How to Use this Template

1. Make a copy [File → Make a copy...]
2. Rename this file: "**Capstone_Stage1**"
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 "**Capstone_Stage1.pdf**"

- 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: gmontoya2483

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

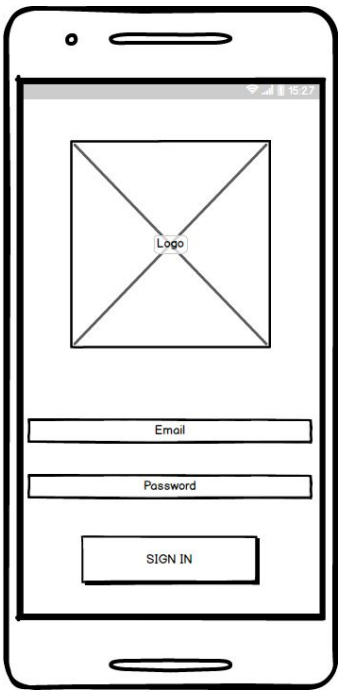
Golf players

Features

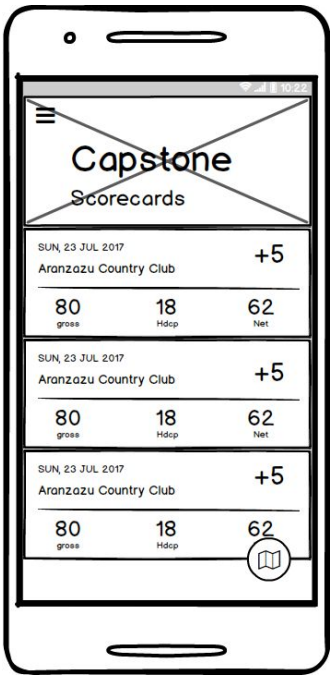
- Authenticate users
- Create a new golf field
- Mark golf fields as favorites
- Create a Scorecard
- Calculate the scores
- Save the scorecards
- Modify the handicap

User Interface Mocks

Sign in

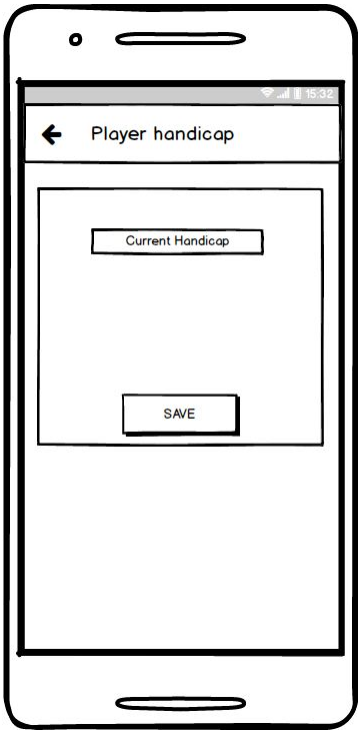


Scorecards (main Activity)

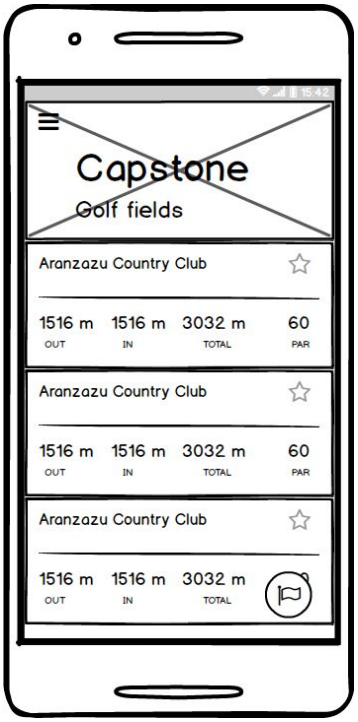


Side Menu

Player Handicap

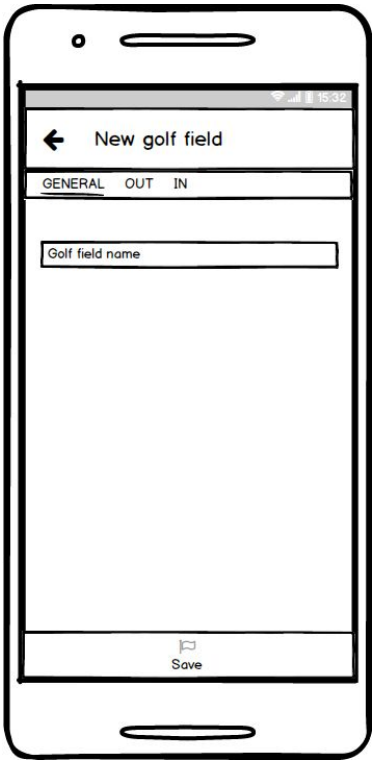


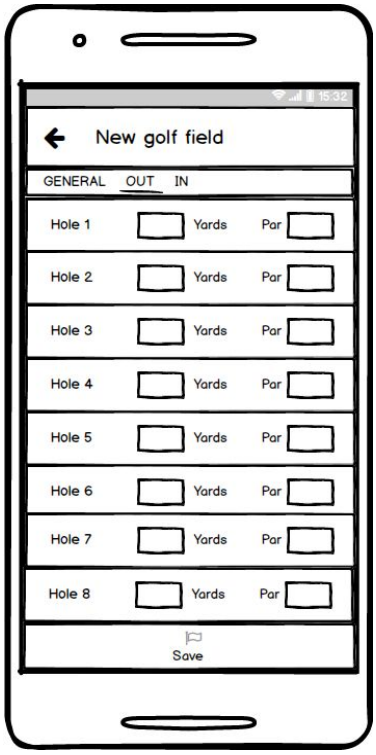
Golf fields

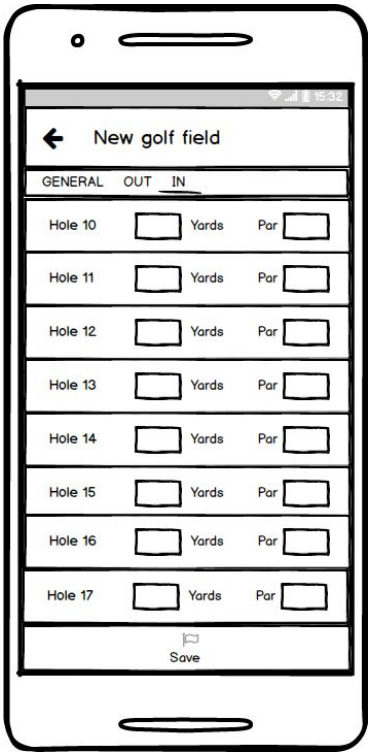


Favorite golf fields

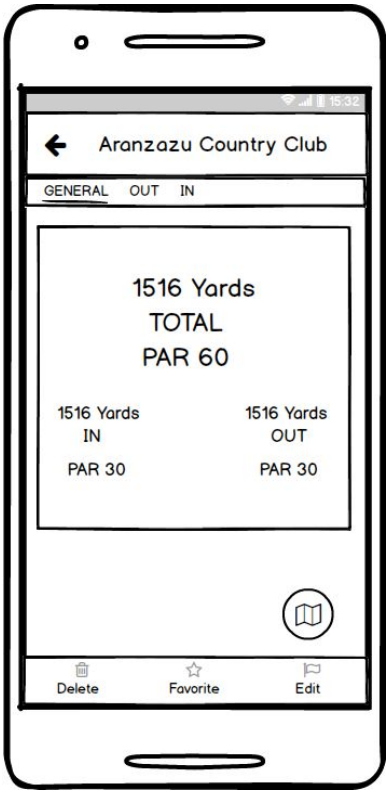
New golf fields - General

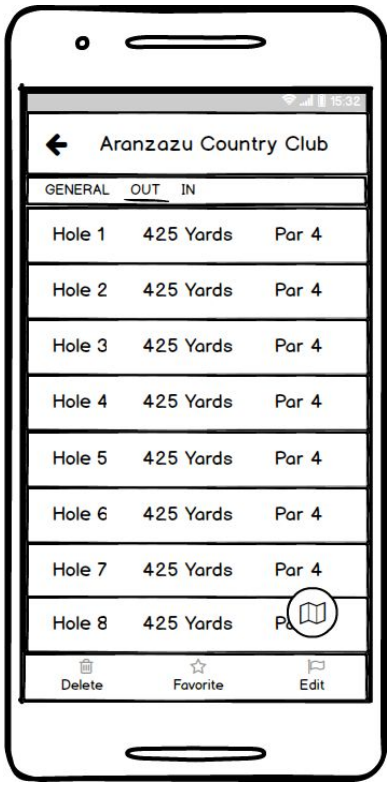




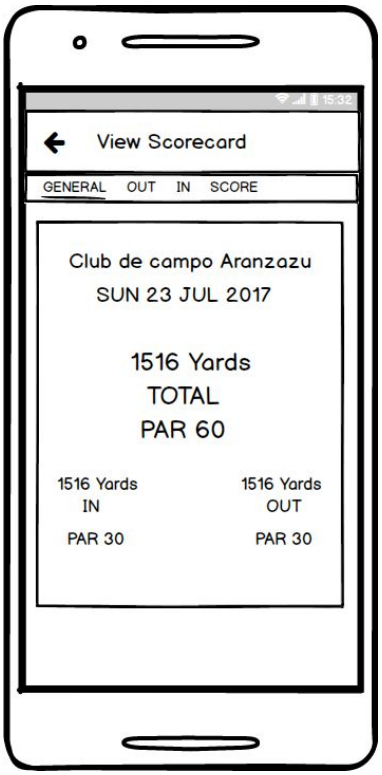


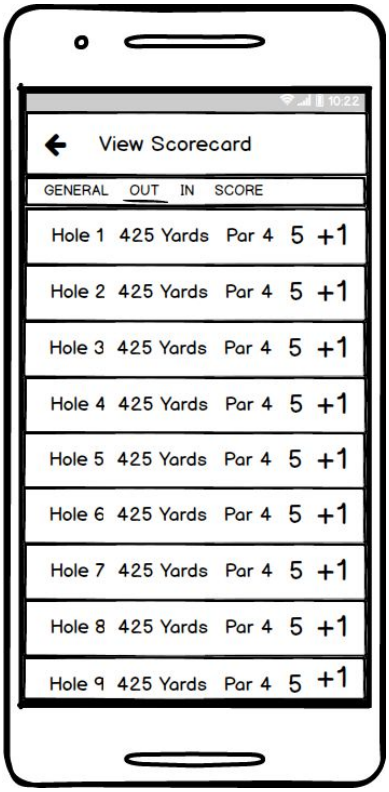
View golf field - General

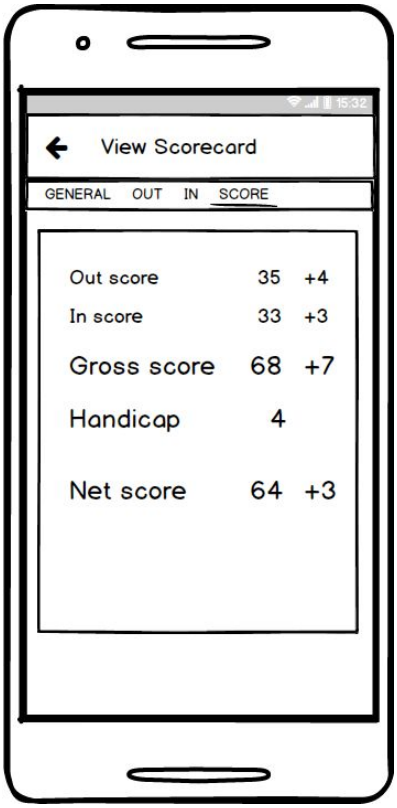




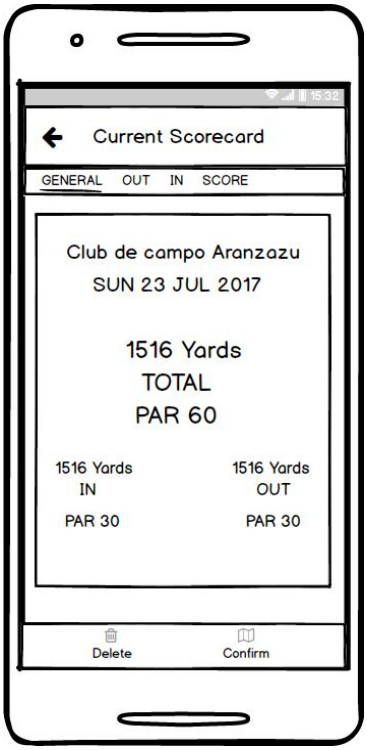
View Scorecard

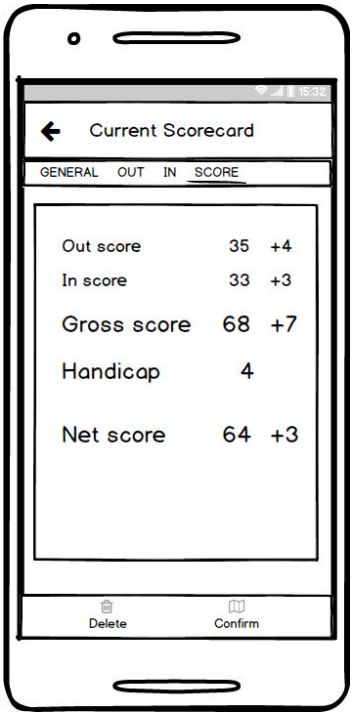




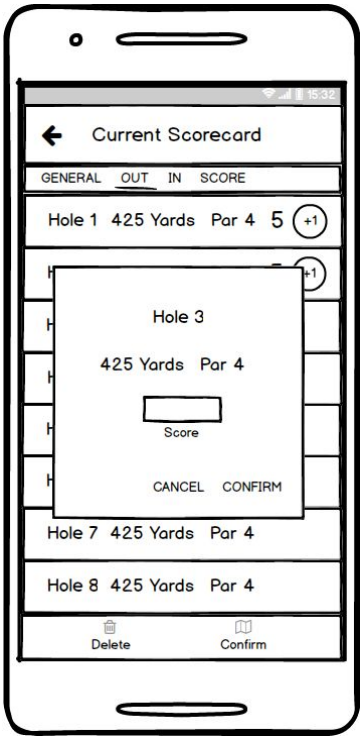


Current Scorecard - GENERAL

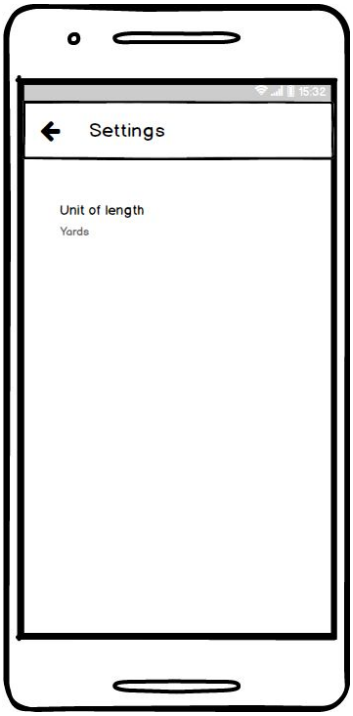




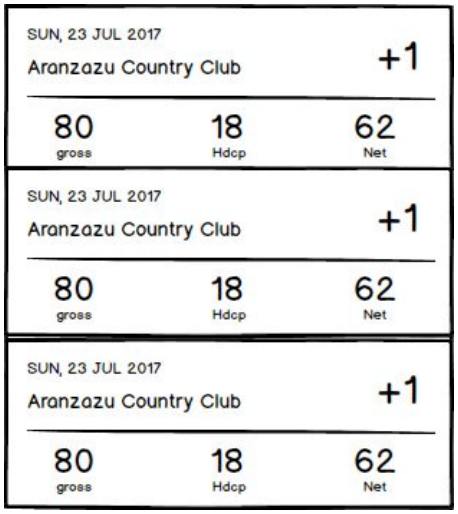
Current Scorecard - Entering score



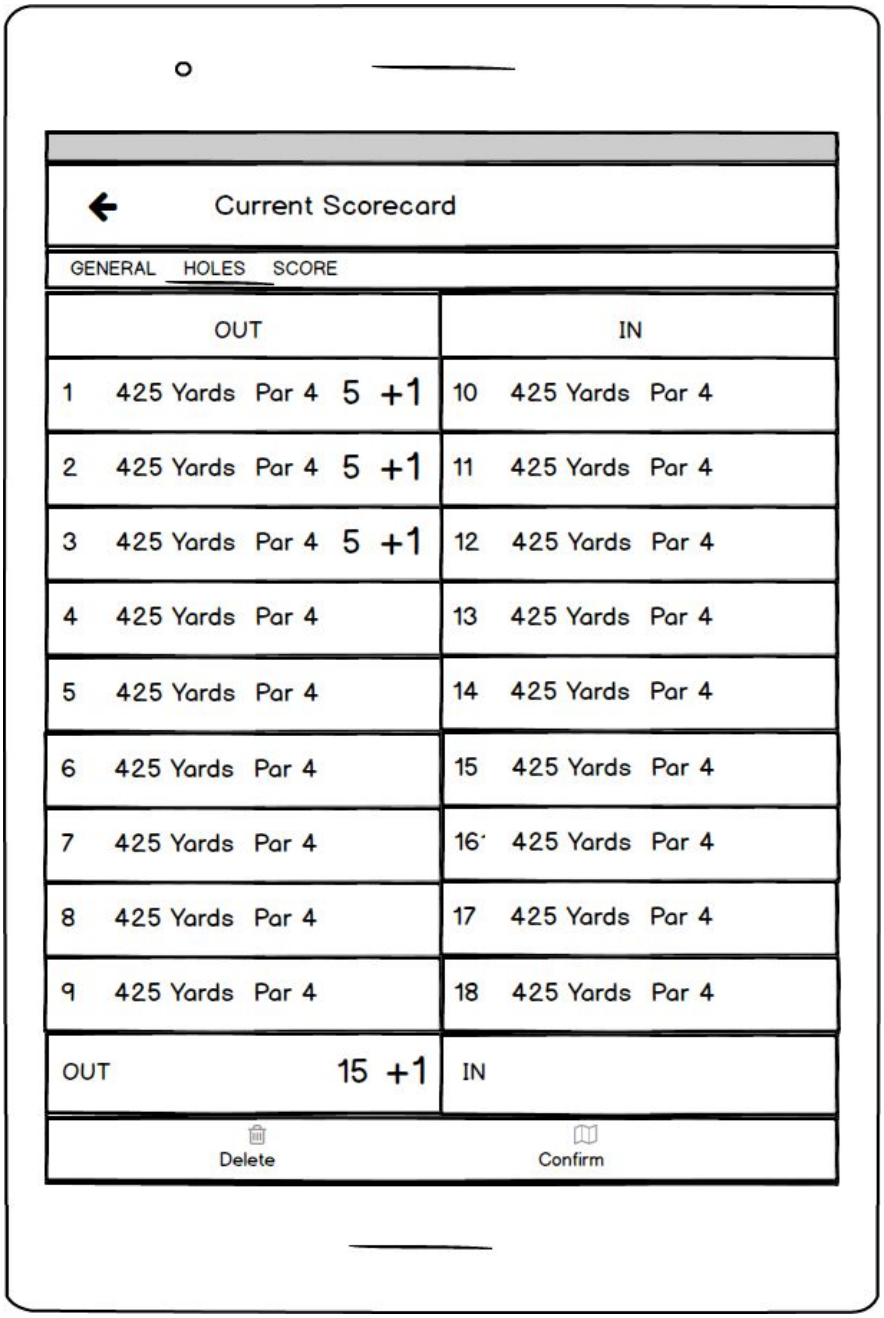
Settings



Widget



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
10 425 Yards Par 4
11 425 Yards Par 4
12 425 Yards Par 4
13 425 Yards Par 4
14 425 Yards Par 4
15 425 Yards Par 4
16 425 Yards Par 4
17 425 Yards Par 4
18 425 Yards Par 4
IN
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
-

Task 7: Develop the functionality for listing the Scorecards

- List of Scorecards - Including the Adapter
- 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: 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 10: 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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