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HalfSide - Music Festival

Description

The app is made for a new music festival that will be held on my local town.
It will provide all the information related to the festival like artists, stages, schedule etc.

Intended User

Participants to the HalfSide music festival.

Features

- Display a list of all the artists performing.
- Display the schedule of the festival by days and stages
- Provide a link to an external website from buying tickets
- Store a personalised lineup based on user preferences

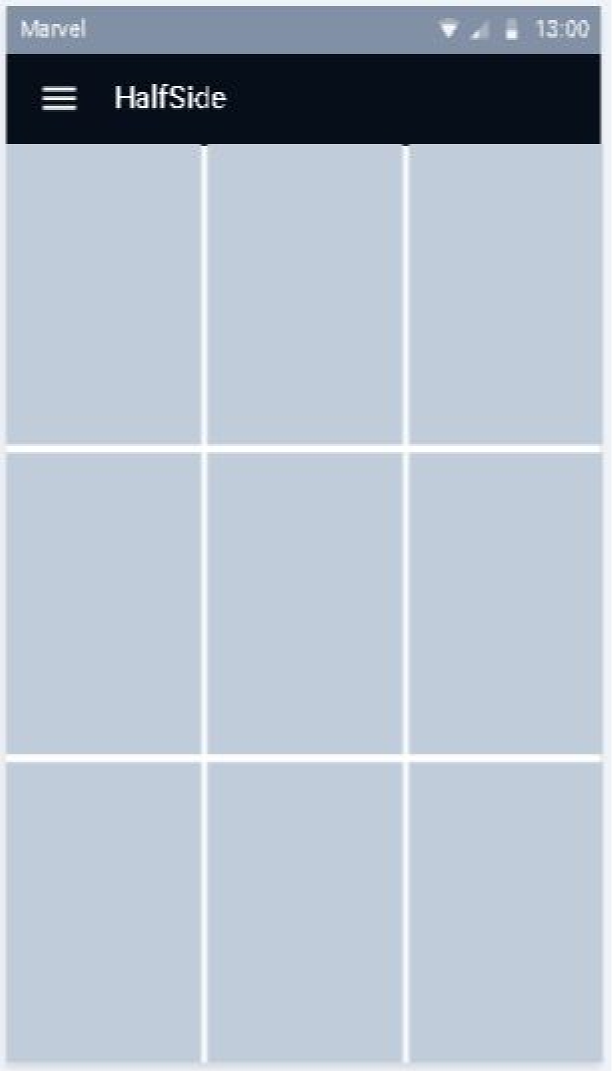
- App keeps all strings in a strings.xml file and enables RTL layout switching on all layouts.
- App will use an AsyncTask to load the images from Firebase Storage.
- The app will implement a solution for challenging the participants to came on foot or bike from the outskirts of the town to the festival location (approx. 5 km) . We should be able to verify if someone completed the challenge, before organisers will offer them some reward. (**At this moment i am not sure if i can complete this particular task, so the implementation of this feature is uncertain**)

User Interface Mocks

The thematic colors of the mock-ups below are not representative of the final product.

Java language will be used for development.

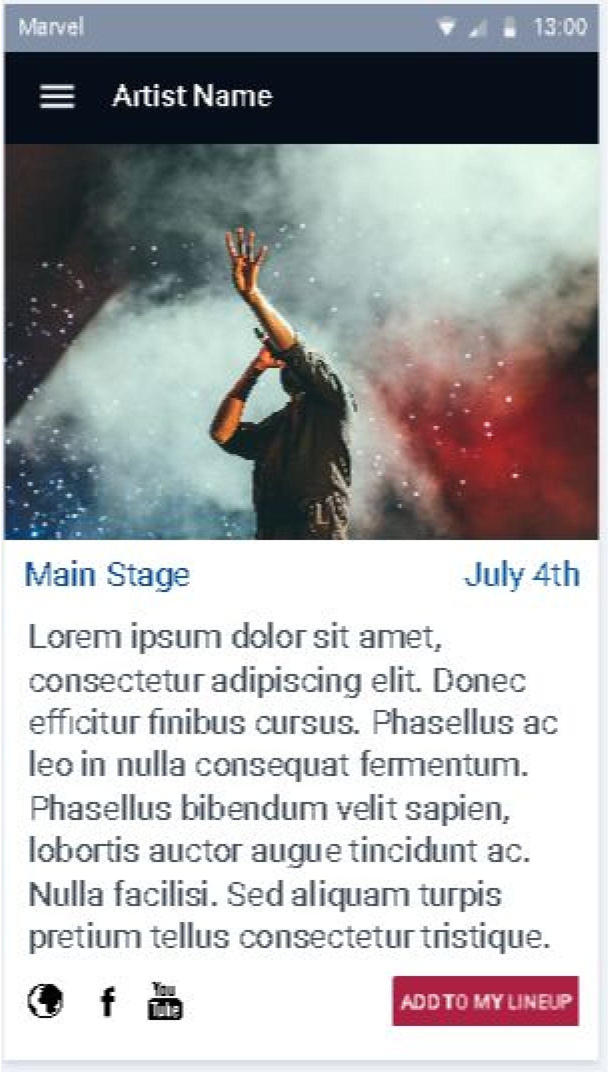
Lineup screen



RecyclerView with the posters of the artists.

Clicking on the poster will lead to artist details screen.

Artist Details screen



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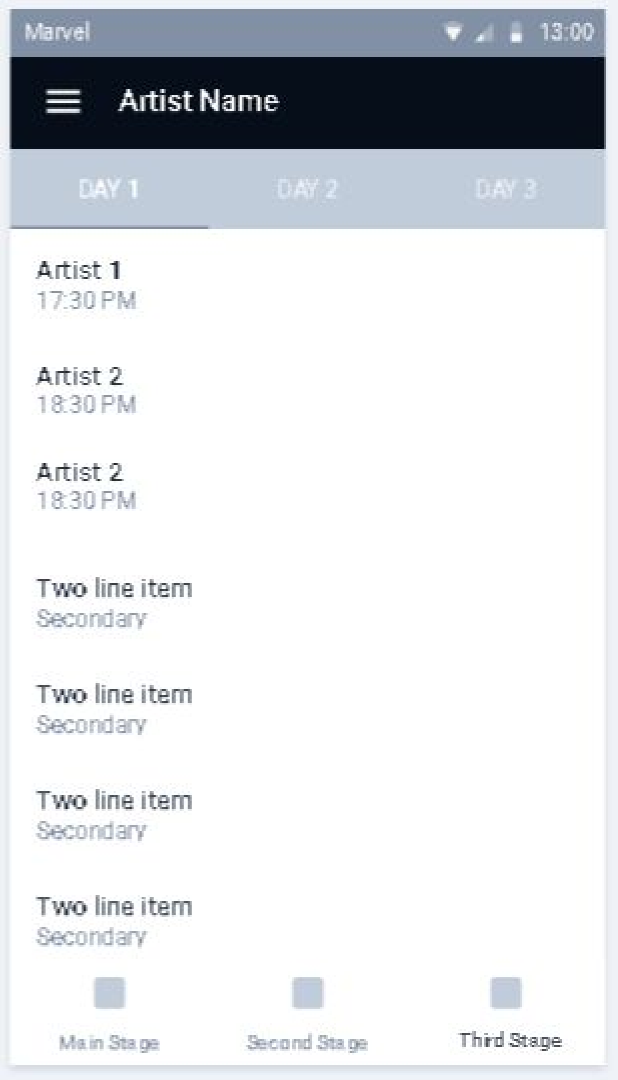
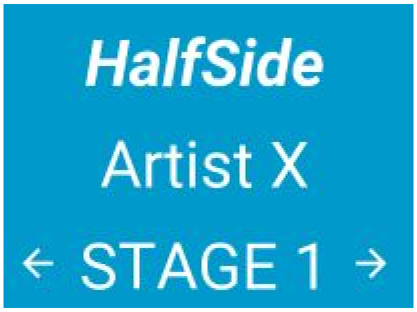
Artist details screen.
Provide a button for adding the performer to user personalised lineup.
Provide buttons with links to artist webpage, facebook, youtube (more can be added soundcloud, twitter etc)

Schedule screen



Festival schedule screen.
On the top on the screen provide a TabLayout for the different days of the festival.
In the bottom of the screen provide a BottomNavigationView for selecting between different stages for that particular day.

Widget



The widget is displaying the currently performing artists on different stages.
Clicking on the arrows will navigate the user between stages.
Clicking on the artist name will launch the app schedule activity, so the user can see all upcoming playing artists.

✳During the development of the application, there will certainly be more screens / activities, but in this development phase, no layouts have been created for those activities.

Key Considerations

How will your app handle data persistence?

Data about all the performing artists will be stored in Firestore Realtime database (performer name, description, external links to performer web page, YouTube channel, Facebook, the stage, date and time when singing, a link to the Firebase storage where an image of the performer is kept).

Images will be loaded from Firebase Storage using an AsyncTask.

The user customisable “My Lineup” will use SharedPreferences.

Describe any edge or corner cases in the UX.

For example, how does the user return to a Now Playing screen in a media player if they hit the back button?

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

- Glide (v4.8.0) - to handle the loading and caching of images. (will use AsyncTask in ArtistDetailsActivity to meet the project requirements)

- ~~Butterknife (v10.0.0) - for data binding~~
- Gson - to serialize and deserialize Java objects to (and from) JSON
- Android Studio 3.3
- Gradle 3.3.0

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

Firebase realtime database and storage.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup

- Java language will be used for development
- App keeps all strings in a strings.xml file and enables RTL layout switching on all layouts.
- Start new project using Navigation Drawer Activity template
- Setup the Navigation Drawer proper menu names and icons
- Add dependencies for Firebase
- Define the POJO class for performing artist (name, description, external links urls, date and time when performing, performing stage, url link to Firebase storage containing artist image)

Task 2: Implement UI for Each Activity and Fragment

Build UI for :

- Artist activity using a RecyclerView with GridLayout
- Artist details activity
- Festival schedule
- User personalised lineup
- Widget

- Any other activities that will cross my mind on the process of developing the app and is useful for the final product (“Food and drinks suppliers”, “Info about festival”, “About the app” etc.)