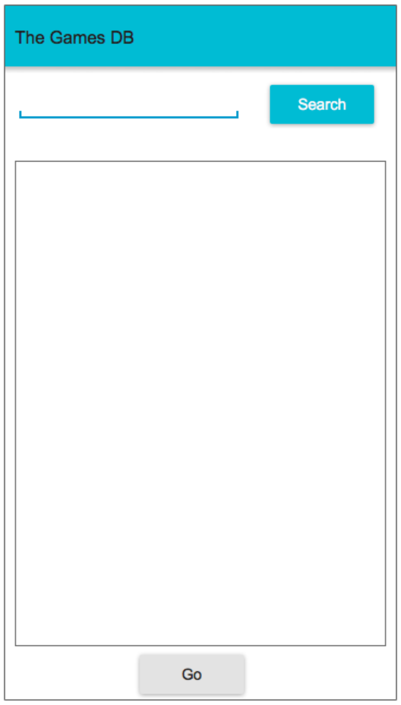
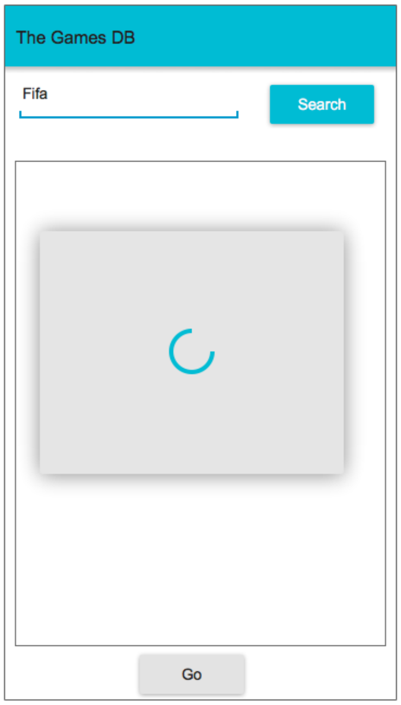
Basic Instructions:

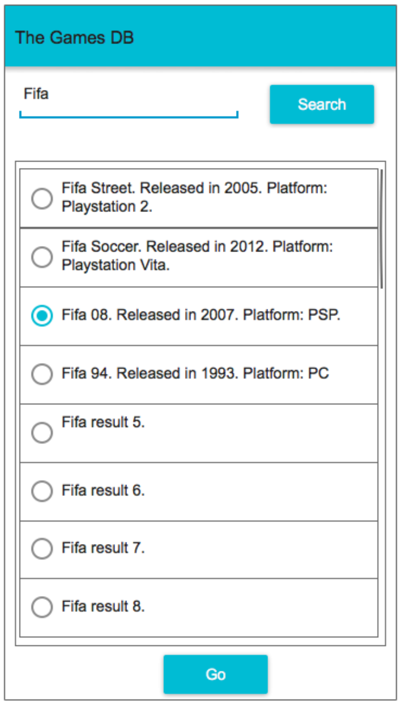
1. In every file submitted you MUST place the following comments:
    a. Assignment #.
    b. File Name.
    c. Full name of all students in your group.
2. Each group should submit only one assignment. Only the group leader is supposed to submit the assignment on behalf of all the other group members.
3. Your assignment will be graded for functional requirements and efficiency of your submitted solution. You will loose points if your code is not efficient, does unnecessary processing or blocks the UI thread.
4. Please download the support files provided with this assignment and use them when implementing your project.
5. Export your Android project and create a zip file which includes all the project folder and any required libraries.
6. Submission details:
    a. Only a single group member is required to submit on Canvas for each group.
    b. The file name is very important and should follow the following format: **Group#_HW05.zip**
    c. You should submit the assignment through Canvas: Submit the zip file.
7. **The minimum SDK version should be set to 14 and the maximum SDK version should be set to 23.**
8. **Failure to follow the above instructions will result in point deductions.**



(a) Main Screen

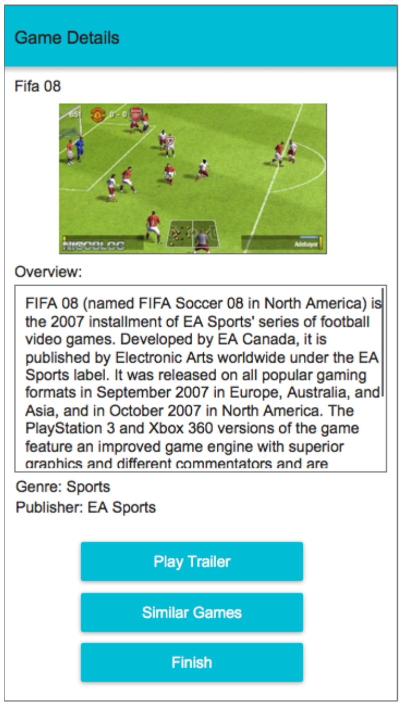


(b) Searching Progress



( ) Fifa Street. Released in 2005. Platform: Playstation 2.
( ) Fifa Soccer. Released in 2012. Platform: Playstation Vita.
[✓ Fifa 08. Released in 2007. Platform: PSP.]
( ) Fifa 94. Released in 1993. Platform: PC
( ) Fifa result 5.
( ) Fifa result 6.
( ) Fifa result 7.
( ) Fifa result 8.

(c) Search results with Radio Button



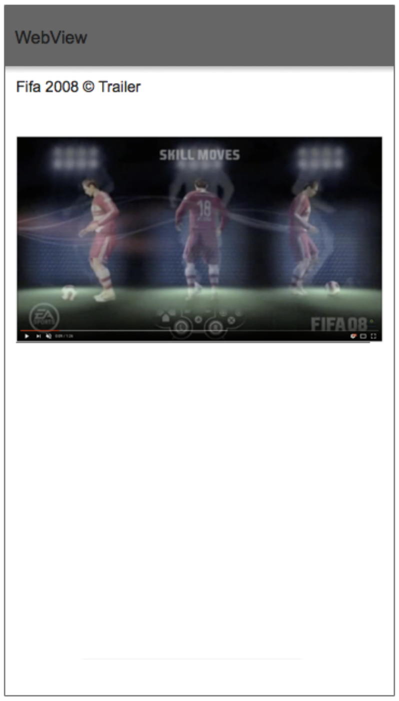
Fifa 08

Overview:

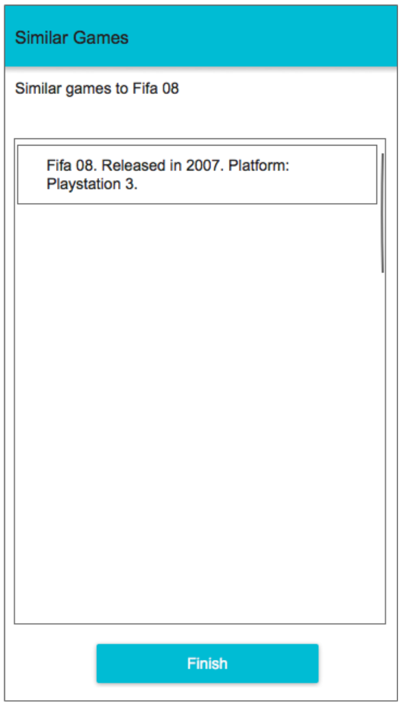
FIFA 08 (named FIFA Soccer 08 in North America) is the 2007 installment of EA Sports' series of football video games. Developed by EA Canada, it is published by Electronic Arts worldwide under the EA Sports label. It was released on all popular gaming formats in September 2007 in Europe, Australia, and Asia, and in October 2007 in North America. The PlayStation 3 and Xbox 360 versions of the game feature an improved game engine with superior graphics and different commentators and are

Genre: Sports
Publisher: EA Sports

(d) Game details



(e) WebView for trailer



Similar games to Fifa 08

Fifa 08. Released in 2007. Platform: Playstation 3.

(f) Similar games list

Figure 1: App Screens

Homework 05 (100 Points)

In this assignment you will be developing a Game searching app. You will be using the gamesdb.net API (http://wiki.thegamesdb.net/index.php/API_Introduction). You need to follow the instructions below:

1. In the main activity you should display a Search Edit Text and a Search button, see Figure 1(a).
2. Below that, there should be a ScrollView.
3. And Finally, there should be a Go button. At first, the Go button must be disabled.
4. In the Search text the user need to put a Keyword to search the games.
5. When the user clicks on Search button, it should use the GetGamesList API (http://wiki.thegamesdb.net/index.php/GetGamesList) to find all the games related to the KeyWord.
6. You should display a Progress Spinner while loading the results, see Figure 1(b).
7. The Search results should be displayed inside the ScrollView having a list of Radio buttons. Each Radio button must include the basic entries of the games retrieved: Title, Release Year and Platform, see Figure 1(c).
8. From the list, the user selects one entry.
9. It is then, the Go button becomes active.
10. Clicking on the Go button should start a new activity having the details of the Game. Use GetGame API (http://wiki.thegamesdb.net/index.php/GetGame) to retrieve the Game details. Display another Progress Spinner while loading the Game details.
11. At first display the title of the game.
12. Then display the first image you get from the Images, see Figure 1(d). Hint: you need to append the baseImgUrl.
13. Then you need to display the Overview of the game in a TextView.
14. Then, you need to display the Genre and the Publisher.
15. Below that, there should be three buttons: Play Trailer, Similar Games and Finish.
16. Clicking on the Play Trailer button should get the YouTube URL and start a WebView to play the video, see Figure 1(e). The webView should be in the scope of the app, not any browser.
17. Clicking on the Similar Games should display a list of similar games (in a different activity) related to the game. Here, you need to use GetGame again to get the small details, see Figure 1(f). Each item in the list should include: The Title, Release Year and Platform. Clicking on the Finish button should take the user back to Game Details.
18. Clicking Finish button in Game Details activity should take the user to the main activity with the search results.

Notes:

1. **Create separate java classes to implement AsyncTask/Thread pools.**
2. **Use a thread pool (or AsyncTask) to communicate with the APIs and to parse the result. Do not use the main threads to download the results.**
3. **Parse the XML stream using either XMLPullParser or SAXParser and return the result.**
4. **You can use Picasso library to load images.**