when scrolling and the game title will become the title to the navbar.

The view also shows number of players, recommended number of players, play time, ages, description of the game, and the categories it falls in (as chips).

Key Considerations

How will your app handle data persistence?

SQLite for storing games and sharedPreferences for storing BGG login credentials

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

- Android Support Library for design features on older devices.
- ButterKnife for field and method binding.
- Glide for image loading.
- OkHttp and Retrofit for HTTP calls to BoardGameGeek API.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

Task 1: Project Setup

1. Create New Project in Android Studio
 - a. **Application name:** Game Shelf
 - b. **Company Domain:** us.phyxsi
 - c. **Package name:** us.phyxsi.gameshelf
 - d. **Project location:** [local directory]
2. Select phone and tablet layouts with a minimum SDK of 21: Android 5.0 (Lollipop)

Task 2: Implement UI for Each Activity and Fragment

- Build UI for the collection view
- Build UI for a game detail view
- Build UI for importing BoardGameGeek collection

Task 3: Add games view

- Create view to add games from FAB

- Search BGG API for game by title
- Add game to SQLite database

Task 4: Import from BGG

- Create view for login credentials
- Pull collection from BGG API
- Add each game to the SQLite database