```
Description
Intended User
Features
User Interface Mocks
   Screen 1
   Screen 2
   Screen 3
   Screen 4
   Screen 5
   Screen 6
   Screen 7
   Screen 8
   Screen 9
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.
Next Steps: Required Tasks
   Task 1: Project Setup
   Task 2: Implement UI for Each Activity and Fragment
   Task 3: Data interaction setup
   Task 4: Business Logic
```

GitHub Username: alotagle

Task 5: Testing

Calendario Ecuestre 2016

Description

This calendar of equestrian events will inform you about the most important events about the equestrian world.

It lets you add events to your favorites section to focus on the information you care about most, and add alarms so you don't miss any events.

Intended User

People who loves horses and horse racing.

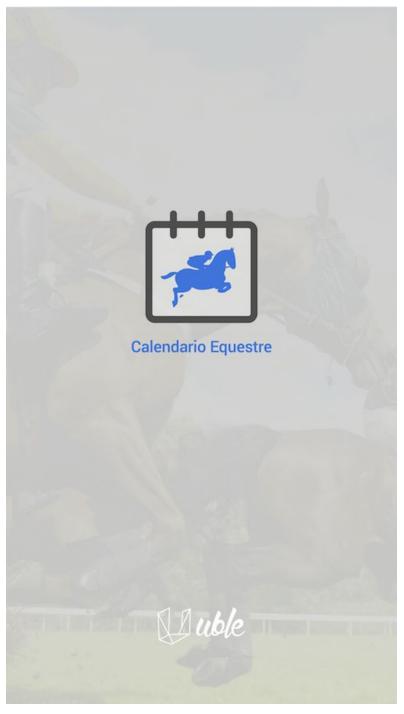
People who like to go to the horse races in Mexico and like to be informed about this world.

Features

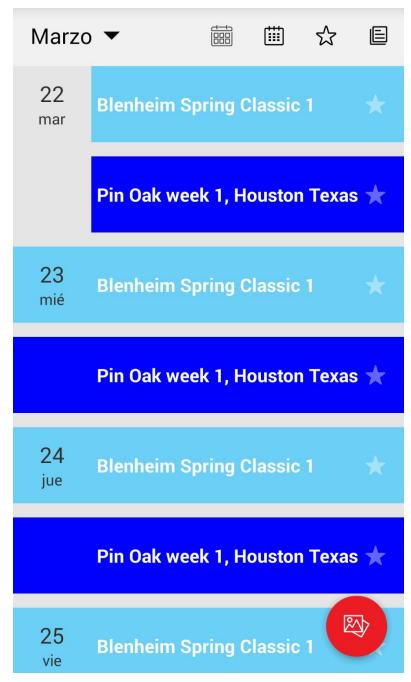
- Check equestrian events
- Check news about equestrian events
- See the photos of the equestrian events
- Favorite events
- Set an alarm for specific events

User Interface Mocks

Screen 1



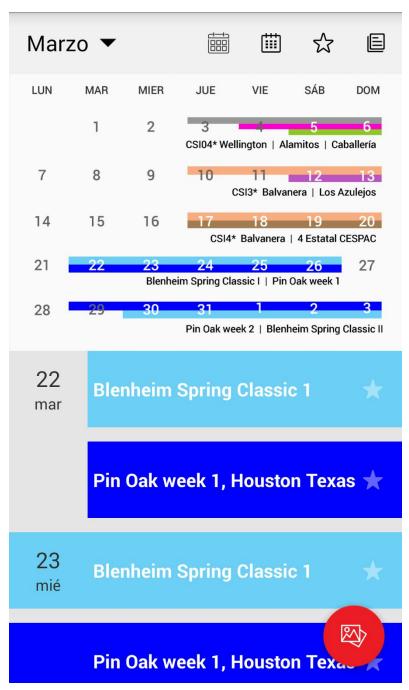
The splash screen.



Main screen, all the events are displayed here with the option to favorite one and enter to the detail screen.



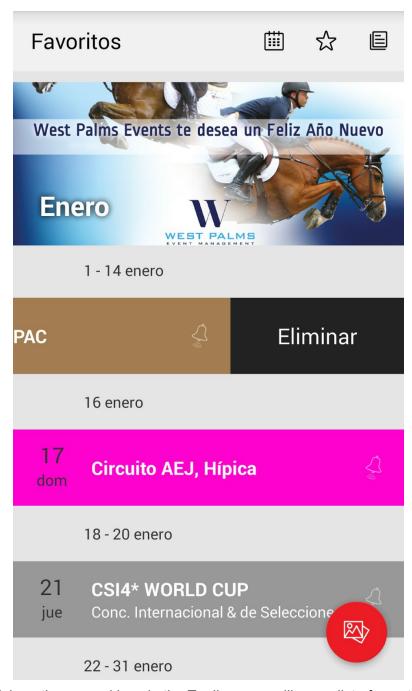
The detail screen will display when you click on an event item. Here you can set an alarm that will show a notification a day before the event occur.



A calendar image with the events of the month will display if you click on the month name at the Toolbar.



When you click on the first icon in the Toolbar, a Dialog will display the images of months of the year and when you click on any, the list of events in the main screen will scroll to show the first events of the month selected.



When you click on the second icon in the Toolbar, you will see a list of events that you set favorite. Here you can set an alarm for an event, remove an event of favorites or enter to the detail screen of the event.



When you click on the third icon in the Toolbar, you will see a list of news and when you select an item a webview will open so you can read the entire article.



When you click in the Floating Action Button, you will see a list of galleries of past events and when you select an item you will open a pager gallery.



The pager gallery that shows you the number of the image that you are seeing.

Key Considerations

How will your app handle data persistence?

Create content provider
Create database
Parse Framework

Describe any corner cases in the UX.

On any screen there's an alternative way to navigate over the application, if you are in a deeper screen you can go back hitting the back button or with the back button in the toolbar.

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

ButterKnife: Get a view in an easy way avoiding the boilerplate code

Parallaxeverywhere: Used for set a parallax effect in the images items in the list

Gson: Used to interact with JSON objects

Swipelayout: Used for be able to swipe the favorite item

Google Design APIs and Google Support APIs

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

Task 1: Project Setup

- Create project in Android Studio
- Configure project with app name, package name and minimum version
- Add libraries in gradle file

Task 2: Implement UI for Each Activity and Fragment

- Build UI for SplashActivity
- Build UI for MainActivity

- Build UI for CalendarFragment
- Build UI for FavoriteFragment
- Build UI for NewsFragment
- Build UI for DetailActivity
- Build UI for DetailFragment
- Build UI for MonthsDialog
- Build UI for SelectGalleryActivity
- Build UI for GalleryActivity
- Set UI Navigation

Task 3: Data interaction setup

- Parse connection
- Get the data from parse using Rest API
- Create data models
- Create database
- Save data into database
- Manage persistent data
- Create RecyclerViews and Adapters

Task 4: Business Logic

- Create general business logic
- Pass data throw screens
- Change data consequently user interaction

Task 5: Testing

- Create tests
- Verify results