How to Use this Template

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WALLPAPER X

Description

Write a brief summary of what your app does. What problem does your app solve?

Wallpaper X will allow users to customize their smartphone with high definition wallpapers. It will provide free wallpapers in variety of categories ranging from animals, cars, nature and many more. It will allow user to set wallpaper as well as download wallpapers so they can save them on phone's memory.

Intended User

Who is your intended user? (For example, is this an app for dog owners? Families? Students? Travelers?)

Anyone who likes to customize their smartphone with different beautiful wallpapers everyday would definitely like this app.

Features

List the main features of your app. For example:

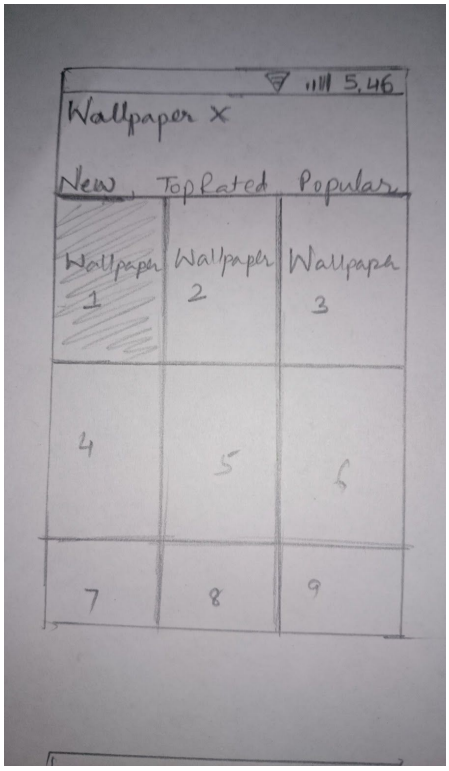
- Saves information
- Takes pictures
- Other features

It will allow users to set and download wallpaper, view the number of views, downloads and likes on each wallpaper. It will also allow user to save wallpaper to favourites so they can save all their loved wallpapers in one place.

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.

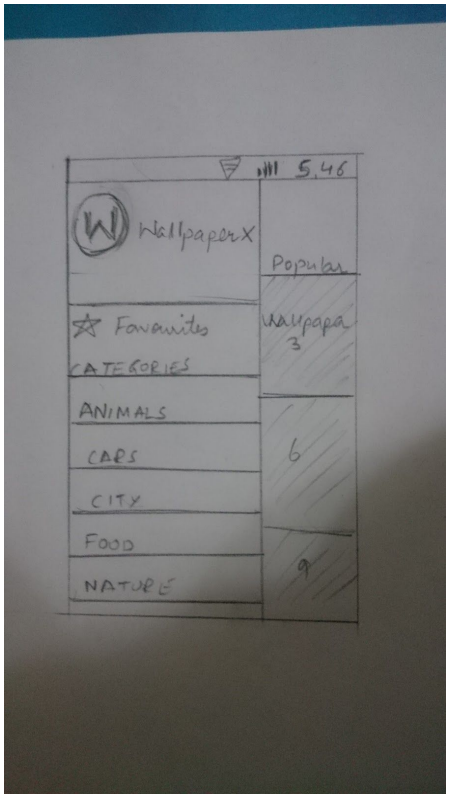
Screen 1



Provide descriptive text for each screen

Here wallpapers will be displayed. Users can choose among 3 categories - New, Top Rated, Popular which are displayed using viewpager , fragments and also would be saved as preference. This screen will have coordinator layout and collapsing toolbar.

Screen 2

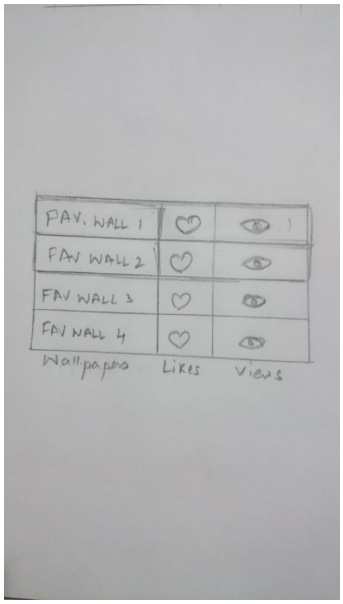


Users can choose category from Animals , cars, city, food , nature and many more. They can also view their favourites wallpapers which are saved in database.

SCREEN 3

Users can view full screen wallpapers, set them or download them. They can also see how much these wallpapers are popular using the no. of downloads, no. of views and likes each of them got. They can also save to favourites in this screen.

SCREEN 4



Widget will show list of favourite wallpapers.

Key Considerations

How will your app handle data persistence?

Describe how your app with handle data. (For example, will you build a Content Provider or use Firebase Realtime Database?)

It will use Content Provider (sqlite database) to save favourite wallpapers. The app might also backup those wallpapers in Firebase storage so even if they reset, uninstall the app their favourite wallpapers will be saved in firebase storage.

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?
If the user selected a wallpaper, user will pop to wallpaper detail activity. If they hit back button he will be redirected to previous screen. It will check for internet connection and if no internet connection is found it will give appropriate message. There will also be navigation drawer to select the wallpapers from different category.

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

For example, Picasso or Glide to handle the loading and caching of images.

It will use Picasso to load images, butterknife, timber, cardview, espresso.

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

I will use Admob for displaying ads, I might also use firebase storage to keep user's favourite images as backup, or use firebase authentication as login screen or simply create one common chat room where users can easily chat, share which wallpapers they like the most.

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

Write out the steps you will take to setup and/or configure this project. See previous implementation guides for an example.

Create a new project, configure Api and libraries.

You may want to list the subtasks. For example:

- Configure libraries - such as google play services, butterknife, design support.

If it helps, imagine you are describing these tasks to a friend who wants to follow along and build this app with you.

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for MainActivity - use fragment to inflate layout.
- Build UI for MainActivityFragment - List of wallpapers will be displayed. Loaders will be setup, recyclerview will be used to inflate wallpapers.
- UI for DetailActivity - use fragment to inflate layout.
- Builid UI for DetailActivityFragment- number of views, downlaods, likes will be shown. Favourite icon will be displayed. Setting and downloading wallpaper will be shown.
- Placing strings in string.xml.

Task 3: Your Next Task

Describe the next task. For example, “Implement Google Play Services,” or “Handle Error Cases,” or “Create Build Variant.”

Describe the next task. List the subtasks. For example:

- Database will be setup to save favourite wallpapers.
- Google play services will be used to show ads, notification will be given using firebase at any new update or at special moments. as I said earlier - chat room, authentication or firebase storage will be used.

Task 4: Your Next Task

Describe the next task. List the subtasks. For example:

- Asynctask Loaders will be used to establish http connection, parsing json data.
- checking for empty value and setting json values in various views in recyclerview adapter.

Task 5: Your Next Task

Describe the next task. List the subtasks. For example:

- App testing using espresso
- Widget will show list of favourite wallpapers
- App will have search bar through which user can search for their desired wallpapers which will be done using Asynctask loaders..