How to Use this Template

1. Create a new document, and copy and paste the text from this template into your new document [Select All → Copy → Paste into new document]
2. Name your document file: "**Capstone_Stage1**"
3. Replace the text in green

GitHub Username: cbaezenko

Father Home

Description

Find the bible versicle you need for your current situation.
Find baptist churches near you and connect with them, be near to your faith and to the community.
Read the bible, save the versicles you like, share them with your friends.
Listen the speech from the pastors and watch live on transmissions.

Intended User

Christians believers in the Russian Federation.
The app will be in russian language.

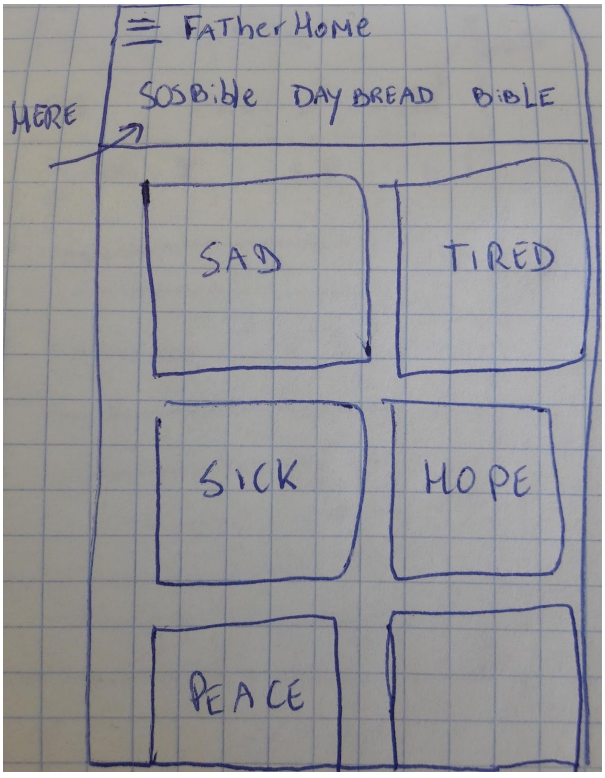
Features

- Read the bible
- Find versicles according to your mood
- Find churches around you
- Listen the pastors speechs
- Share the content with your friends
- Communicate with other christians around you

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 Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1

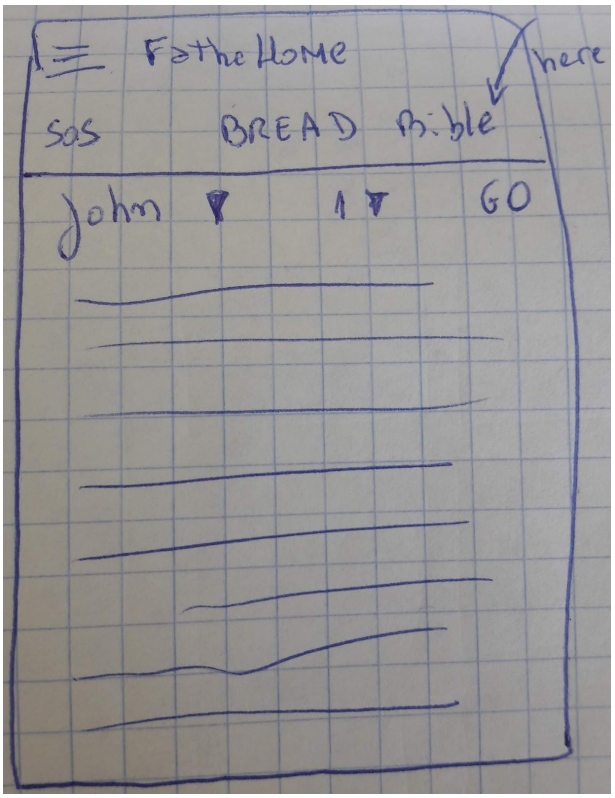


This is the main screen and the principal function of the app, helps to the user to find a text according to the mood they have.

Screen 2

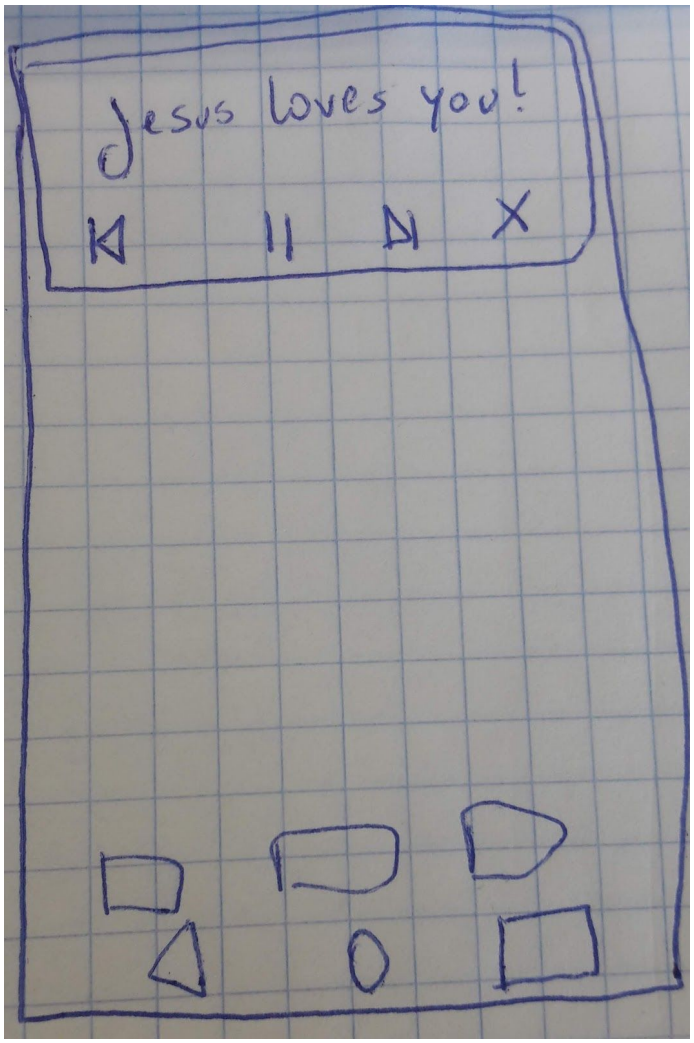
This screen shows the daily bread or day versicle, show as cards with the option to save as favorite, share and show the content.

Screen 3



This screen shows the bible, give the oportunity to select the book, chapter and versicle using spinners and a scrolling view

Screen 4

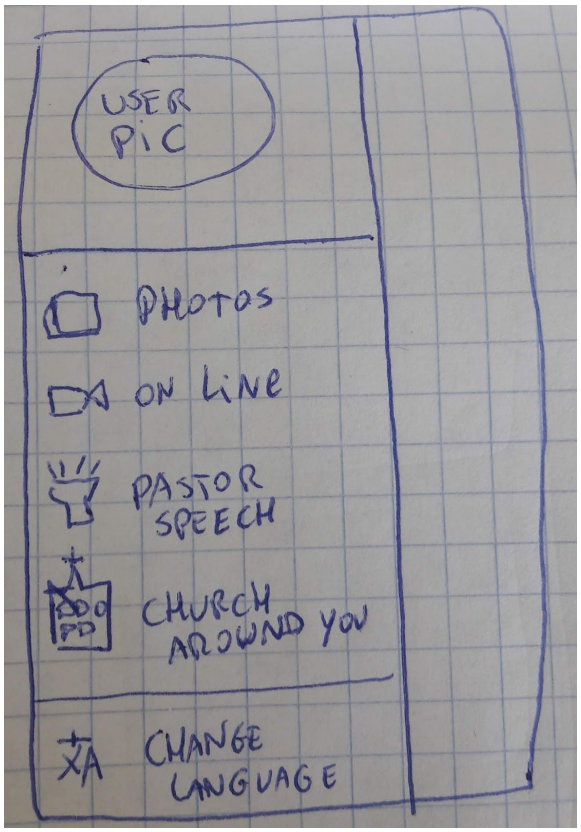


This screen shows a action notification using exoPlayer. Reproduces the pastor speech inside and outside the app (as the photo showns in the home screen).

Screen 5

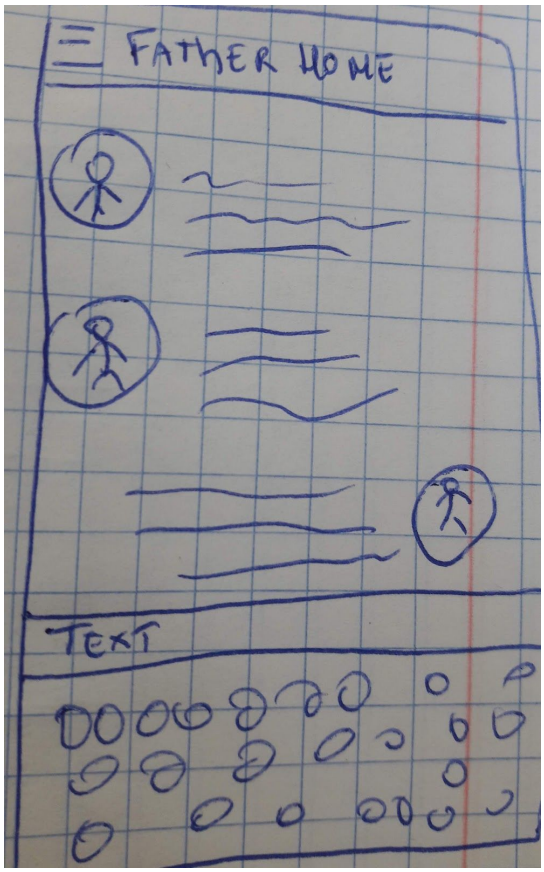
This screen shows the google maps with the localization of the churchs in the Russian Federation.

Screen 6



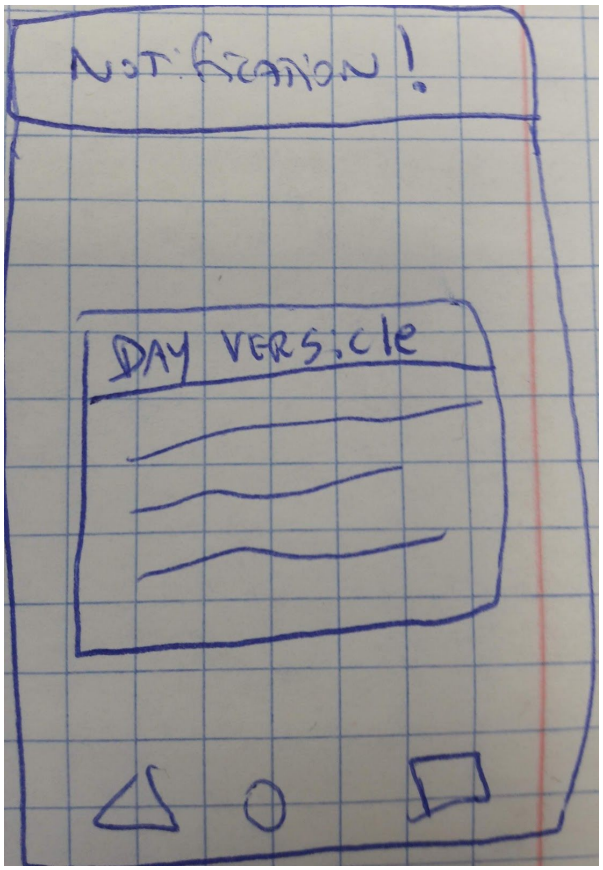
This is a navigation drawer with the most commons actions.

Screen 7



This is a simple chat for the users.

Screen 8



This is a simple chat for the users.

Shows a widget for the app that shows a day versicle extracted from the firebase realtime database. Also is seen the notification.

Key Considerations

How will your app handle data persistence?

Firebase Realtime Database for the photos from the community, chat, pastor's message and day's versicle.
Room for user save versicles.

Describe any edge or corner cases in the UX.

When the user listen a speech froms pastors the app will use a notification with actions on it to play, pause, stop.

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

Picasso for images, Butterknife and Timber for boilerplate and logs and Retrofit for Api requests.

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

The app can send notifications to the user, also use Firebase Real Time database and Google Maps.

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

For this project need to write the code with JAVA, using contraints layout and all material design requeriments, the applicacion must save all the string into a strings.xml and enable RTL layout.
The App must have content descriptions for all images containers and buttons.

Also the last gradle version and the following libraries:

- Picasso version 2.71828
- Butterknife version 8.8.1
- Timber version 4.7.0
- Retrofit version 2.4.0

The application will show 1 bible version saved in the app (so can be access without internet connection), and the others with the help from the Api :

http://bibles.org/pages/api

The app will make a request from the api only when the user ask for it using a button. The request must be done in background using AsyncTask.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI Bible
- Buid UI for the day versicle
- Build UI for the “Find church near you”
- Build UI for the photo collection
- Build UI for the “Your community”
- Build UI for the “Listen the pastor speech”
- Build a navigation drawer

Task 3: Your Next Task

Create the structure for the project:

- Create layouts
- Create Firebase RealTime Database
- Create widget

Task 4: Make communication between diferents activities, layouts and fragments.

- Create communication between layouts
- Create dimens for differents screen and tablet visualization.

Task 5: Fill Firebase Realtime basedata

In this task you will fill the data base and get it to fill the content in the app.

- Fill the Firebase Realtime database
- Get the data from Firebase
- Fill all activities with the information from the database
- Fill the widget with the current day versicle from firebase realtime database
- Make test for checking that the information is right and ensure to close the listeners when the app is close.
- Get the selected translation with an Api request.

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

Submission Instructions

- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
    - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"