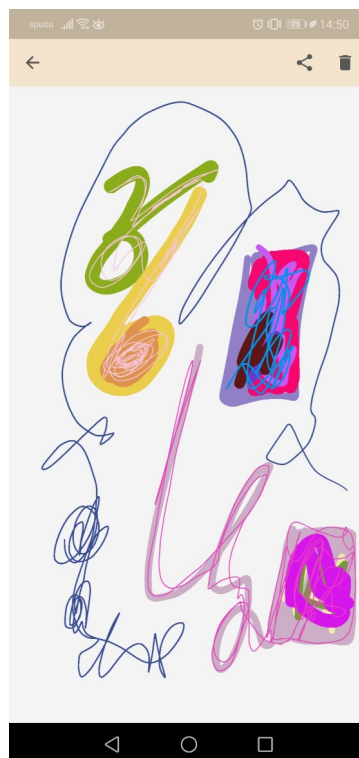
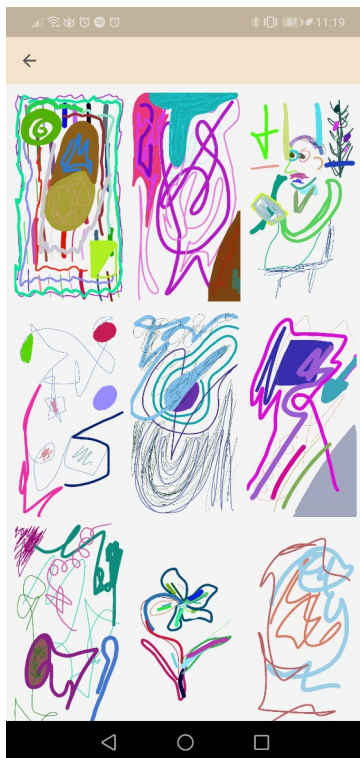
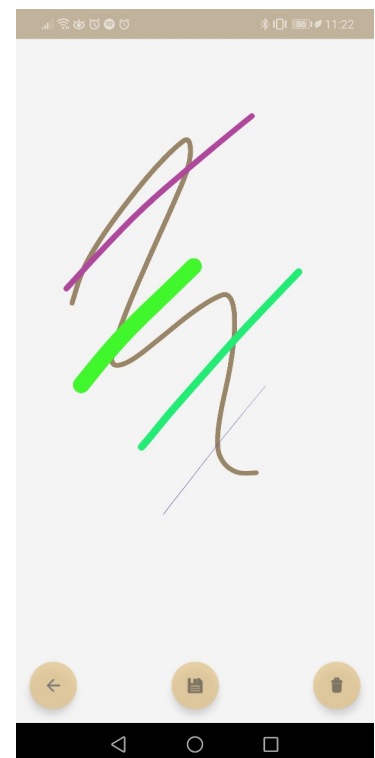
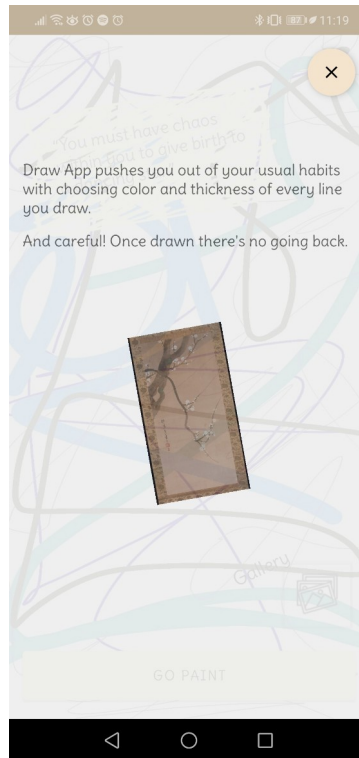


OutDraw

a drawing app that pushes you out of your comfort zone



Android UI/UX

The application includes four screens/fragments with distinct features using the Android Navigation Controller for navigation.

The UI uses ConstraintLayout and stored paintings are displayed using RecyclerView.

The Home Screen has an entering and exiting animation using MotionLayout.

Local and Network data

The app connects to the The Metropolitan Museum of Art Collection API to show a random ArtPiece on the about screen as an inspiration.

The newest retrieved ArtPiece is stored in a RoomDatabase including a path to the locally stored copy of the image.

The image is loaded into its View using Glide and in Case there's no connection the image from the last session is loaded.

There's also the possibility to save the user made Paintings and access them later in the gallery screen to review, delete or share them.

Android system and hardware integration

The application separates responsibilities using the MVVM pattern including a repository managing the data.

Before storing the first Painting the user is asked to give permission for reading and writing on the storage.

To share Paintings via a messenger or social media a ShareIntent with chooser is created.