

How to Use this Template

1. Make a copy
2. Rename this file: **“ChatApp”**
3. Replace the text in green

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 **“ChatApp.pdf”**

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GitHub Username: <https://www.github.com/fouchimi>

Chat App

Description

This application is a chatting application intended to allow users to reach out to one another by sending text messages. It requires users to create an account, add friends, and start chatting immediately. It is composed of 5 activities as of now: Logging, SignUp, MainActivity, EditFriends, and Chat Activities for a one-to-one chat between two users.

Not sure how to write a good description? Search 5-star apps on the Play Store for inspiration.

Intended User

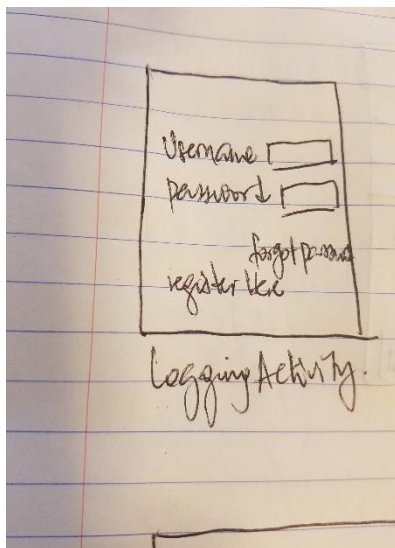
My intended user is a public anyone can use this application to start chatting with friends and enjoys other features of the application like searching point of interest around the user's location.

Features

List the main features of your app. For example:

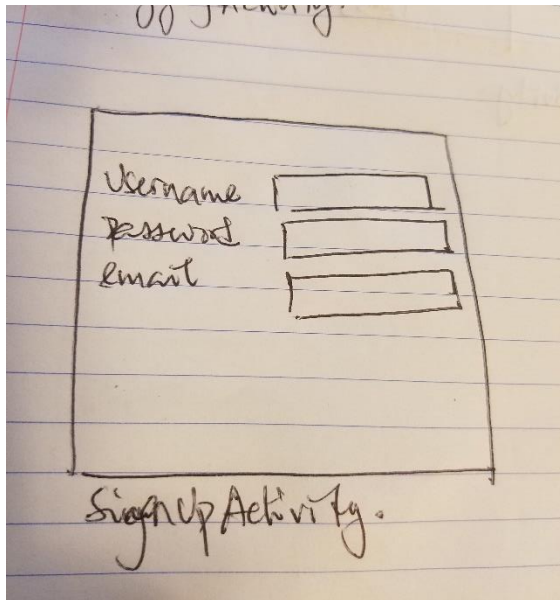
- Add Friend to friends list
- Send messages

Screen 1



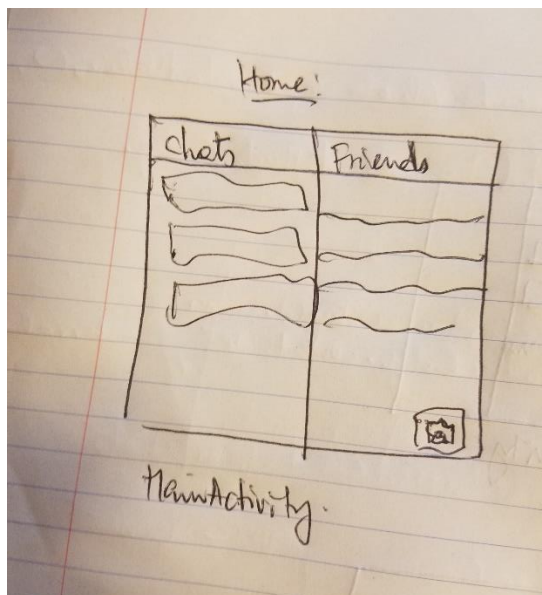
Description: Logging Activity for user for logging in the application.

Screen 2



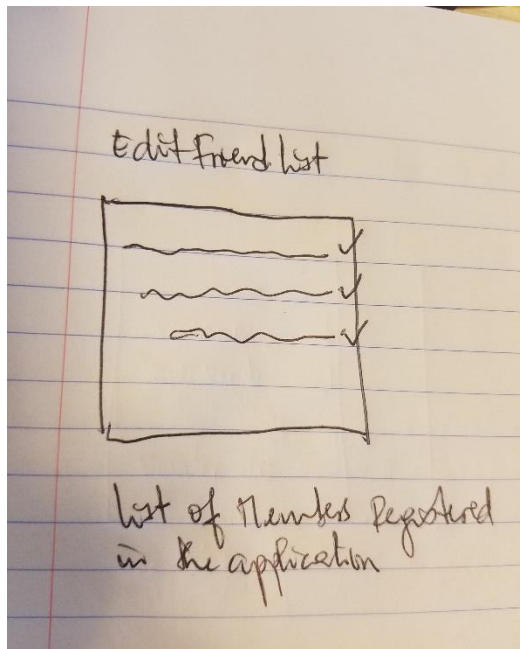
Description: Sign Up Activity to allow users to create an account before being able to send messages to friends

Screen 3



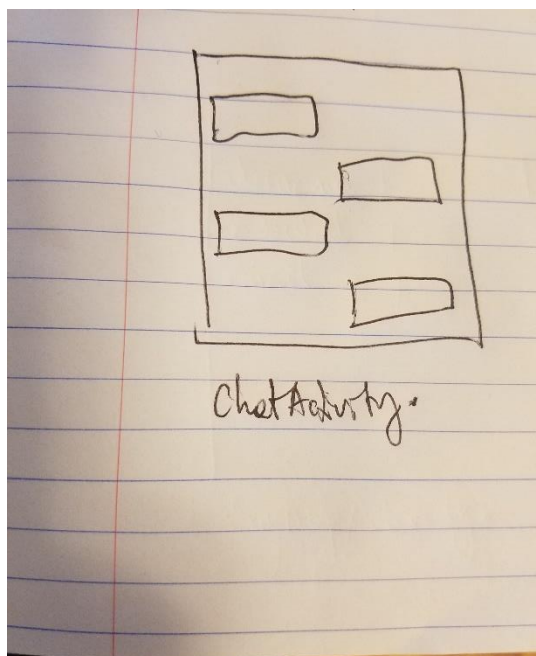
Description: Home Activity which display the list of recent chats and friends added in a friend list.

Screen 4



Description: Activity that display all the members registered in the application and allow logged in user to select friends to start sending chat messages.

Screen 4



Description: Chat Activity that allow a user to start sending message to a specific friend.

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

Key Considerations

How will your app handle data persistence?

I am going to build a content provider for my application to allow my app to store, query and update data as needed.

I am going to build an widget for my application to allow users to launch the app upon touching application widget.

Describe any corner cases in the UX.

One the user Registers in the application, she is directed to a home page of the application. The user will have to select in the menu Edit friend list to start adding friends in the application and if the user presses the back button she will be redirected to the home page. She will then be able to select on the friends panel a friend and start sending messages.

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

I won't be using any library for this project

Describe how you will implement Google Play Services.

I am going to implement Google Map to allow user to search places of interest and Google analytics to track user'

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

No Setup required for this application

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 Logging, SignUp, Home, EditFriend and Chat Activities.
- Implement Content provider.

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 for all activities and style them properly

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

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