

How to Use this Template

1. Create a new document, and copy and paste the text from this template into your new document [Select All → Copy → Paste into new document]
 2. Name your document file: “**Capstone_Stage1**”
 3. Replace the text **in green**
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Description

Intended User

Features

User Interface Mocks

Screen 1 (Main Activity)

Screen 2 (Editor Activity)

Screen 3 (Teleprompt Activity)

Screen 4 (Settings Activity)

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: Add Transitions

Task 4: Data Persistence

Task 5: Accessibility Support

Task 6: Integration Testing and bug fixes

Task 7: Implement Widgets

Task 8: Google Play Services Implementation

Task 9: Responsive Design Implementation

Task 10: Build & Sign

GitHub Username: mihirn82

MY Teleprompter

Description

This is a simple teleprompter application which allows you to type and edit your text and teleprompt it.

Features provided:

1. Add as many scripts as needed.
2. Change settings like Font size, Auto-scrolling, scroll speed with a preview mode.
3. Enable Mirroring for using with mirror.

Intended User

Anybody who wants to be a professional speaker

Features

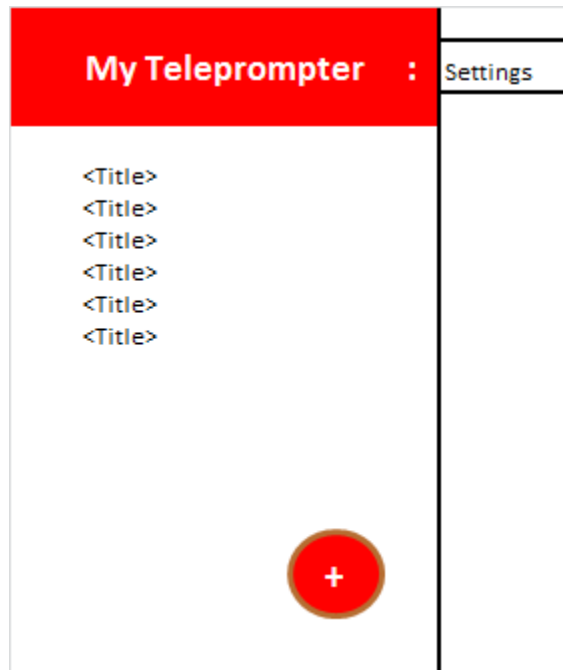
List the main features of your app. For example:

- Add new scripts and edit existing ones.
- Change settings viz. font size, auto-scrolling, set scrolling speed, mirroring and preview mode of the settings.
- Teleprompting the scripts

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 Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1 (Main Activity)



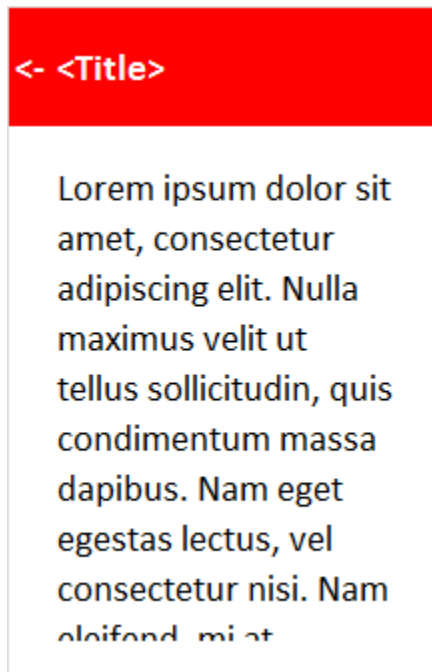
- Shows the list of scripts available for teleprompting. Clicking on any of the script will navigate the user to Editor Activity. User can edit existing script.
- User can add a new script by clicking FAB. Clicking on FAB will navigate the user to Editor Activity. User can add content for new script.
- Settings Activity can be launched by clicking on the Settings icon on the top right corner in the Menu Bar.

Screen 2 (Editor Activity)

The screenshot shows the 'My Teleprompter' editor interface. It features a red header bar with the text '<- My Teleprompter' and a colon. To the right of the header is a menu bar with three buttons: 'Teleprompt', 'Save', and 'Delete'. Below the header is a form with a 'Title' label and a text input field, and a '<Body Text>' label and a large text area.

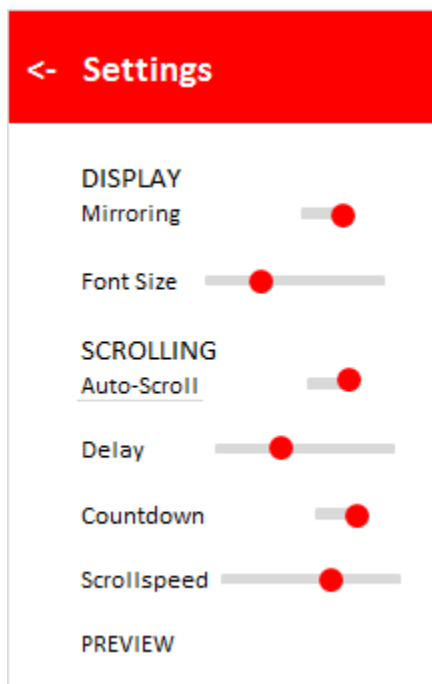
- User can add a new script in this activity by adding the title and the script content and clicking on Save in the top right corner of Menu Bar.
- User can edit existing script in this activity by modifying the title and the script content and clicking on Save in the top right corner of the Menu Bar.
- User can delete existing script by clicking on Delete in the top right corner of the Menu Bar.
- User can teleprompt the script by clicking Teleprompt in the top right corner of the Menu Bar.

Screen 3 (Teleprompt Activity)



- User will teleprompt the script in this screen.
- This is a full screen activity where the script will scroll according to user defined settings.
- User can also manually scroll the text.

Screen 4 (Settings Activity)



- Mirroring: Mirror image of the script on the screen.
- Font size: Select Font Size
- Auto-scroll: Enable auto-scrolling
- Delay: Set the delay after which auto-scrolling will begin
- Scroll speed: Set the speed for auto-scroll
- Preview: Preview the script with the current setting

Key Considerations

How will your app handle data persistence?

The app will use Content Provider to handle data persistence.

Describe any edge or corner cases in the UX.

The user will return from the teleprompter screen by pressing the back button

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

Butterknife library to bind views and eliminate findViewById.

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

Google Admob – Integrate ads in free version

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

- Create Project with name “Capstone-Project” using the latest version of Android Studio.

- Research on similar apps and learning from their experiences.
- Create the design architecture.
- Specify minimum and target SDK versions.
- Configure libraries.
- Set signingConfigs in gradle build scripts with debug key store and dummy passwords.
- Research about APIs using samples provided in link/github projects.
- Build sample database schema to store required information.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Main Activity
- Build UI for Editor Activity
- Build UI for Teleprompt Activity
- Build UI for Settings Activity

Task 3: Add Transitions

- Implement Transitions for Activities

Task 4: Data Persistence

- Implement Content Provider
- Build CRUD logic on the database

Task 5: Accessibility Support

- Add content descriptions

Task 6: Integration Testing and bug fixes

- Perform integration testing and make sure things are working correctly
- Fix issues that come up

Task 7: Implement Widgets

- Implement widget logic.

Task 8: Google Play Services Implementation

- Use Admob to create test ad
- Use Analytics to monitor crashes.

Task 9: Responsive Design Implementation

- Design for mobile landscape mode.
- Design for tablet in both portrait and landscape modes.
- Fix the issue data persistence because of UI/UX change.

Task 10: Build & Sign

- Create a free signed apk version.

Submission Instructions

- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
 - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"