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Toys-Store

I'm going to use Java programming language and Android studio version 3.5 and gradle I model version 5.4.1

Description

Many parents face a problem to bring some toys to their children, maybe because the store is far from them or maybe they didn't find the specific type that they want , so this application has designed to facilitate buying and shopping , Any parent or any person can buy and shop online, and also they can add their favorite types of toys in a list .

Intended User

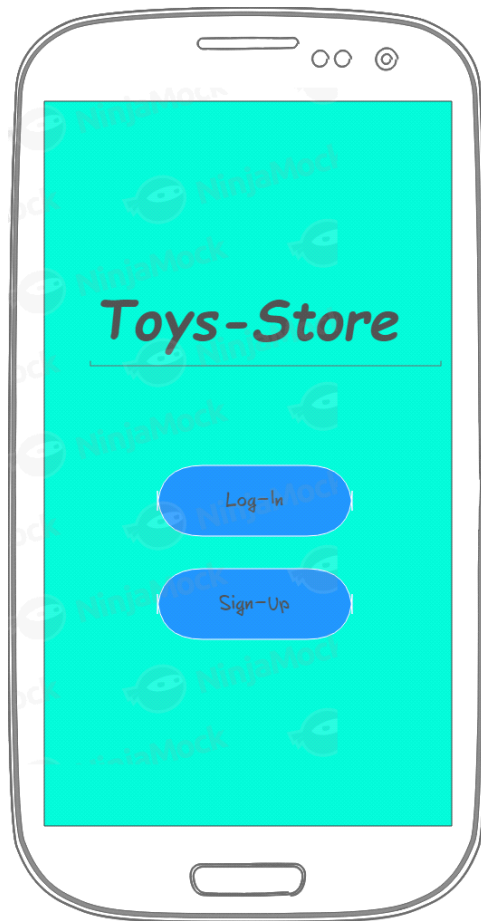
Parents who have children, or any user who likes toys "like me for example 😊"

Features

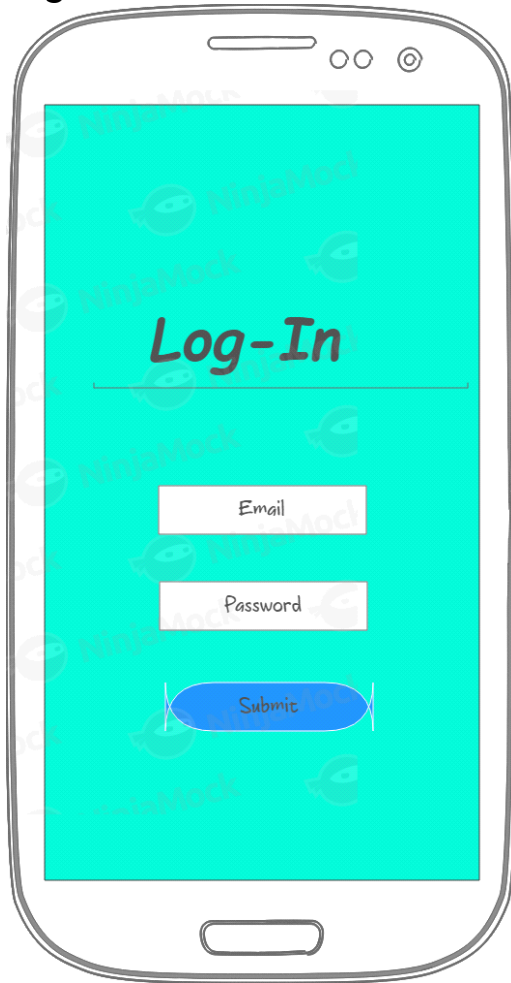
1. every user has an account.
2. Main screen displays lists of toys .
3. Check the toy details.
4. Add toys to favorite or buy later.
5. Widget to display "buy later" list.

User Interface Mock

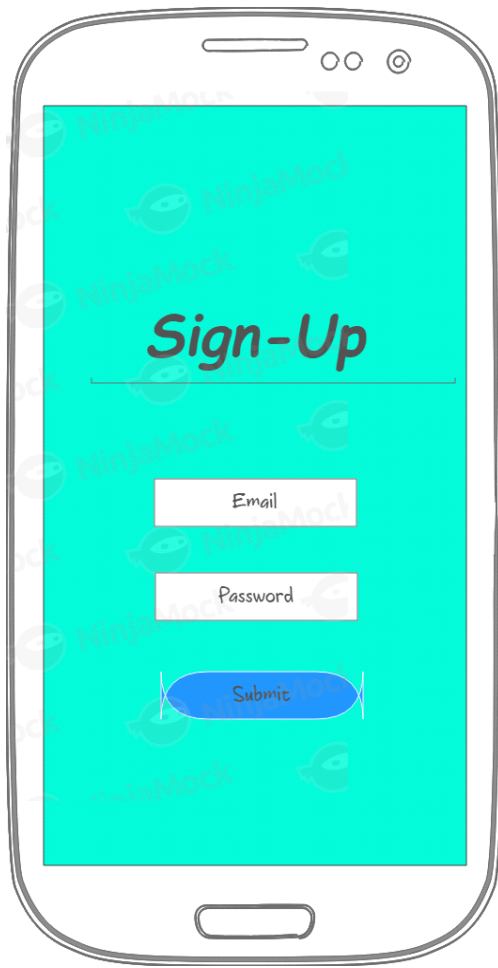
First Screen :



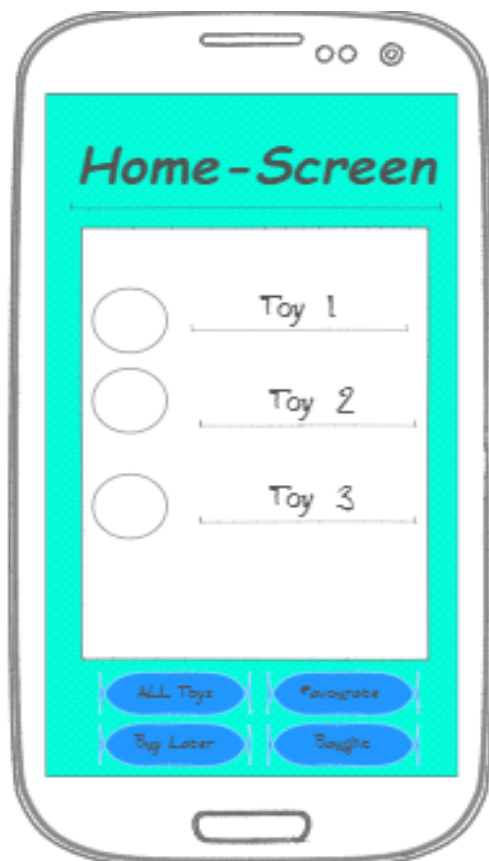
Log-In Screen :



Sign-Up Screen :



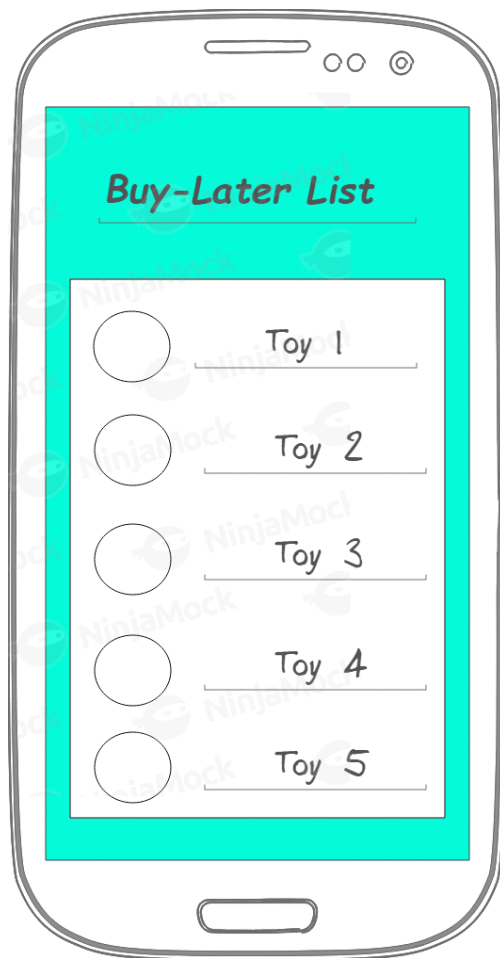
Home-Screen :



Toy-Details :



Widget fasilaty :



How will your app handle data persistence?

save user information using firebase auth , save the data of the toys manually in the firebase cloud firestore and handle the favorite and buy later data using Room, Live ..

Describe any edge or corner cases in the UX.

The Home screen has 4 buttons to sort the lists of toys by category or buy later or favorite or bought.

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

Picasso to upload the image properly and handling and caching the images.

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

I am going to use a firebase authentication and firestore to login by using email account to make the process for login or sign up easier for the user.
Read the data of the toys that I will present to you from the firestore .

Task 1: Project Setup

1. Create new project
2. Configure libraries and dependencies
3. Configure values of colors in colors.xml and strings in strings.xml

Task 2: Implement UI for Each Activity and Fragment

1. Start Implement UI for Login, signup Activity.
2. Implement UI for Profile Activity for each user.
3. Implement widget to put “will buy” toys in it .
4. Implement main Activity to show available toys.

Task 3: Build Login and Sign Up operation :

- 1.Connect to firebase
2. Implement buttons in the Main screen.
3. Implement register for the user.
4. Implement login.

Task 4: MainActivity Functions :

- 1.Create the Toys class.
2. Implement the AsyncTask to fetch the toys data from firestore.
3. Implement displaying the toys functionality in RecyclerView.

Task 5: Toy_Details Activity :

- 1.Display the toy details
2. Implement the Entity and Dao to use Room database .
- 3.Implement the buttons: favorite, buy later, buy now .

Task 6: Implement the widget functionality :

- 1.Implement the Widget Provider
2. Implement displaying "Buy Later" List with the help of Remote view Service.

Task 7: Check if the app meet all the specifications include the following:

1. App utilizes stable release versions of all libraries, Gradle, and Android Studio.
2. App validates all input from servers and users. If data does not exist or is in the wrong format, the app logs this fact and does not crash.
3. App includes support for accessibility. That includes content descriptions, navigation using a D-pad, and, if applicable, non-audio versions of audio cues.
4. App keeps all strings in a strings.xml file and enables RTL layout switching on all layouts.