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GitHub Username: [jayjhaveri](#)

LearnHub

Description

This app let you explore what you want to learn. Everyone has some strong concepts in different subjects like I like to cook and I can make delicious pizza, so I share the video on this app with notes(optional) OR I have strong knowledge of pointers in C Language, so I share the video with my understanding and my concept on this app with code snippet.

So this app contains different categories like cooking, computer programming, health tips, tips and tricks for medical students etc.

The another feature of this app user can upload maximum 10 minutes of video. So learner can learn fast with good focus.

This app let you upload your video with important notes or files, but this is optional.

User can share their video with friends and family.

User can like, dislike, comment on video. User can flag inappropriate on video.

Intended User

This app is for everyone who wants to learn and love to teach others.

Features

List the main features of your app. For example:

- Saves information
- Can bookmark video
- Video preview
- Can upload notes with videos
- Can search videos
- Max 10 min videos
- Like, comment, share

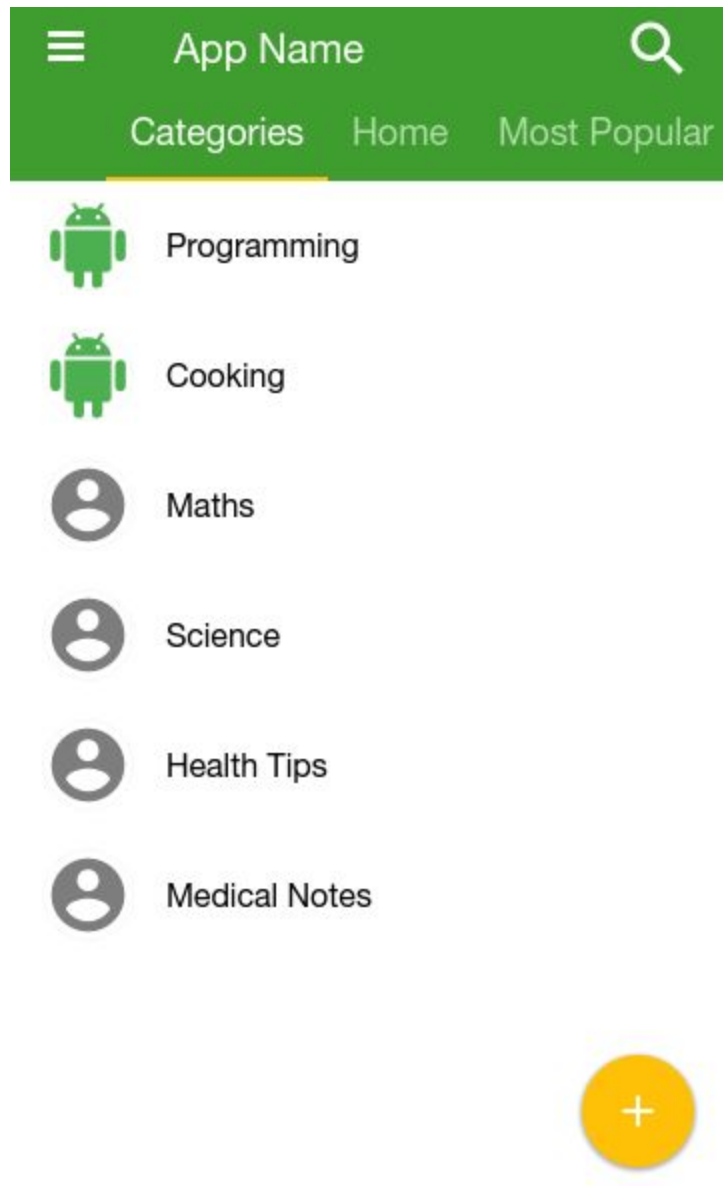
User Interface Mocks

Screen 1



Main screen of application with Floating Action Button

Screen 2



Categories fragment of app

Screen 3



Lorem ipsum

Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

Comments





Username

Hi


Video screen with uploader name, reviews

Screen 4


Upload

Video Title

Description



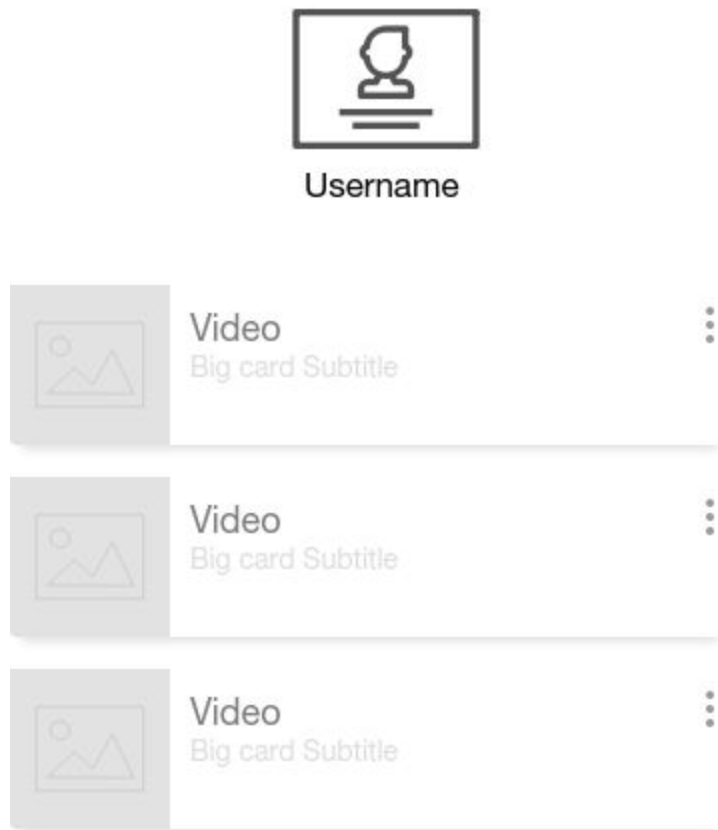
Upload photos or videos



Upload file

Screen for upload new video

Screen 5



User's profile screen.

Screen 6

Recent Videos

Video title

Video title

Video title

Video title

Video title

Video title

Video title

Video title

Widget contains recent videos with title and description

Key Considerations

How will your app handle data persistence?

I will use Firebase for data persistence.

Describe any corner cases in the UX.

Sign in will not compulsory to access app, but for upload video sign in will be compulsory.
I will use Google sign in.

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

Firebase for real time database, analytics, notifications, auth, app indexing.

AppIntro library for intro my app : <https://github.com/paolorotolo/AppIntro>

Android designing library

Google exo player

PreviewSeekBar for preview : <https://github.com/rubensousa/PreviewSeekBar>

MaterialDrawer library: <https://github.com/mikepenz/MaterialDrawer>

CircleImageView library: <https://github.com/hdodenhof/CircleImageView>

ExpandableLayout library: <https://github.com/AAkira/ExpandableLayout>

ButterKnife library : <https://github.com/JakeWharton/butterknife>

Describe how you will implement Google Play Services.

I will use analytics for analyze how people use my app.

Firebase analytics gives me good analytics of my app.

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

- Create a new project
- Configure libraries
- Create models for data and relationships between them.

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for MainActivity
- Add navigation drawer and viewpager
- Build UI for add video activity, add runtime permission for access storage
- Build UI for categories fragment
- Build UI for most recent fragment
- Build UI for most popular fragment
- Build UI for DetailVideo activity
- Build UI for UserActivity

Task 3: Improve UI for Activities and Fragments

- Apply transitions between activities and fragments
- Apply animations to recycler views

Task 4: Implement tasks with Firebase

- Setting up authentication for app
- Implement storage mechanism with Firebase
- Add search feature
- Save video reviews in database

Task 5: Handle exceptions for add video

- Check media size
- Check video length

Task 6: Finishing of app

- Check RTL support
- Check string resources for localization
- Check accessibility
- Layouts for tablets

Task 5: Manager releases

- Publish app as a beta release

- Get feedback
 - Implement suggested feedback
 - Publish app as a production
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