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Brawl Wiki

Description

Wikipedia for Brawl Stars

Brawl Wiki is your open source to all the content available in Brawl Stars to provide you with a fun experience to get a better

- View your personal stats: Trophies, Wins/Loss ratio, and etc.
- View all available maps and characters currently in the game
- View information on clans, players, and etc

Intended User

The intended users for this app consists of any player that's part of the brawl stars fanbase or affiliated with Supercell and of course all players who play Brawl Stars.

Features

List the main features of your app. For example:
- View your own stats on the game
- View each brawl star available and all their gadgets and star powers
- View each map available
- View clans data and each players data

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.
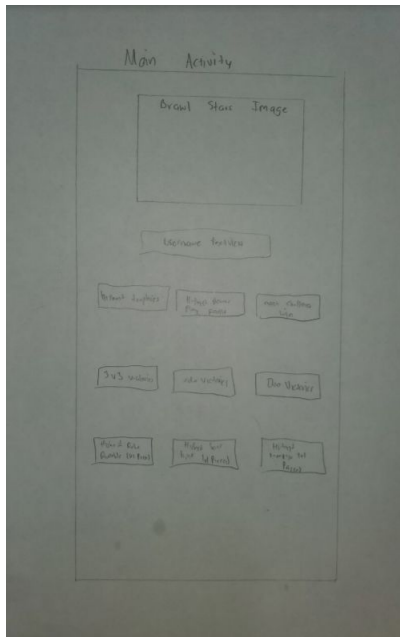
Screen 1
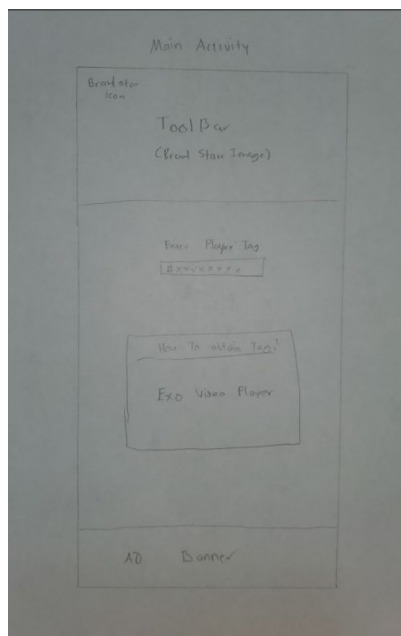
- The Main Activity consists of ExoPlayer which will demonstrate the user on how to obtain a player tag which then the user can input their own player tag to see their stats
- The Main Activity also contains a Navigation drawer
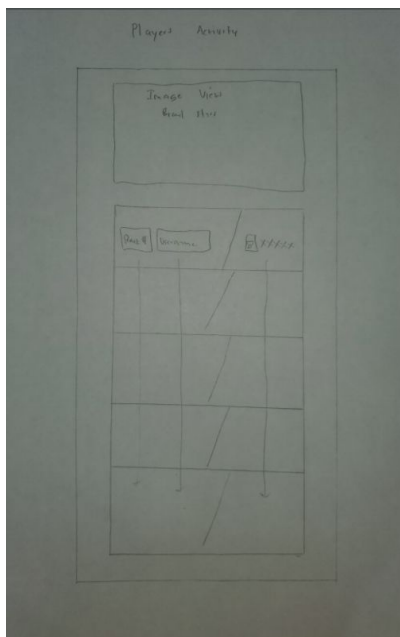
Screen 2
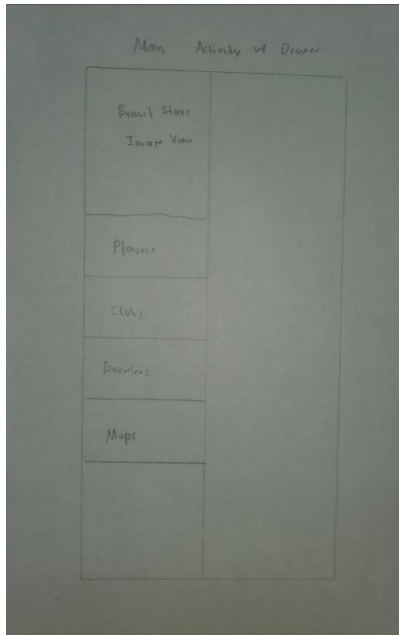
- The Main Activity also contains a Navigation drawer which will be displayed as shown on the image above
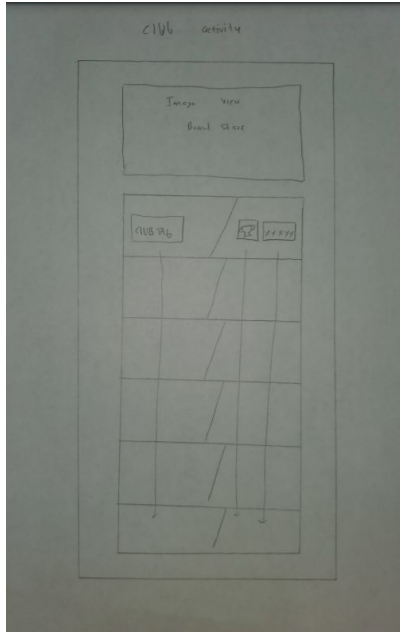
Screen 3

- The Main Activity also will display the users stats when they input their player tag as shown above
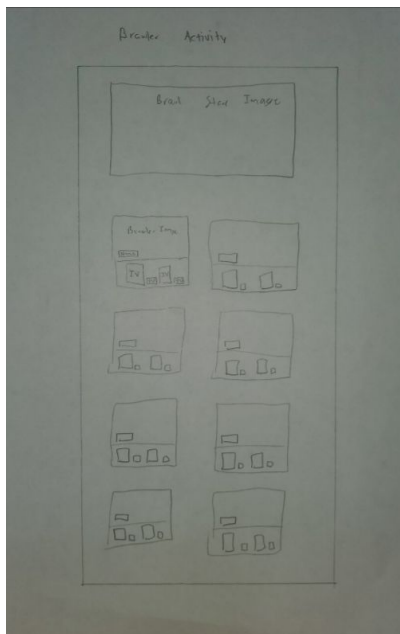
Screen 4

- The Player activity will display a recycler view of all the players listed in order with the highest trophies first
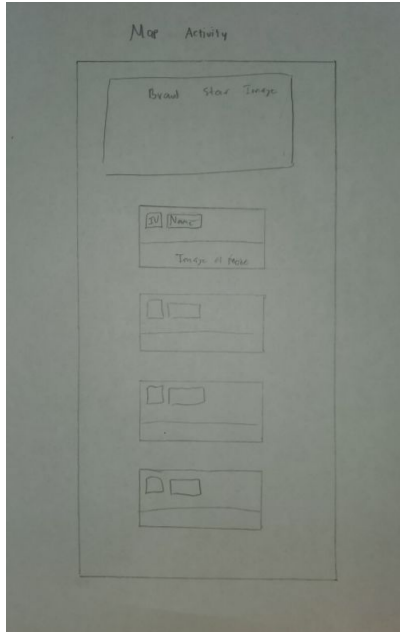
Screen 5

- The Club activity will display a recycler view of all the clubs listed in order with the highest trophies first

Screen 6

- The activity will display a recycler view of all the brawlers available in the game

Screen 7

- The activity will display a recycler view of all the modes available in the game to view all the maps for each mode

Key Considerations

How will your app handle data persistence?

- For data persistence I will be using shared preferences to save players tag number.
- Will add a room database to save all data when device goes offline with no internet connection

Describe any edge or corner cases in the UX.

- For the video player, the video state will be saved when configurations or activity changes
- All data will be saved with ViewModel to save data during configuration changes

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

- Picasso: to display images for brawlers/Maps
- Retrofit2: to gather Data from brawl stars API asynchronously
- Android DataBinding: less biolercode to reference widgets
- Room persistence: save data when device goes offline

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

- Google Play Services will be used for analytics and security

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

- Configure Libraries
- Add any external services needed
- Update any plugins
- Obtain API key for brawl stars

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Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity fragment
- Build UI for Players fragment
- Build UI for Clubs fragment
- Build UI for Brawlers fragment
- Build UI for Maps fragment

Task 3: Implement UI for each fragment detail

- Build UI for MainActivity fragment details

- Build UI for Players fragment details
- Build UI for Clubs fragment details
- Build UI for Brawlers fragment details
- Build UI for Maps fragment details

Task 4: Implement Test cases to verify app works as it should

- Build Espresso Tests
- Build Unit Tests

Task 5: Implement different UI layout for tablets

- Rearrange widgets for tablet sizes

Task 5: Implement material design to bring app to life

- Add coordinator layout to have transitional effects
- Add correct padding/margins
- Add correct typography
- Add different language supported texts

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

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