Description

Intended User

Features

User Interface Mocks

Splash Screen

Home Screen with list of videos

Home Screen with no videos

Home Screen with choice popup

Home Screen with progress popup

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: Implementing Google Play Services for push-notification registration

Task 4: Select a video or record it

Task 5: Convert Video to Backward video

Task 6: Save converted video to disk and there details in content provider

Task 7: Handle Error Cases

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Videodefy

Description

Videodefy is app that let you create reverse video of clip for fun. You can try different type of video and reverse them to create awesome funny videos.

Few Ideas -

- 1. throwing of frisbee
- 2. running
- 3. cutting of banana
- 4. skating

Try it and create funny videos, you can share the results over Facebook, Gmail etc.

Intended User

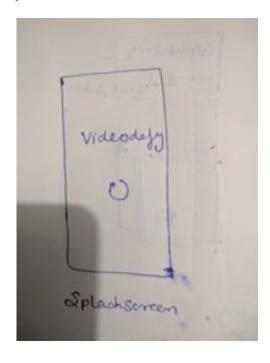
User that love to create and share funny and interesting videos

Features

- Convert video to backwards through recording video or gallery
- Let user save those backwards video
- Share video via fb, gmail etc.

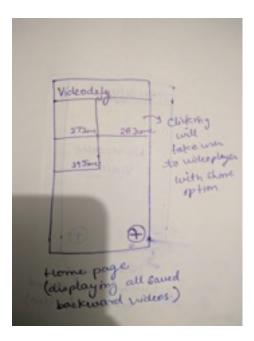
User Interface Mocks

Splash Screen



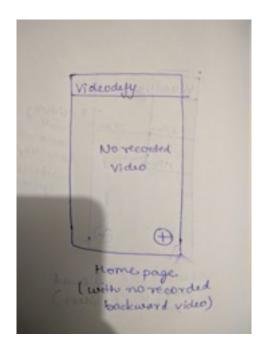
Splash screen for smooth entrance in app

Home Page with list of videos



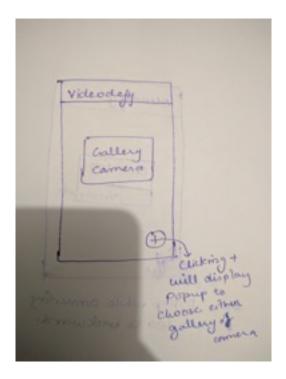
Home page showing list of stored backward videos entries from content provider and on clicking item it will direct you to default video player. Add button for processing a new video

Home Page with no videos



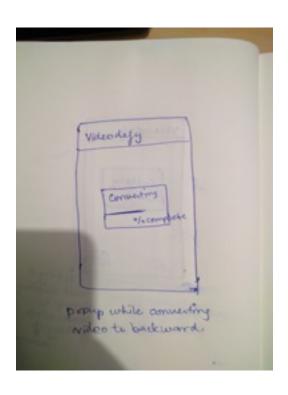
Nothing to explain here

Home Page with Choose Popup



On pressing add button, show popup to user to let him select b/w gallery or camera

Home Page with Conversion Progress Popup



Capstone_Stage1

Show progress of conversion of video into backward video in popup

Key Considerations

How will your app handle data persistence?

App will store list of saved backward video location in content provider

Describe any corner cases in the UX.

Failing to convert video, Doesn't support conversion of particular format of video

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

For example, Picasso or Glide to handle the loading and caching of images. Glide - to handle loading of images

Schematic - to generate content provider android-ffmpeg - to convert video to frames

Jcodec - to mixing video from frames

Describe how you will implement Google Play Services.

Play service for push notification registration

Next Steps: Required Tasks

Task 1: Project Setup

- Configure libraries
- Listing of activities, services, receivers in android manifest

Task 2: Implement UI for Each Activity and Fragment

- Build UI for SplashScreen
- Build UI for Home Page

Task 3: Implementing Google Play Services for push-notification registration

Gcm registration call on home page using broadcast receiver and service.

Task 4: Select a video or record it

- Show user to select option from gallery or camera
- Select video from gallery and give video address in callback
- On selecting camera, open camera app and let user record video and get video address in callback

Task 5: Convert Video to Backward video

- Using video address, Convert video to frames
- Reverse the order of frames and create video using frames with Media Muxer API

Task 6: Save converted video to disk and there details in content provider

- Converting popup to display progress
- After converting save video to disk (in case of >6.0 API take runtime permission to save file)

Task 7: Handle Error Cases

- Failing to convert video
- Doesn't support conversion of particular format of video