Assignment #2 - User Authentication

In the following assignment you should design and implement an application with a fully functional user authentication flow that will based on the following high-level guidelines:

1. The application should include the following screens:
   a. App Splash Screen - As implemented in Ex. 1
   b. Sign up Screen
   c. Sign in Screen
   d. Home Screen

2. The application should include support for the following authentication methods:
   a. Email / Password authentication
   b. Google Sign-in
   c. Facebook Sign-in

3. When implementing the sign-in flow make sure to handle the following aspects:
   a. Include support for the appropriate verification checks.
   b. Display the appropriate error message to the user in case of signin failure.
   c. Include support for password reset.

4. The app should include support for the following remote config parameter:
   a. allow_ annoymous_user (boolean):
      i. true - allow anonymous user to access to the app's home screen without the new to sign-up / sign-in.
      ii. false - only authenticated users can access the app's home screen.

5. Logged in user should be redirected to the apps. Home screen that will include the following information:
   a. Display the available user Information.
   b. <Sign Out> button.

Deliverable format:

1. A Video clip that demonstrate the main use case of the app.
2. A zip file that contain the project's source code (Note: Make sure to execute 'gradlew clean' command before zipping the project folder).
3. Readme with all team members name and IDs.
4. Due date: 04/12 by 23:59PM

General Guidelines:

● Set the project to use API Level 24 or 25
● Preferred Virtual device: Google Pixel

Reference Links:

● Firebase Authentication: https://firebase.google.com/docs/auth/
● Google Sign-in: https://firebase.google.com/docs/auth/android/google-signin
● Facebook: Login-in: https://firebase.google.com/docs/auth/android/facebook-login

Goodluck!