How to Use this Template

- Create a new document, and copy and paste the text from this template into your new document [Select All → Copy → Paste into new document]
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- 3. Replace the text in green

Description

Intended User

Features

User Interface Mocks

Screen 1

Screen 2

Key Considerations

How will your app handle data persistence?

Describe any corner cases in the UX.

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

Describe how you will implement Google Play Services.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Your Next Task

Task 4: Your Next Task

Task 5: Your Next Task

GitHub Username: ghilbing

Band A

Description

With Music Now you can get an amazing experience with your group, this app allows you the following:

- Coordinate and schedule rehearsals.
- Record your part to allow the rest of the group study based on that.
- Define and vote repertoire and make and share your own playlist.
- Differentiate between original versions and covers.

Intended User

The intended user is anyone who likes music and belong to a group of people, like jazz band, cord band, choir, rock band, etc. to facilitate their work.

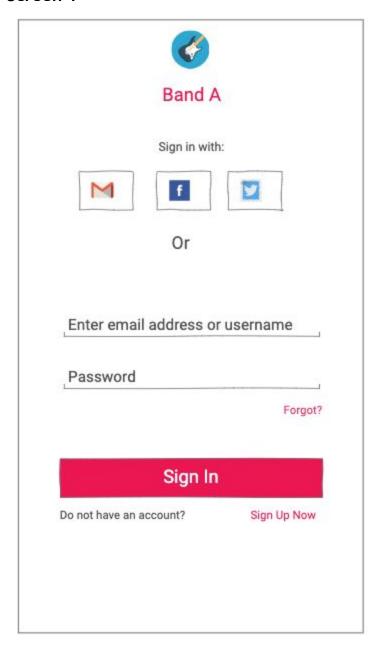
Features

The main features of the app are the following:

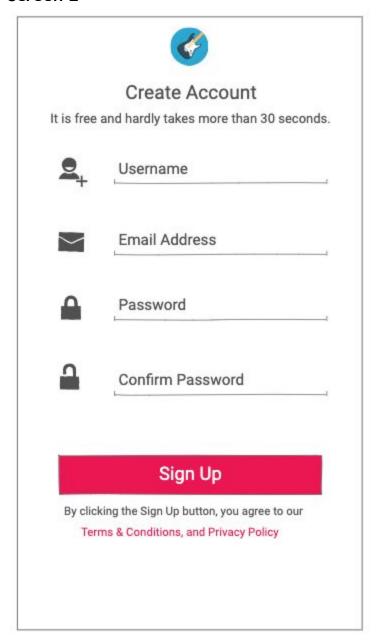
- Multi Language, for now English and Spanish
- Manages authenticated login
- Saves users' and the band's information and which instruments they play.
- Uses Calendar to arrange rehearsals.
- Keep track of the possible places to rehearse and perform with Google Maps.
- Saves playlists that can be shared to study and to play.
- Notificates in case something changes.

User Interface Mocks

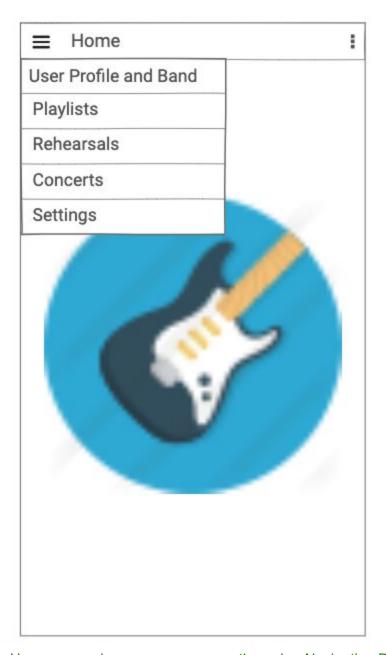
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.



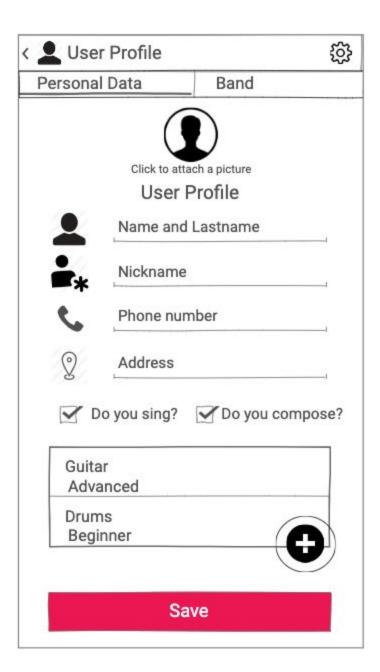
This screen is to Sign In or Sign Up in case the user does not exist yet. In case Sign in the app goes directly to Screen 3, otherwise goes to Screen 2.



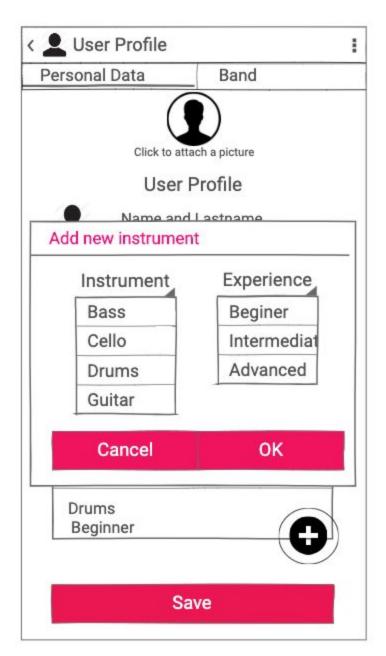
Screen for a basic Sign Up.



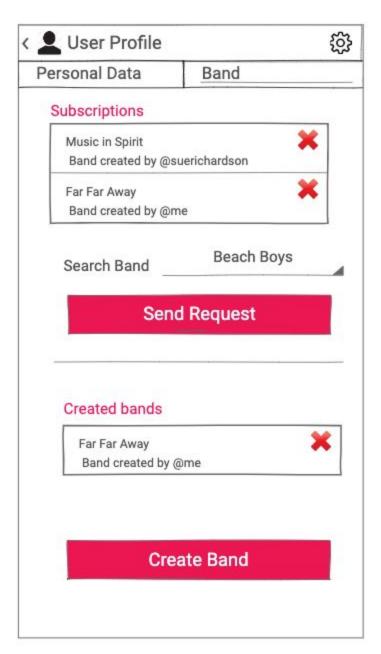
Home page where you can access through a Navigation Drawer to different options.



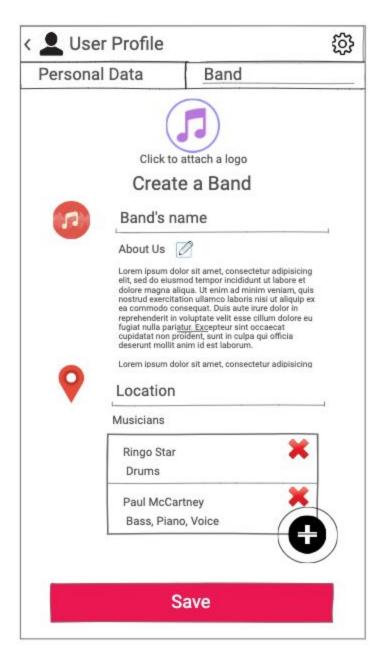
The User and Band profile has a ViewPager with 2 tabs. The first one is for Personal Data, like phone number, nickname, and the instruments that the person plays and the level of experience when clicks the floating button as shown in Screen 5.



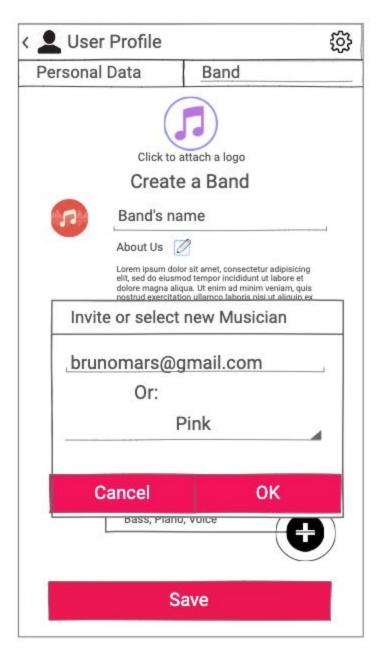
Screen for adding instruments.



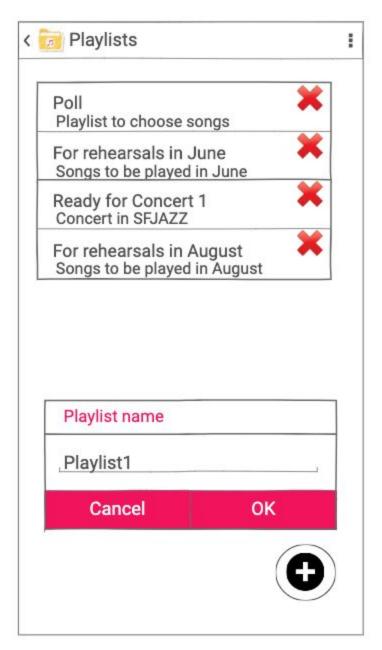
The idea for this screen is to subscribe to an already existing band as a new member or to create a new band. You can delete your subscriptions or the bands you have created, but not the bands created by others.



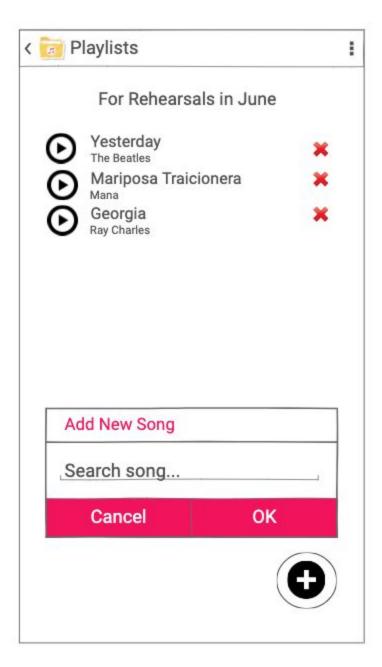
When you create a band you can put a logo, a name, a short story and the location. Then you can add musicians. When you click the floating button, it gives you to Screen 8.



You can send an invitation to register at the app, or if the musician is already registered, you can search by name and add it.



With this screen you can create different playlists. You can have one where you can suggest new songs, another one with the specific songs for a concert, another to let all now which songs are ready, etc.



Once you choose a playlist, you can start adding songs from Spotify, for example.

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

Key Considerations

How will your app handle data persistence?

The app will use Firebase Realtime Database (is a cloud-hosted NoSQL database that lets you store and sync data between your users in realtime. When the disk persistence is enabled, the app writes the data locally to the device so the app can maintain state while offline, even if the user or operating system restarts the app.

Describe any edge or corner cases in the UX.

For example, how does the user return to a Now Playing screen in a media player if they hit the back button?

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

I will use the following libraries.

- Picasso, for image handling
- Butterknife, for databinding
- Retrofit, for API connection

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

I will use the following services:

- Firebase
- Google Calendar
- Google Maps

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

Write out the steps you will take to setup and/or configure this project. See previous implementation guides for an example.

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 MainActivity
- Build UI for something else

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
- Something else

Task 4: Your Next Task

Describe the next task. List the subtasks. For example:

- Create layout
- Something else

Task 5: Your Next Task

Describe the next task. List the subtasks. For example:

- Create layout
- Something else

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

Submission Instructions

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