Description

**Intended User** 

**Features** 

**User Interface Mocks** 

Screen 1

Screen 2

### **Key Considerations**

How will your app handle data persistence?

Describe any corner cases in the UX.

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

Describe how you will implement Google Play Services.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Your Next Task

Task 4: Your Next Task

Task 5: Your Next Task

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# Movie Locator

## Description

The movie locator serves to provide valuable information about movies like -

- 1) Description
- 2) User Rating
- 3) Release Date
- 4) Trailers
- 5) Reviews

Movies can be viewed and sorted as per-

- 1) Popularity
- 2) Rating

User can store his favorite movies.

I want to extend my stage 2 of popular movies and induce material design and much better functionality in the app like better transitions and flow ui.

I want to make my app work and look somewhat like google play movies app which is fluid and transparent in flow and behavior.

### Intended User

This app serves to work for everyone who wants to garner information about movies and detailed information about them in an app

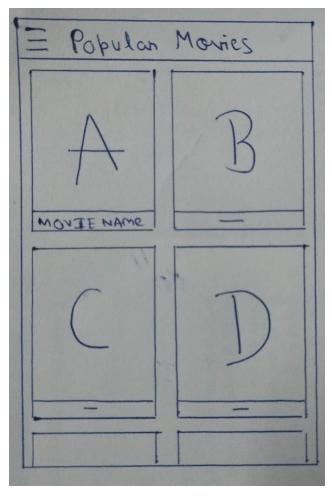
### **Features**

The main features of the app include-

- Option to view movies' information
- Sort movies according to rating and popularity
- Save the favorites movies
- Navigation pane to move between categories
- View trailers of the movies
- View reviews given on the movie.

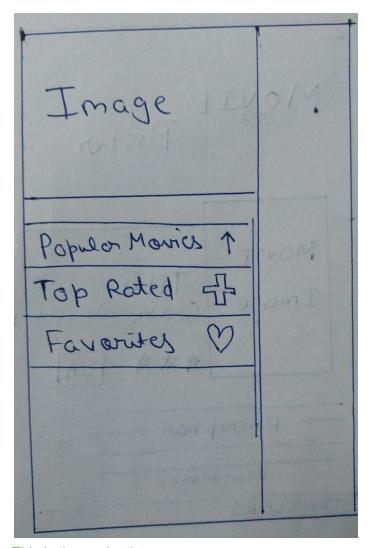
# User Interface Mocks

### Screen 1



This is the mockup sketch for the main screen which contain movie poster wrapped in cardview along with their name written below.

The screen shall also feature a navigation pane.



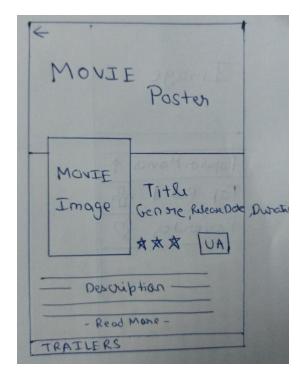
This is the navigation pane.

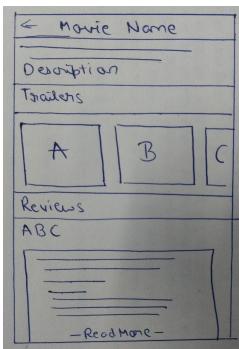
The top shall contain an image showcasing the app logo.

The three panes shall contain-

- 1) Popular movies- this shall direct the user in displaying the popular movies on the main screen
- 2) Top Rated- this shall direct the user in displaying the top rated movies on the main screen.
- 3) Favorites- this shall direct the user in displaying the favorite movies of the user which he/she might have stored from the app, on the main screen.

### Screen 2





The entire could not not be presented within one sketch so broke it into two views.

This screen shall contain the movie details.

The screen on right hand side contains movie poster along with backdrop image in the collapsing toolbar layout.

It shall contain-

- 1) Movie title
- 2) Genre
- 3) Release date
- 4) Duration
- 5) Rating
- 6) Certification

All on the right side of the movies poster.

Below shall be the description of the movie limited to three lines and can be expanded further.

The left side screen shows the page content in the below

It shall contain the trailers for the movie which on being clicked shall be redirected to youtube. Below will be the review section .

Each review shall showcase 5 lines max which can be expanded by clicking on Read More below.

Reviews and Videos shall be left scrollable and presented in form of card view.

## **Key Considerations**

How will your app handle data persistence?

I will build up a Database or Content Provider for the data handling. The app shall make use of the tmdb api to fetch data.

Describe any edge or corner cases in the UX.

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

For example, Picasso or Glide to handle the loading and caching of images.

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

# 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

Following tasks shall be considered while configuring the project-

- Checking the working condition of Api
- All libraries to be used to be configured.
- Updating gradle plugin for undisturbed performance
- Designing the design for hassle free implementation
- Navigation pane code to be seen beforehand.
- Transitions and animations for activity to activity.
- Working of fragments.
- Landscape and tablet view to be planned.

## Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity.
- Build UI for Movie Recyclerview adapter.
- Build UI for Second Screen.
- Build UI for Trailer Fragment.
- Build UI for Review Fragment.
- Build UI for Navigation Pane.

### Task 3:

- Create Main Activity
- Create Adapter for Movie displaying

### Task 4:

- Create Provider for data handling.
- Interface for Api calling and handling.
- Database for Storing of Favorites.

### Task 5:

- Run Main Activity and Display movies
- Add Sorting Capability for popular and top rated.
- Create navigation pane with only popular and top rated.

### Task 6:

- Create 2nd screen activity class
- Create Fragments for trailers and reviews.

### Task 7:

- Check the working of 2nd screen along with fragments
- Check for errors and use cases.

### Task 8:

- Implement material design on the app.
- Add FAB for common activities.
- Add Favorites in the navigation pane.

### Task 9:

- Add a splash screen for the app.
- Add progress loader for the app while movies load.
- Check for Errors and Debug.

Add as many tasks as you need to complete your app.

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