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Soccer Now

Description

My idea is about collecting everything related to football. never miss match time, match result or the latest transfers news. Soccer Now provides Champions-League, Bundesliga, Primera Liga, Serie A and other leagues and competitions,

The "Favorite" function allows you to choose favorite leagues and team to save its related news and results to load offline.

FOOTBALL NEWS AND HIGHLIGHTS

Top headlines and Latest headlines about teams, players or competitions around the world and get personalized football news.

CHAT FOR ALL

Soccer Now will provide login page with a group chat to discuss anything related to a specific competition or team, and to ask about other matches that don't exist in the app.

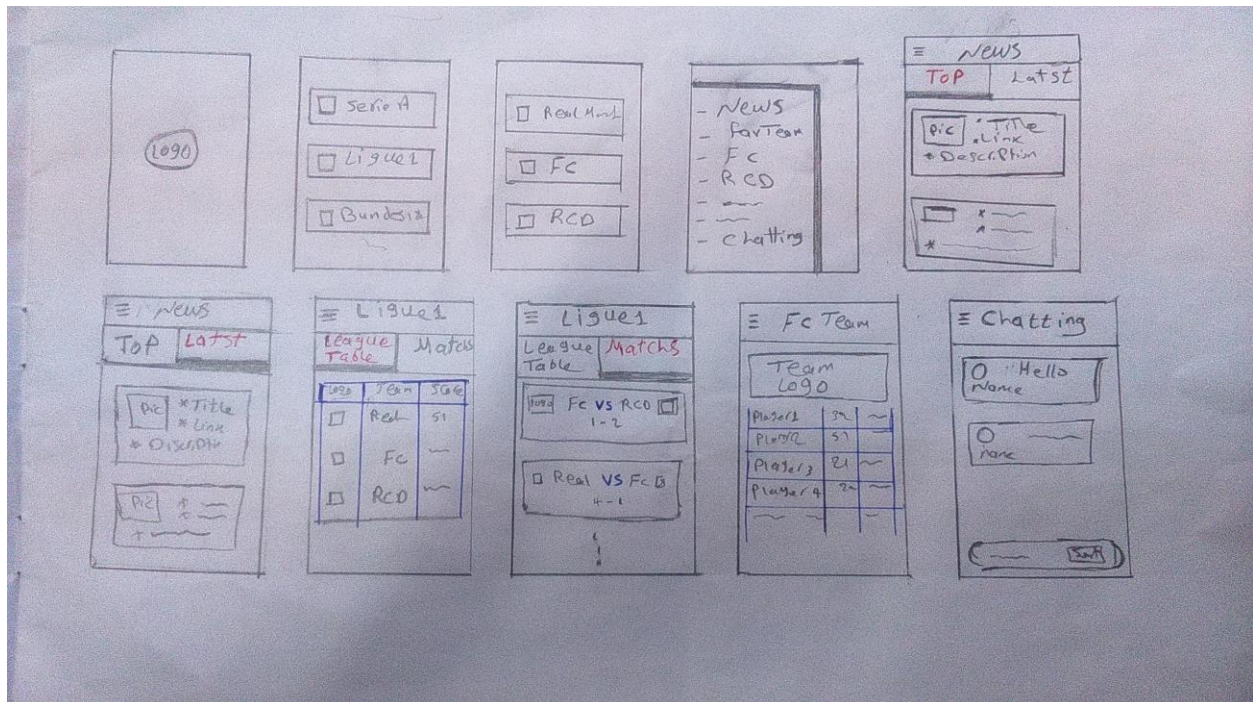
Intended User

This app is for everyone who is interested with football.

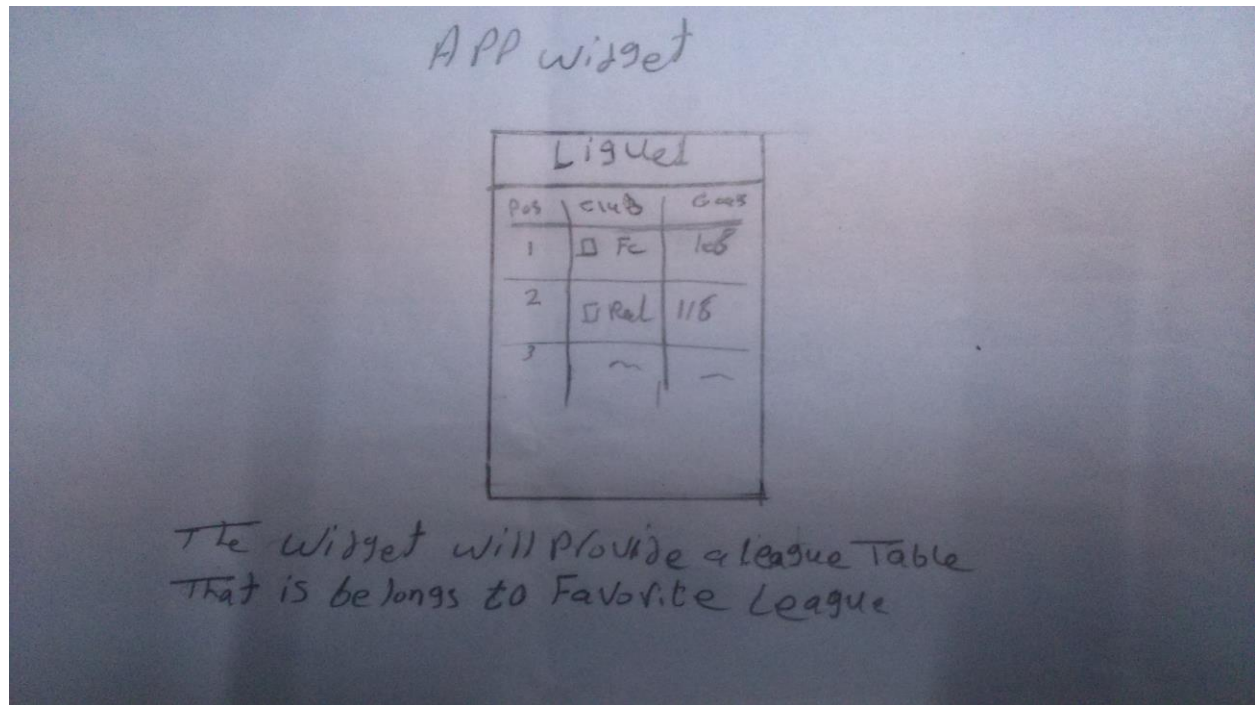
Features

- Top and Latest headlines, football news and highlights.
- Current leagues and competitions.
- League-Table for each league and competitions.
- All league Matches details .
- Show all team players.
- Show more information about favorite team.
- use app offline to show favorite leagues information.
- Login with google email to chat group.
- Chatting.

User Interface Mocks



Widget Mock



Key Considerations

How will your app handle data persistence?

I'm going to use firebase real time database and Content Provider to save local favorite leagues.

Describe any corner cases in the UX.

For the first Time setup the user is redirected to choose the favorite league and favorite team. and for the first time for chatting the user is redirected to login page.

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

- Firebase-messaging
- Firebase-auth

- Firebase-database
- Firebase-storage
- firebase-ui-database
- Butterknife
- Picasso
- Espresso Android
- Card View
- RecyclerView
- Retrofit

Describe how you will implement Google Play Services.

I'm going to use Firebase (real time Database, auth, storage) to make my featured app.

Next Steps: Required Tasks

Task 1: Project Setup

Subtasks:

- Configure libraries
- Configure Firebase
- Configure API

Task 2: Implement UI for Each Activity and Fragment

Subtasks :

- Build UI for splash screen
- Build UI for choosing favorite leagues
- Build UI for choosing favorite team
- Build UI for MainActivity (Nav Drawer)
- Build UI for News (Top , Latest)
- Build UI for League Table
- Build UI for leagues and Matches
- Build UI for Teams Players
- Build UI for Favorite (League and Team)
- Build UI for Chat Activity.

Task 3: Build Core functionality

Subtasks:

- Authentication Implementation.
- Home Navigation Drawer
- Home Fragment content implementation with the list of News (Top , Latest)
- Leagues Fragment content implementation with the list of League Table and Matches.
- Team Fragment content implementation with the list of Players
- Favorites Fragment content implementation with the favorite League and favorite team.
- The data will downloaded from the API using Retrofit as REST Clint
- Chat Activity Implementation

Task 4: Test before launching

- Espresso UI test

Submission Instructions

1. After you've completed all the sections, download this document as a PDF [File →
Download as PDF]
2. Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
3. Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"