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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

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.

Describe how you will implement Google Play Services.

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: kunalmadan91

Comic Lover

Description

Comic lover allows you to view and read comic strips related to your favorite superheros on your mobile. Also, allows to explore new superheroes present in the market and search for them in the app itself.

Intended User

Comic lovers and teenagers.

Features

List the main features of your app. For example:

- Show superheroes in a grid view
- If the user clicks on any superhero, show comic strips related to that superhero.
- If the user clicks on a comic strip, open the comic in readable form.
- Give an option to search for any superhero using webview
- Save all data in the database and allow user to navigate through even when internet is not there.

User Interface Mocks

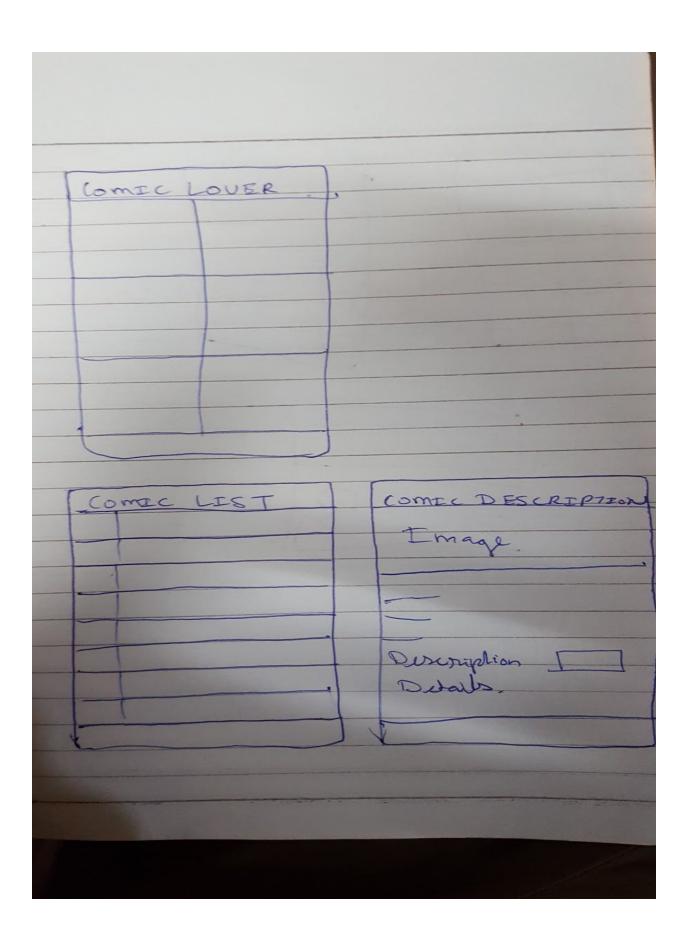
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1

The below diagram shows the screens with the basic idea of implementation of all the screens

- 1. Screen one shows the list of all the superheroes in a gridview.
- 2. Screen two shows all the comics available for a particular gridview.
- 3. Screen three contains the details and description of a particular comic that a user will select.

All the screens are to be built on google material design aspects like collapsable layout etc and there is always a scope of betterment in the UI mocks while developement.



Capstone_Stage1

Add as many screens as you need to portray your app's UI flow.

Key Considerations

How will your app handle data persistence?

All the data will be saved in - sqlite using content providers.

Describe any corner cases in the UX.

NA

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

Third party libraries like butter knife, picasso, etc will be used.

All google material design libraries will be used.

Describe how you will implement Google Play Services.

Will be using google admob services.

Integrating app with google analytics.

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

Write out the steps you will take to setup and/or configure this project. See previous implementation guides for an example.

You may want to list the subtasks. For example:

- Study the Marvel API to be used for data fetching.
- Discover API endpoints for fetching data in the application according to the given mocks.

If it helps, imagine you are describing these tasks to a friend who wants to follow along and build this app with you.

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build a gridview of all the comic heroes.
- On click of each gridview show a list of all the comics available for the superhero
- Clicking a comic strip give details about the comics like price, and other relevant data.
- Implement search for any superhero using webview.

Task 3: Your Next Task

- All the data will be saved in sqlite using content providers.
- Implement of a widget in my application (working on this what data is to be shown in my widget.)

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

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