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GitHub Username: VidBregar

Blue Podcast

Description

Whether you want to relax, make your commute more interesting, laugh like never before, or learn something new, Blue Podcast has you covered.
We offer a huge amount of podcasts which talk about many different topics, such as business & finance, reality stories, entrepreneurship, design, comedy, education, fitness & health, movies and much more.
Blue Podcast has a very modern, beautiful and in intuitive design. It has a rich selection of staff picked, featured and popular podcasts.

Intended User

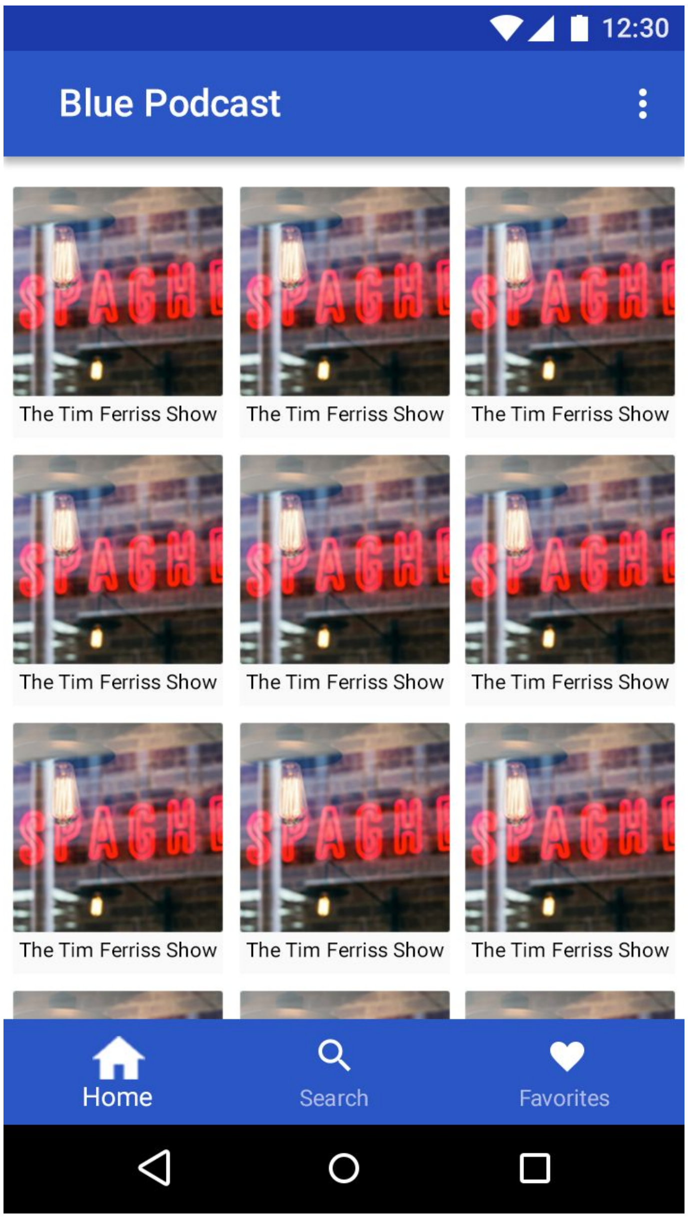
This app is for everyone. If you are an enthusiastic entrepreneur, a sportsman, or you just want to improve your mood and laugh a bit, then this app is for you.

Features

- Search podcasts
- Save favorite podcasts
- Widget with play controls
- Beautiful modern picturesque design

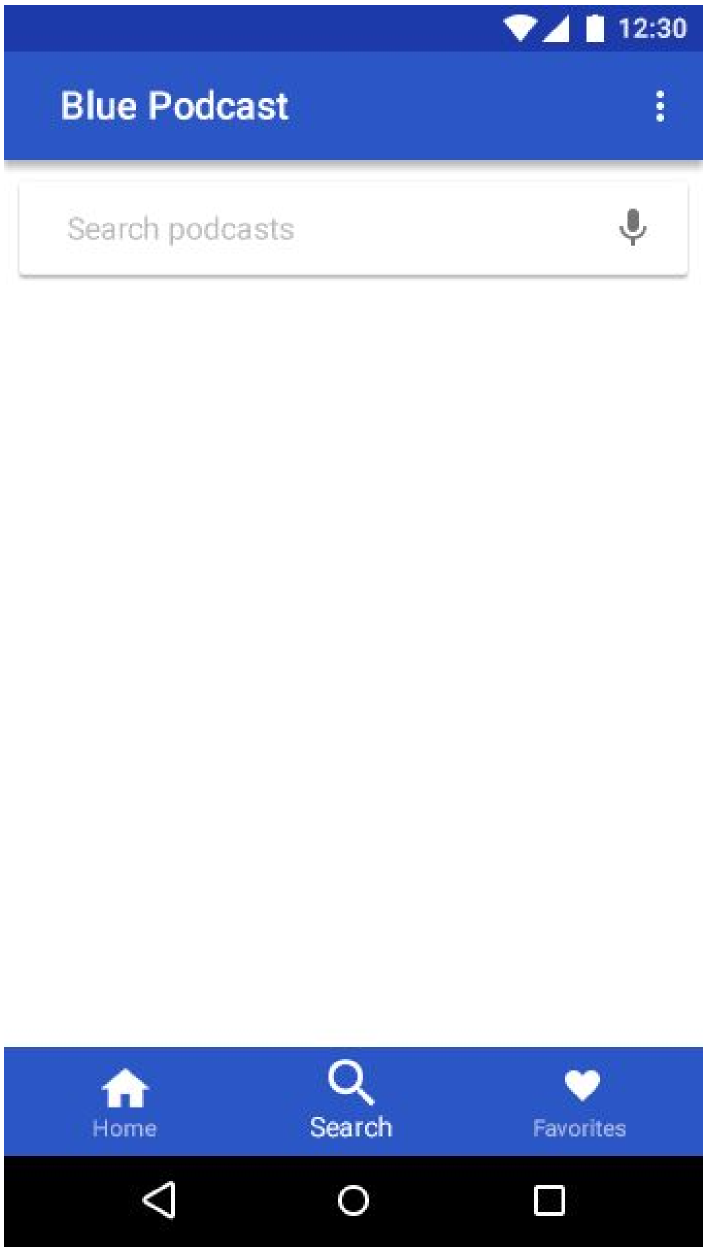
User Interface Mocks

Screen Home



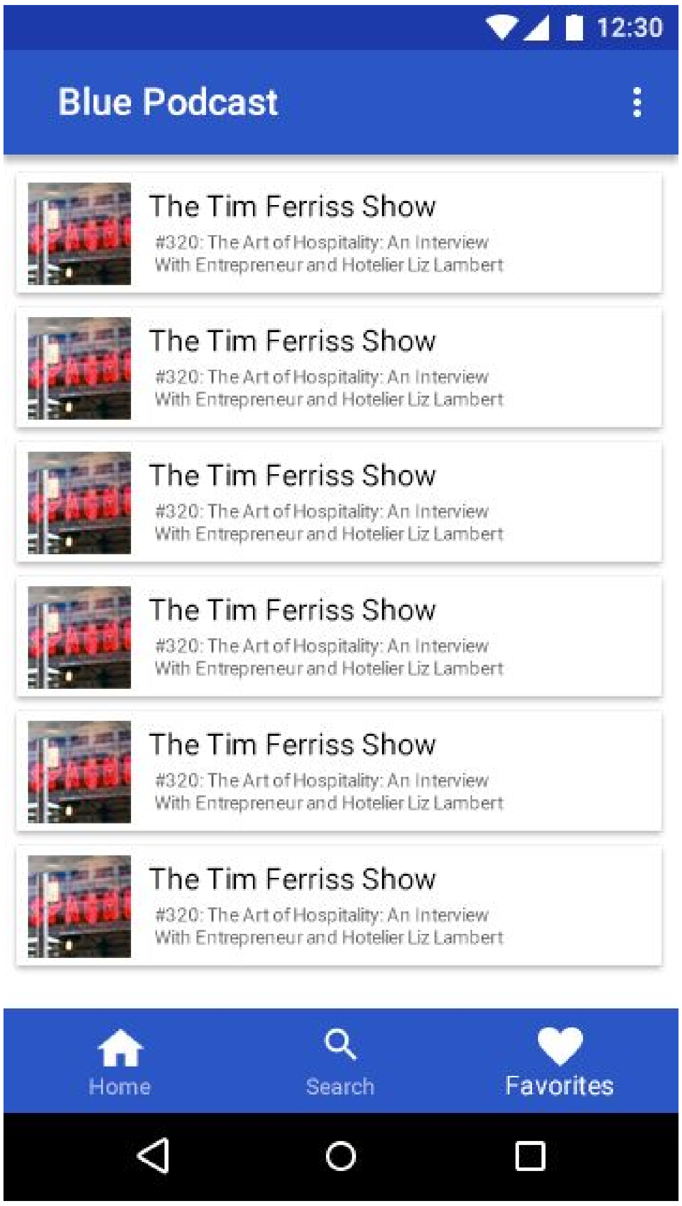
This screen displays all trending podcasts and staff picked podcasts in a grid.

Screen Search



This is a simple search screen which allows you to search any podcast.

Screen Favorites


12:30

Blue Podcast

The Tim Ferriss Show
#320: The Art of Hospitality: An Interview With Entrepreneur and Hotelier Liz Lambert

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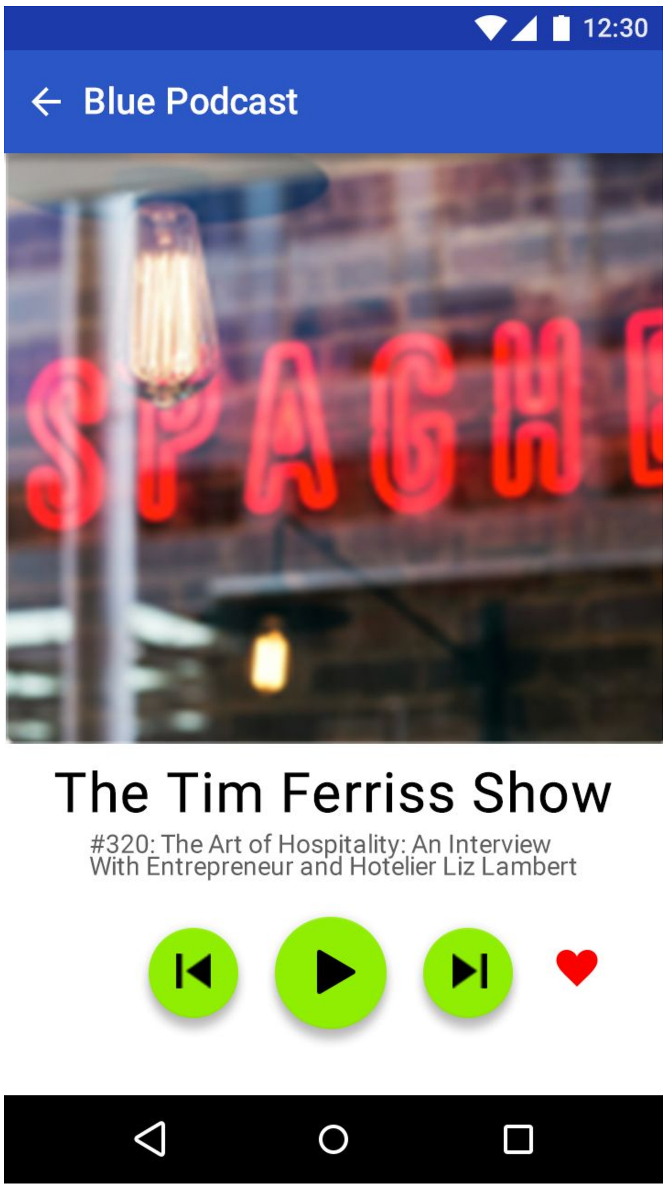
This screen displays all user’s favorite podcasts in a list.

Screen Player

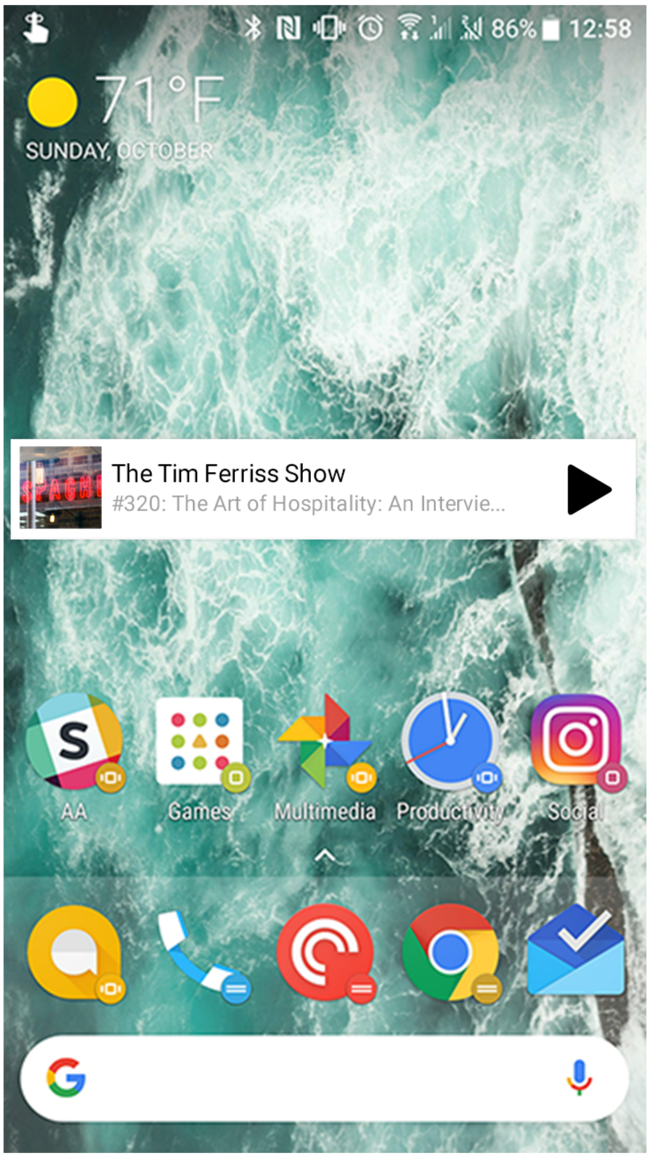


The Tim Ferriss Show

#320: The Art of Hospitality: An Interview With Entrepreneur and Hotelier Liz Lambert

This is a podcast player with basic controls and a favorite button.

Widget Player



Presents each last played/playing podcast with simple play/pause navigation.

Key Considerations

How will your app handle data persistence?

App will get all the data from the network, only favorite podcasts (all information about it except the image) will be saved locally using Room.

Describe any edge or corner cases in the UX.

When podcast is playing, a persistent notification with controls is displayed. That way, even if the user leaves the app, the podcast will continue to play.
Pressing back from favorites/search fragment will navigate to the home screen. If the user presses the back button again, then the app will exit.

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

- Glide for displaying/caching images (version 4.7.1)
- Room for locally saving favorite podcasts (version 1.1.1)
- Retrofit and OkHttp for making network calls (version 2.4.0 and 3.10.0)
- Android Architecture Components for designing the app (MVVM) (version 1.1.1)
- Butter Knife for binding views (I will probably use Data Binding as well) (version 8.8.1)
- Dagger 2 to get rid of the dependency injection boilerplate (version 2.16)
- Gson for serializing/deserializing JSON objects (version 2.8.5)
- Espresso for UI tests (version 3.0.2)
- JUnit and Mockito for unit tests (version 4.12 and 1.10.19)
- ExoPlayer for playing audio (version 2.8.2)
- Firebase Analytics/Crashlytics (version 16.0.1)
- RxJava for search (version 1.3.4)
- AdMob for displaying ads (version 15.0.1)

Java language (Java 8), Android Studio 3.1.3 and Gradle 3.1.3 will be used for development.

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

Application will be connected with Google Analytics and Google Crashlytics which will report in which topics the user is most interested, user demographics, engagement, app crashes and much more.
There will be a free version of the app which will have ads provided by the AdMob. Paid version will have the same functionality, but it will be ads free.

Next Steps: Required Tasks

Task 1: Project Setup

- Add all required dependencies to the build.gradle file
- Create packages (network, ui, viewmodels, data, dagger, room)

Task 2: Implement MainActivity

- Create MainActivity which will hold three fragments using a ViewPager
- For any logic class create unit tests where possible

Task 3: Create Home fragment

- Build simple Home UI
- Create all required Retrofit classes

- Implement a Recyclerview adapter to display podcasts in a grid
- Use Glide to load podcast images to each grid item

Task 4: Create PlayerActivity

- Create PlayerActivity and it's simple UI
- Load podcast's image
- Create all required ExoPlayer classes to play the podcast
- Add favorite button
- Create Room classes and save the podcast when favorite button is clicked
- Use a foreground service to play music

Task 5: Create Search fragment

- Create search screen which uses RxJava to delay the network call.
- Add required Retrofit network calls
- Get podcasts for the searched word and use the home fragment to display them

Task 6: Create Favorites fragment

- Create simple favorites screen which queries the database to get favorite podcasts and display them in a list

Task 7: Design fine tuning

- Go over all screens and fine tune the design and check for corner cases (list view is empty…)
- Extract all string resources in strings.xml
- Enable RTL layout switching in all layouts
- Add support for accessibility (content descriptions, navigation using a D-pad…)

Task 8: Create a notification with media controls

- When podcast is playing create a persistent notification with player controls and display the podcast's image

Task 9: Create a widget

- Create a widget with media controls and display the most recently played podcasts/currently playing podcast

Task 10: UI tests

- Create UI tests and fix any bugs

Task 11: Connect the app to the Firebase

- When each podcast is played send that information to the database
- Get crash reports with logs

Task 12: Create a paid and free version

- Create two app variants
- Leave paid apk unmodified
- Add ads to the free version

Task 13: Create Gradle tasks

- Create the installRelease gradle task