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Coaches Corner

Description

Coaches Corner provides help to all the volunteer youth soccer coaches out there. This easy to use app comes in handy on game days. Allowing you to put more focus on the game and less time worrying about keeping that scorecard updated or what substitutions you will be making next.

Intended User

Volunteer youth Soccer Coaches of America.

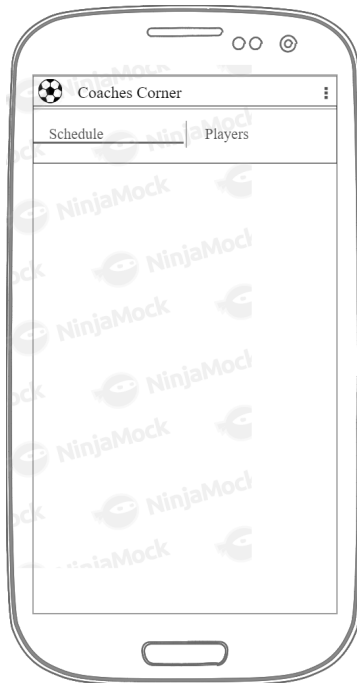
Features

The main features of the Coaches Corner app:

- Keep track of players
- Keep track of game schedule
- Create game lineups for each game and track player game time
- Easy to use Scorecard during game days
- Allows the coach to share of the final scorecard with player, parents, or league.

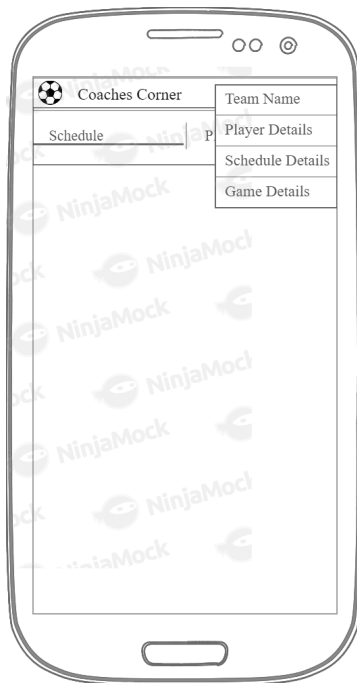
User Interface Mocks

Screen 1- Main Activity



This is the main activity screen that starts off. This represents the first time the app is run with no data added.

Screen 2 - Menu off MainActivity



This is the menu you will use to enter in details for the app.

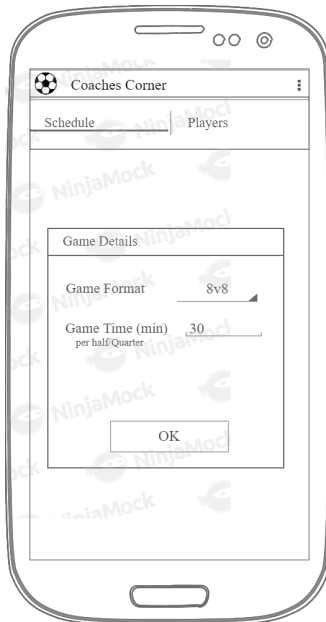
- Team Name -> dialog popup
- Player Details -> links to new Activity
- Schedule Details -> links to new Activity
- Game Details -> dialog popup

Screen 3 - Team Name Dialog



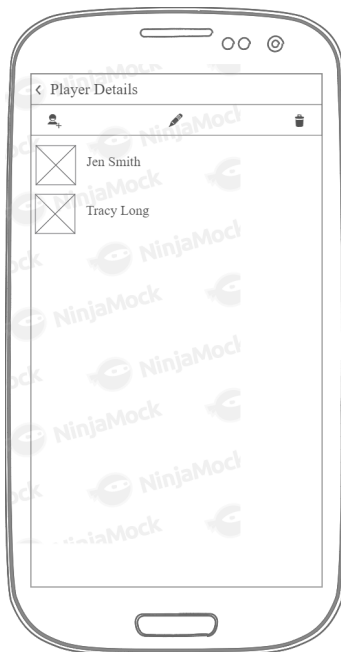
This is the team Name PopUp

Screen 4 - Dialog box for Game Details



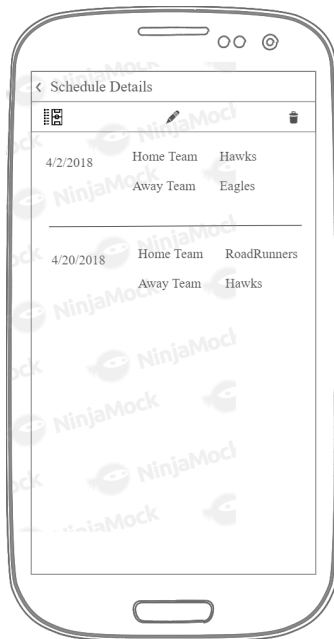
This is the Game Details Dialog box

Screen 5 - Player Detail Activity



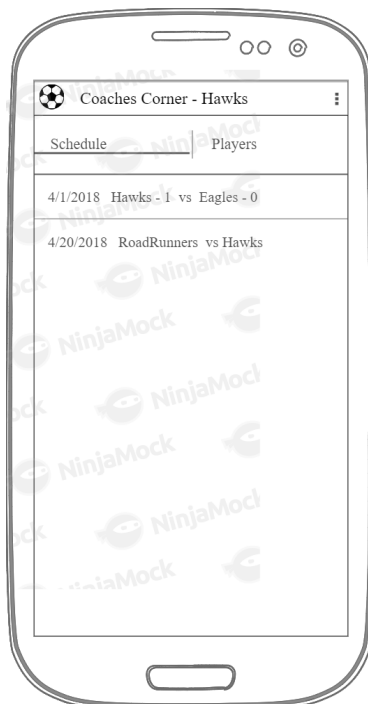
This is a new activity that will allow you to edit the players. Either manually or link over to Contacts.

Screen 6 - Schedule Detail Activity

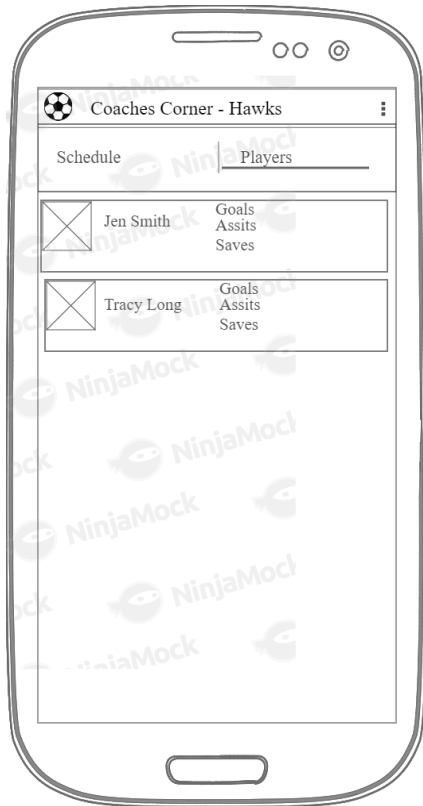


This activity will allow you to edit the schedule of games for the season.

Screen 7 - MainActivity showing Schedule filled out



This is back to the main screen after some games have been entered. Selecting a game will take you to the Game Activity Screen for that game.

Screen 8 - MainActivity showing players filled out

This is also back at the main activity showing the players info if you select the Players tab at the top of the screen.

Screen 9 - Game Day Detail activity



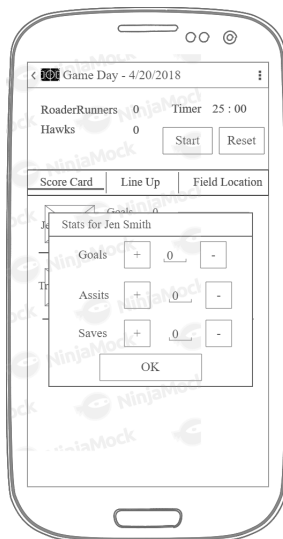
This is the game activity. The top bar will have information about the score and a Timer so that the coach can keep track of when to sub in players. The Scorecard tab will allow the coach to easily track stats of each play by pressing on the player to get a dialog popup so that the coach can incrementing up/down the Goals/Assists/Saves a player has throughout the game. The Lineup tab will show the pre-defined Lineup for the game.

Screen 10 Game Day Detail Activity Menu to create lineup



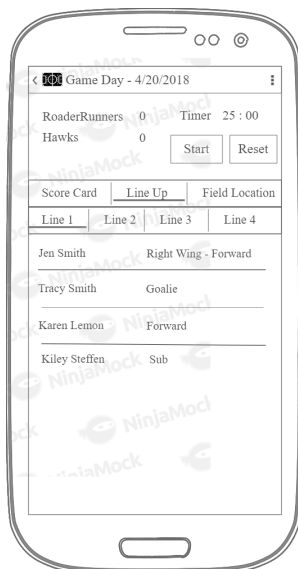
This shows the inflated menu to allow the coach to create line ups for the game. This will link over to the LineUp Activity.

Screen 11 Game Day Activity showing Stat Dialog



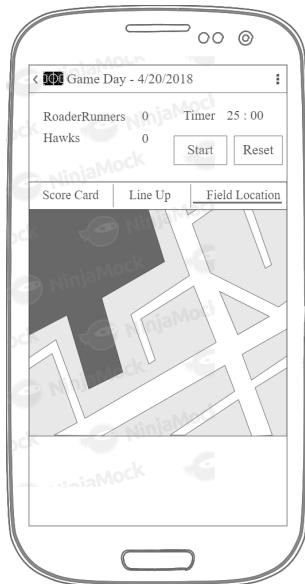
This shows the dialog popup for the stats window when the players stat button is pressed.

Screen 12 Game Day Activity showing Line Up



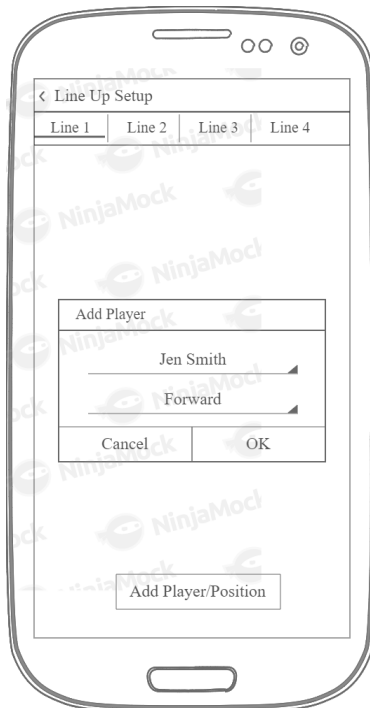
This shows what it might look like when you select the lineup Tab. It will display the pre-defined lineup and allow the coach to know who and what position each player will be subbed in for.

Screen 13 Game Day Activity Field Location Tab



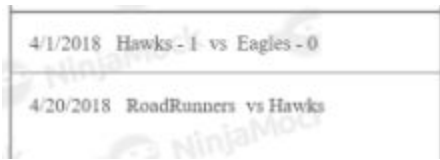
The field location tab will show the location of the field based on the address entered when setting up the game.

Screen 14 Creating Line Up activity



This screen shows the LineUp Activity and adding players to a line up.

App Widget



4/1/2018 Hawks - 1 vs Eagles - 0
4/20/2018 RoadRunners vs Hawks

The app widget for this application will display the game schedule.

Key Considerations

How will your app handle data persistence?

Data persistence will be done as follows:

- SharedPreferences to store team name and game details
- Content Provider to store players, schedule, lineups
-

Describe any edge or corner cases in the UX.

I will use Menus on the upper right hand corner to allow the user to enter in player details, game schedule, team name, game details and creating the lineup for each game.

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

- Anticipating using Picasso, Glide or Volley for displaying pictures. Might have away to add pictures to a game and for individual players.
- Will probably ButterKnife for easy access layout binding.
-

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

I plan on using the following Google Play Services:

1. Maps to show the field location on the the Game Detail Activity Field Location Tab
2. Mobile Ads to provide some revenue for the development of the app.

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

Create the project in Android Studio

- Setup the required libraries in build.gradle files
- Setup the java folder structure in a logical manner
- Load png files into drawable folders including app ICON.

Task 2: Implement UI for Each Activity and Fragment

- Create MainActivity with PageViewer
- Create menu for MainActivity
- Create Player Detail Activity
- Create Schedule Detail Activity
- Create Game Day activity
- Create ScoreCard Fragment
- Create Lineup Fragment
- Create Create Lineup detail Activity

Task 3: Create Content Providers

- Create Content Providers
- Define Databases
 - Player DB
 - Game DB
 - Lineup DB

Task 4: Link Databases with Layouts

- Setup code to integrate the DBs with the Layouts
 - Setup code to allow the coach to add/update/delete players

- Setup code to allow the coach to add/update/delete game schedule
- Setup code to allow the coach to add/update/delete game lineups.

Task 5: Enhance the layouts and Themes

- Enhance the Layouts to make it fabulous with FABs and interactive AppBars
- Since this app is intended to be used outdoors during a soccer game. I feel that a darker theme would help with the glare from the sun.
-

Task 6: Strings and Resources

- Make sure all string references are using the String.xml file
- All layout information such as font size and margins and padding are defined using resource files
- By using resource files it will allow me to support RTL layout switching
- Keep all colors selected for this app in the colors.xml file.

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**"