Final Project

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**Football Mania** 

# Description

Football Mania Live scores gives results in competitions, players and teams from english leagues like premier league to European championship to many others in the rest of the world. All data is near real time. That means when a team scores and all statistics are updated When start app, it will show you liga list, when click some liga name's, go to next activity where There is fixture of selected liga's. Then click team name to show information about this team. In new activity there is one button "fixture" that it show only this team fixtures.

### Intended User

App for people who loves football and are interested in team result, footballer transfer, Some championship.

### **Features**

- fixtures overviews per country/league
- Team information per country/league

**User Interface Mocks** 

Screen 1

When start app, it will show you liga list



### Screen 2



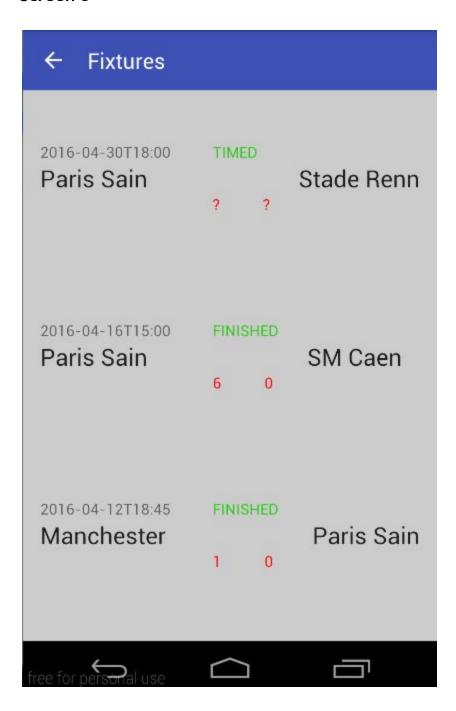
when click some liga name's,go to next activity where There is fixture of selected liga's.

#### Screen 3



Then click team name to show information about this team. In new activity there is one button "fixture" that it show only this team fixtures.

### Screen 3



it show only this team fixtures.

**Key Considerations** 

#### Final Project

### How app handle data persistence?

This app connected on server, where information is through JSON and get information And show you like list.

Describe any libraries to using and share reasoning for including them.

Picasso to handle the loading and caching of images.

Recyclerview to show item like list.

Cardview to decorate list.

# Next Steps: Required Tasks

## Task 1: Project Setup

- Create android project.
- Add internet permission
- Configure libraries ( recyclerview,cardview,picasso)
- Add class to describe Liga
- Add class to describe Team
- Add class to get player

## Task 2: Implement UI for Each Activity

- Build UI for liga's Activity which is main page
- Add liga's adapter
- Build UI for fixture's activity
- Add fixture adapter
- Build UI for team's activity
- Add team adapter

# Task 3: Implement AsyncTask

- AsyncTask for liga Activity
- AsyncTask for fixture activity
- AsyncTask for team Activity
- AsyncTask for getPlayer class

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