

How to Use this Template

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Submission Instructions

1. After you’ve completed all the sections, download this document as a PDF [File → Download as PDF]
2. Create a new GitHub repo for the capstone. Name it “**Capstone Project**”
3. Add this document to your repo. Make sure it’s named “**Capstone_Stage1.pdf**”

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OutBox

Description

Outbox application is a magazine app that brings the news most relative to the user from all around the world down to his fingertips with personalizing options that enable him to control what to see .

Intended User

This app is for readers generally

Features

- Saves favorite articles
- Connect to google+ and retrieve personal information for personalization
- Get notified about the newest editions and news as soon as they are available

User Interface Mocks

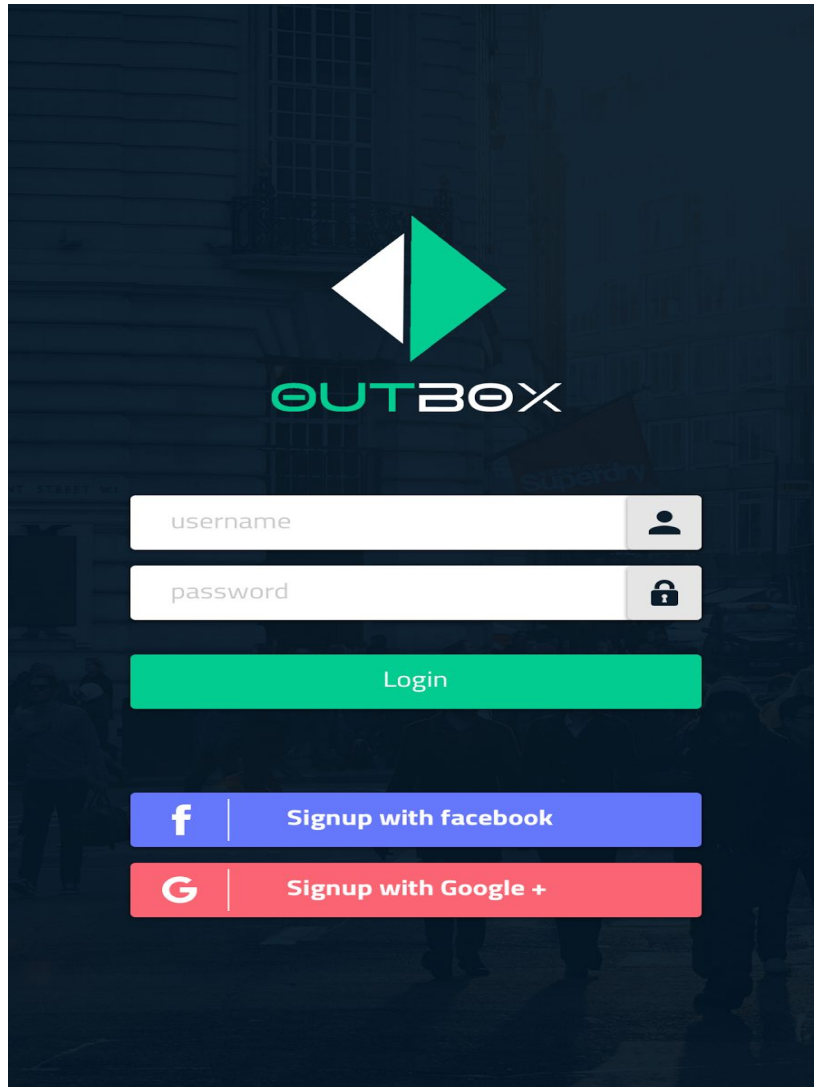
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



This is the splash screen

Screen 2

The image shows a login screen for an application named 'OUTBOX'. The background is a dark, blurred image of a city street with people. At the top center is the 'OUTBOX' logo, which consists of a stylized 'O' made of two triangles (one white, one green) and the word 'OUTBOX' in a green, sans-serif font. Below the logo are two input fields: the first is labeled 'username' and has a user icon on the right; the second is labeled 'password' and has a lock icon on the right. Below these fields is a large green button labeled 'Login'. At the bottom, there are two social media login options: a blue button with the Facebook 'f' logo and the text 'Signup with facebook', and a red button with the Google 'G' logo and the text 'Signup with Google +'.

OUTBOX

username

password

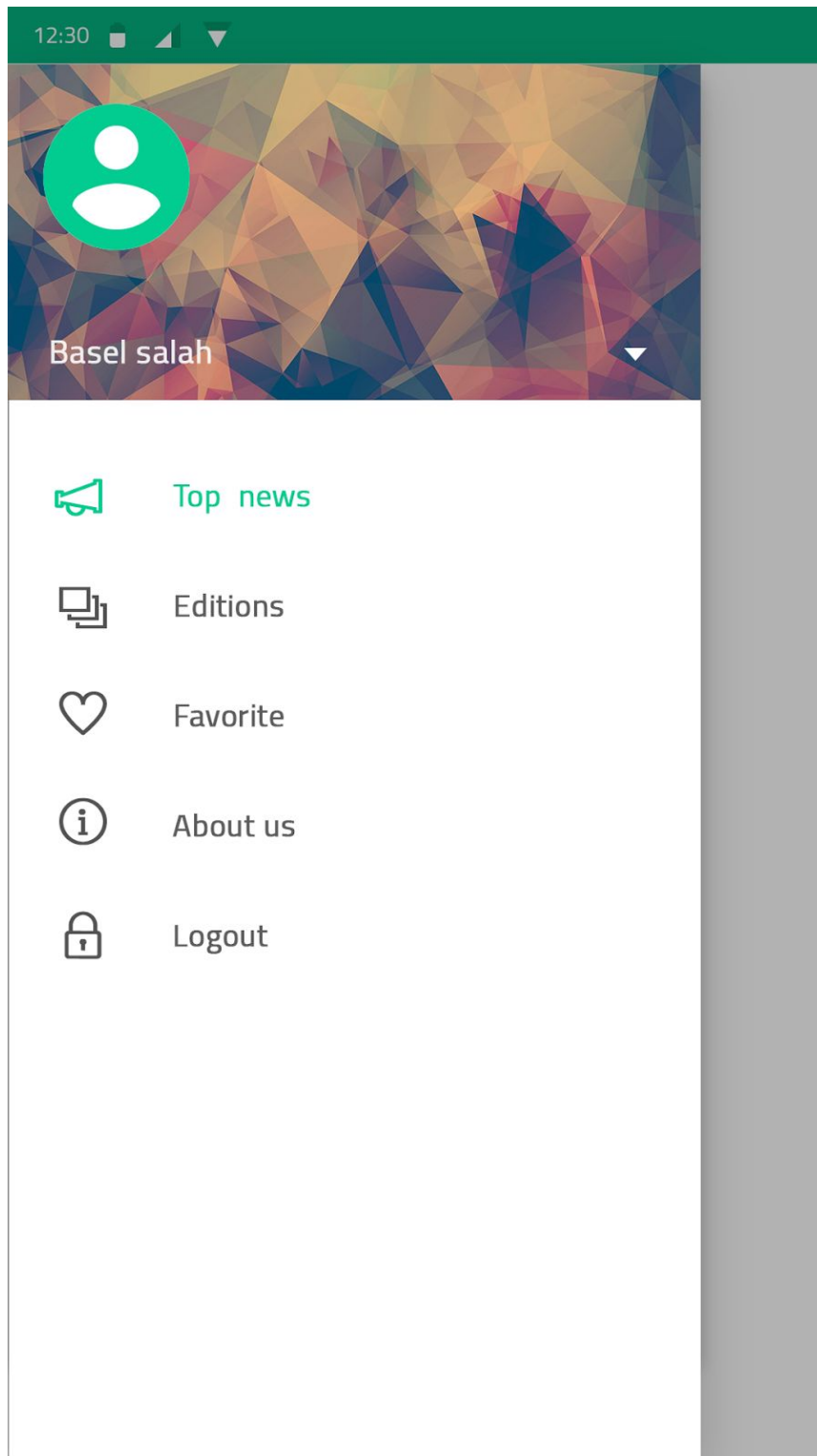
Login

f Signup with facebook

G Signup with Google +

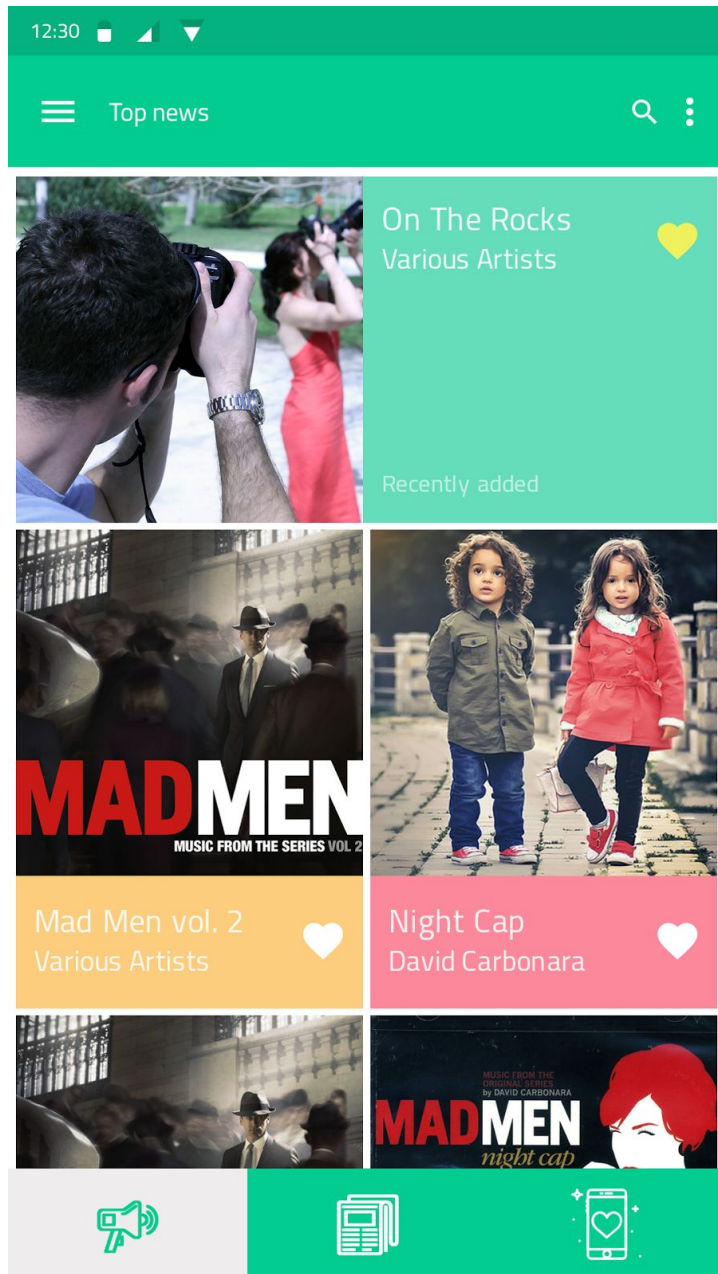
The login activity

Screen 3



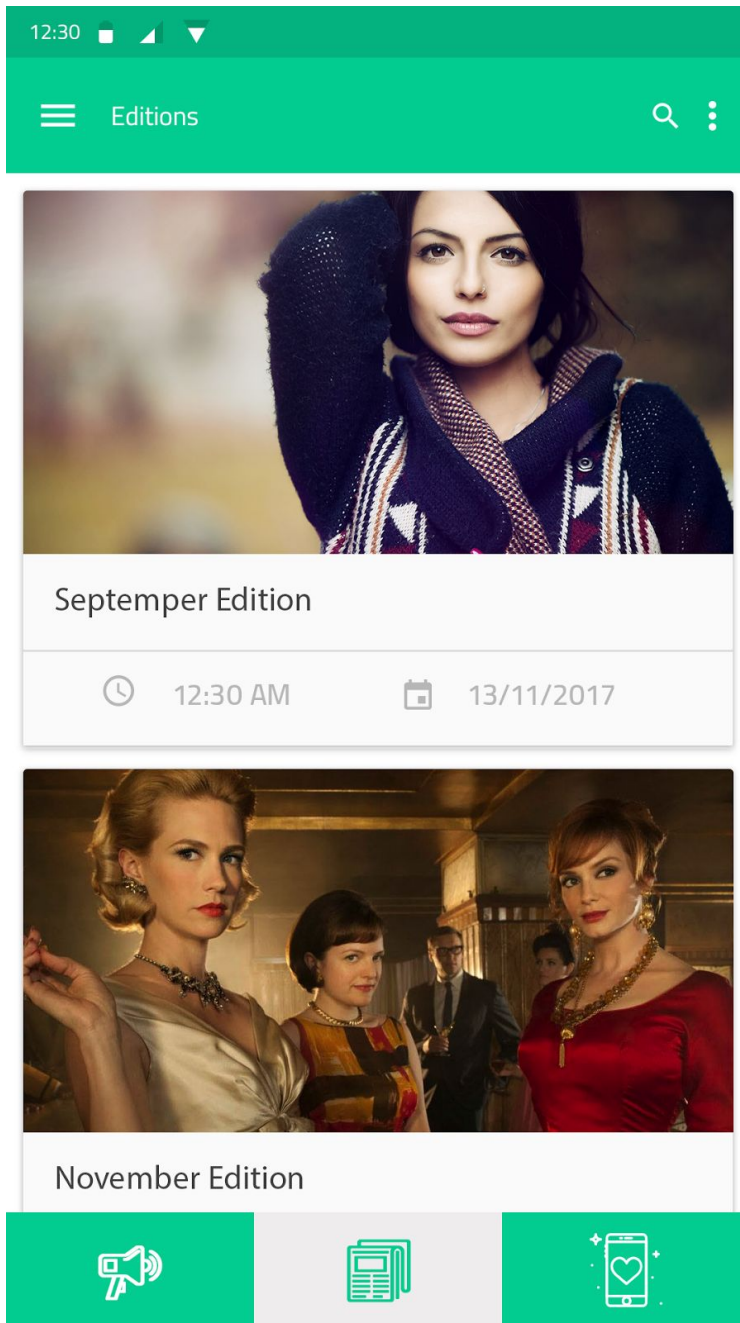
NavigationView

Screen 4



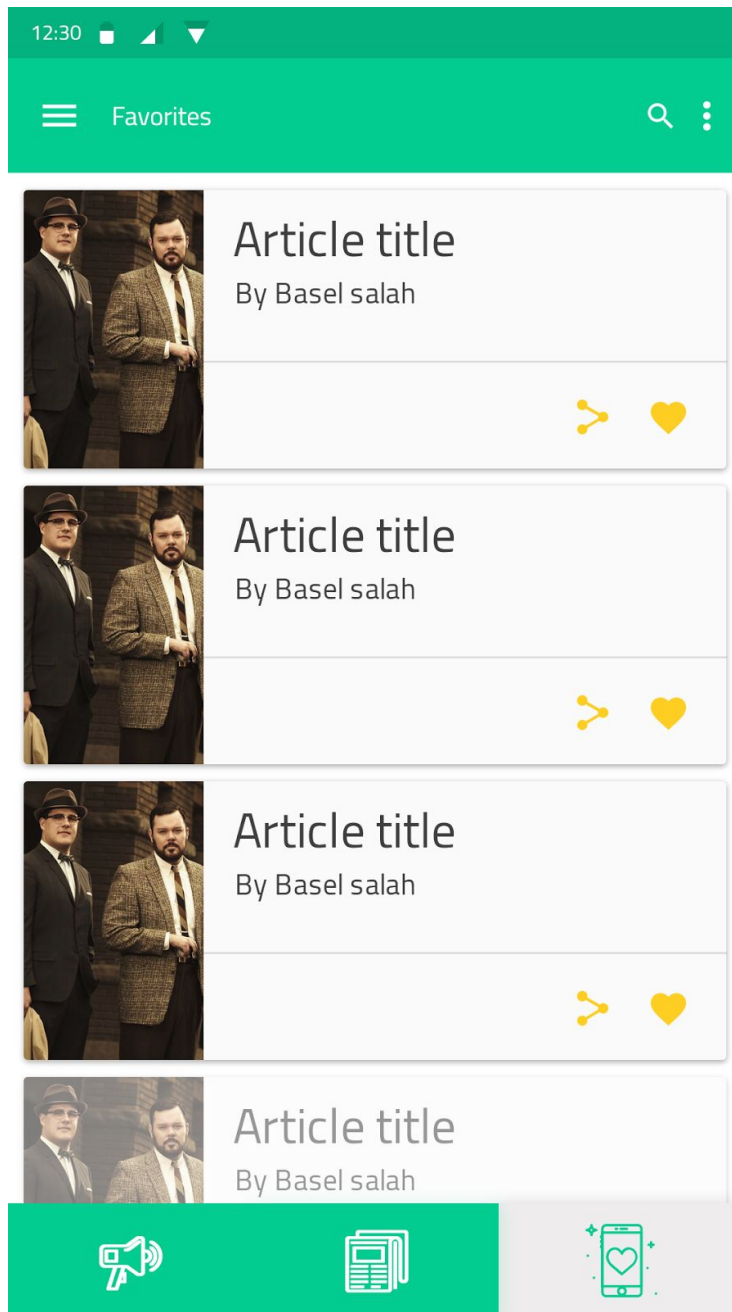
Home Activity

Screen 5



Editions Activity

Screen 6



Favorite activity

Screen 7



I want you to do something for me Pete. I want you to get a cardboard box, and put all your stuff in it. I want you to do something for me Pete. I want you to get a cardboard box, and put all your stuff in it. I want you to do something for me Pete. I want you to get a cardboard box, and put all your stuff in it.

I want you to do something for me Pete. I want you to get a cardboard box, and put all your stuff in it. I want you to do something for me Pete. I want you to

Single Article activity

Screen 8



App Widget

Key Considerations

How will your app handle data persistence?

Using Firebase Realtime Database

Describe any corner cases in the UX.

There is no such corner cases the app is straightforward

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

Picasso for image loading.

Butter knife for annotation

Timber for logging

Describe how you will implement Google Play Services.

I will use it to connect to google+ account and retrieve the name , email and profile picture of the user for personalization

And i will use AsyncTask to fetch and load the data to the widget and to query the data from cloud

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

- Configure libraries
- Configure the firebase project

If it helps, imagine you are describing these tasks to a friend who wants to follow along and build this app with you.

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for MainActivity
- Build UI for each screen mentioned above

Task 3: Getting the data from the firebase

- Connect to the firebase database
- Parse the json response
- Download and caching the requested images

Task 4: Show data

- Implement loader
- Get data from firebase and send it to views
- Using AsyncTask.

Task 5: Handle Error Cases

- Test the app
- Detect bugs and exceptions
- Fixing them

Add as many tasks as you need to complete your app.

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