

# Star Wars Application #S2

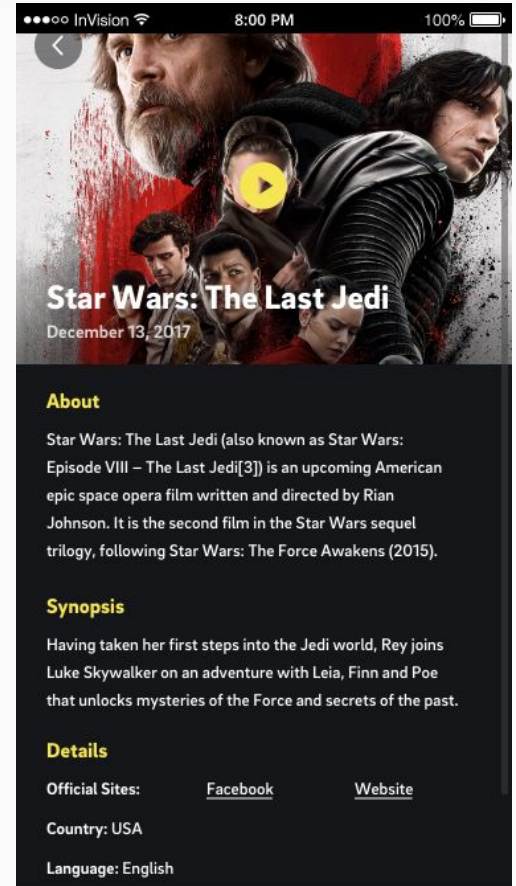
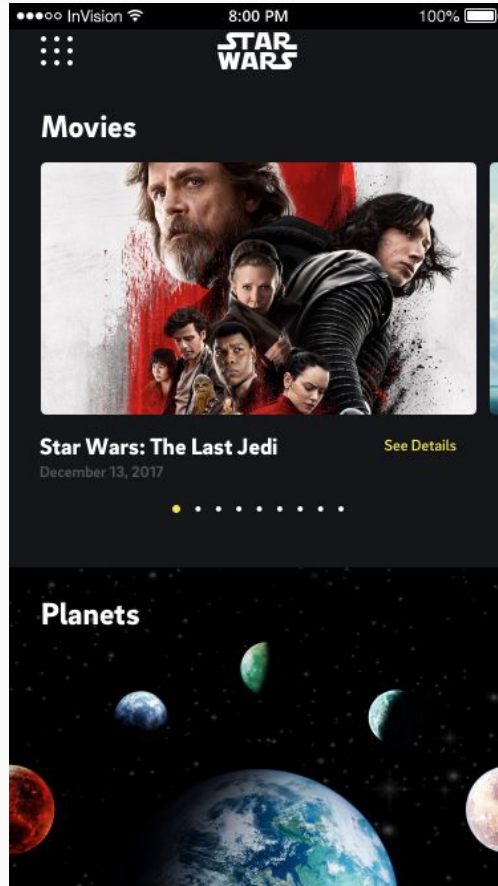
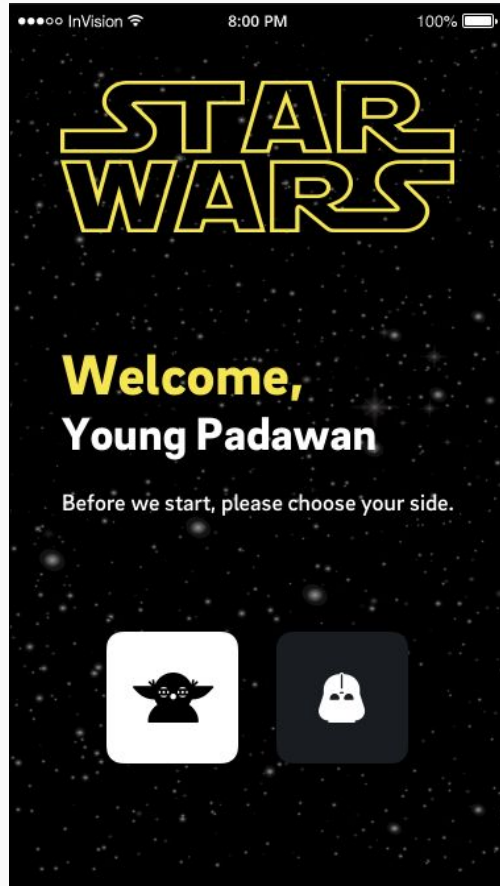
Thuy

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## Season 2 Goals

- Implement modern design
  - Material design
  - Good practice to do animation
- Language: Kotlin
- Technology
  - GraphQL
  - Dagger, MVVM, Rx
  - Android component architecture

# Achievements and Progress



## Achievements and Progress

- Design complete
- Implement API complete
- UI: Home screen, Film detail screen
- Animation in planets view: 70% complete
  - Not complete yet: item click
  - Shadow, alpha of item after move behind
  - Calculate for more items

## Next Steps

- Implement design others screen
- Loading mechanic

## Notice

- The API does provide have images in the response, so currently we use mock images
- Refactor with Rx is needed on this project

# References

- [Animation 3D images display library](#)
- [Custom view to draw bitmap along path](#)
- [Shared element activity transaction](#)

# Thanks!

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