GitHub Username: https://github.com/furkansalihege/

dream_app

Description

I live in Turkey. Dreams are so important figure in our culture. People always tell their dreams each other.

People can select the keyword that last dream they saw and save in my app. Statistic information about dreams will occur and everyone can see the anonym statistic and fulfil their curiosity. This will be only demo app with limited keywords. In near future the statistic can be used by researchers.

Intended User

For whom curious about dreams that people saw. Especially Turks who have a big culture about dreams and researchers.

Features

- Saves dreams that people saw

- Show statistic about dreams.

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.

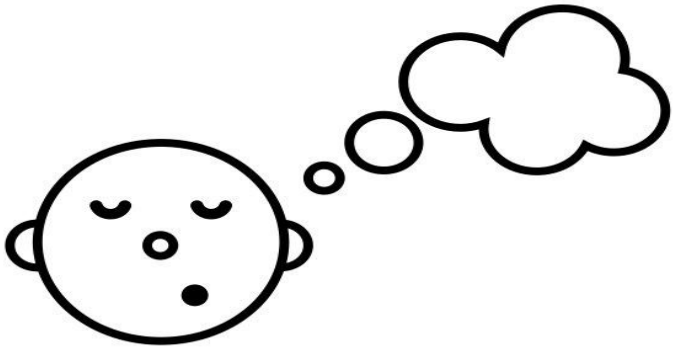
Screen 1

Main Launcher Activity shows statistic of dreams.

Screen 2

Add Dream Activity people can save dreams.

AppWidget



Appwidget for saving dreams. An image button directly to the Add Dream Activity.

Key Considerations

Java language will be used for development.
App keeps all strings in a strings.xml file and enables RTL layout switching on all layouts.
App includes support for accessibility. That includes content descriptions, navigation using a D-pad
It regularly pulls or sends data to/from a web service or API, app updates data in its cache at regular intervals using a Firebase JobDispacter.

How will your app handle data persistence?

I will use Firebase Firestore.

Describe any edge or corner cases in the UX.

Main Launcher Activity shows statistics of dreams. With Fab button people can enter add dreams Activity. Can return with back button or save dream.

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

Android Studio 3.1.4
Gradle 3.1.4
JRE: 1.8.0_152-release-1024-b02 amd64
JVM: OpenJDK 64-Bit Server VM by JetBrains s.r.o
Butterknife 8.8.1 for binding.
Admob firebase-ads:15.0.1 for ads.

Firebase Firestore firebase-ui-firestore:4.1.0 for data persistence.
Design, CardView 28.0.0-alpha1 for design.

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

Firebase Firestore ve data persistence. Admob for ads.

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

- Configure libraries
- Connect Firebase Firestore

Task 2: Firebase Firestore Configurations

- Configure Firebase console
- Create configure and fill Firebase Firestore Database

Task 3: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for Add Dream Activity

Task 4: Implement Firebase Firestore UI library RecyclerView for Dreams List

- Configure necessary layouts.
- Configure Adapter.

Task 5: Implement Google Admob Services

- Put banner ad appropriate location of the main activity layout.

Task 6: Implement AppWidget

- Build an app widget for saving dreams. An image button directly to the add dream activity.

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**"