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Paradex

Description

Detailed information on all aspects of Epic's new game 'Paragon'. It is fast, simple and allows you to quickly lookup information in the heat of battle on Agora.

All information is updated frequently and many features are currently being worked on.

This application is not affiliated with Epic Games® or Paragon in any way. All content and trademarks presented in this app are the property of Epic Games® and used in accordance with community guidelines for fan and wiki sites as specified in:

<https://www.epicgames.com/about/fan-art-policy/>

Intended User

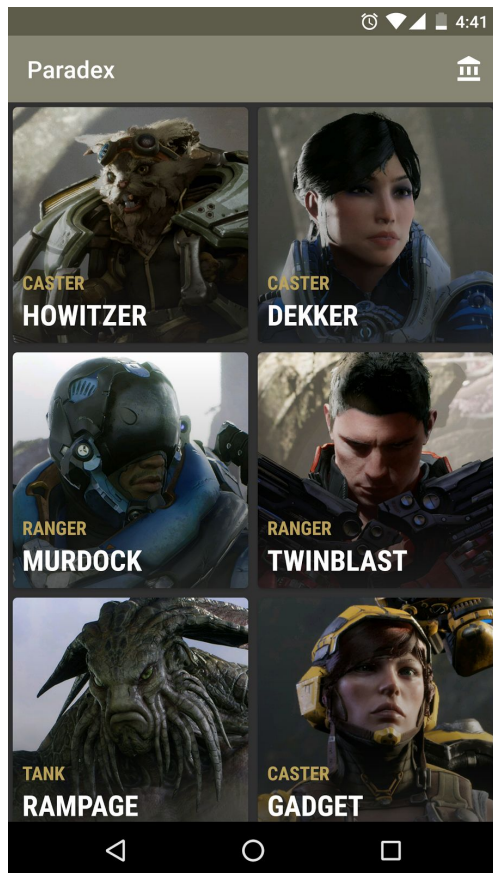
Gamers who play the game 'Paragon' or other users looking to research the game before playing

Features

- Up to date information on all things Paragon related
- Phone and tablet support
- Fast and simple

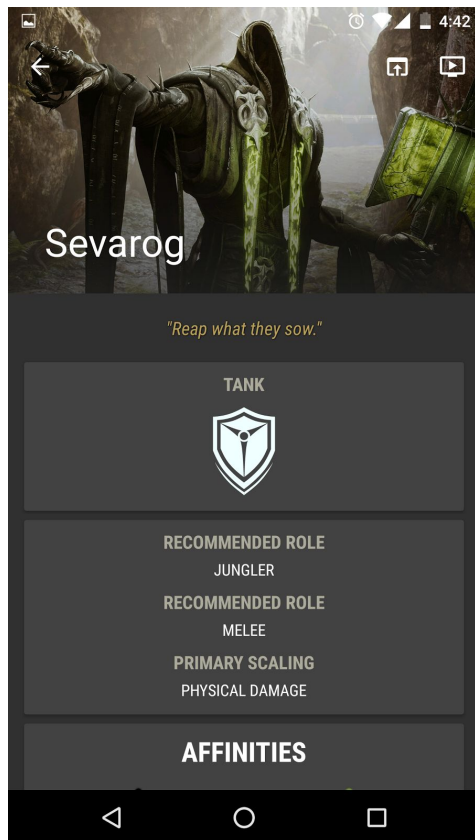
User Interface Mocks

Screen 1



Main view of Paragon Heros in a grid view. Tablet and landscape phone will have more columns. User can select the hero they wish to look at information for. Decently sized avatars provide visually quick lookup speed.

Screen 2



Detail view of each hero. Nested scroll view populated with informative cards on hero attributes and abilities. Main image to disappear into toolbar with scrolling.

Toolbar buttons to link to official website and youtube video of hero.

Key Considerations

How will your app handle data persistence?

Sqlitedatabase with content provider to control all data persistence. Cursor loaders to present data to ui. Sync adapter to update database.

Describe any corner cases in the UX.

No corner cases as of yet

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

- Glide for loading and caching of images
- Android svg with glide to load network based svg images.
- Butterknife for dependency injection. To easily reference and control views / resources
- SqliteAssetHelper for maintaining a database that may change frequently in future iteration of the application.
- Cardview, gridlayout, design, recyclerview for well presented information
- Support library to support older android versions
- Analytics to understand the audience and future translations
- Admob to generate small income to cover costs of server hosting

Next Steps: Required Tasks

Task 1: Project Setup

- Visit <https://www.epicgames.com/paragon/heroes> and get a good feel for the data that will be presented in the app
- Start modelling an sqlite database schema as per my API document hosted at <http://paragon.mononz.net/doc/>
- Setup project in android studio and initialise libraries
- Create base activity, database, content providers, sync adapter
- Start building UI with material concepts in mind

Task 2: Implement UI for Each Activity and Fragment

- Build main UI featuring grid view of cards
- Build detail fragment with nested scroll view of cards, collapsing toolbar
- Correctly handle rotation and different sized screens

Task 3: Implement Google Play Services

- Generate signing configurations to build in debug/release mode
- Add Admob banners to bottom of main and detail fragments
- Add Analytics to main and detail views.
- Stress test all google services

Task 4: New features

Compare app to paragon community based wiki. Look at adding any extra helpful details to improve usefulness as a game companion app.