
- 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: VladMihai28

SpeedRuns

Description

The app provides access to the latest leaderboards for video game speedruns. Choose your favourite game and check out the videos of the best 3 runs for each of its speedrun categories.

Intended User

This is an app for members of the video game speed running community, speed runers and fans alike, people that use the https://www.speedrun.com/ website.

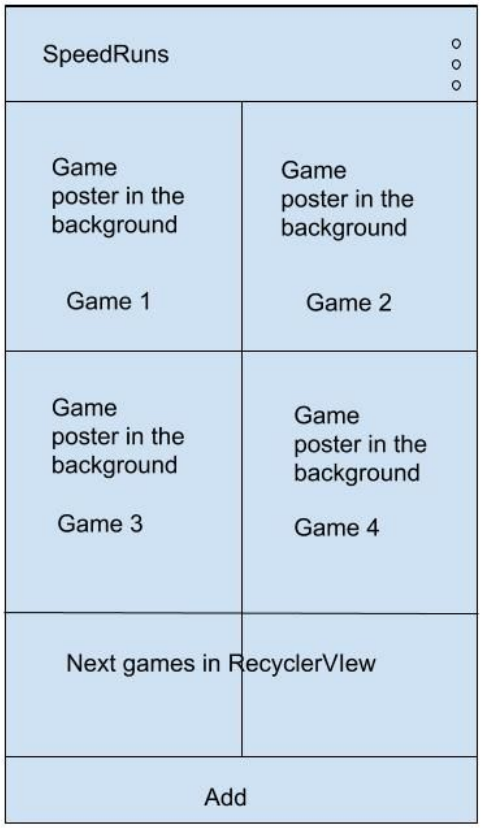
Features

List the main features of the app:

- Fetches information about the games with the most active players or the most runs submitted
- Displays information about the runs in the top 3
- Displays the video of the speed run.

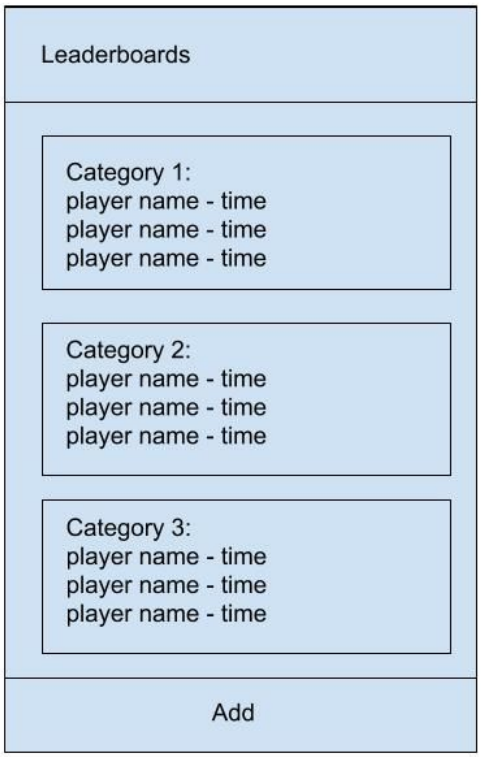
User Interface Mocks

Main activity



This is the Main Activity. It will contain a Toolbar and list games in a Recycler View. Each game will have its own poster image on the background. At the bottom of the page there is an advertisement added with Admob. Taping on any game will open up the Leaderboards activity. The Menu action button allows the user to change between different ways of sorting games.

LeaderBoards Activity

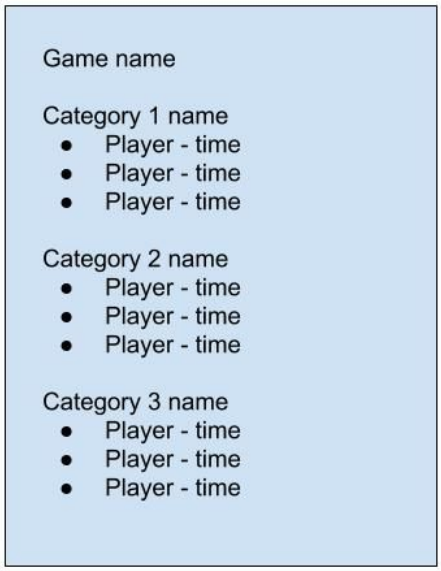


This contains a list of Cards, each of them containing one speed run category and the top 3 best runs in that category. Tapping on any of the three will start the Detailed SpeedRun activity.
Once again we have an add at the bottom.

Detailed SpeedRun Activity

This contains detailed information about the run. There is a video of the run playing in Exo player. Additional information about the run is displayed below it.

Widget



The widget contains the categories and top 3 speed runs from each category.

Key Considerations

How will your app handle data persistence?

Data persistence will be handled by using a database and a Content Provider to store the information fetched through the API

Describe any edge or corner cases in the UX.

Rotating the screen while a video is playing will resume playing the video from the location where it was or if the video is paused it will stay paused.

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

Picasso for displaying images.
GSON for parsing JSON information.
Exo player for playing videos.

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

The services used will be Admob and Firebase Analytics.
Admob will display adds for each activity.
Firebase Analytics will be used to get information about how the app is being used.

Next Steps: Required Tasks

Task 1: Project Setup

- Add library dependencies
- Configure Firebase account to use for analytics

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for the LeaderBoard activity
- Build UI for the SpeedRun fragment and associated activity

Task 3: Handle issues with input data

- Validate the information in the Json returned as it might be incomplete
- Use placeholder images or information when actual information is missing

Task 4: Add a database and a content provider

- Define the database contract
- Create models for the information retrieved through the API
- Parse information from the JSON in the API response and save it
- Create a content provider to provide the information

Task 5: Implement Google Play Services

- Add support for Admob
- Add support for Firebase Analytics

Task 6: Implement a widget

- Create the UI of the Widget
- Implement the code that updates the content of the widget

Task 7: Sign application

Describe the next task. List the subtasks. For example:

- Generate certificate
- Sign the app