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Fill My Team

Description

Sports lovers are generally for the look out for sports enthusiasts like them so that they can meet up and bond over a game of sport. "Fill my team" app caters to these need of sports lovers all over the globe. Using this app, one can update his profile to set up his playing time and place and then use the "Find Players near me" feature of the app to locate and contact players playing a game of sport of their liking on google maps near to their place.

Want to play a sport but don't know how to play it? Don't worry, "Learn to play" feature of the app gives simple video tutorials about various sports to help newbies to learn to play a sport of

their liking. Also the user can share these tutorials on various social networking sites,on email and chat messengers etc as well.

If you are looking for sports equipments, using the "Find sports store" feature in the app the users can search sports stores in any location. The app lists down various sports stores along with the Google maps navigation to each store, so that the user can get reach their without much effort.

Intended User

This app is for people of all age groups who are enthusiastic about playing sports but are unable to find playing buddies.
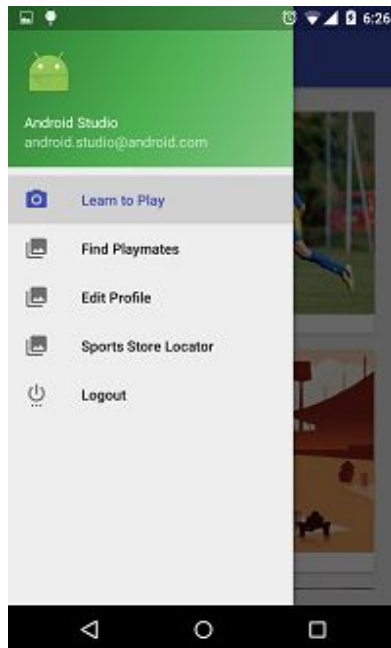
Features

- Learn how to play a particular sports
- Search for sport equipments store nears the user's location
- Update user's playing time and playing location
- Search for players playing nearby.

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.

Screen 1

Navigation drawer displaying various menu items for the app

Screen 2

This screen gives listing of various sports clicking on which leads to a detail screen

Screen 3

Tablet design for sports listing page

Screen 4

This screen gives sports informational details like the name,objective and the number of players required to play the sport along with video tutorials to learn to play the sport.
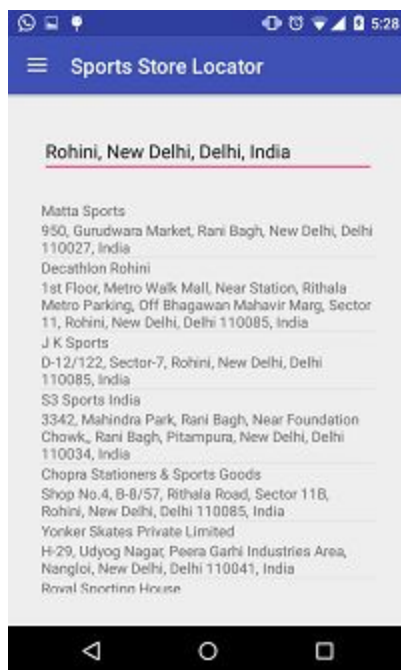
Screen 5

Using this screen the user can update/view his playing time and location.

Screen 6

With this screen the user can locate players playing near his place and at what time and can contact them as well.

Screen 7

This screen allows the user to locate sports store near his place and find directions to that place on google maps.

Key Considerations

How will your app handle data persistence?

I will be storing the user information as well as the user's location based data into Firebase database. Learning to play sports information will be saved using content provider into SQLite DB.

Describe any corner cases in the UX.

If the user is looking for players near him/her on the map and rotates the device, then the makers on the map should be restored to the previous state they were rather than re-starting the activity. Also if there is no internet connection, then the app should not crash but should report error messages instead.

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

- Picasso for image loading and caching
- Design support library for material design
- Google play services for Maps and Location APIs
- Firebase realtime database for data storage
- Schematic for content provider
- Geofire for realtime location queries
- Butterknife for field and method binding for android views

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

- Create a new project
- Add dependencies in build.gradle and do a Gradle sync and build.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Main Activity
- Build an API for storing various sports information in JSON format. Implement fragment that uses this API for listing various sports images.
- Implement Navigation drawer for the app.

Task 3: Handle data storage using Content Providers

- Implement content providers for storing sports info into SQLite DB.
- Insert data retrieved from API into SportsInfo DB and display using cursor loaders.
- Implement Sports detail page, which is launched on clicking of sports info listing page for showing sports detail.

Task 4: Create firebase database and implement Google+ sign in

- Create a firebase project.
- Build UI for Login Screen
- Add Google+ sign in functionality to login screen and save the user related information into firebase database.
- Implement Fragment for Edit Player profile which updates the user information into firebase database.

Task 5: Locate players nearby

- Implement fragment for locating nearby players on a map.
- Use Geofire to locate nearby players based on the latitude and longitude of the current user.
- Display map with markers that displays players along with their preferred sport and playing time.
- Clicking on which gives the user the option to contact that player via an email.

Task 6: Implement Store Locators

- Implement store locator fragment to find sports store near the user
- Use google Location api to locate nearby sports stores.

Task 7: Design for tablets and widget creation

- Make app compatible with tablets.
- Add widget for locating nearby players.

Task 8: Improve UI and handle error cases

- Handle exceptions and error cases.
- Implement material design and transitions
- Use string resources for localization