

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**”
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GitHub Username: blkxltng

SDA Hymnal

Description

The app will allow the user to find a hymn contained in the SDA Hymnal using a device they already carry around with them - their phone/tablet.

Not sure how to write a good description? Search 5-star apps on the Play Store for inspiration.

Intended User

Members of the SDA Church that would like to access hymns on their smart device.

Features

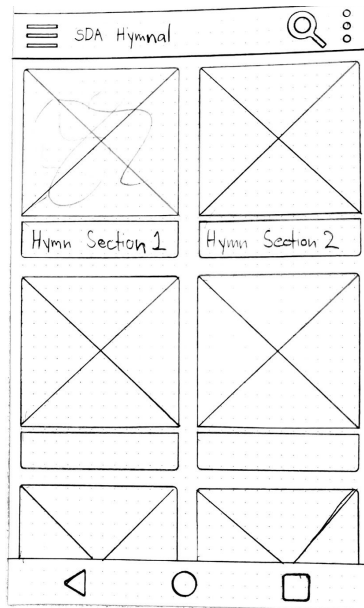
List the main features of your app. For example:

- Browse and search through list of hymns
- Share hymns via social media and other outlets
- Add hymns to favorites

User Interface Mocks

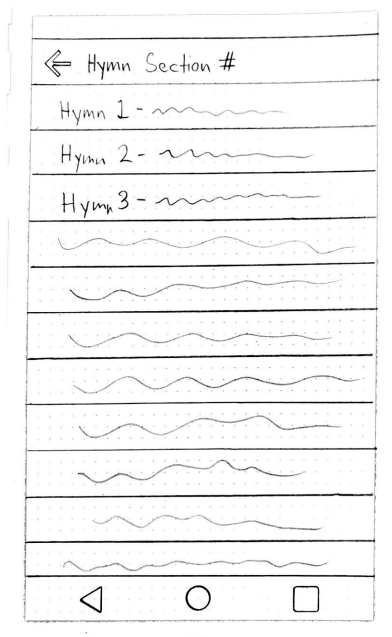
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



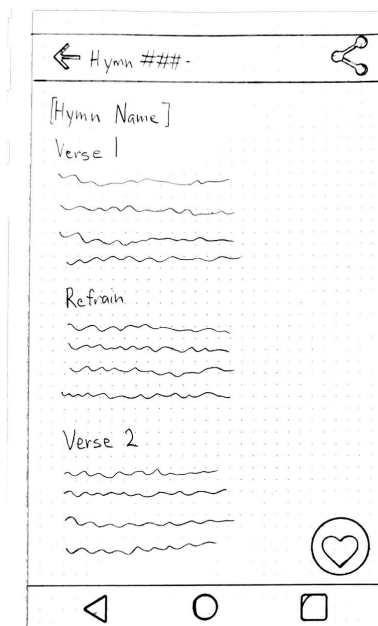
The main screen, first seen when the user opens the app. Hymns are grouped into sections based on theme, displayed with cards with a picture corresponding to each theme. The user will also be able to search for hymns based on lyrics from this screen.

Screen 2



After clicking on a card, the user is taken to a list with hymns contained in that particular section. The user may then select an individual hymn to be displayed. A similar screen will also be shown when the user searches.

Screen 3



On this screen, the selected hymn is displayed. The user may then scroll through the lyrics. They can also add the hymn to a favorites list, or share the lyrics.

Add as many screens as you need to portray your app's UI flow.

Key Considerations

How will your app handle data persistence?

A content provider will be used to read the data from an SQLite database.

Describe any corner cases in the UX.

The back button will always take the user back to the previous screen.

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

Picasso will be used to display any pictures used in the app, especially the pictures accompanying the cards for each hymn section. May use Butterknife to make things smoother. Google Support Library will allow for material design and beautiful UI.

Describe how you will implement Google Play Services.

Will use Ads for monetization, and Analytics to see how the app is being used.

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 the Android Studio project and add the respective activities.

- Create and configure app project
- Add necessary libraries to the build.gradle. Make sure to add latest versions
- Other libraries may be added as needed

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for Main Screen
- Build UI for Hymn List
- Build UI for displaying a hymn

Task 3: Implement Hymns

Will use a content provider to load the hymns in from a SQLite database.

Task 4: Add Features

Add features that make the app a bit better to use.

- Add share feature
- Add capability to add hymns to a favorites list
- Add widget capability for the app

Task 5: Polish App

Clean up the app and make it look nice. Add any animations that help it flow beautifully.

- Clean up the look
- Add animations (i.e. ripple, transitions, etc.)

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

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