

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.

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

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# Doodle Fun

## Description

Doodle fun provides a beautiful interface and easy features to express your-art-self on a digital drawing board. Take a picture or import one from the gallery to add to your artwork, or simply draw on a plain background. You can also add the location to your drawing using the location filter. Once done, save your art on your phone or instantly share on your favorite social app!

## Intended User

Anyone who loves to draw!

## Features

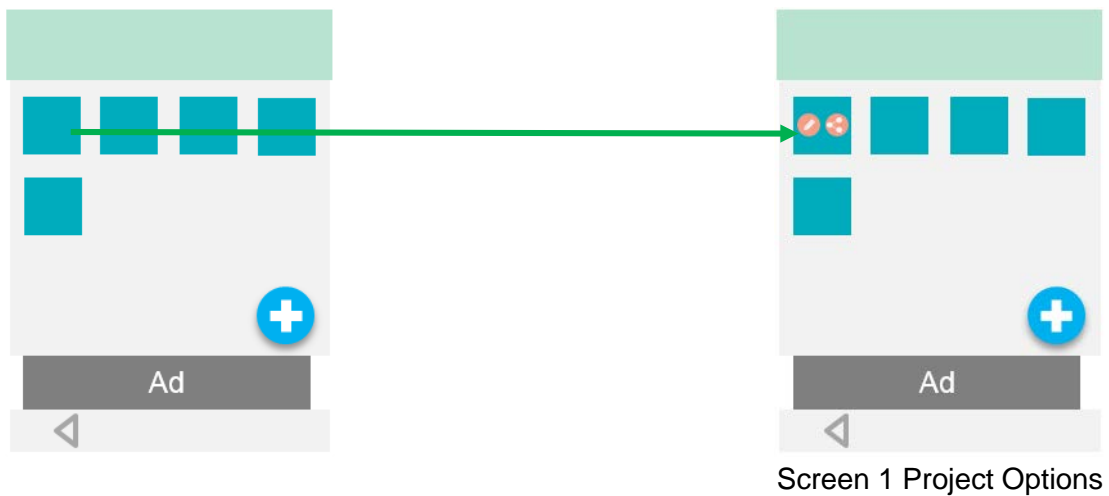
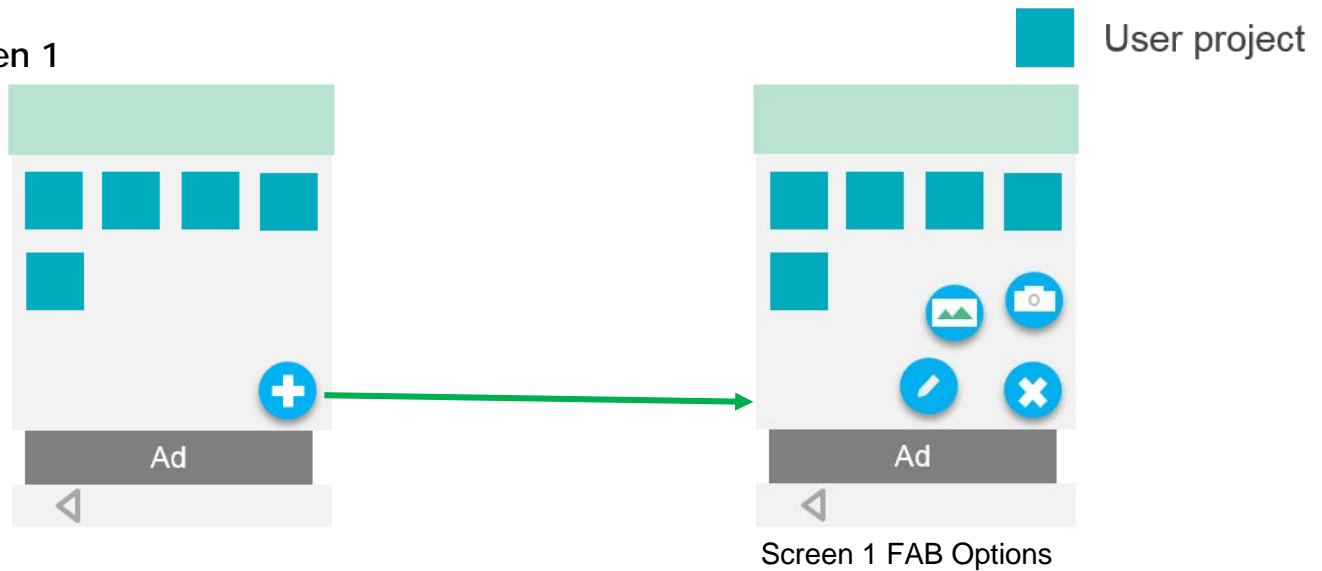
Doodle fun has following features

- Predefined pens and color palette
- Eraser
- Emojis \* (will be added if time permits)
- Location filter
- Undo/redo option

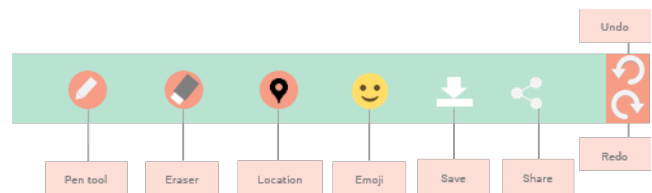
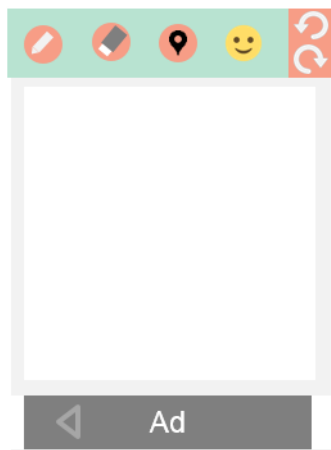
- Save drawings to internal storage (while project is unsaved) and to external storage when project is saved by the user
- Take picture and place it as background
- Open picture from gallery and place it as background
- Share drawing (while project is in internal memory or after saving to external storage)

## User Interface Mocks

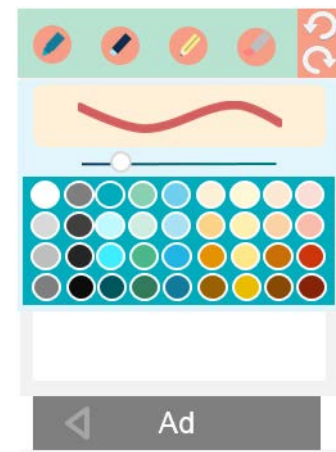
### Screen 1



## Screen 2



Location Tool



Pen Tool

## Key Considerations

### How will your app handle data persistence?

Each project will be saved in internal memory until it hasn't been saved by the user to the external memory. A content provider will be built to keep project information with sqlite db table as below

***doodlefunprojects.db***

id | ProjectName | Date Created | Date Modified | Saved | ...

### Describe any corner cases in the UX.

The app will only operate in Portrait mode

## Screen 1

- Main screen shows a nice background when there are no saved projects
- If saved projects are available in a grid, when user taps on one of the project, user will get options to
  1. Share project
  2. Edit project. This will open screen 2 for editing
- When user taps on the FAB, he/she will be presented with three options
  1. take picture
  2. open gallery or
  3. create a blank background

Depending on what user chooses, that will be set as background on the drawing board.

*If user presses back button, the options will disappear*

## Screen 2

- Normal operation will show main menu on the top. Main menu will contain
  - Pen Tool
  - Eraser
  - Emoji
  - Location Tool
  - Save
  - Share
- *Pressing back button while on main menu takes back to Screen 1 or, if changes have been made, asks user if he/she would like to **Save** or **Share** project.*
- *Pressing Home or Recent Apps button saves project to internal memory in temp folder*
- Tapping on *pen tool* will change menu to *pen selection* menu which will contain predefined pens and color palette. *Pressing back button will take back to main menu*
- Tapping on *emojis* button opens a tray with several emojis. User can tap on an emoji to add to the drawing. Emojis could be resized or rotated using multi-touch

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

The app will use Picasso or Glide to present projects on Screen 1 in a grid

## Required Tasks

### Task 1: Project Setup

- Update to latest sdk and minimum sdk set to 18
- Extend AppCompatActivity
- Configure Google Play Services : AdMob and Location
- Configure Picasso or Glide

## Task 2: Implement UI for MainActivity and Each Fragment

- Main Activity will contain all Fragments and ads
- Screen 1 fragment will have a grid with 4 columns to display user's projects and FAB
- Screen 2 fragment will have menu on top with pen tool, eraser, emojis \*, location tool, save, share and undo/redo options

## Task 3: Create layouts for MainActivity and Screen 1

- In this task I will create Main Activity layout with "container" for fragments and bottom section for ads (320x50 for mobile and 768x1024 for tablet)
- I will create layouts for Screen 1 Fragment. Screen 1 will contain a RecyclerView with GridLayoutManager with 4 columns. This will be used to display user's projects. Screen 1 will also contain a FAB.

## Task 4: Create layout for Screen 2

- I will create layout for Screen 2 in this task. It will contain main menu and drawing board.

## Task 5: Create on-device folder Structure

- In this task I will define and create folder structure for the app.
- In internal memory it should look like this
  - ...data/DoodleFun/temp/<ProjectName>/
- In external memory it should look like this
  - /sdcard/DoodleFun/<ProjectName>/

## Task 6: Create Content Provider

- I will add a content provider and link physical images with Screen 1 UI using Loader.

## Task 7 (a): Add Functionality for each feature

- In this task I will add pen tool, eraser, undo/redo and color palette features

## Task 7 (b): Add Functionality for each feature

- I will add Location tool, emojis, save and share feature

## Task 7 (c): Add Functionality for each feature

- Add widget that displays recent drawing

## Task 8: Create Icons

- Finally I will create all icons for the app