How to Use this Template

- 1. Make a copy [File → Make a copy...]
- 2. Rename this file: "Capstone_Stage1"
- 3. Replace the text in green

Submission Instructions

- 2. Create a new GitHub repo for the capstone. Name it "Capstone Project"
- 3. Add this document to your repo. Make sure it's named "Capstone_Stage1.pdf"

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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 □

GitHub Username: jshvarts

Flat Stanley

Description

Flat Stanley allows travelers to "pin" a Flat Stanley image onto a photo they just took and share the resulting image.

Intended User

This app is for families. Kids in particular, will enjoy staging in touch with their relatives and friends.

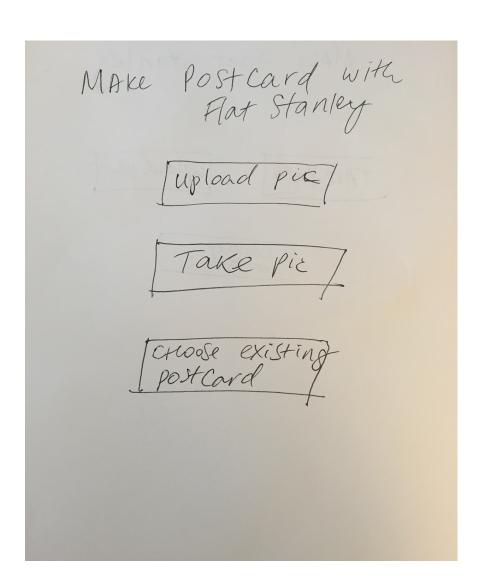
Features

- Allows you to take and upload a picture into the app and place an image of a Flat Stanley onto that image.
- Allows sharing of the image via messaging, Social Media, etc.

User Interface Mocks

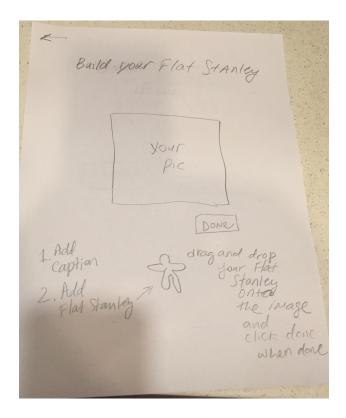
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



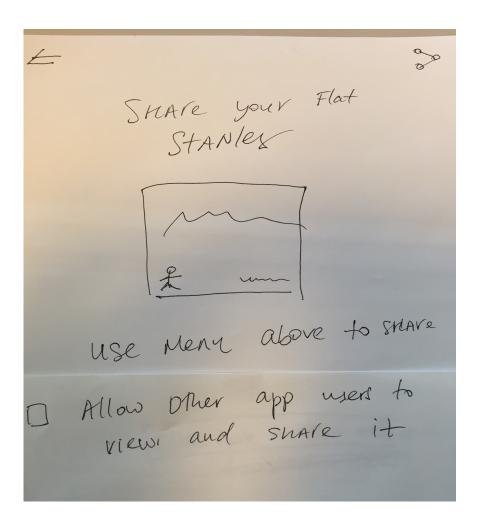
Allows uploading or taking a pic to build a Flat Stanley

Screen 2



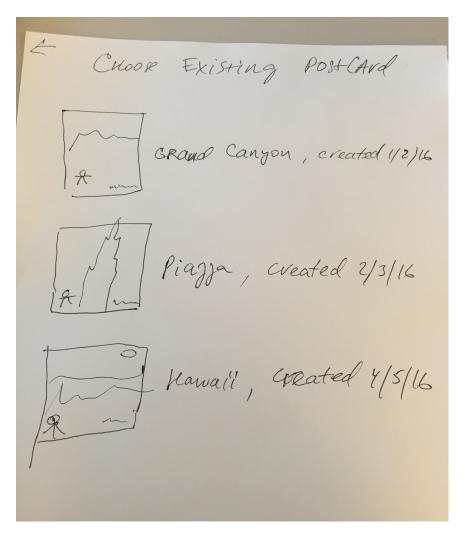
Allows adding a caption and Flat Stanley icon and saving the image. Clicking on Done will open the next screen when user can share the new image.

Screen 3



Allows sharing your creation via share icon and by having the app upload it so other app users can view it and share it.

Screen 4



Allows viewing postcards with Flat Stanleys created by others. Once user chooses one they will be presented with screen 3 and then they can share it.

Key Considerations

How will your app handle data persistence?

Users will be able to store their creation using Google cloud. The data will be kept fresh using SyncAdapter. I will try to use Realm for persistence and if it proves to be too difficult and time-consuming, I will look at other options including custom content provider. No data will be stored on user's device aside from pictures used to create post cards, images of Flat Stanley and the resulting images.

Describe any corner cases in the UX.

Hitting the back button will take you to the previous screen.

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

I will use Canvas API to combine images and text into a new image. I will evaluate Glide for data caching.

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 new project
- Add README
- Add dependencies

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for Create Flat Stanley Activity
- Build UI for Share Flat Stanley Activity
- Build UI for Choose Existing Postcard Activity
- Write data storage piece to store post cards on Google cloud.
- Implement widget which contains a list of last 20 postcards created by app users.

Task 3: Ensure acceptable image size of the resulting image

If the resulting image is too large, look into compression techniques and available APIs