
GitHub Username: https://github.com/chadYeo

Anime Anytime Anywhere

Description

Search and watch your favorite anime anywhere at anytime. Search by title, trend and category. Save your favorite and watch later.

Intended User

Kids, students, commuters, travelers, and all!

Features

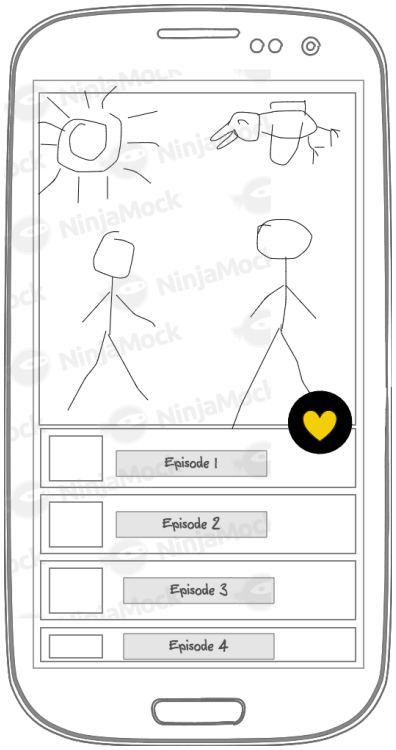
- See the list of available anime by new, popular, category
- Watch the anime
- Add to your favorite

User Interface Mocks

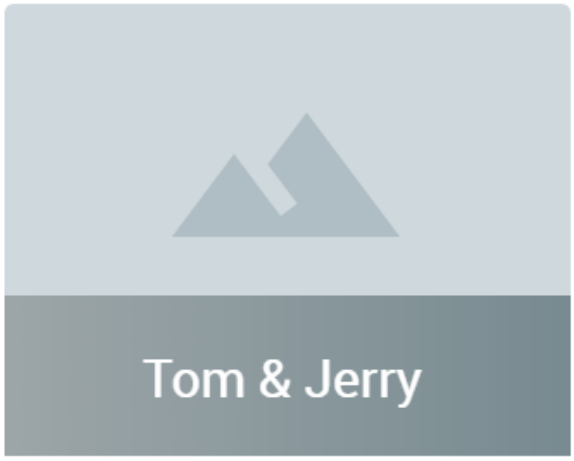
Used www.ninjamock.com for User Interface Mocks

Screen 1

Screen 2



Screen 3 (App's widget)



Bigger than 2x2

1x1

Key Considerations

How will your app handle data persistence?
→ I'm planning to use available open API and Google's Firebase SDK.

Public APIs: Anime

API	Description	Auth	HTTPS	CORS	Link
AniList	Anime discovery & tracking	OAuth	Yes	Unknown	Go!

Kitsu	Anime discovery platform	OAuth	Yes	Unknown	Go!

Describe any edge or corner cases in the UX.
→ When a user hits the back button while watching a cartoon from the full “Now Playing” screen, the platform will direct to the list of episodes. Once user clicks the back button again, a user will see the list of cartoons.

Describe any libraries you’ll be using and share your reasoning for including them.
→ Will use the Picasso Library to catch and load the images
→ Butterknife: Bind Android views and callbacks to fields and methods
→ ProviGen: Easily make a ContentProvider from a ContractClass
→ OkHttp : Will be using OkHttp to access REST endpoints of the api to discover anime
→ Retrofit for handling network requests
→ ExoPlayer: Media Player

Describe how you will implement Google Play Services or other external services.
→ AdMob: Display Ad Banners within the app
→ Location: User’s geographic location will be used to show which anime are popular by locations.

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 will be used to implement this app idea
- Integrates and Configure third party libraries such as Picasso, Butterknife, and ExoPlayer.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity that shows the list of anime
- Build UI for DetailActivity
- Build fragment for DetailActivity that shows the list of episode for chosen anime
- FAB for marking anime as a favorite
- Build fragment for ExoPlayer to play episode

- App theme extends AppCompat
- App uses an app bar and associated toolbars
- App uses standard and simple transition between activities

Task 3: Data Persistence

- Implement Google Firebase and load the data to views.
- This App will use an IntentService to pull or send data to a web service/API on per request basis.
- Create SQL database with different tables to save different categories of anime
- Implement Cursor adapter to fetch the data
- User Loader to update UI with the fetched data

Task 4: Google Play Services

- Implement AdMob to show Ads prior to video plays and by every 20 min.
- Implement Location

Task 5: Adaptive Design

- Create Layout to optimize tablet UIs
- App keeps all strings in a strings.xml file and enables RTL layout switching on all layouts.

Task 6: Testing, review & rework

- Test the app with and without internet connection and make sure to deliver correct error message when issue occurs
- Test with real world users
- Review code and update as necessary

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**"