How to Use this Template

1. Create a new document, and copy and paste the text from this template into your new document [Select All → Copy → Paste into new document]
2. Name your document file: "**Capstone_Stage1**"
3. Replace the text in green

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My Fitness App

Description

This app is to help the user to select any workout video and play it , the user can add videos to favorites , the video info contains title and affected muscle ,repeat count, description .
The app contains offline mode the user can browse the workouts but without playing video .

Intended User

This app is for people who want to do a simple workout at home because they may be not having the time or the ability to go to the gym .

Features

- Play videos from youtube
- Favorites videos
- Workouts categorization

- App keeps all strings in a strings.xml file and enables RTL layout switching on all layouts.
- IntentService will be used for developing widget
- All libs that will be used the latest stable version

Programming Language

Java

Android Studio
3.5.2

Gradle Version

5.4.1

Picasso
2.71828

Firestore
21.3.0

Esspresso
3.2.0

Exoplayer
2.10.7

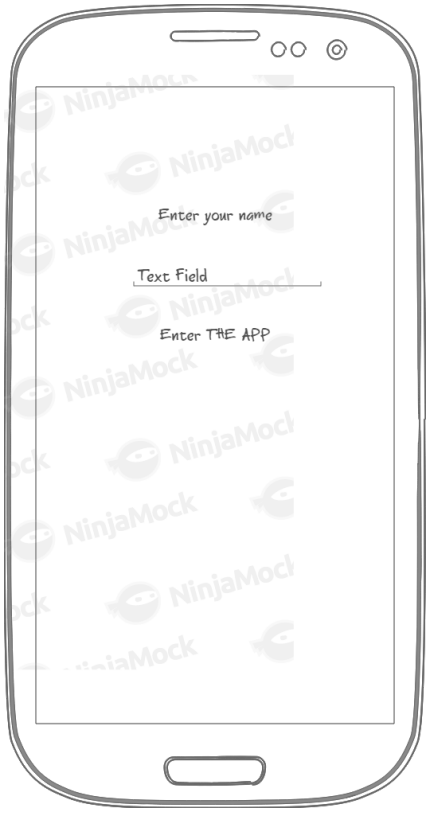
User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1

This is splash screen which the user can see a loading or some sort of app icon .
The first screen in the app and only appears once.

Screen 2

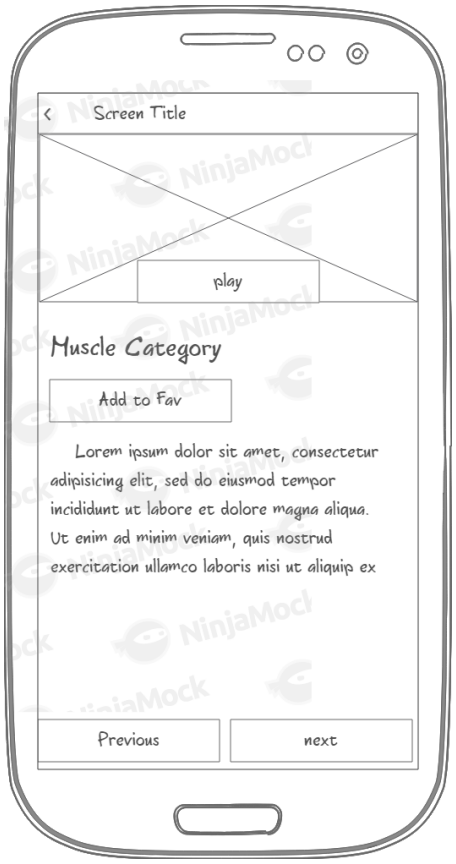


This login screen with only username

Screen 3

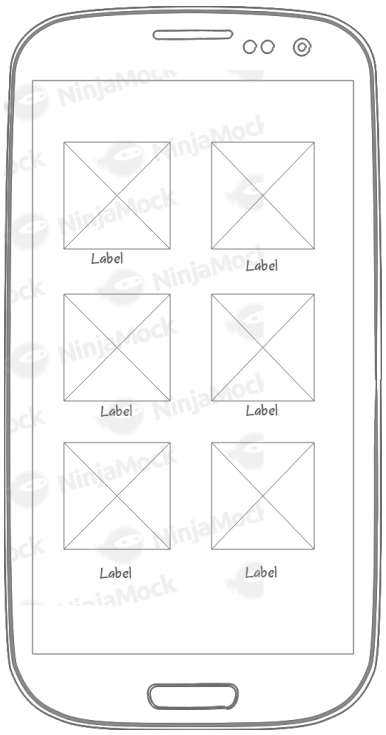
The main screen where the user can see a list of all workouts and can navigate to muscles screen or my favorites screen

Screen 4



This screen is the workout details where the user can play the video and see workout info , add to favorites or remove if already added play the next video in the list or go back .

Screen 5



This screen is to group a list of workout according to the affected muscle so make it easier for the user to find the desired workout.

Screen 6

A list of workout marked as favorites by the user so he can check it out easily

Screen 7

A group of workouts for the same muscle to make it easier for browsing .

Screen 8

This screen will be the widget screen contains some info and title for the video the user can click it and back to the video view

Add as many screens as you need to portray your app's UI flow.

Key Considerations

How will your app handle data persistence?

Firebase firestore for online mode
Room database for offline mode

Describe any edge or corner cases in the UX.

If the user click back button while playing the video there a widget to navigate to the video

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

Picasso or Glide to handle the loading and caching of images.
Exoplayer for media player
Room database for storing the data in offline mode

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

Firebase firestore service to save each user data " name , favs "

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

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- Configure libraries
- Setup the firestore database
- Configure room tables
- Test firestore integration

Task 2: Implement UI for Each Activity and Fragment

- Build UI for LoginActivity
- Build UI for MainActivity
- Build UI for main fragment
- Build UI for my workout details
- Build UI for my favorites fragment
- Build UI for muscles fragment
- Build UI for muscle workouts list

Task 3: Your Next Task

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

- Configure libs
  Use the latest stable version of “Firestore , room , exoplayer “ and test integration between the app and firebase

Task 4: Your Next Task

- Create Navigation component for the whole app

Task 5: Your Next Task

- Create layout

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

Submission Instructions

- After you’ve completed all the sections, download this document as a PDF [File → Download as PDF]
  - Make sure the PDF is named “**Capstone_Stage1.pdf**”
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- Create a new GitHub repo for the capstone. Name it “**Capstone Project**”
- Add this document to your repo. Make sure it’s named “**Capstone_Stage1.pdf**”