#### **How to Use this Template**

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#### **Submission Instructions**

- After you've completed all the sections, download this document as a PDF [ File → Download as PDF ]
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**Description** 

Intended User

<u>Features</u>

**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

GitHub Username: ijcheung

# Karaokyo

# Description

Karaokyo is a lyric overlay app. Now you can surf the net or play your Angry Birds and have your lyrics right there at the tips of your fingers.

# Intended User

Music and karaoke enthusiasts, self described multitaskers.

# **Features**

- Download lyrics
- Display lyrics
- Play audio files

#### **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 Photoshop or Balsamiq.

#### Screen 1





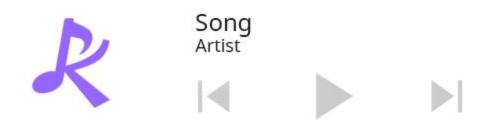
Now Playing Phone

# Screen 2



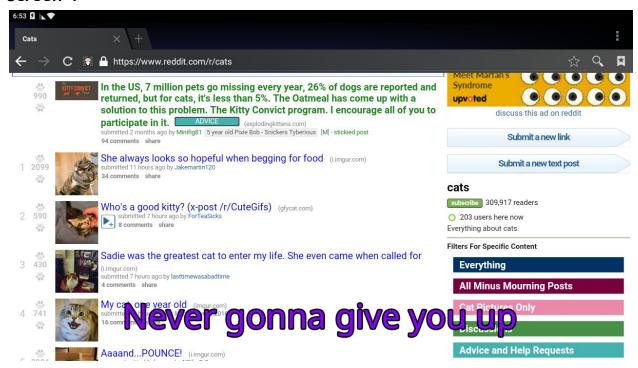
Now Playing Tablet

# Screen 3



Widget

#### Screen 4



Lyric overlay on r/cats

# **Key Considerations**

How will your app handle data persistence?

Utilize system content provider for media files Store lyric files in external storage Store location of lyrics files in content provider Store playlists in internal storage Store current playlist in shared prefs Store text settings in shared prefs

Describe any corner cases in the UX.

Media playing logic will be contained in a foreground service. The app can be exited and killed and will update its UI based on information from the service.

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

Retrofit - ease of calling the backend lyric repository service

Design Library - retroactive material theme Google Play Services, Ads - monetization Google Play Services, Analytics - utilization statistics Bypass - render Markdown ambilwarna - color picker preference

# **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

- Generate new project in Android Studio
- Add libraries to build.gradle and sync

# Task 2: Implement UI for Each Activity and Fragment

- MainActivity
- SettingsActivity
- LyricService
- SettingsActivity
- LibraryFragment
- LyricsFragment
- PlaylistFragment
- NowPlayingFragment
- DownloadLyricsActivity
- ViewLyricsFragment
- AudioControllerNotification
- AudioControllerWidget

# Task 3: MainActivity

- Generate DrawerLayout
- Configure logic for switching to fragments via drawer

#### Task 4: Implement Google Play Services

Ads

- Create ad id
- Add to UI
- Ad retrieval code
- Analytics
  - Create analytics id
  - Setup in code

#### Task 5: Create Foreground Service

- Create lyrics layout
- Create notification
- Create audio playing logic
  - Accept broadcast intents to control playback
- Connect to necessary activity/fragments
- Create thread to update UI based on playback time

#### Task 6: Settings Activity

- Generate Settings Activity
- Create default values
  - text color
  - stroke color
  - text size
- Create ColorPickerPreference
- Create SliderPreference
- Add each item to SettingsActivity

#### Task 7: Databases

- Create databases for lyrics and playlists and corresponding:
  - loaders
  - helpers
  - contracts

#### Task 8: Connections

- Connect MainActivity to LyricService
  - o expose methods to children fragments
- Connect respective fragments to content loader
- Create adapters to render data

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

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