

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

**GitHub Username:** <https://github.com/VKlimova>

## Ukulele simple way

### Project requirements

App is written solely in the Java Programming Language

App keeps all strings in a strings.xml file and enables RTL layout switching on all layouts

IDE, build system, library	version
Android Studio	Android Studio 3.1.4
Gradle	Gradle version 4.4
Picasso	<code>com.squareup.picasso:picasso:2.71828</code>

## Description

My app will help the beginners to start playing ukulele. (I have a small youtube channel of my own, where I teach the beginners with the simple songs, so the app will continue this approach, here is the link to the channel: <https://www.youtube.com/user/vvklimova> ).

The app will show the users how to play simple songs. I will start with the songs that are on my channel already, and then will add other songs to play with ukulele.

As I have passed all the way to self-learn how to play the ukulele, I understand how I would like this app to be for the most efficient way.

## Intended User

The app is for the beginners, who have an ukulele and wants to play simple songs with simple chords.

## Features

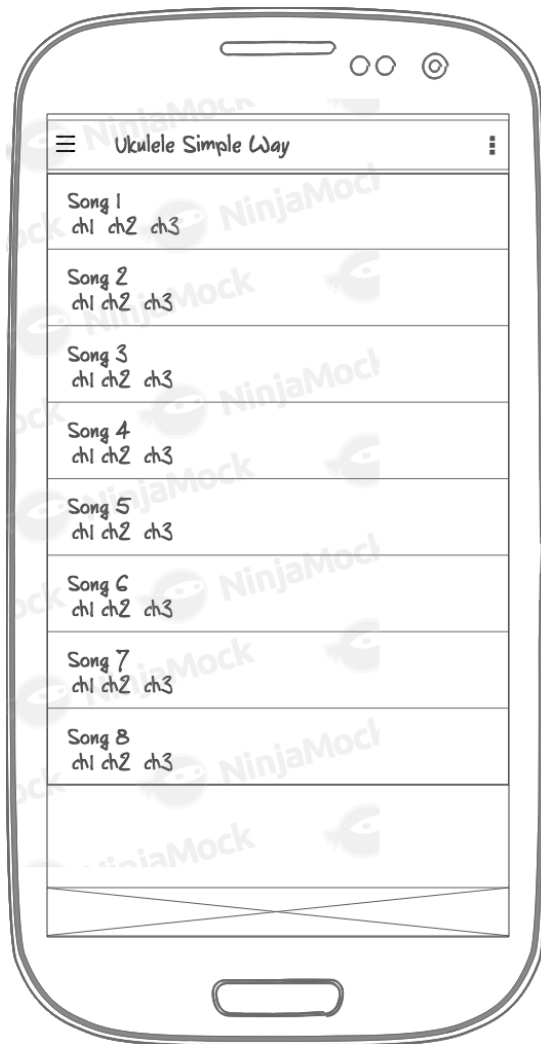
The app when installed checks the online Firebase database with songs, download the songs available at the moment, and saves the texts locally to SQLite database. The user can add his own songs to the app, added songs will be saved in the device database. The user can modify the downloaded song if he wants, modifications will be saved in local database. The song always have song text and can also have an image. The user can share the song text. The app also includes chords diagrams, that can be shown for each song on request.

The app has a widget, that displays the selected song with chords diagrams.

## User Interface Mocks

### Master

Main layout will contain the songs list. At the bottom will be AdMob banner.



## Detail

Detail layout will contain song text, chords and maybe an image.



## Widget

Widget will contain song text and chords.



## Key Considerations

### Data persistence

New songs will appear at Firebase database. App can load them and save locally in SQLite database.

### Edge or corner cases in the UX.

The Main page will use “3-lines hamburger” menu to navigate between screen and launch activities:

1. “Liked” songs
2. Songs sorted by when you last played them
3. Search
4. -----
5. Check for the new songs
6. Display “Help”

The Detail page will use “3-dots kebab” menu to navigate between screen and launch activities:

1. Show/hide chords for the song
2. “Widget” to put the song on a widget
3. “Like” adds this song to the Liked list
4. “Share” this song

The “back arrow” button will navigate from Detail page to the Main page. Back arrow on detail screen will use animation to transform to hamburger on the main screen.

## **Libraries in use**

Picasso will be used to handle the loading and caching of images.

## **Google Play Services**

I will implement AdMob to show add banner at the bottom of the screen in the Main activity. Analytics will be used to check what songs are favorite for users in the app.

## **Required Tasks**

### **Task 1: Project Setup**

Setup and configure Firebase Realtime Database.  
Setup and configure Picasso

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

- Build UI for MainActivity
- Build UI for DetailActivity
- Build UI for the Widget

### **Task 3: Main page**

Implement Main page and import data to be displayed

- Create layout for MainActivity
- Implement Firebase integration to get the songs from Firebase database
- Create the SQLite database structure and import the songs to it
- Implement search function to search in the local database
- Implement Google Play Services to show AdMob banner

## **Task 4: Detail page**

Implement Detail page and its functionality

- Create layout for MainActivity
- Implement Picasso to display the image for the song.
- Implement “Show/Hide chords on page”
- Implement “Like” functionality
- Implement “Share this song” functionality

## **Task 5: Widget**

Implement Widget

- Create layout for Widget
- Implement “Show song in Widget” functionality
- Use IntentService to fetch data and show it on Widget

## **Task 6: Check that all strings are in a strings.xml file**





