

How to Use this Template

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2. Rename this file: “**Capstone_Stage1**”
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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**”

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Scorecard

Description

The Scorecard allows the golf player to record their games and golf fields. It automatically calculates the gross and net scores.

Intended User

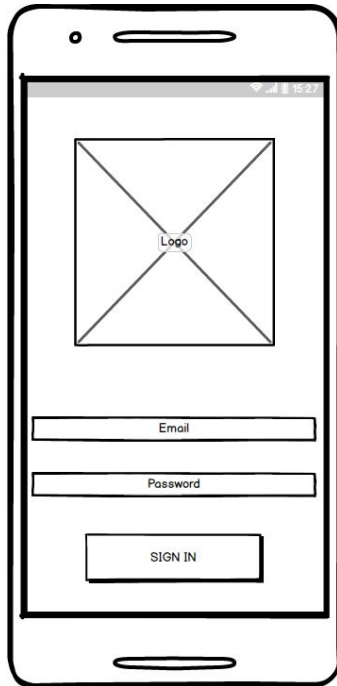
Golf players

Features

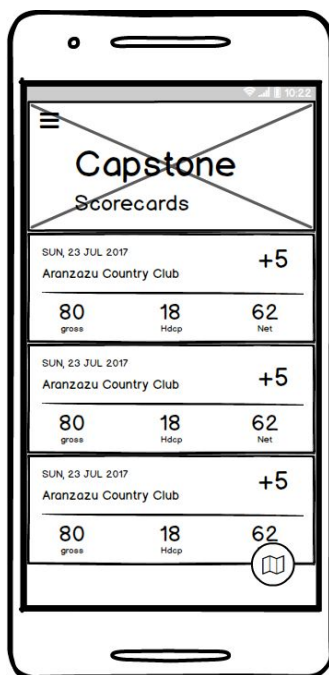
- Authenticate users
- Create a new golf field
- Mark golf fields as favorites
- Create a Scorecard
- Calculate the scores
- Save the scorecards
- Modify the handicap
- Notify the user about best scores
 - Best gross score (i.e -2, +3, etc)
 - Best net Score
 - Best gross and net score in a particular golf field

User Interface Mocks

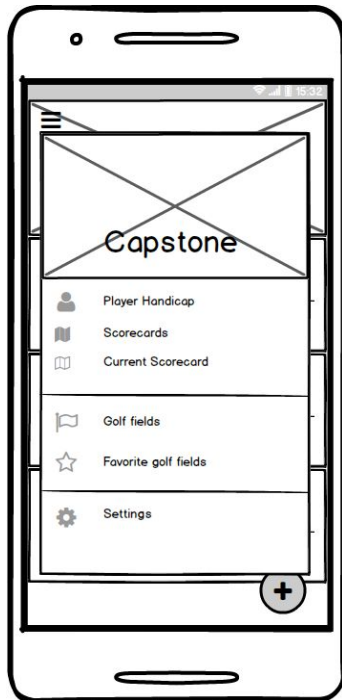
Sign in



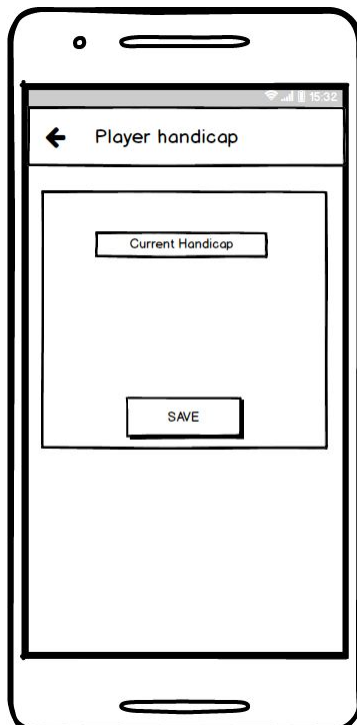
Scorecards (main Activity)



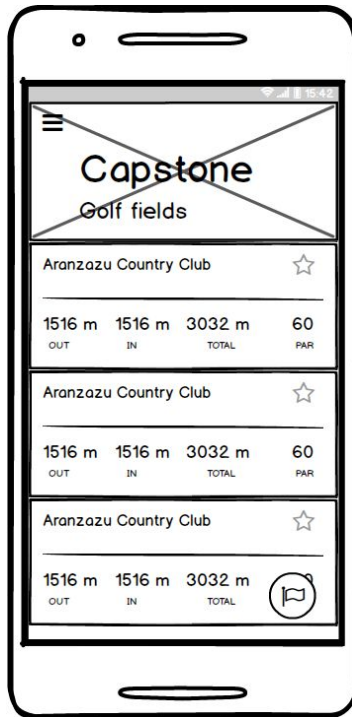
Side Menu



Player Handicap



Golf fields



Favorite golf fields



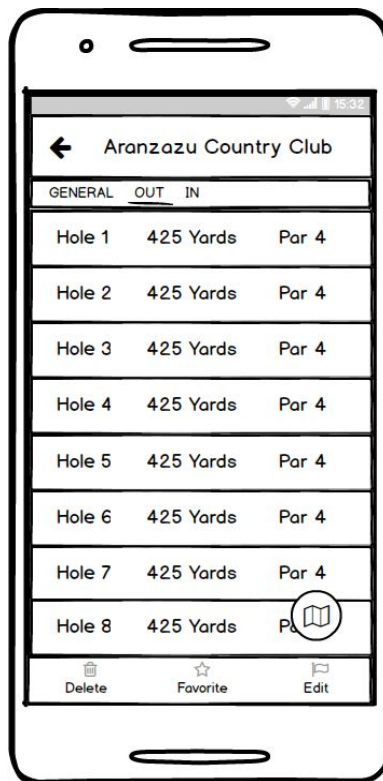
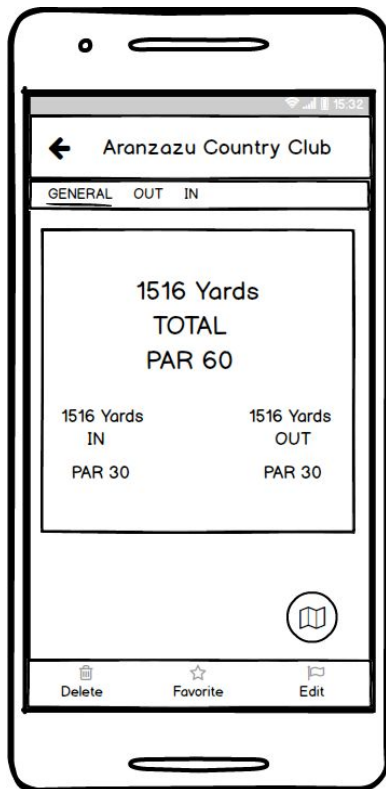
New golf fields - General

Mobile app screen for "New golf field" showing the "GENERAL" tab. The screen has a back arrow and the title "New golf field". Below the tabs, there is a text input field labeled "Golf field name". At the bottom, there is a "Save" button with a flag icon.

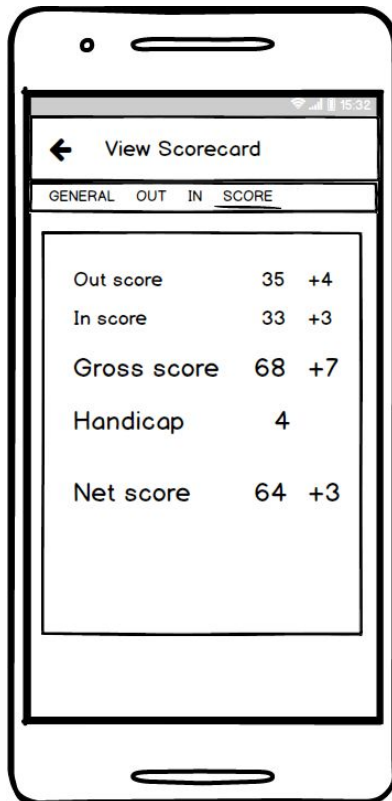
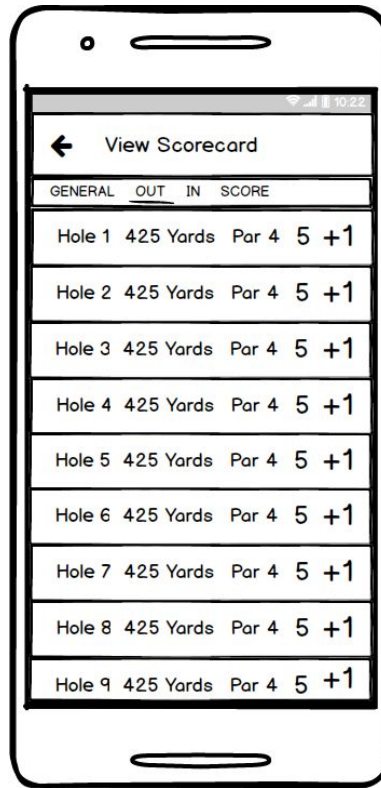
Mobile app screen for "New golf field" showing the "OUT" tab. The screen has a back arrow and the title "New golf field". Below the tabs, there is a list of 8 holes, each with a text input field for "Yards" and a dropdown menu for "Par". At the bottom, there is a "Save" button with a flag icon.

Mobile app screen for "New golf field" showing the "IN" tab. The screen has a back arrow and the title "New golf field". Below the tabs, there is a list of 8 holes, each with a text input field for "Yards" and a dropdown menu for "Par". At the bottom, there is a "Save" button with a flag icon.

View golf field - General



View Scorecard



Current Scorecard - GENERAL

← Current Scorecard

GENERAL OUT IN SCORE

Club de campo Aranzazu
SUN 23 JUL 2017

1516 Yards
TOTAL
PAR 60

1516 Yards 1516 Yards
IN OUT
PAR 30 PAR 30

Delete Confirm

← Current Scorecard

GENERAL OUT IN SCORE

Hole 1 425 Yards Par 4 5 +1

Hole 2 425 Yards Par 4 5 +1

Hole 3 425 Yards Par 4

Hole 4 425 Yards Par 4

Hole 5 425 Yards Par 4

Hole 6 425 Yards Par 4

Hole 7 425 Yards Par 4

Hole 8 425 Yards Par 4

Delete Confirm

← Current Scorecard

GENERAL OUT IN SCORE

Out score 35 +4

In score 33 +3

Gross score 68 +7

Handicap 4

Net score 64 +3

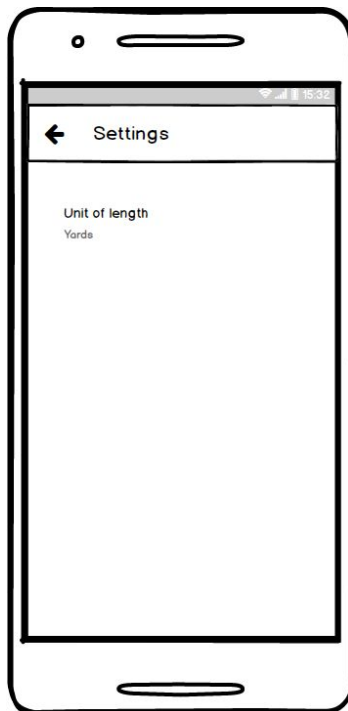
Delete Confirm

Current Scorecard - Entering score

The image shows a mobile application interface for a golf scorecard. At the top, there is a back arrow and the title "Current Scorecard". Below this is a header with tabs: "GENERAL", "OUT", "IN", and "SCORE". The "OUT" tab is selected. The main list displays golf holes. Hole 1 is shown with "425 Yards", "Par 4", a score of "5", and a "+1" indicator. Hole 3 is highlighted, and a modal dialog is open for it. The modal contains the text "Hole 3", "425 Yards", "Par 4", a text input field labeled "Score", and two buttons: "CANCEL" and "CONFIRM". Below the modal, Hole 7 and Hole 8 are visible, both with "425 Yards" and "Par 4". At the bottom of the screen, there are two buttons: "Delete" and "Confirm".

Hole	Yards	Par	Score	Indicator
Hole 1	425	4	5	+1
Hole 3	425	4		
Hole 7	425	4		
Hole 8	425	4		

Settings



Widget

SUN, 23 JUL 2017		
Aranzazu Country Club		+1
80	18	62
gross	Hdcp	Net

SUN, 23 JUL 2017		
Aranzazu Country Club		+1
80	18	62
gross	Hdcp	Net

SUN, 23 JUL 2017		
Aranzazu Country Club		+1
80	18	62
gross	Hdcp	Net

Tablet

○

← Current Scorecard			
GENERAL		HOLES	SCORE
OUT		IN	
1	425 Yards Par 4	5	+1
2	425 Yards Par 4	5	+1
3	425 Yards Par 4	5	+1
4	425 Yards Par 4		
5	425 Yards Par 4		
6	425 Yards Par 4		
7	425 Yards Par 4		
8	425 Yards Par 4		
9	425 Yards Par 4		
OUT		15	+1
Delete		Confirm	

○

Key Considerations

How will your app handle data persistence?

In order to manage the data persistence the system will use 2 methods:

For storing the golf fields, the handicap and the scorecards, it will use content provider.

For keeping the information of the current Scorecard it will use shared preferences. The current scorecard is temporally information and there will be always up to 1 current scorecard active.

Describe any corner cases in the UX.

In order to allow the user to navigate through the system it will be implemented a Side Menu.

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

FirebaseUI for managing the user authentication.

ButterKnife for binding the views.

Describe how you will implement Google Play Services.

This application will use Firebase and Admob:

- Firebase you be use for user authentication, by just implementing e-mail authentication.
- Admod will be implemented to shown a full screen adv when the users creates a new a scorecard.

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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

Define the target and Minimum SDK .

Add the dependencies . ButterKnife, google, AdMod and FireBaseUI

Task 2: Implement the Authentication module including the Activity for Login into the system.

- Create the Firebase project
- Generate the JSon File and add it to the Project
- Configure the validation functionality (Just by email)
- Develop the functionality in Android Studio

Task 3: Create the content provider

- Define the database structure
- Create the Contract, the helper and and the Content Provider.

Task 3: High level Development of the side Menu

- Trigger each menu item to toast messages

Task 4: develop the Handicap functionality

- Develop the functionality to update the player's handicap.
- Modify the side Menu to trigger the new functionality.

Task 5: develop the Setting

- Develop the functionality to define the unit of length.
- Develop the conversion functionality (The system will store the distance in m)

Task 6: Develop the golf field functionality

- Create a new golf field (trigger the adMod)
- View a golf field
- Delete a Golf field
- Mark as favorite
- List of golf fields and Favorites - Including the Adapter and the Cursor Loader
-

Task 7: Develop the functionality for listing the Scorecards

- List of Scorecards - Including the Adapter and Cursor Loader
- View an scorecard

Task 8: Develop the functionality for creating a new Scorecard and to enter new scores using both Phone and tablet

- Create a new scorecard (trigger the adMod)
- Add scores
- Confirm a scorecard
- Discard and scorecard
- Using

Task 9: Notify the user about best scores.

- Compare the current score
- Trigger a notification if it is the best gross or net score (either general or for one specific golf field) - Notification will be trigger by using an IntentService.

Task 10: Develop the Widget which show the list of scorecards.

- List of Scorecards - Including the Adapter
- Triggering to the App

- Triggering to the clicked Scorecard.

Task 11: Configure the release type and signed key.

- Modify the gradle to create the Release build and automatically sign the apk.

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

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