Let’s tell a story

Server Key - XAea9lg8(open fire)

1. User name creation(ask once and make sure user knows it can never be changed once set)( <https://www.youtube.com/playlist?annotation_id=annotation_195647079&feature=iv&list=PLe60o7ed8E-TztoF2K3y4VdDgT6APZ0ka&src_vid=nHmPErsoe64>)

Google sign in (<https://developers.google.com/identity/sign-in/android/sign-in#configure_google_sign-in_and_the_googleapiclient_object>)

1. Saving said info in an online database
2. Checking newer user name’s with those inserted into the database(<https://www.google.ca/search?q=use+google+email+with+my+domain&oq=use+google+email&aqs=chrome.1.69i57j0l5.27120j0j4&sourceid=chrome&ie=UTF-8#q=cross+check+user+name+android>)
3. Use google sign in email or user name as FK (<https://developers.google.com/cloud-messaging/upstream>)
4. Send sqlite data(story, genre) to server (might not need to if I just send data to clients instead) (<https://developers.google.com/cloud-messaging/upstream>)
5. Then send said data to the next person to post along with all the people that already wrote in the story
6. Store details for future authentication ([https://developers.google.com/identity/smartlock-passwords/android/store-credentials)](https://developers.google.com/identity/smartlock-passwords/android/store-credentials)
7. Notification also send to said users to notify them of this update(<https://developers.google.com/cloud-messaging/notifications>)
8. Cloud messaging([https://developers.google.com/cloud-messaging/](https://www.youtube.com/watch?v=m3VHQE86juo))

How to develop client server application

<https://www.youtube.com/watch?v=m3VHQE86juo>

Login and signup sqlite

<https://www.youtube.com/watch?v=NT1qxmqH1eM>

Send data to a remote DB

<https://www.youtube.com/watch?v=FL37oah1k8k>

Save data into server

<https://www.youtube.com/watch?v=xGr5voR6B1Y>

Using XMPP(<https://en.wikipedia.org/wiki/XMPP>)

Make the page for telling the story a messaging activity, where only the person with permission to post has an active “POST” button.

XMPP will deal with contacts and updating the story across all users.

My layout will make the story activity look more like a story and less like a messaging app.

Might have to use XMPP along with GCM because XMPP does not work when the app is closed as it would constantly and wastefully pull the server

Validate mobile phone numbers for user sign ups

<https://www.quora.com/How-do-services-like-WhatsApp-validate-mobile-phone-numbers-for-user-sign-ups-subscribers>

use phone number for sign up

<https://stackoverflow.com/questions/28161341/sign-up-with-a-phone-number-using-parse>

Whatsapp signup

<https://www.youtube.com/watch?v=aDjTb4Or_Jw>

Parse

<https://www.youtube.com/user/parseplatform/videos>

<http://docs.parseplatform.org/android/guide/>

<http://docs.parseplatform.org/android/guide/#installation>

Parse example

<https://www.youtube.com/watch?v=-AB_uu_Lj8Q>

OTP

<https://stackoverflow.com/questions/39481860/parse-how-to-get-user-to-sign-up-with-phone-number>

[https://www.simplifiedcoding.net/android-sms-verification-app-phone-verification-with-otp/](https://stackoverflow.com/questions/39481860/parse-how-to-get-user-to-sign-up-with-phone-number)

using Fire base(FREE)

<https://www.youtube.com/watch?v=Xn0tQHpMDnM>

<https://firebase.google.com/docs/auth/android/phone-auth> (phone verification)

(July 7, 2017)

push notifications

reset forgotten password

add location

problem with message not showing up sometimes

duplicate messages

apply different story sizes(50 pages, etc)

story count for how many pages left

admin end story

search bar in listusersactivity

clean up

### GCM server key AIzaSyCrVFNT5OGneN10qTkvaIGxczoJ3mCicdk

### Sender ID 215605351012