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My Stories

Description

Tired to read news? Looking for inspired stories and things to laugh? Get in "My stories" application and your free time will change forever! Read interesting, funny stories every day and get inspired from famous quotes.

Intended User

The app is addressed to the average person who wants to read or see something funny and get distressed from every day's pressure.

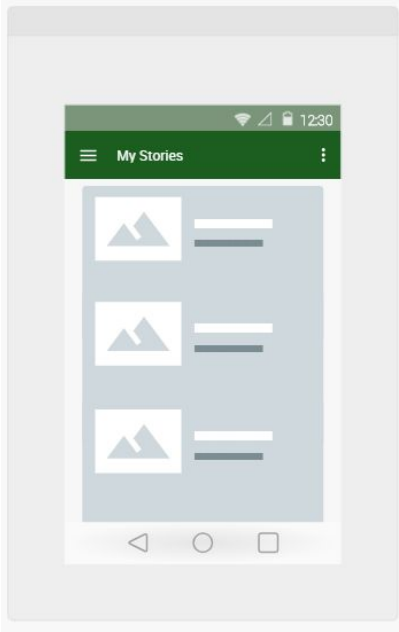
Features

A user will be capable to read stories, view pictures and see video. The content will be updated every day from a Firebase database.

User Interface Mocks

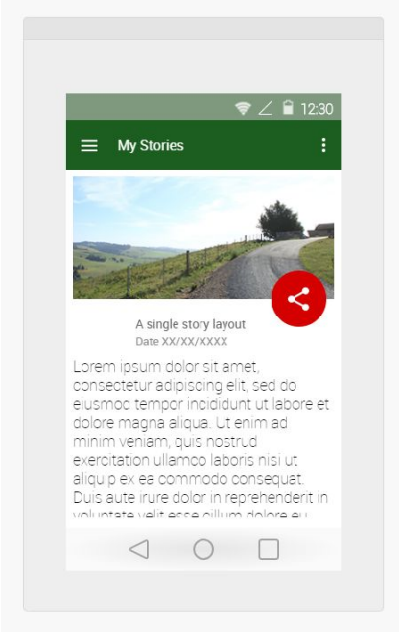
Screens designed with www.fluidui.com

Screen 1



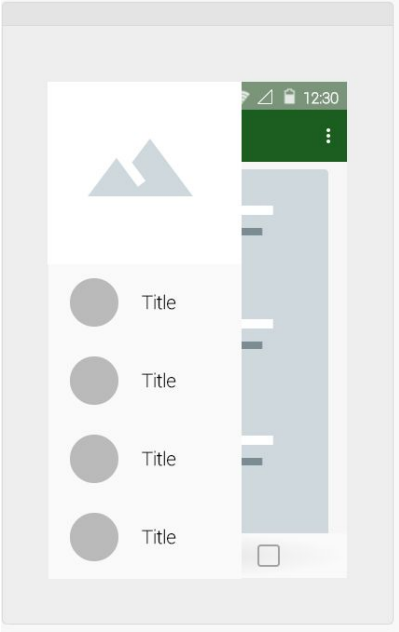
“My Stories” main screen with a ListView of the most current stories.

Screen 2



A single story detail view UI.

Screen 3



A drawer layout with user choices to navigate through the app and sign in details.

Key Considerations

How will your app handle data persistence?

My Stories will use a Firebase Realtime Database to bring new content to users.

Describe any edge or corner cases in the UX.

A RecyclerView with cardview items will deliver the story's image and title. After a users selection and in a constraint layout the user will read the main story, will see (if it exists) the video and the image. The back button will terminate the current view (a video for example) and will return to the previous one. If that view is the main list then the user will go back to his home screen.

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

- ButterKnife, for better UI and code engagement.
- Glide for image loading and caching.

- Exomedia to display videos.
- Design and cardview support libraries.
- Firebase instant messaging and database.
- Google analytics to understand what the user wants.
- Firebase authentication.

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

- Firebase instant messaging will be used to implement push notifications.
- Firebase Realtime Database will be used to deliver the content.
- Google Firebase analytics will be used to track key events.
- Firebase authentication with Gmail will be used to give user the ability to save favorite content.

Required Tasks

Task 1: Project Setup

Will start a new Android Studio project with the necessary libraries mentioned before.
After I will setup a firebase database with demo content. A Git repository will be created to support the development.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for story's details
- Build UI for Drawer menu.

Task 3: Add Firebase implementation

- Firebase instant messaging.
- Google Firebase analytics.
- Firebase authentication with Gmail.

Task 3: Add Detail activity

- Build a Detail Activity with the necessary support libraries to display a text, an image (if supported) and a video (if supported).