

Specification of the mobile application

Context

The aim is to develop an application focused on fishing. Users will be able to record various details about their fishing sessions. The application will utilize an API for data transmission and reception upon launch. Data will be sent when the app is closed (details outlined below).

Android Version

Android 8 or upper.

Programming Language:

We require the source code to be written in Java and be compatible with Android Studio for simulation. Source code

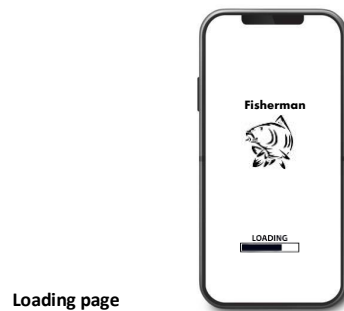
Source Code:

We expect comprehensive comments within the source code, prioritizing readability for beginners. Following the source code delivery, we request a 1-hour meeting for clarification on the code and its development process. Optionally, a Git delivery would be appreciated.

API Selection:

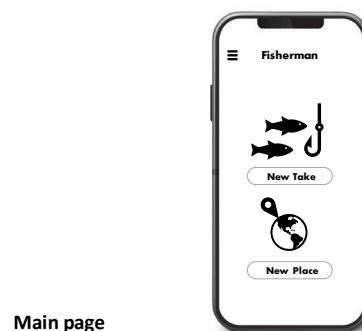
We intend to employ a locally executed API. The primary objective is to establish a login page where user information is stored. We seek a demonstration of API functionality. The choice of API is at your discretion, based on what best suits your expertise.

1. The loading pages.



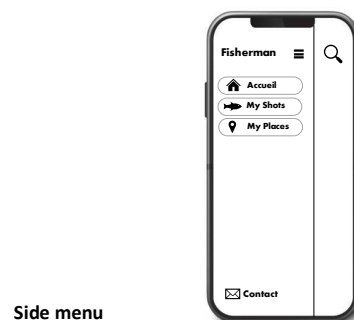
The initial page users will encounter. A dynamic loading bar will move from left to right.

2. The main menu



Users can access the shot table and place table menus. Tapping on the top-left buttons should reveal the side menu, as described in subsequent sections (3).

3. Side menu

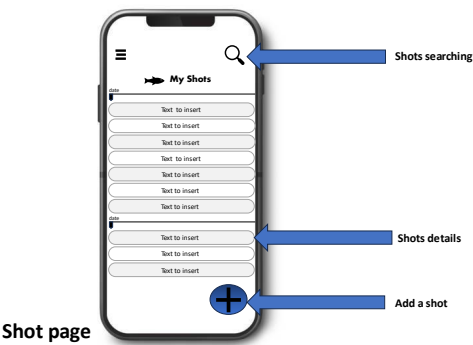


While an animation from left to right is preferred, it's not mandatory. This menu should provide access to:

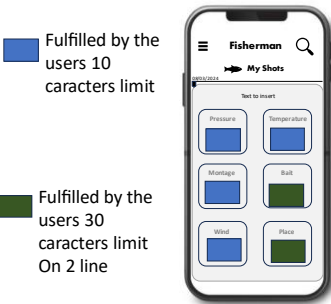
- a. home page
- b. Shot table
- c. Place table
- d. Contact

The side menu should be accessible from all pages and provide navigation as described in the state machine.

4. Shot table menu



This page allows users to add fishing shots. Adding a shot creates a line with empty details. Clicking on a line enables access to shot details. Users can also search for shots using the loop icon. The search results should match the table names. The "Add a Shot" button adds a new line. Shot details table.

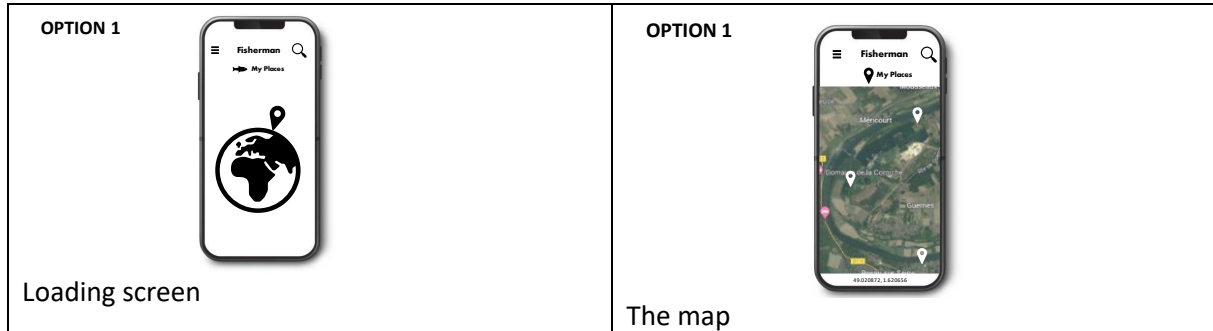


This page provides detailed information on each fishing shot. Users can input data into blue and green squares (ASCII characters). The font size for green squares may need to be adjusted if 30 characters cannot fit. The place information is not dependent of the place pages.

5. Place pages

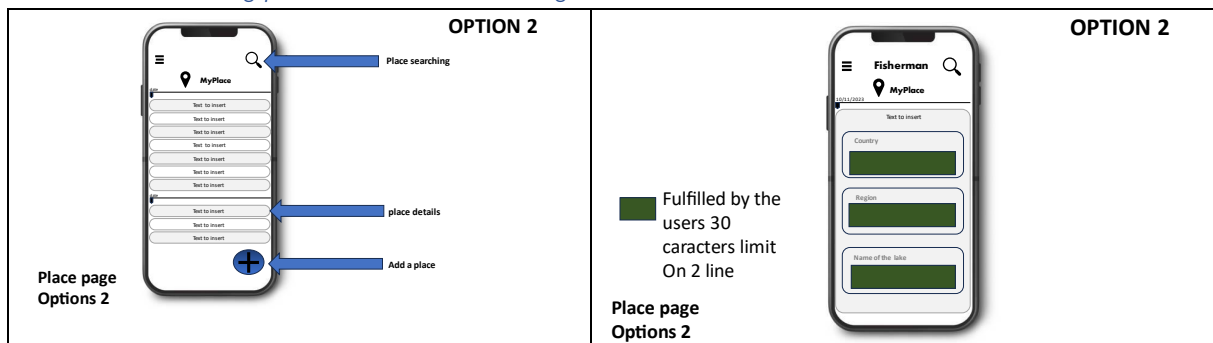
Two options are presented for this section. We welcome your feedback and prefer the option that is shortest and easiest to implement.

Choice n°1: Adding points on a map.



Users can select points on a world map to represent their fishing locations.

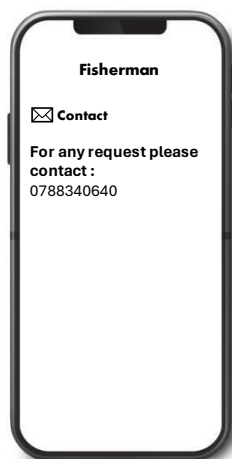
Choices n°2 : Utilizing place table and Detail Pages



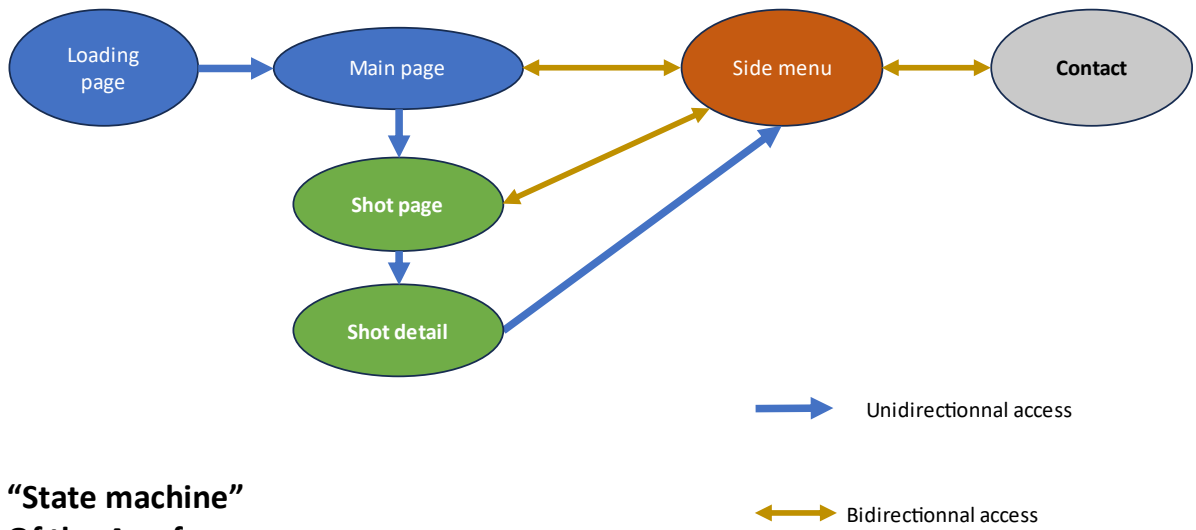
Like the shot table page, but with only three fields for user input.

6. Contact page.

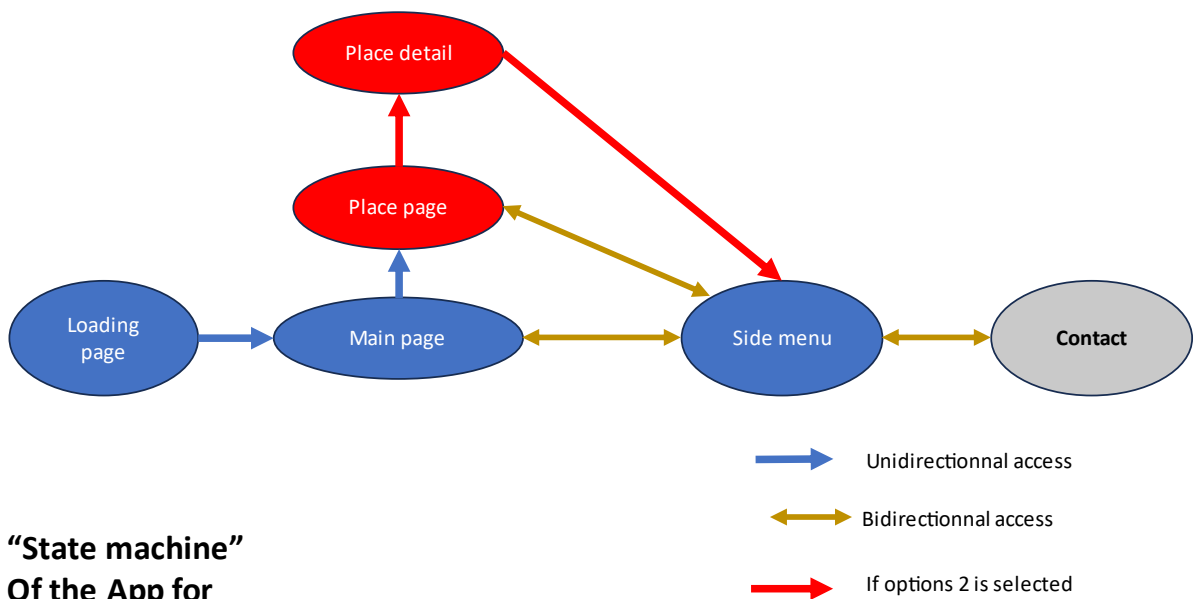
Contact page



State machine :



“State machine” Of the App for the shot



“State machine” Of the App for the place