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:

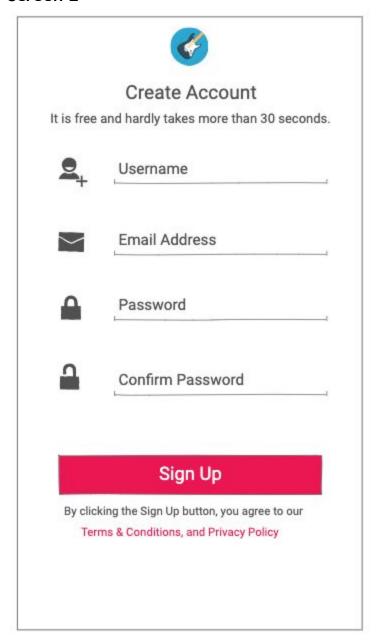
- It will be written in java
- Multi Language, for now English and Spanish
- Manages authenticated login
- Saves users' and the band's information and which instruments they play.
- Uses Calendar to arrange rehearsals.
- Keep track of the possible places to rehearse and perform with Google Maps.
- Saves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

User Interface Mocks

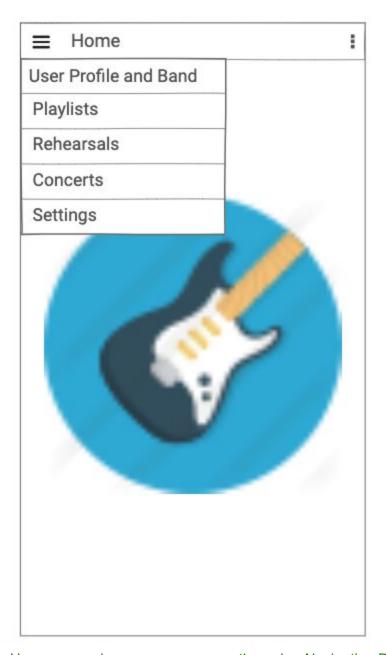
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamig.



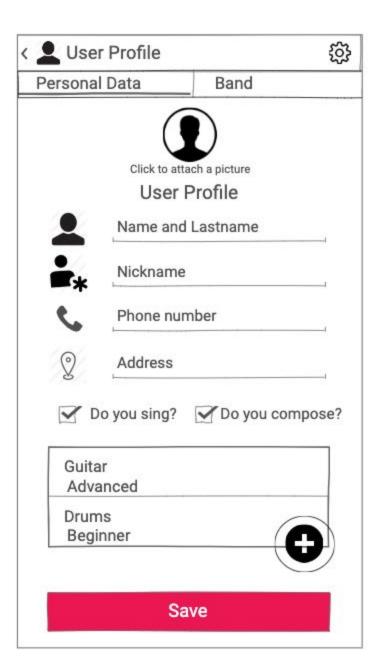
This screen is to Sign In or Sign Up in case the user does not exist yet. In case Sign in the app goes directly to Screen 3, otherwise goes to Screen 2.



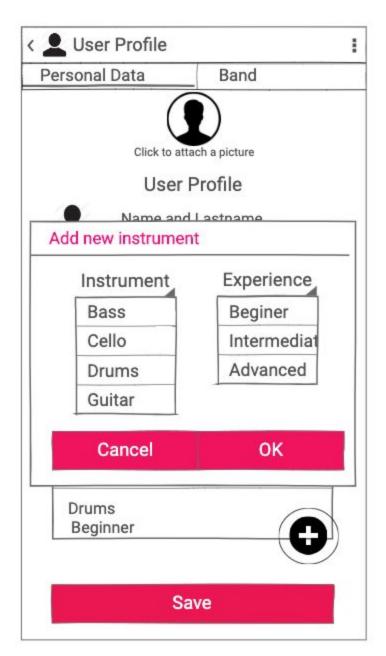
Screen for a basic Sign Up.



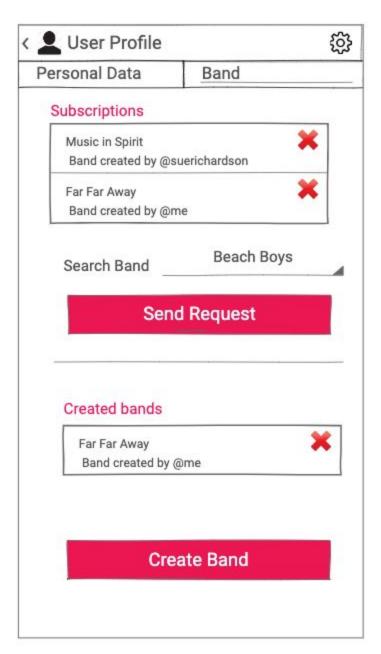
Home page where you can access through a Navigation Drawer to different options.



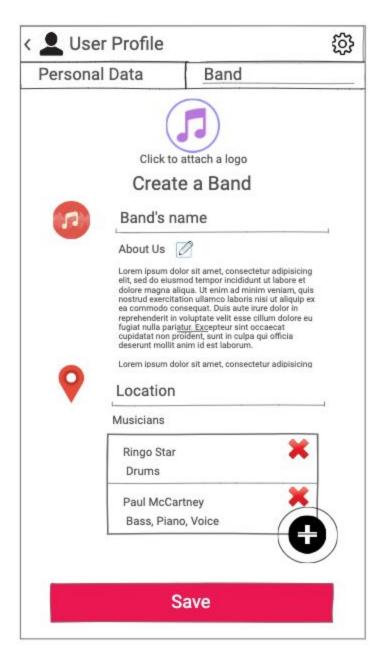
The User and Band profile have a ViewPager with 2 tabs. The first one is for Personal Data, like phone number, nickname, and the instruments that the person plays and the level of experience when clicks the floating button as shown in Screen 5.



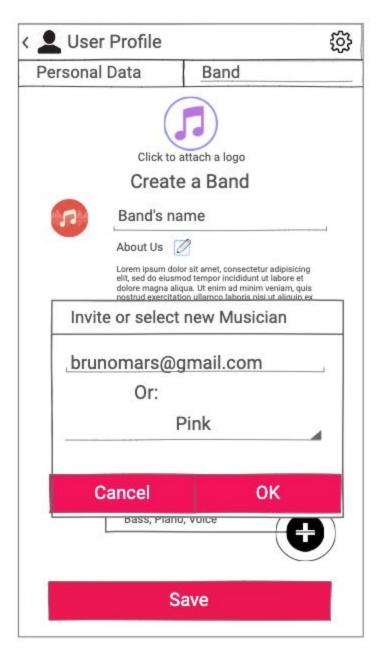
Screen for adding instruments.



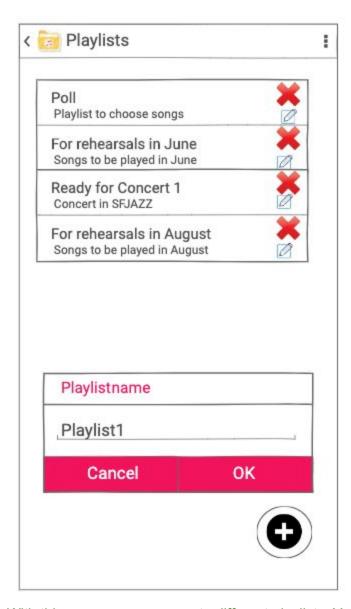
The idea for this screen is to subscribe to an already existing band as a new member or to create a new band. You can delete your subscriptions or the bands you have created, but not the bands created by others.



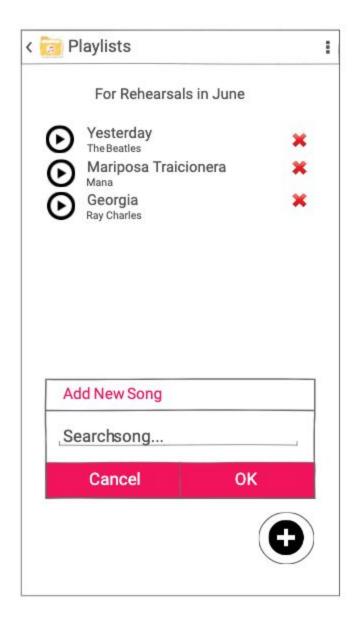
When you create a band you can put a logo, a name, a short story, and the location. Then you can add musicians. When you click the floating button, it gives you to Screen 8.



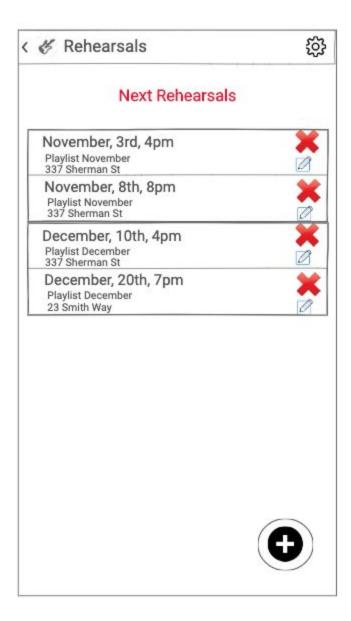
You can send an invitation to register at the app, or if the musician is already registered, you can search by name and add it.



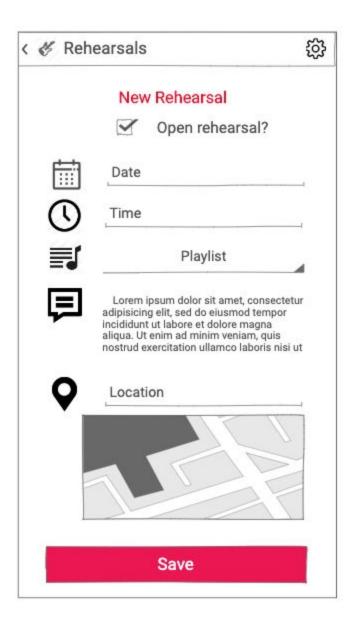
With this screen you can create different playlists. You can have one where you can suggest new songs, another one with the specific songs for a concert, another to let all now which songs are ready, etc.



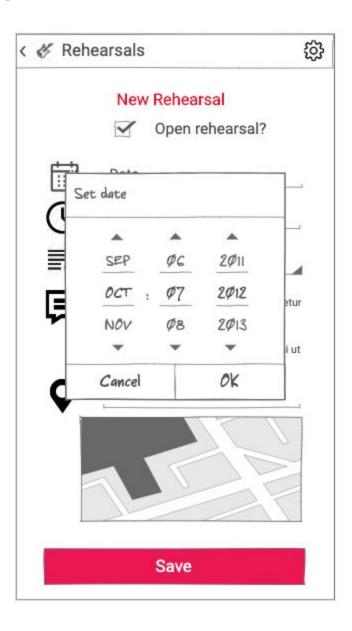
Once you choose a playlist, you can start adding songs from Spotify, for example.

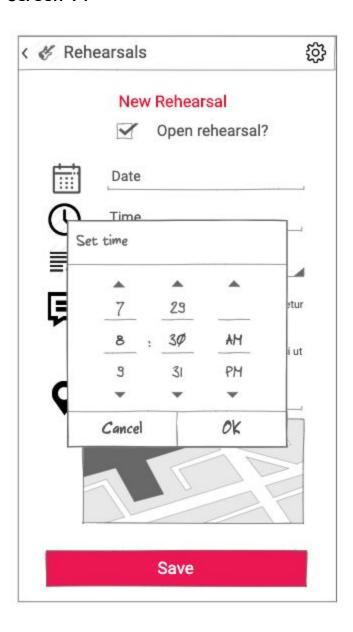


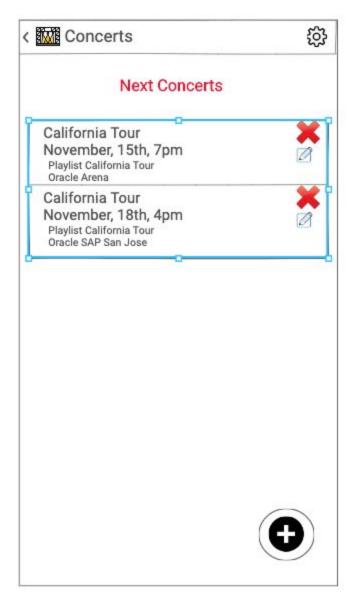
This screen will show the next rehearsals already created and the possibility to generate new ones or update the existing ones. Once you click the Add button, it will go to Screen 12.



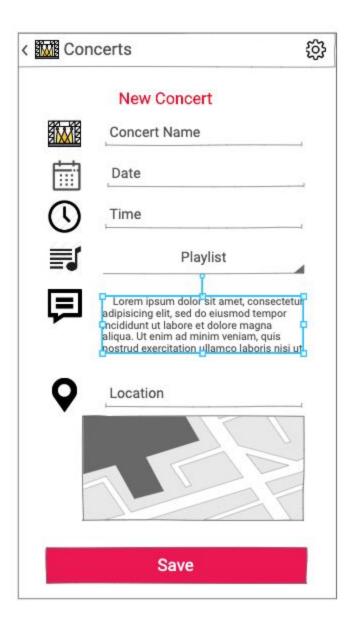
This screen will allow the user to create a new rehearsal, the rehearsal can be opened to the public or closed. Then you can select Date and Time through pickers as shown in Screens 13 and 14 respectively. You also can add some notes, the playlist to rehearse and location with Google Maps API.







This screen will show the next concerts already created and the possibility to generate new ones or update the existing ones. Once you click the Add button, it will go to Screen 16.



This screen will allow the user to create a new concert. Then you can select Date and Time through pickers will be the same as the ones shown in Screens 13 and 14 respectively for Rehearsals. You also can add some notes, the playlist to play and location with Google Maps API.



The widget of this app, will be very simple. It will show the next events coming and you should select your availability.



The app will send notifications to users related to CRUD changes in the following aspects:

- Band data (adding or deletion of musicians, change of name, description, etc.)
- Rehearsals or Concert CRUD operations
- Playlists CRUD operations

Every time a user changes something related to the above, all the users subscribed to the band will receive the respective notification. And also the widget info will be updated.

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.

Corner Case 1

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

In this case, to manage MediaPlayer from Activity which is running in background using service, we have to create commands to broadcast when next, previous, and seekbar action occur in Activity. If service is running in the same process then we will use LocalBroadcastManager otherwise BroadcastReceiver for getting events from Activity.

Corner Case 2

If the user do not have Spotify installed, then the playlists won't show the play button enabled, and also the user won't be able to add songs to playlists. These users will only see the names of the songs and the author/s. It will be a message suggesting that for better functionality, please install Spotify.

Corner Case 3

To avoid create rehearsals and/or concerts with the same Date and Time or they also could be overlapped, before saving the event we will check if the Time and Date is greater than a previous event already saved. Also the user cannot create events with passed dates.

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 data binding
- Retrofit, for API connection

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

I will use the following services:

- Firebase, for database, storage and notifications
- Google Maps, to set locations for rehearsals and concerts

To implement Firebase in Android, open the Android Studio Tools menu, and then click on the Firebase option in the drop down menu.

A menu appears. It will show all the services that Firebase offers. Choose the desired service and then click on Connect to Firebase. Then add the dependencies.

After that, create a Firebase Project in the Firebase Console. Fill the data. And then add this project to the android app. Also you need to download google-services.json file and place it in the root directory of the android app.

For Google Maps, install the Google Play Services SDK, Create a Google Map project, Get a Google Maps API key and save it into the <string> element in the google_maps_api.xml file, and then connect an Android device.

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

To start, a new project in java will be created. After this, it will be shared on GitHub to start committing changes. Next steps are:

- Configure libraries and necessary dependencies
- Set the required <uses permission> in Android Manifest
- Get API credentials
- Configure string.xml for multilanguage

Task 2: Implement UI for Login and Sign Up

Create the logging screen and configure Firebase in the project with OAuth adding the corresponding library in the build.gradle file:

- Build UI for LoginActivity
- Build UI for SetupActivity
- Create the logout option in every Toolbar
- Set also Facebook and Google logging
- Implement Google Play Services

Task 3: Implement UI for Main Screen and NavigationDrawer

For this screen find a background image that identifies the main function of the app and do the following tasks:

- Create a layout for MainActivity
- Create a Navigation Drawer
- Create Fragments for every option in the NavigationDrawer

Task 4: Implement UI for User Profile and Band

Create Fragment to update the user profile data

- Create layout
- Create a ViewPager to separate Personal Data from Band
- Create a list of instruments to choose
- Create Fragments for ViewPager
- Connect everything with Firebase database and Firebase storage to save all the data
- The user can subscribe to an existing band or create a new one
- Once the band is created, the creator can invite new musicians to join the band

Task 5: Implement UI for Playlists

Register the application with Spotify API, get credentials to the get the song's URI to be able to listen the song to be played:

- Create layout
- Connect with Spotify API with Retrofit
- Create a playlist and when the Add button is clicked a search dialog will appear to find the song to be added
- The playlists can be updated, deleted and created
- Save everything in Firebase

Task 6: Implement UI for Rehearsals

The creation of rehearsals will utilize DatePicker and TimePicker to create a new Rehearsal, Set Google Map into Gradle.

- Create layout
- Add Pickers
- Set place with Google Maps
- The rehearsals can be updated, deleted and created
- Set everything in Firebase

Task 7: Implement UI for Concerts

It will be the same structure from Rehearsals and the same functionalities.

Task 8: Create a Widget to see Rehearsals and Concerts

Create a Widget that will be able to show what are the next Rehearsals and Concerts and the possibility to set if the musician will make it or not or maybe.

Task 9: Create UI for Settings

The idea with this screen is the following:

- activate accessibility options
- Set if the profile will be public or not
- Set if the user like to receive notifications.

Task 10: Configure notifications

The notifications will be a useful tool that will let the user know the following:

- Any changes in rehearsals
- Any changes in concerts
- Any changes in playlists
- Any changes in band configuration

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"