

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

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## Digi Retail - iflix

### Description

This application is for a store of telecommunication company to attract the audiences which visit the store. The application encourage to the customers to subscribers to subscribe iflix (Netflix like) in Malaysia.

### Intended User

This application to all visitors of telecommunication store & attract them to subscribe iflix service which able to see from their phone.

### Features

List the main features of your app. For example:

- Show to customer what is iflix
- Play film from local that downloaded into apps and play from its apps

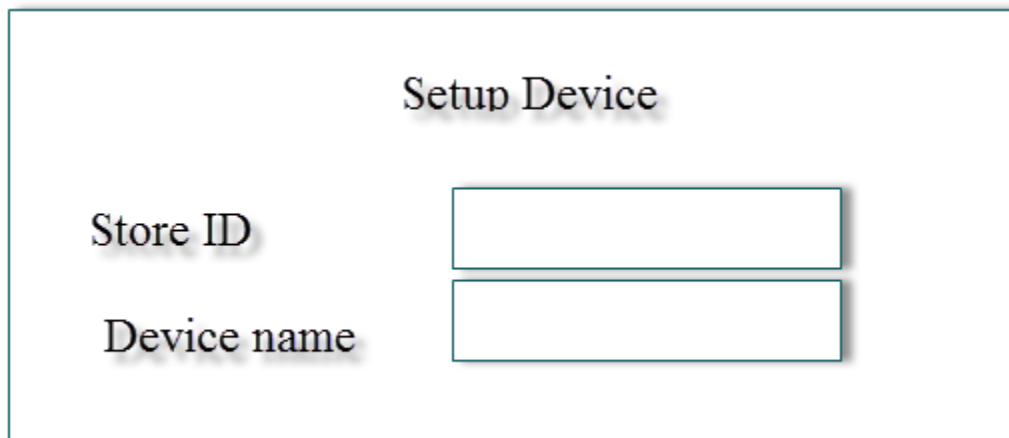
- Request customer to input their mobile number & email and send them with iflix voucher code for to subscribe to iflix service

## 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

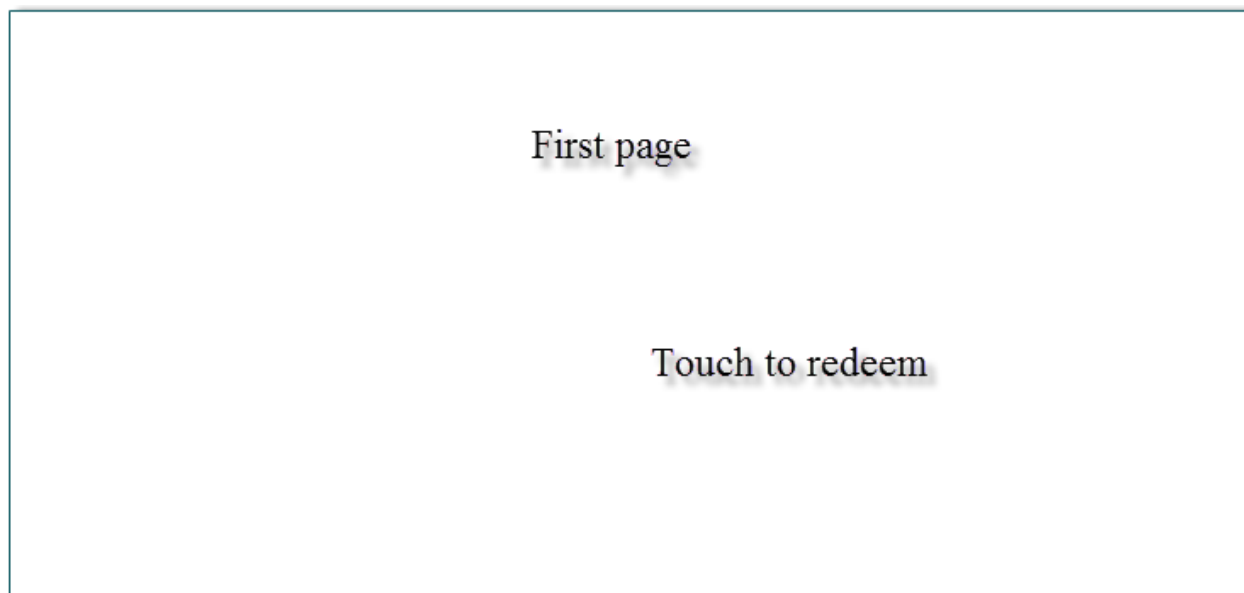
Once application first run, then will get dialog as below to setup store ID & Device name



A mockup of a 'Setup Device' dialog box. It has a title 'Setup Device' at the top center. Below the title, there are two input fields. The first input field is preceded by the label 'Store ID'. The second input field is preceded by the label 'Device name'.

After that program will end & the officer need to re-open the apps to start the apps.

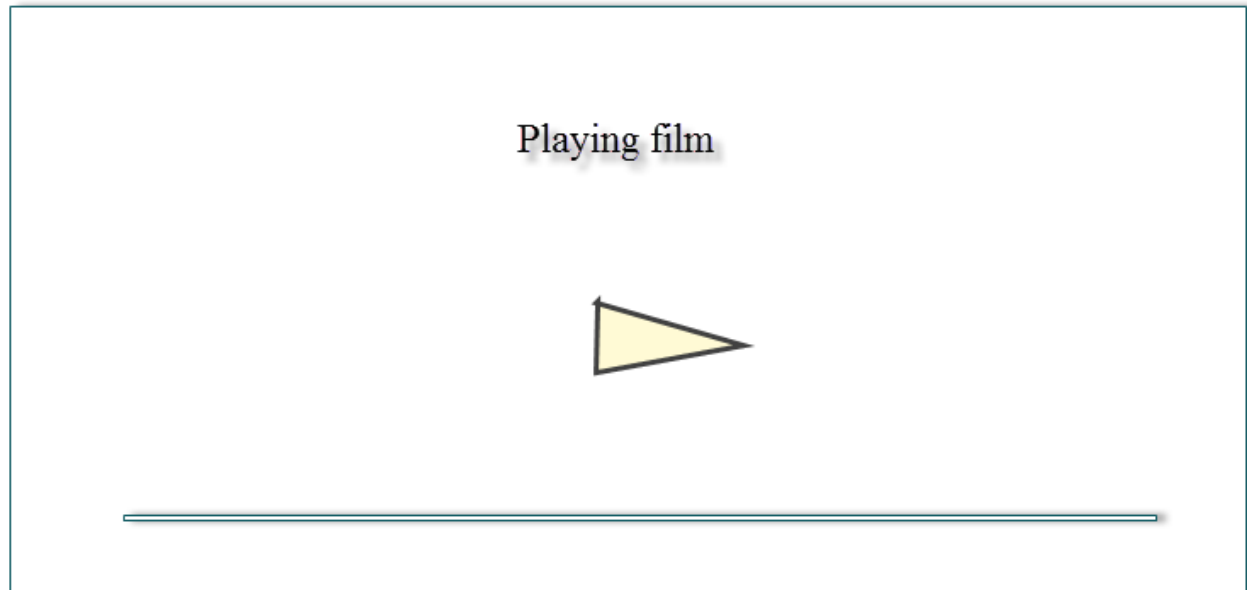
### Screen 2



A mockup of a 'First page' screen. It has a title 'First page' at the top center. Below the title, there is a large text 'Touch to redeem' in the center of the screen.

To attract the customer the words **Touch to redeem** will have blink animation

### Screen 3



Second page will playing a film to simulate the apps

### Screen 4

After playing film, the customer will have a dialog page to input the mobile number & email address

Your details

Mobile number :

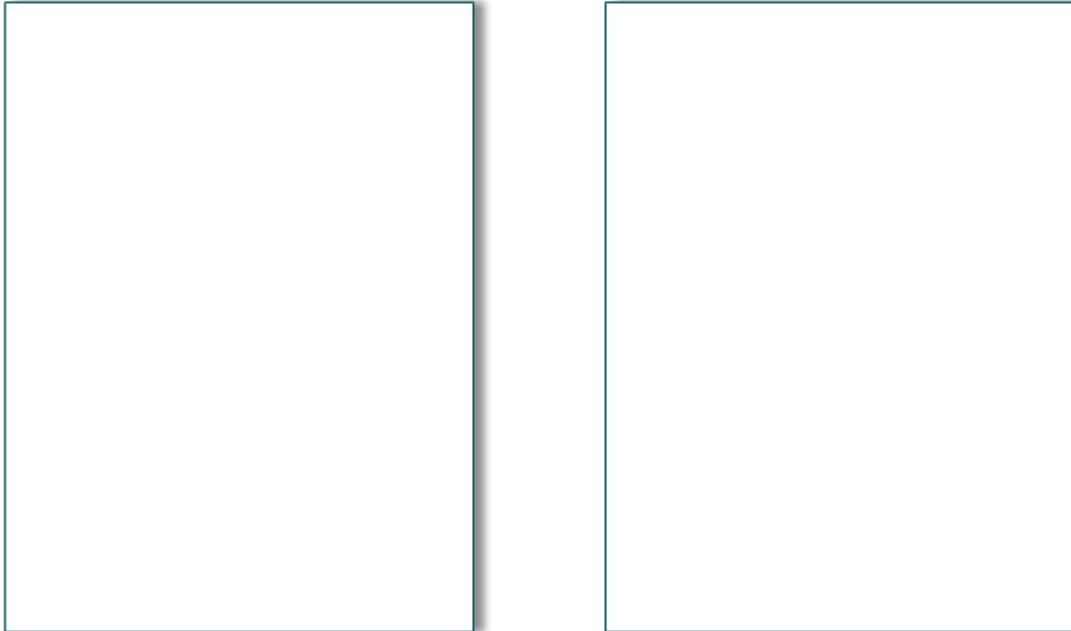
Email address :

Submit!

## Screen 5

Last page will have a simple page for customer to play 5 spot the difference.

5 spot the difference



## Screen 6

Widget will display to inform store office to start the app & how much transaction at that time.

Transaction info, click for more details

## Key Considerations

**How will your app handle data persistence?**

Use content provider

**Describe any corner cases in the UX.**

First screen was the button for customer try what film that can see once they subscribe to iflix. Then after play film, if they interest. New page request them to input their mobile number and email. After that next screen will have spot 5 differences game for them

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

- Glide
- Java Sendmail
- Butter knife
- Firebase Realtime Database
- ToastOX

**Describe how you will implement Google Play Services.**

Will use Firebase Real time Database to manage historic information of each subscriber who input their mobile number & email and also track the journey of what screen page that customer play.

## Next Steps: Required Tasks

**Task 1: Project Setup**

Create a new project for Digi Retail

- Configure libraries
  - Using Glide : to load the image
  - Butter knife : for view binding
  - ToastOX, : for better toast message
  - Firebase : to store the data

**Task 2: Implement UI for Each Activity**

- Create the model entities to get information from the API service
- Create the Java class for support this application

### **Task 3: Data persistence**

- Create SQL database to store information of store device & store customer transaction
- Implement cursor to fetch data easily
- Implement loader manager

### **Task 4: Implementing Java Sendmail**

- Once customer input their mobile number & email address, apps will send email to their mailbox, implement to use AsyncTask as well

### **Task 5: Game Spot the differences**

- Last page will show ask customer to play spot the difference game.