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Beach tour

Description

App that allows user to follow beach volleyball tournaments around the world and get information on beach volleyball players .

Intended User

App is intended for users interested in beach volleyball around the world.

Features

- Lists tournaments of chosen year.
- Shows matches and the results in a tournament.
- Shows information on a chosen player.

- Allows to save favorite player.
- Lists favorite players.
- Has a widget for tournaments

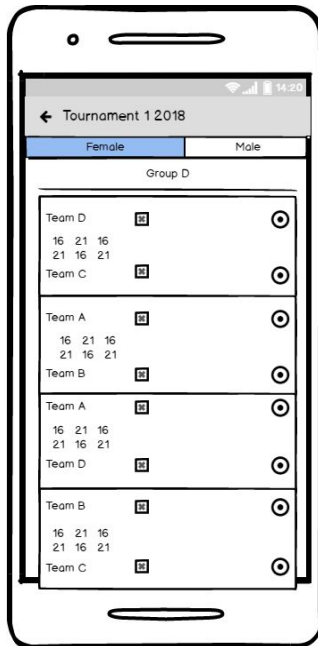
User Interface Mocks

Screen 1



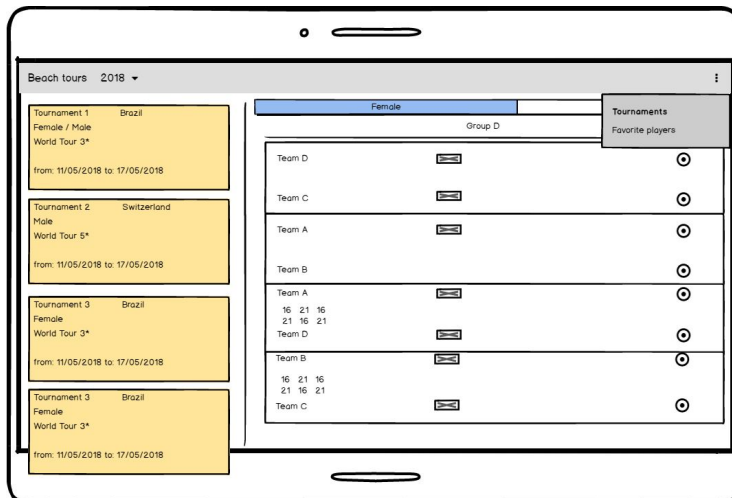
Main screen of the app list all tournaments in the current year when first started, user has the option to select another year, when another year is chosen app will come back to that year when reopening the app. Selecting a tournament will take user to Screen 2. Choosing menu option Favorite players takes the User to Screen 5

Screen 2



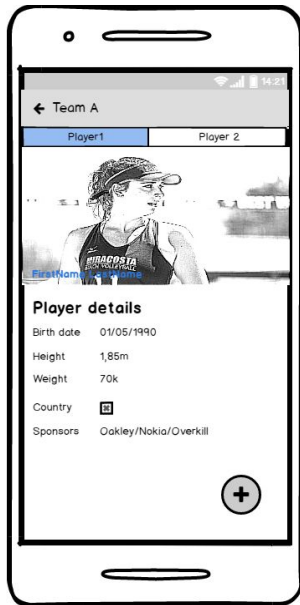
Shows the matches with their results for the tournament User can slide between female and Male results. Icon behind each team is the country flag. At the end of the line with the team name the user can click to go to **screen 4** and see details for players from the team.

Screen 3



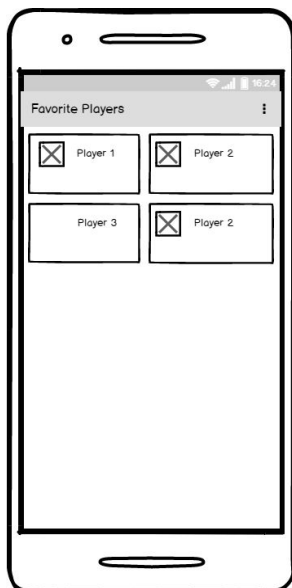
Tablet screen showing screen 1 and screen 2

Screen 4



Shows details of both the players in the screen the FAB is a plus if the player is not a favorite yet and a Minus if the player is a Favorite clicking the FAB will add or remove the player from the favorites list

Screen 5



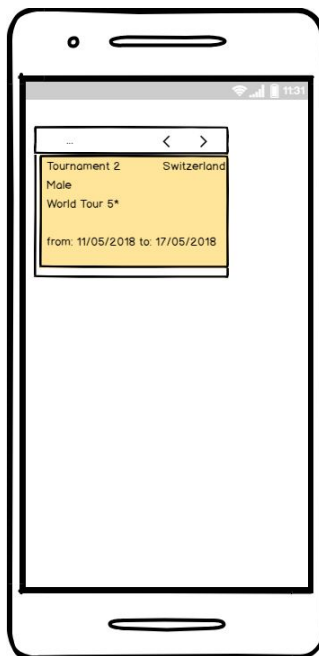
Shows list of favorite players.

Screen 6



Shows the details of a favorite player.

Screen Widget



Widget shows the current or next tournament by default and user can navigate between tournaments.

Key Considerations

Application will be written solely in the Java Programming Language.

Application will use IntentServices to load background data.

Resources are stored in the res directory, strings in strings.xml, colors in colors.xml Theme information in styles.xml all these in the values directory inside res directory.

Application will use content descriptions in relevant ui items like description of matches, tournaments, will provide navigation using a D-pad

How will your app handle data persistence?

External data will come from FIVB VIS SDK (<https://www.fivb.org/Vis2009/XmlRequest.asmx>)
External data will be loaded using IntentService and saved to SQLite DB and a Content provider will provide the data for the screens.

SharedPreferences will be used to save the last year the user choose so it can be shown again when the user enters the back by default the tournaments of the current year will be shown

Describe any edge or corner cases in the UX.

No crucial cases identified.

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

Android Studio 3.1.2 required for development is the latest version

Constraint-layout:1.1.0 For building some screens

com.android.support:design:27.1.1

com.android.support:cardview-v7:27.1.1

com.android.support:support-v4:27.1.1

com.android.support:support-v13:27.1.1

com.android.support:appcompat-v7:27.1.1

com.android.support:palette-v7:27.1.1

com.android.support:recyclerview-v7:27.1.1

Gradle 3.1.2

Picasso 2.5.2 to handle the loading and caching of images.

Retrofit2 Simple-xml converter 2.4.0 for processing / converting the response from the server.

Retrofit2 2.4.0 for loading external data

Butterknife 8.8.1 for binding views

Timber 4.7.0 for logging

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

Application will show ads in the home screen.

Application will use Firebase analytics.

Task 1: Project Setup

- Configure libraries
- Include permissions

Task 2: Implement Tournament list screen

- Implement Request
- Transform Request in model objects
- Implement content provider for Tournaments
- Create Action and Fragment
- Create Adapter
- Create Layout
- Implement Ads

Task 3: Implement matches list

- Implement Request
- Transform Request in model objects
- Implement content provider for matches
- Create Action and Fragment
- Create Adapter
- Create Layout

Task 4: Implement screen for tablet

- Create layout
- Adjust actions / fragments to show tablet screen

Task 5: Implement team Screen

- Create Action / fragment
- Create model classes
- Create layout
- Implement content provider for players
- Create implementation to save / remove favorite player

Task 6: Implement player list screen

- Create Action / fragment
- Create model classes
- Create layout

Task 7: Implement player screen

- Create Action / fragment
- Create model classes
- Create layout

Task 8: Implement widget

- Create widget classes
- Implement show current or next tournament
- Implement navigation between tournaments
- Implement navigation to Tournament matches when clicking on tournament
- Save latest tournament viewed and restore last viewed tournament viewed when available
- Create layout