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ForePlay

Description

ForePlay combines golf and dating. It allows people to form small golfing parties of 2 or more to set up golf dates or to play pick-up games of golf together.

One person will act as the lead, and will be able to start a golf party for a small number of people, for a specific time, day, and location. The lead user will be responsible for creating the party, and approving or denying requests to join the party. Other users will be able to search for nearby golf parties with open spots and request to join them. Users can login with their Google accounts and share a profile of themselves including pictures and stats like age, sex, relationship status and handicap.

The app will only be responsible for connecting people in groups and sharing profiles, and will not handle financial transactions between users or interaction with scheduling systems at golf courses.

Intended User

ForePlay is meant for people who want to organize small golf parties for tee times at their local courses. Specifically, it is meant for a user to create a tee time for a small number of people and at a certain time and place, which is searchable by other users.

Features

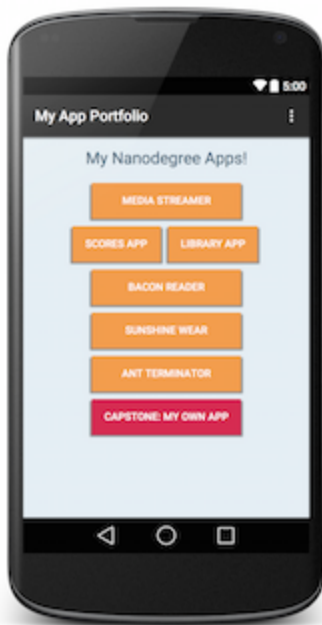
List the main features of your app. For example:

- Saves information
- Takes pictures
- Other features like that

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 Photoshop or Balsamiq.

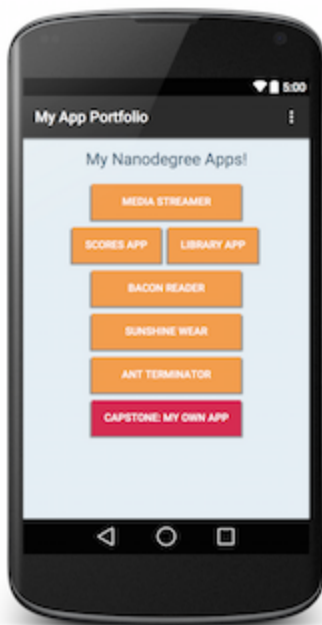
Screen 1



Replace the above image with your own mock [click on the above image, then navigate to Insert → Image...]

Provide descriptive text for each screen

Screen 2



Replace the above image with your own mock [click on the above image, then navigate to Insert → Image...]

Provide descriptive text for each screen

Add as many screens as you need to portray your app's UI flow.

Key Considerations

How will your app handle data persistence?

User profile information and golf games will be stored in Google Cloud Storage.

Describe any 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?

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

Picasso to load user profile images, and a social login library such as:

<https://github.com/prashantbhoir13/Android-Social-Login>

I'll use Fabric.io to track crashes.

I'll use EventBus to send messages within my app's code and to easily manage background tasks.

Describe how you will implement Google Play Services.

Foreplay will use Google Analytics and Google Location services. The location services will allow a player to search for nearby golf games.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally 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.

You may want to list the subtasks. For example:

- Configure libraries
- Something else

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
- Build UI for something else

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:

- Create layout
- Something else

Task 4: Your Next Task

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

- Create layout
- Something else

Task 5: Your Next Task

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

- Create layout
- Something else

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

Submission Instructions

1. After you've completed all the sections, download this document as a PDF [File → Download as PDF]
2. Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
3. Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"