

How to Use this Template

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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**”
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Teleprompter

Description

This app works as real teleprompter . You can add a script, delete a script or choose the speed according to your needs. It works well on both phone and tablets. It comes in two flavour. Free version has ads and paid versions is ad free version of the same.

Intended User

Users who would like to have the script in front of them while reading out the lines. Users can include actors, professional speakers or individuals.

Features

List the main features of your app. For example:

- Can save and delete the script
- Works as teleprompter
- Settings to change design of text and speed of text

User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

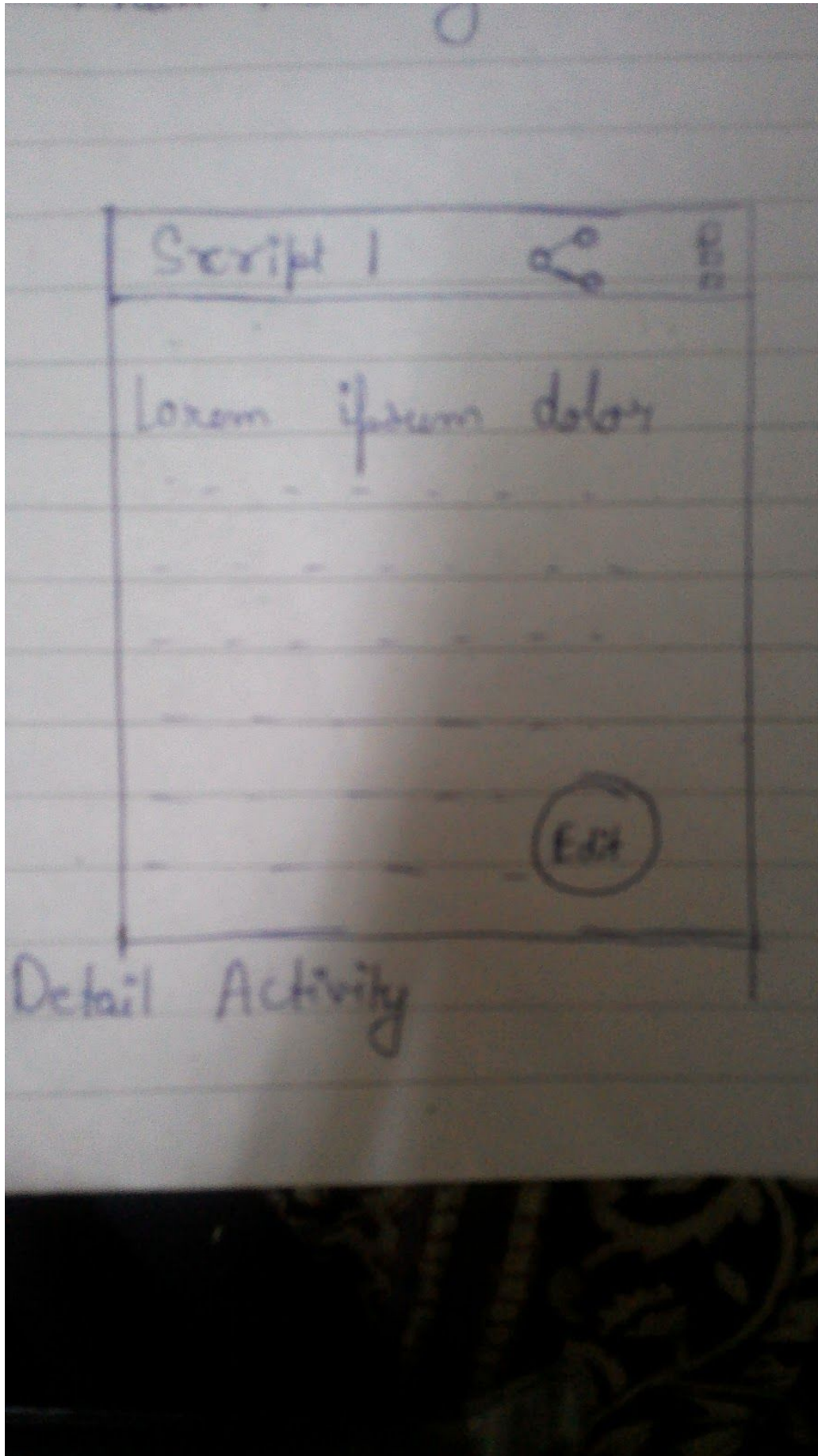
Screen 1

The main activity will list all the scripts in a custom list view, with options of play, edit and delete. Apart from that, the main activity will also have a floating action button which will enable adding a new script in the app.

TELE PROMPTER		
Script 1	▷ Edit	
Script 2	▷ Edit	
Script 3	▷ Edit	
Script 4	▷ Edit	
Script 5	▷ Edit	
Script 6	▷ 	
Script 7	▷ Edit	

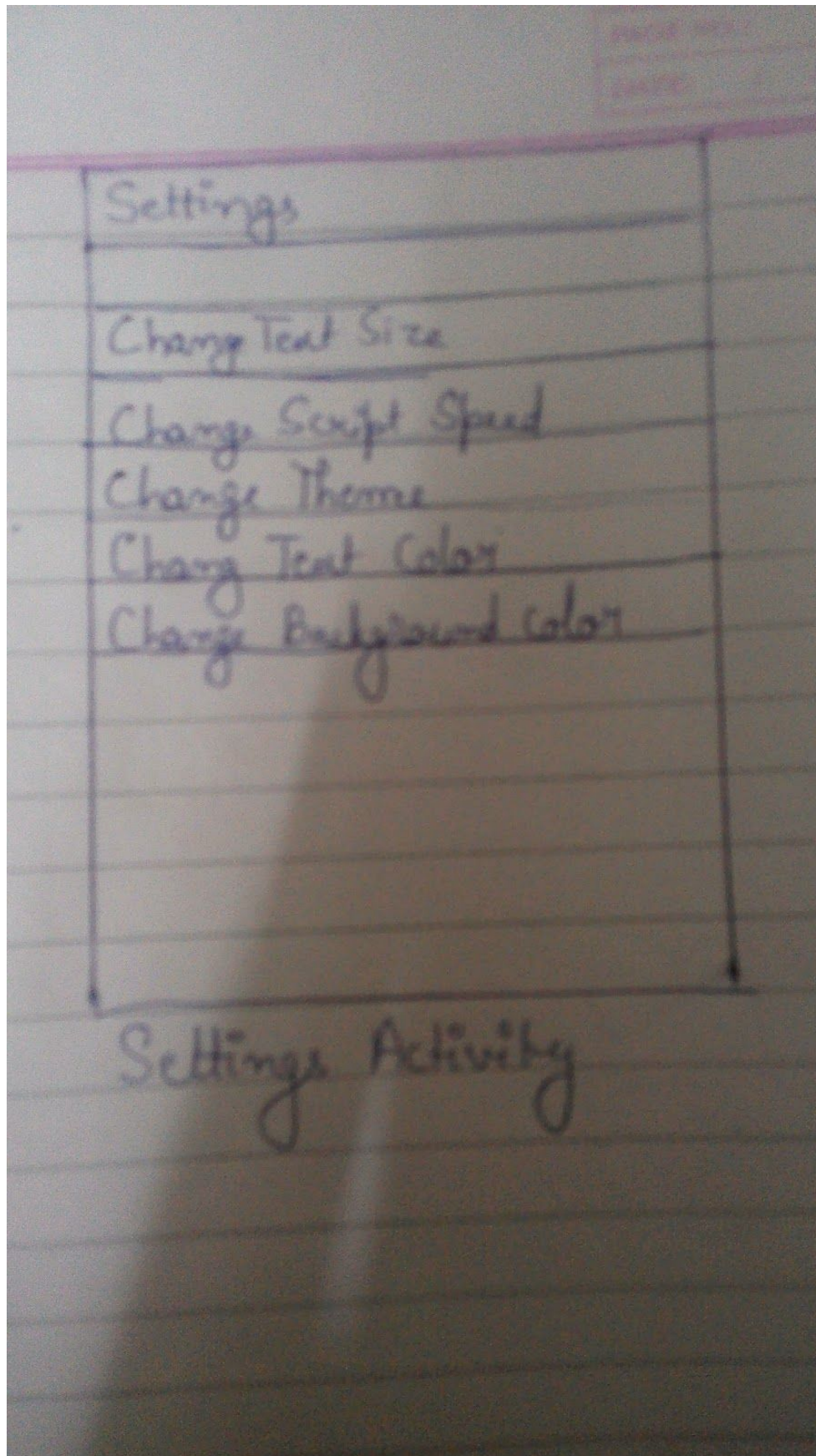
Screen 2

The detail activity will be opened when the user will select a list item from the main activity list item. It will contain the script which will be played if the user selects the play button. Also, a share intent will be present on the action bar of detail activity to share the script. The detail activity will also have a floating button that will help in editing the script.



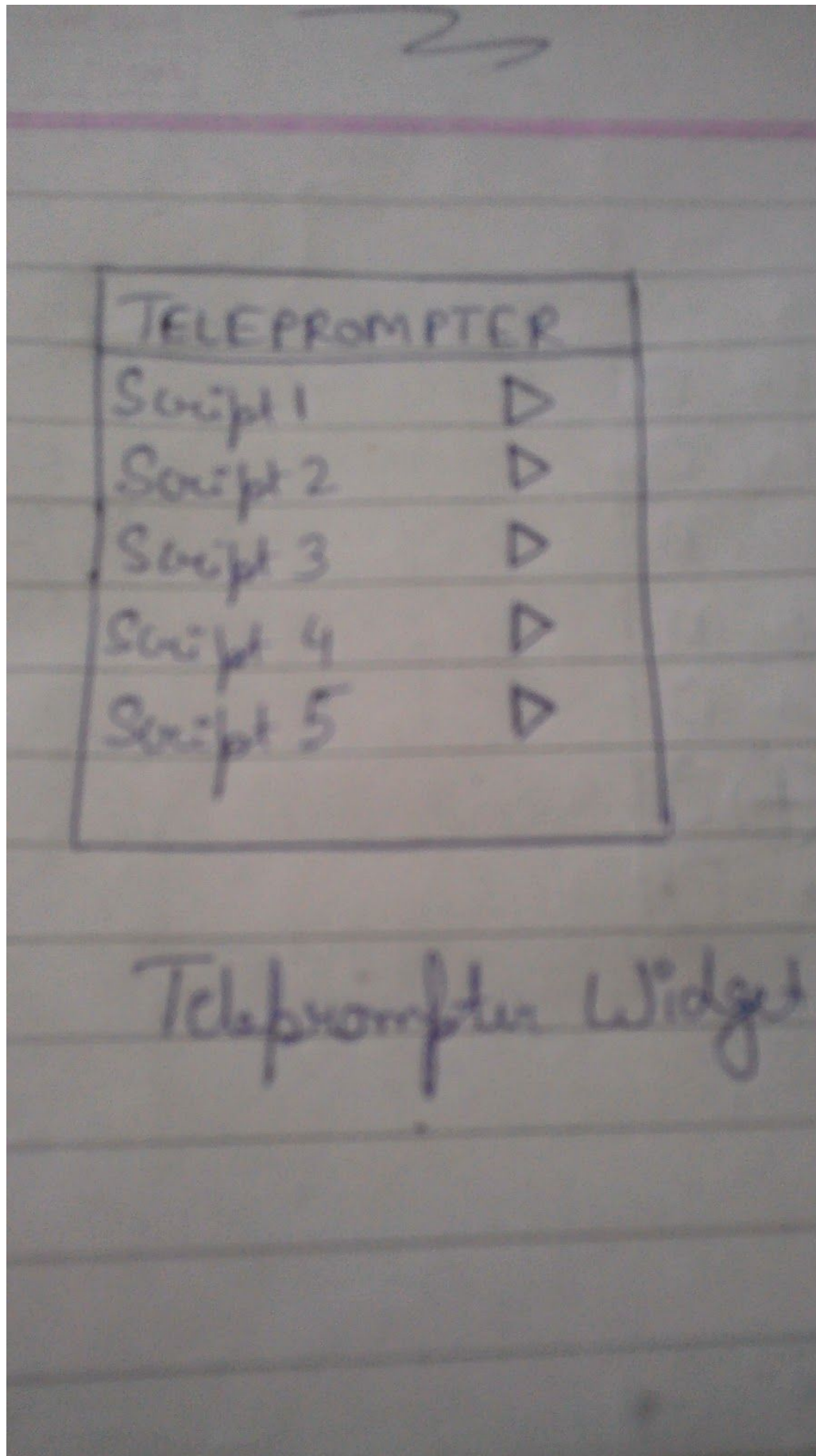
Screen 3

The app will contain a settings activity that will enable the user to change the text size, color , background color and speed with which the script will move.



Screen 4

The widget will be a collection widget that will show the list of scripts added in the app.



Key Considerations

How will your app handle data persistence?

I will be implementing content provider with the help of SQLite database to handle data persistence for storing scripts. Also, shared preferences will be used to save setting

Describe any corner cases in the UX.

If the user hits the back button while the script is being played, he will get back to the home screen where all the available scripts are there.

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

I will be using content provider libraries as implementing a content provider from scratch is a tedious job, and library can handle it efficiently. So will be using Schematic as the library.

Describe how you will implement Google Play Services.

I will be using AdMob to allow ads in the free version

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

Task 1: Project Setup

Declaring two versions, i.e. free and paid flavours in the gradle settings , admob dependencies will only be involved in the free version .

Task 2: Implement UI for Each Activity and Fragment

- Main Activity: It will show all the scripts available in the custom list view , with options like edit, delete and play .
- Detail Activity: It will consist of the code that will run the script according to the chosen settings in the settings activity

Task 3: Implementing content provider to save the script

Content provider will be implemented to save the scripts in the app.

Task 4: Implementing settings activity

- Changing text size, color and background of script
- Change speed of script

Task 5: Implementing collection widget

- Collection widget to show list of scripts added in the app.

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

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