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1. Create a new document, and copy and paste the text from this template into your new document [Select All → Copy → Paste into new document]
2. Name your document file: "**Capstone_Stage1**"
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Game Trends

Description

With this application you can find popular games games, upcoming games and top rated games. And you will can follow the latest news from your favorite games.

Intended User

Is this an app for Gamers.

Features

- App will be equipped with a signing configuration, and the keystore and password will be included in the repository. Keystore is referred to by a relative path
- All constant Strings will be in strings.xml
- This app will includes content description and navigation using D-pad. For accessibility
- All project will be written only in Java language
- List Games like: Popular, Coming Soon, Favorited
- Game images, news and detailed information
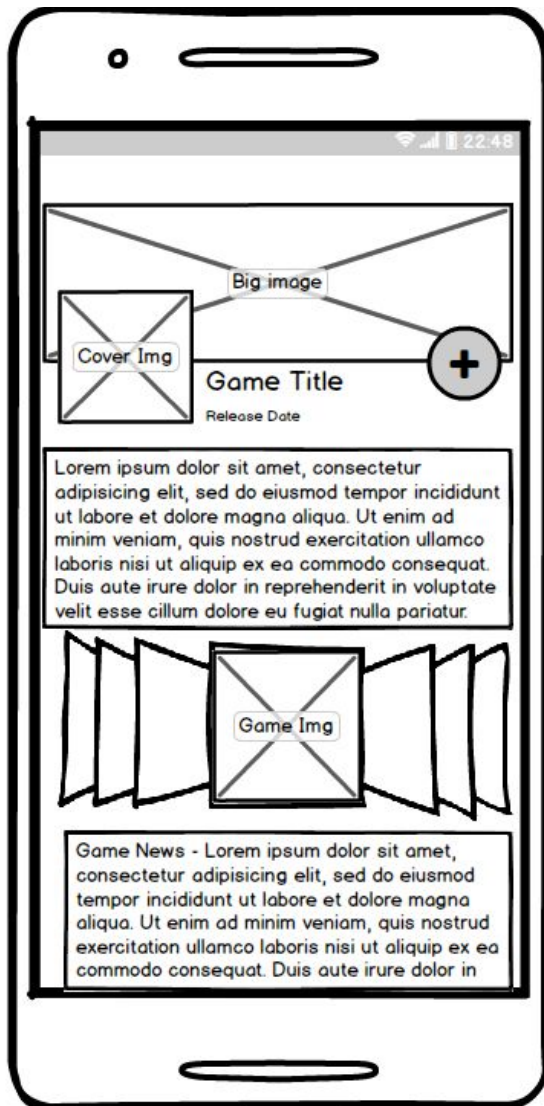- Widget for latest news about your favorite games on the app
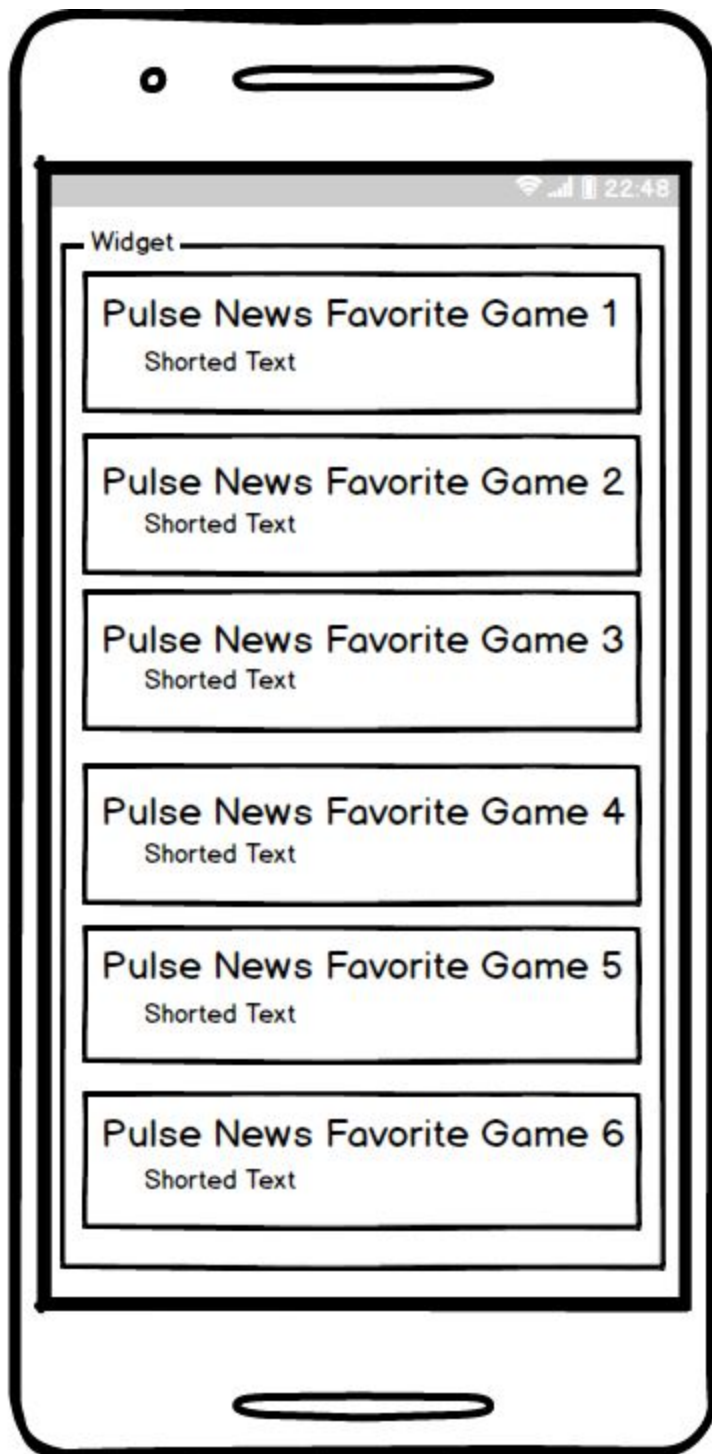
User Interface Mocks

Screen 1
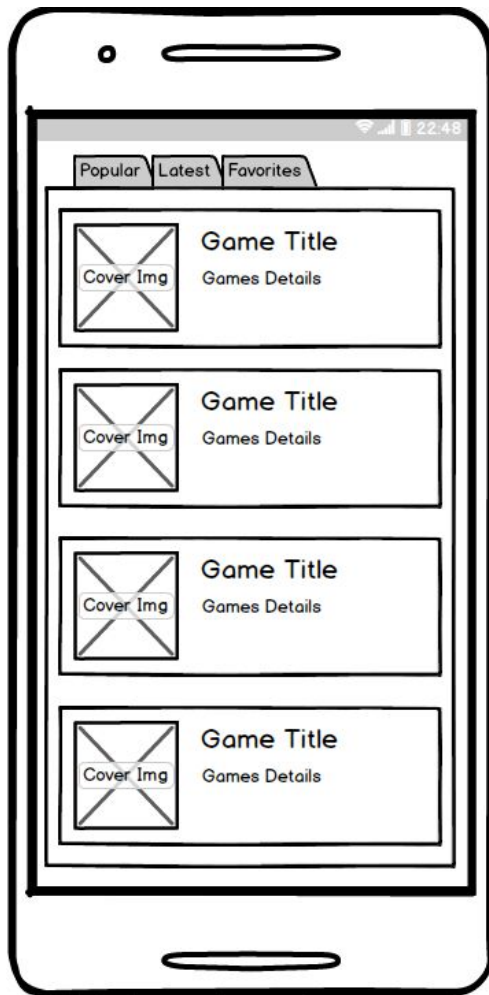
This is the home screen. In this view you can list games. You can swap to see Popular, Latest and Favorited games.

Screen 2

This is the detail screen. You can favorite an game, see images and read news.

Screen 3

Widget

Pulse News Favorite Game 1
Shorted Text

Pulse News Favorite Game 2
Shorted Text

Pulse News Favorite Game 3
Shorted Text

Pulse News Favorite Game 4
Shorted Text

Pulse News Favorite Game 5
Shorted Text

Pulse News Favorite Game 6
Shorted Text

This is the apps's widget. You can see the latest news of you favorited game.

Key Considerations

How will your app handle data persistence?

- All data is get from IGDB API (https://www.igdb.com/)
- Room persistence library will be used for data persistence.
- FirebaseJobDispatcher will be used for cached data update. Cached data will be used only when offline.

Describe any edge or corner cases in the UX.

What will happen in widget if there is no favorited games?
- You see "No favorited games".

If no internet connection?
- You see cached data.

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

- **Android architecture component** for data persistence (Room, Livedata, ViewModel)
- **Android Design Support** to be Material
- **Glide** to load image.
- **Volley** to get data from API.
- **Butter Knife** to bind components.
- **Play Services** for Analytics and Admob

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

- Admob will be used for monetization.
- Analytics will be used to see users flow.

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

- New Project on Android Studio
- Setup libraries
- Setup database using Room

Task 2: Implement UI for Each Activity and Fragment

- Build an rustic UI for each Activity
- Bind data to UI
- Refine UI
- Implement transitions

Task 3: Admob

- Setup Admob Play Service

Task 4: Analytics

- Setup Google Analytics Play Service

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

Submission Instructions
- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
  - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:
- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"