2/11/2017 Udacity Reviews



PROJECT SPECIFICATION

Capstone, Stage 2 - Build

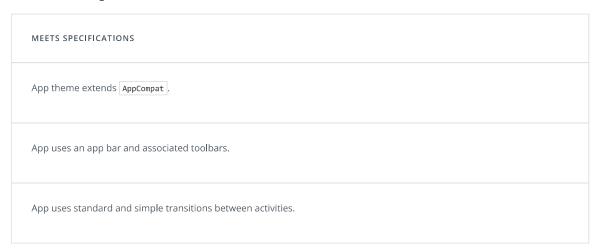
Common Project Requirements

MEETS SPECIFICATIONS	
App conforms to common standards found in the Android Nanodegree General Project Guidelines	
Core Platform Development	
MEETS SPECIFICATIONS	
App integrates a third-party library.	
App validates all input from servers and users. If data does not exist or is in the wrong format, the app logs this fact and doe not crash.	S
App includes support for accessibility. That includes content descriptions, navigation using a D-pad, and, if applicable, non-audio versions of audio cues.	
App keeps all strings in a strings.xml file and enables RTL layout switching on all layouts.	
App provides a widget to provide relevant information to the user on the home screen.	
Google Play Services	
MEETS SPECIFICATIONS	
App integrates two or more Google services. Google service integrations can be a part of Google Play Services or Firebase.	
Each service imported in the build.gradle is used in the app.	
If Location is used, the app customizes the user's experience by using the device's location.	

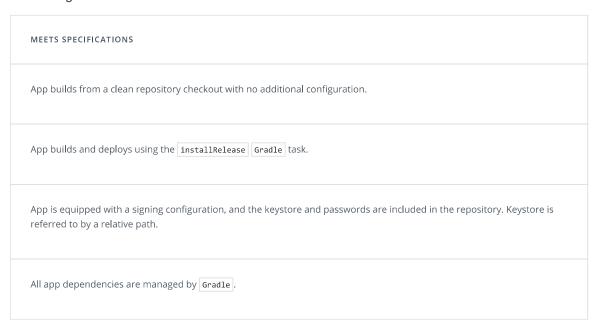
If Admob is used, the app displays test ads. If Admob was not used, student meets specifications.

MEETS SPECIFICATIONS
If Analytics is used, the app creates only one analytics instance. If Analytics was not used, student meets specifications.
If Maps is used, the map provides relevant information to the user. If Maps was not used, student meets specifications.
If Identity is used, the user's identity influences some portion of the app. If Identity was not used, student meets specifications.

Material Design



Building



Data Persistence

MEETS SPECIFICATIONS

App stores data locally either by implementing a ContentProvider OR using Firebase Realtime Database. No third party frameworks may be used.

MEETS SPECIFICATIONS

Must implement at least one of the three

If it regularly pulls or sends data to/from a web service or API, app updates data in its cache at regular intervals using a SyncAdapter or JobDispacter.

OR

If it needs to pull or send data to/from a web service or API only once, or on a per request basis (such as a search application), app uses an IntentService to do so.

OR

It it performs short duration, on-demand requests(such as search), app uses an AsyncTask.

App uses a Loader to move its data to its views.

Suggestions to Make Your Project Stand Out!

- Make your app more delightful with material design patterns such as **shared element transitions** across activities and **parallax scrolling** where two or more items must scroll in the same activity.
- Implement notifications in your app. Remember the following when implementing notifications:
 - Notifications should not contain advertising or content unrelated to the core function of the app.
 - Notifications should be persistent only if related to ongoing events (such as music playback or a phone call).
 - Multiple notifications are stacked into a single notification object, where possible.
 - Use notifications only to indicate a context change relating to the user personally (such as an incoming message).
 - Use notifications only to expose information/controls relating to an ongoing event (such as music playback or a phone call).
- Implement sharing functionality in your app, making use of intent extras to share rich content (i.e. a paragraph of content-specific text, a link and description, an image, etc).
- Create and use a **custom view** in your app that could not be achieved with the standard widgets provided by the core views on Android.

Student FAQ