GitHub Username: justodepp

Gratitude

Description

Gratitude, "the quality of being thankful; readiness to show appreciation for and to return kindness.", it's a charity app.

Doesn't solve any problem, unfortunately.
His purpose it's to sensibilize people through information about organization and project.
Thanks to (GlobalGiving)[https://www.globalgiving.org/]

Find the project you care about and help other, giving help receiving gratitude.
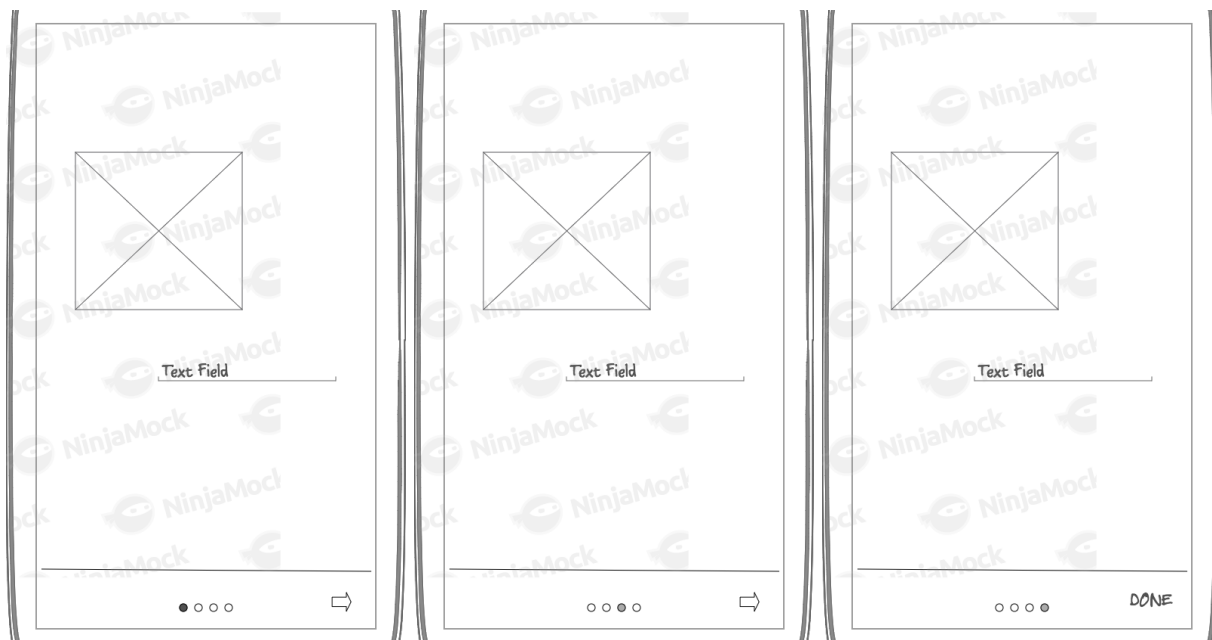Be Gratitude!

Intended User

Everyone

Features

- Search project
- Saves favorites project
- Display categories, organization, project
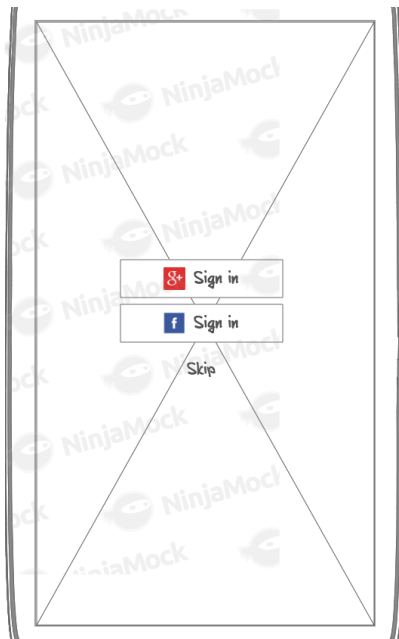- Display Organization information

User Interface Mocks

Screen 0

Tutorial Screen will be opened only the first time app is launch. It's provide just a few information about the app can do.
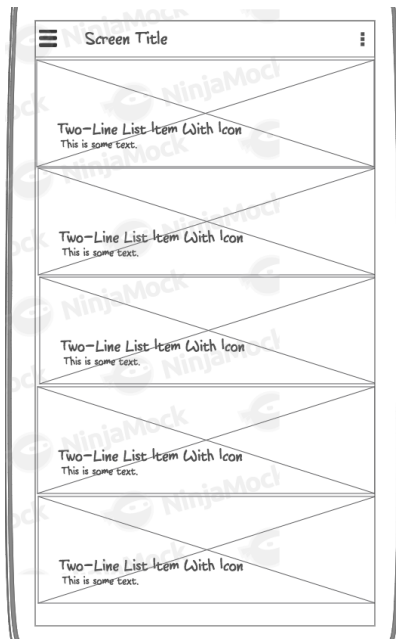
Screen 1

The Login screen will be opened every time since the user does not log in. Otherwise a Progress dialog will be show to let the service collect the data.

Screen 2

Menu example screen, show what content you can see

Screen 3

Home screen, show a list of 10 featured project
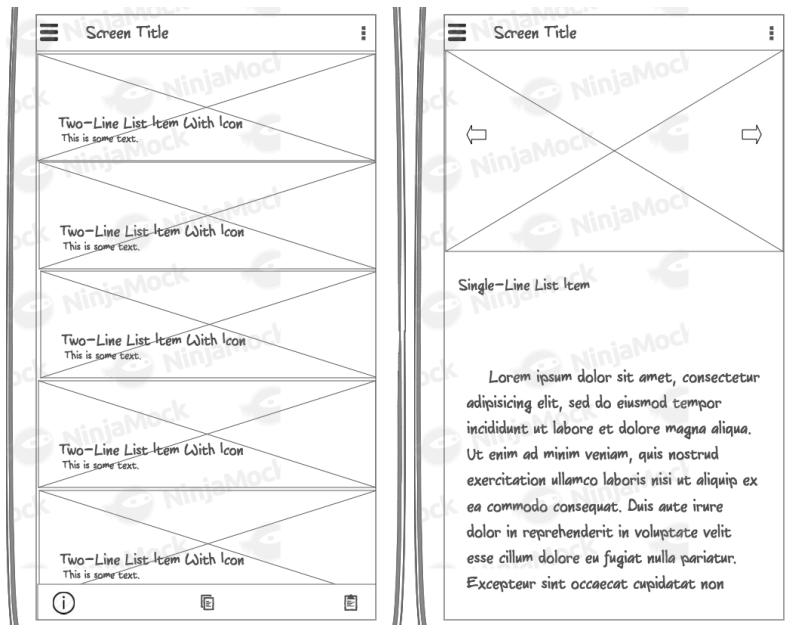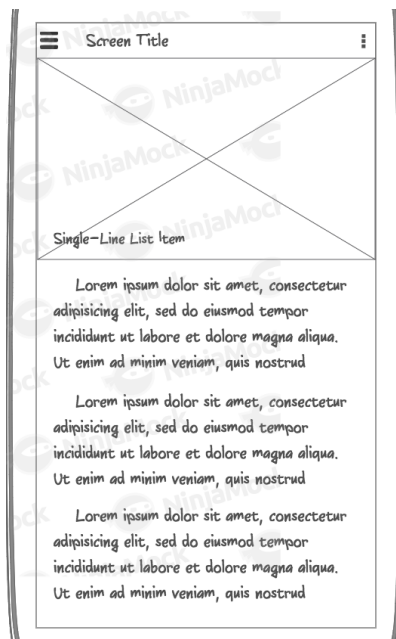
Screen 4

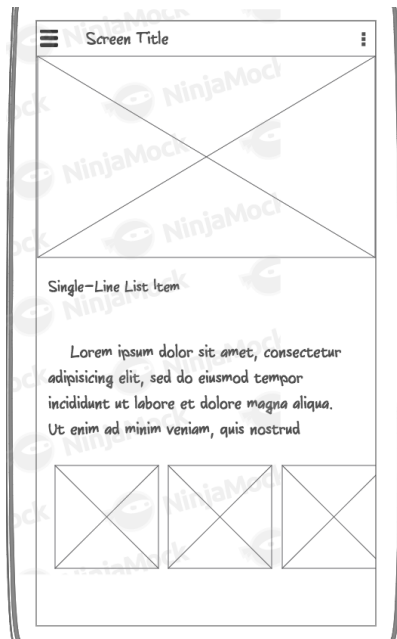Category screen, show a list of category you can choose

Screen 5

Organization screen with detail view with some information about the organization you choose.

Screen 6

Project detail screen

Screen 7

Project report screen from an action click inside the Project Detail screen.

Screen 8

Widget screen, display a list of favorite project

Key Considerations

I will use java to develop the app.

NAME	Android Studio	Gradle	Glide	Retrofit
VERSION	3.1.2	3.1.2	4.7.1	2.4.0

NAME	Stetho	AppIntro
VERSION	1.5.0	4.1.2

How will your app handle data persistence?

I'll use Room and relative AAC to manage data (Favorite screen). I'll use SharedPreferences to handle other type of data (configuration, login).

Describe any edge or corner cases in the UX.

Shared Element Transition will be used when the user go on detail screen or come back to previous screen.

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

I will use Glide to handle the loading and caching of images, Retrofit to retrieve the specific JSON data from the Rest API.
(AppIntro)[https://github.com/apl-devs/AppIntro] from easy handling of tutorial.
(Stetho)[http://facebook.github.io/stetho/] for easy testing.

Describe how you will implement Google Play Services or other external services.

I'll implement the identity api by Google sign in, Firebase Analytics, Firebase Crashlytics.
I'll use GlobalGiving service to take information displayed in the app.

Next Steps: Required Tasks

Task 1: Project Setup

- Configure libraries
- Implement Retrofit with right call
- Design Interface starting from Tutorial
- Implement Room
- Build the widget

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Tutorial
- Build UI for Login
- Build UI for MainActivity
- Build UI for FragmentContent
- Build UI for Detail Fragment
- Build UI for Widget

Task 3: Finish

Describe the next task. For example, "Implement Google Play Services," or "Handle Error Cases," or "Create Build Variant."

- Implement specific feature only for logged user (using AsyncTask maybe)
- Implement Firebase Services
- Handle Error Cases
- Implement Tablet Layout