Description

Intended User

Features

User Interface Mocks

- Screen 1
- Screen 2
- Screen 3
- Screen 4

Key Considerations

- How will your app handle data persistence?
- Describe any edge or 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 or other external 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

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What next?

Description

People generally look for personalized recommendations, a service that understands their likes and dislikes and then recommends new content to them.
This application solves the problem by understanding a user's preferences and then suggest new content recommendations to the user.

Intended User

A user would be anyone who’s interested in watching some new content.

Features

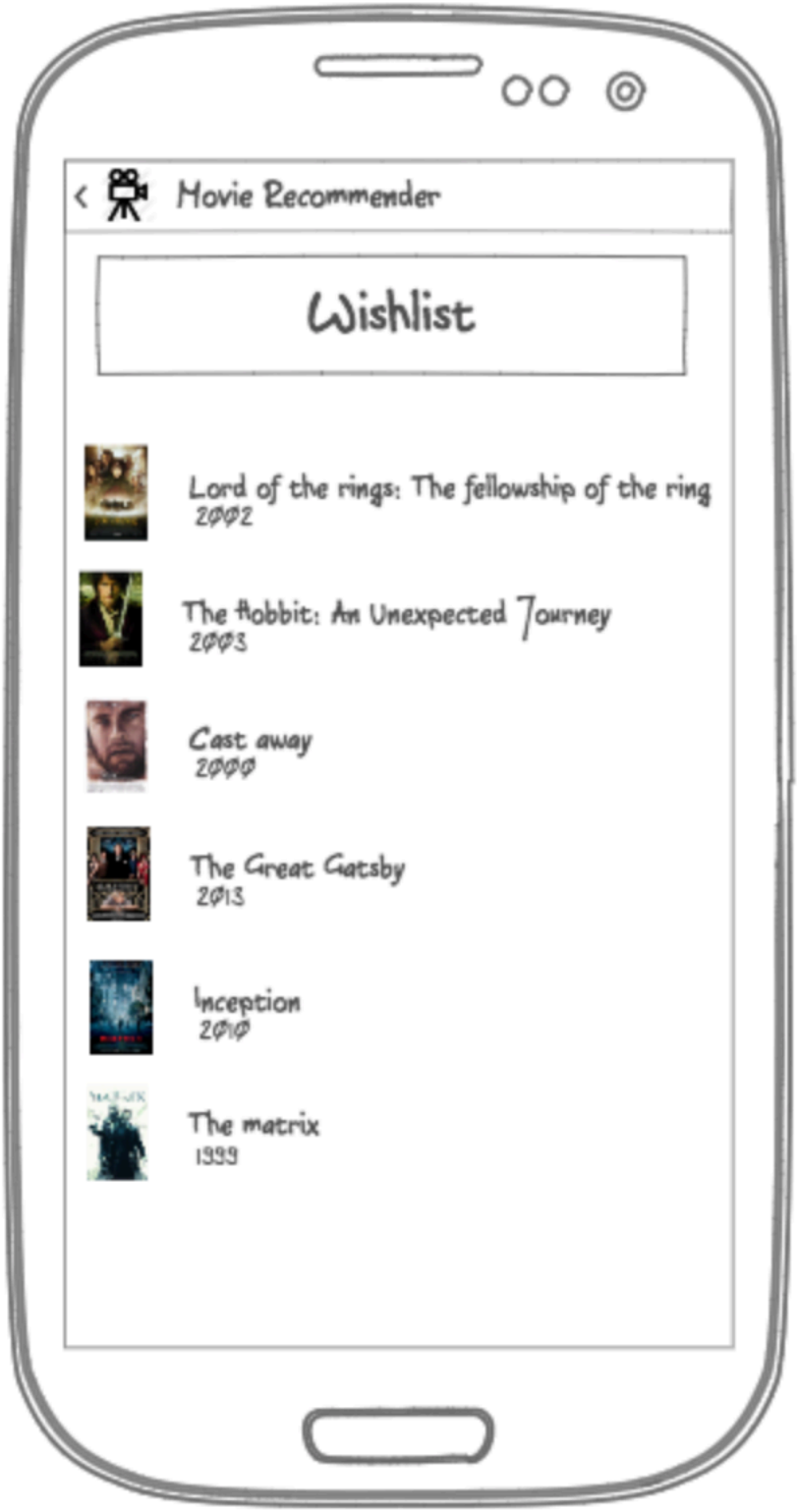
- Discovers and shows new content to the user
- Saves preferences of the user
- Stores a watchlist of content
- Searches for any content typed by the user

User Interface Mocks

Screen 1

This is the main screen the user will see when they launch the application

Screen 2

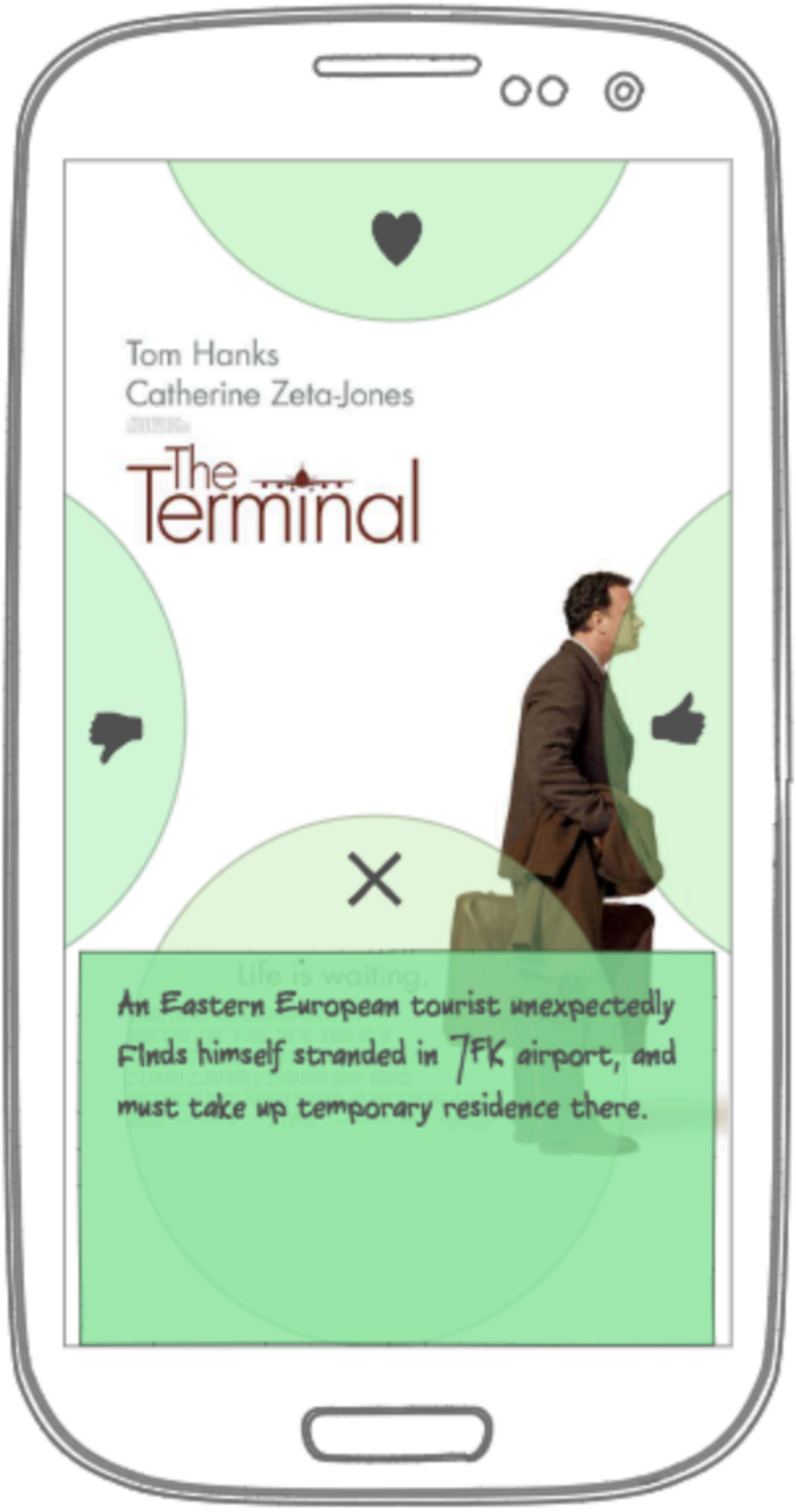


This is the screen the user will see when he clicks on the Wishlist option on Screen 1

Screen 3

This is the screen seen when the user clicks on the Discover option and here's where the application will recommend new content

Screen 4



This is the screen seen when the user clicks on the Discover option and here's where the application will recommend new content.

On pulling up the bottom, a user can read the plot summary of the content.
Using the options above, the user can segregate the content shown as seen-like, seen-dislike, not-seen-don't-want-to-see & not-seen-love-to-see.

Key Considerations

How will your app handle data persistence?

Describe how your app with handle data. (For example, will you build a Content Provider or use Firebase Realtime Database?)
We will store user preferences on the phone in SQLite DB and based on that information our application's recommendation engine will then discover content and present it to the user.

Describe any edge or corner cases in the UX.

For example, how does the user return to a Now Playing screen in a media player if they hit the back button?

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

Will be using Picasso to handle the loading and caching of images.
Will be using Room for the persistence library as it abstracts a layer and eases dealing with the DB.

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

Not planning to use any of the services as of now.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup

- Check feasibility of the application screens UI such as Discover screen etc
- Apply for an API key from TMDB and set that up with my application

- Configure libraries such as Picasso and Room
- Decide the schema for the SQLite DB and configure the room library

Task 2: Implement UI for Each Activity and Fragment

- Build the on-boarding screen which explains how to use the application
- Build UI for SplashActivity (Main Activity)
- Build another Activity UI with fragments for Wishlist, Discover, Search & History

Task 3: Recommendation Engine

- Implement the recommendation engine
- Test the recommendation engine results and optimize it

Task 4: Test the application

- Implement tests to test that recommendation engine
- Write UI tests to test the application