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Bet App

Description

Ever wanted to have a friendly bet with friends, just for the fun of knowing who is right? Predict sports scores? Travel times? Weather tomorrow?

With Bet App you can easily create bets with friends and have fun finding out who is the most accurate among you all. Use friend groups to keep bets separate between colleges, high school friend, even family, and enjoy being part of the weirdest bets you can think of.

Intended User

Specially young adults, but anyone who likes a friendly bet (no with money).

Features

List the main features of your app:

- Creates any sort of bet.
- Create your network of betting friends or even groups of friends.
- Saves the results of every bet so you can look at them anytime.
- Uses Facebook to create/save user profile and find/invite friends.

User Interface Mocks

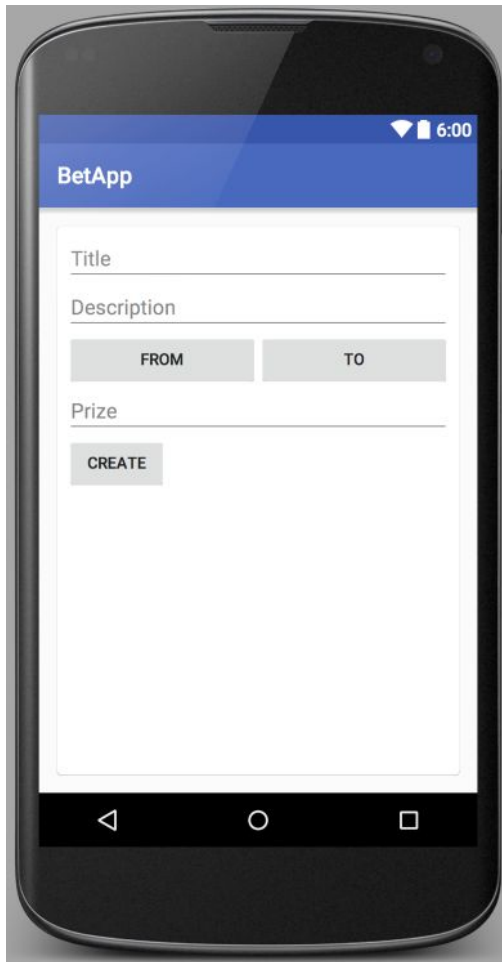
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Login screen



We will use Facebook Login for entering the app. Enforced at this point, though we could move into normal email-password or phone number registration in the future.

Create bet screen



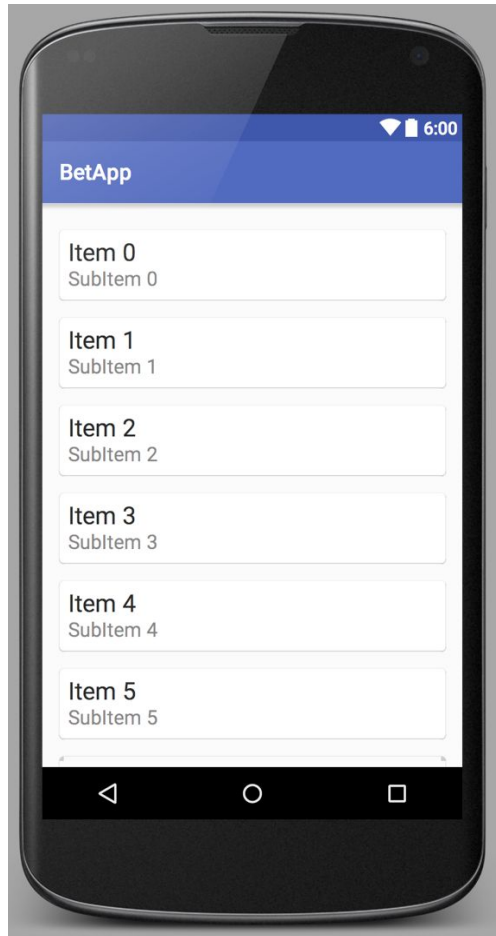
The screenshot shows a mobile application interface for creating a bet. The app is titled "BetApp" in a blue header bar. The status bar at the top right shows a signal icon, a battery icon, and the time 6:00. The form consists of several input fields and buttons:

- Title**: A text input field.
- Description**: A text input field.
- FROM**: A button for selecting the start date.
- TO**: A button for selecting the end date.
- Prize**: A text input field.
- CREATE**: A button to submit the bet.

The form is contained within a white box with a thin border, set against a dark background that represents the phone's home screen. The phone's navigation bar at the bottom shows the back, home, and recent apps buttons.

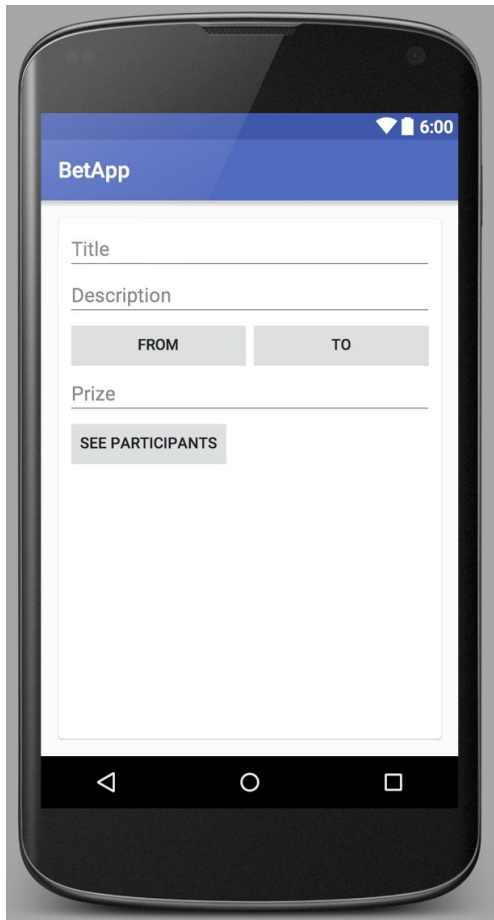
Creating bets requires title and description, so we know what the bet is about; starting and ending dates; reward for winner of bet.

Bet list screen



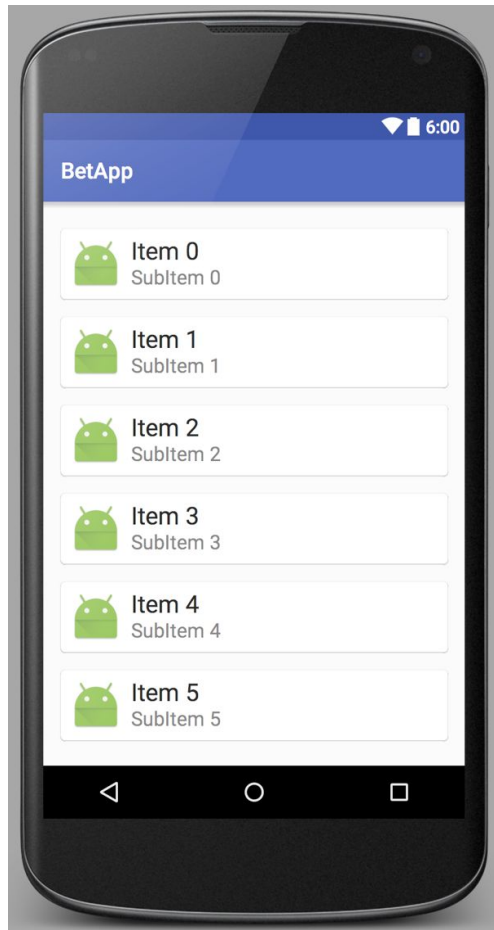
Listing bets with title (Item) and description (SubItem); maybe more information in final iteration (participants count, date of start/end). Clicking on each item will let one see bet details.

Bet details screen



Listing details of best, similar to create bet screen. User will be able to edit info only when clicking Edit Item in option menu (not in screenshot). User will also be able to see a list of participants in the bet and add/invite participants from his Friends list.

Friends list screen



User will see a list of friends who already use the app or have been invited to use the app, and will also be able to use Invite Item in options menu to invite friends to the app from his Facebook friends list .

Key Considerations

How will your app handle data persistence?

Will use Firebase to have synchronization with server and data storage.

Describe any corner cases in the UX.

Pretty straightforward UI. Will handle initial cases in which user still has no friends or bets, so it's easy to understand what user needs to do.

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

Glide to handle images.

Firebase for database/server

Butterknife for cleaner UI

Mosby for MVP implementation

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

- If downloading from github, just compile project.
- If starting from scratch:
 1. Create Android Studio template project using empty activity
 2. Add library dependencies to app module build.gradle file:
 - Firebase
 - FacebookSDK
 - Butterknife
 - Others...

Task 2: Implement UI for Each Activity and Fragment

Ui tasks:

- Build UI for LoginActivity
- Build UI for creating Bet
- Build UI for showing Bet details
- Build UI for Bet's list
- Build UI for showing friends
- Build UI for inviting friends
- Build UI for adding friends to a Bet

Task 3: Implement logging with FB and inviting friends

Task 4: Implement creating bets

Task 5: Implement listing bets

Task 6: Implement joining bets

Task 7: Implement declaring a winner

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**"