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Talents

Description

- This App is make the good opportunity for talented people from everywhere in the world to show their talents in any fields (music , songs , composing ,drawing , acting ,... etc) and share it with others.
- This app also gives the talents finders the opportunity to find talented people and communicate with them .
- All users and guest can evaluate the talents. .

Intended User

This app is intended to two types of users, the users who have a talent and the users who looking for talented people.

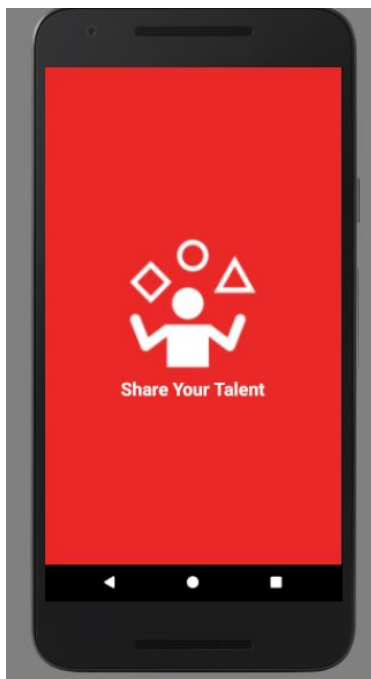
Features

- Users can create accounts either as talented people or as a talent finder.
- Talented people create a simple profile data like image,phone number ,and email, to contact with them.
- Talented people can add their talents under specific categories.
- Talent finder can find the talent he wants by searching through categories , and highest rate.
- Guest can view talents and evaluate it.

User Interface Mocks

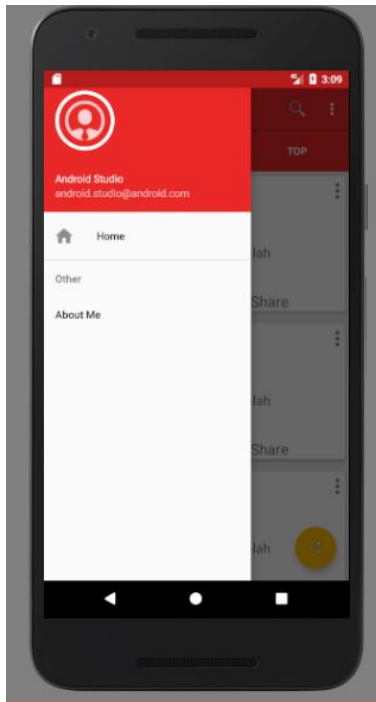
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



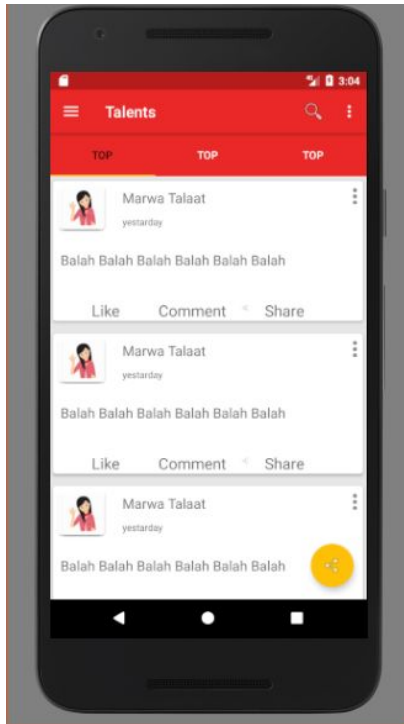
Splash Activity

Screen 2



Main Activity with Navigation drawer to navigate through application.

Screen 3



MainActivity show the talents in

Key Considerations

How will your app handle data persistence?

Data persistence will be handled by firebase database and each user can store favorites on local database sqlite on the user device, with the data stored in it exposed through a custom Content Provider.

Describe any corner cases in the UX.

- The app implementation will try to consider any possible corner case,
- App does not crash, force close, freeze, or otherwise function abnormally on any targeted device.
- App correctly preserves and restores user or app state.

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

- ButterKnife will be used for field and method binding
- Picasso and Picasso Platte will be used to handle the loading and caching of images.
- Firebase-database to store uses data.
- Firebase-messaging to push notification.
- Firebase-auth making User Registration using Firebase Authentication for Android.
- Retrofit manage API call.

Describe how you will implement Google Play Services.

- Firebase-database to store uses data.
- Firebase-messaging to push notification.
- Firebase-auth making User Registration using Firebase Authentication for Android.

Next Steps: Required Tasks

- Create a new project using Android Studio and call it talents.
- Create a new Git/GitHub repository for the project.
- Configure the dependencies in the Gradle files.

Task 1: Project Setup

Implement all the classes needed to handle data persistence: Sqlite – content provider – adapters - sharedpref – firebase database – firebase auth

Task 2: Implement UI for Each Activity and Fragment

- Implement UI for each activity and fragment
- Activity 1 : Splash activity
- Activity 2: making User Login using Firebase Authentication for Android
- Activity 3 : making User Registration using Firebase Authentication for Android
- Activity 4 : Activity with navigation drawer and tabs

- Navigation drawer to help users to access to their profiles and app setting.
- Tabs to navigate through top – new talent - favorites
- User profile Activity is to help users to share their abilities with others
- Build tablet specific layouts.

All the UI implementation will be made taking in consideration the use of Material Design guidelines, features and components (such as Floating Action Button, Floating Action Menu, Coordinator Layout, Collapsing Toolbar Layout...).

Task 3: Implement firebase database integration

Task 4: Implement Google Play Services integration - Build Google Admob integration

Task 5: Accessibility and internationalization

- Ensure that the app offers a good enough experience to users with disabilities, through the correct use of content descriptions, consistent and coherent focus navigation, etc.
- Keep all the app strings in XML files, including internationalized versions for, at least,
- arabic and english (which will be the default language).
- Ensure that the app supports RTL layout usage.

Task 6: Implement widget

The app must provide a widget from which users will be able to consult updated info related top talent rate

Task 7: Configure app building

- Configure app signing, including the keystore and passwords in the repository.
- Ensure that app builds and deploys using the 'installRelease' Gradle task.

Task 8: Future work

I'm planning to continue working on development and improvement of talents.

- Implement sharing functionality fb – twitter.
 - Implement notifications. The app will provide the option to receive daily notifications with info about the series episodes being aired each day.
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