How to Use this Template

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Submission Instructions

1. After you've completed all the sections, download this document as a PDF [File → Download as PDF]
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GitHub Username: navendu.agarwal

YogicApple

Description

https://spark.adobe.com/video/HJPaCZNH

YogicApple is a voice guided personal trainer app making meditation simple and part of everyone's life.

- It lets users listen to guided sessions matching everyday mood and lifestyle with 10 mins of quickies.
- It lets users connect to like minded people with chat rooms they can subscribe to
- It also allow user to search events happening nearby based on geolocation

Intended User

People with busy life and lot of stress.

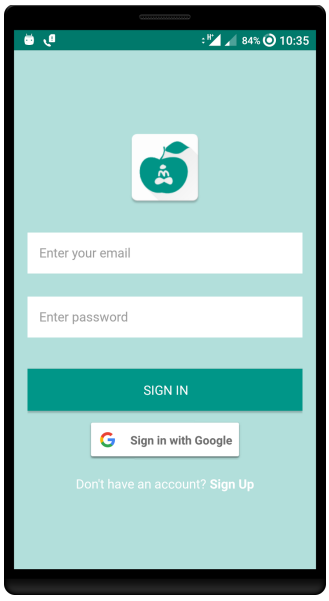
Features

- Multi-Level handpicked guided meditation programs
- Easy to use audio player
- Google Map based community driven events listing
- Chatrooms based support groups to find help when needed

User Interface Mocks

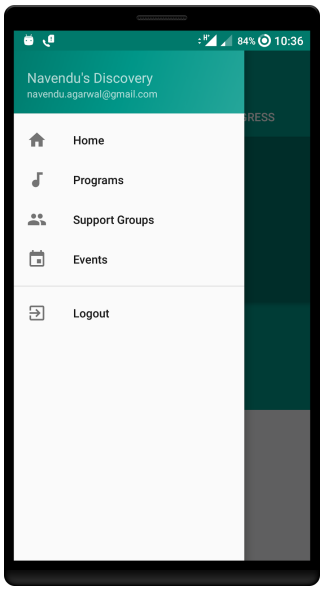
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



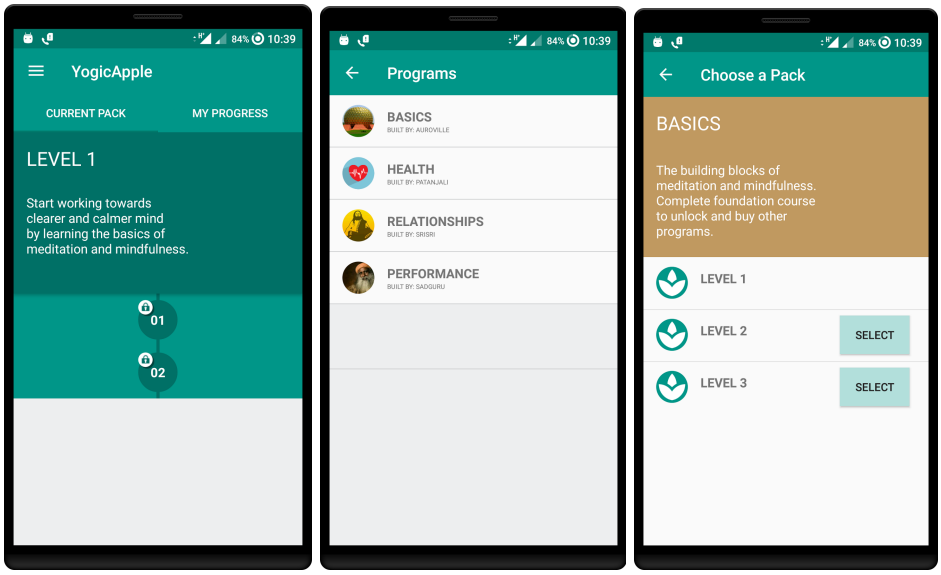
Normal and Social Login/Signup screen powered by Firebase (Based on Firebase Essentials for Android Course)

Screen 2



Side navigation to browse through various features of website

Screens 3



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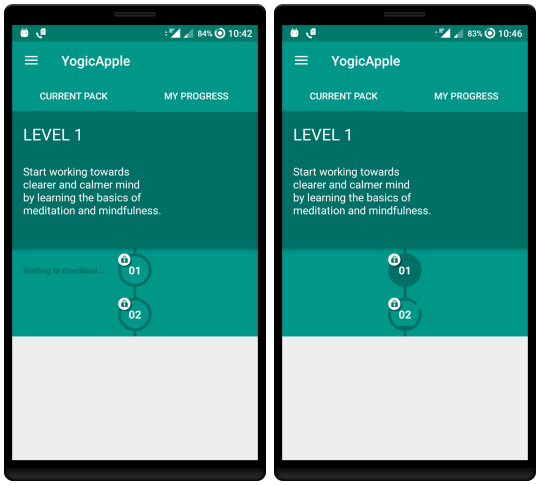
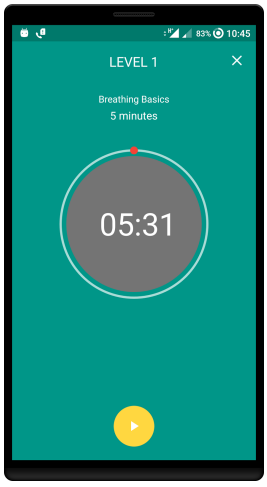
Multi Level Guided Meditation Pack Navigation and Selection to view preloaded meditation packs using separate admin app. All images and text being fetch from Firebase Database and Storage.

Screens 4



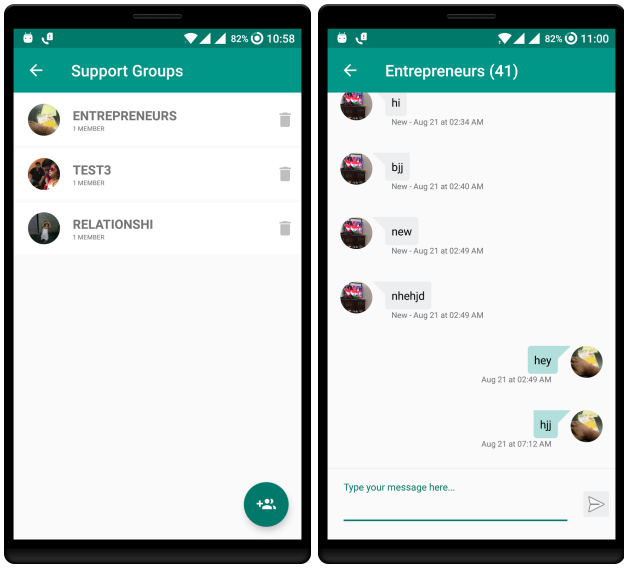
Async download of audio media with custom view to show download progress

Screen 5

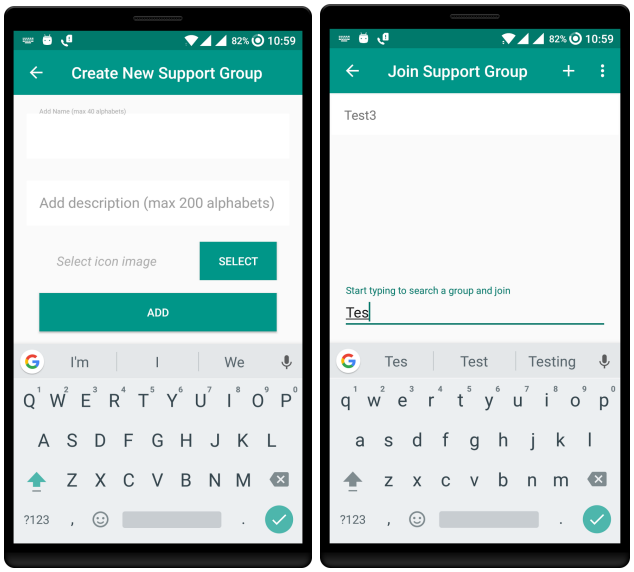


Ability to play downloaded audio pack from selected level using custom Audio Media Player showing progress with ability to pause n play

Screens 6



(Android Widget showing unread messages)

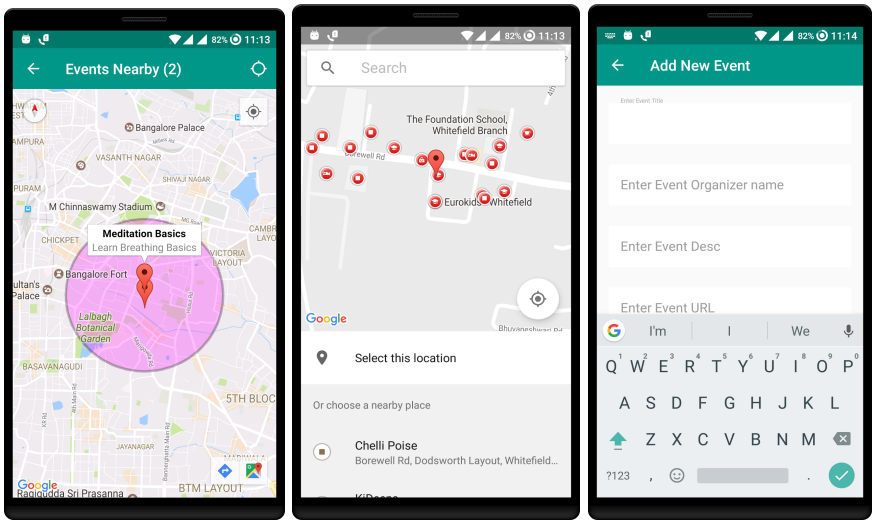


Chatrooms based Support Group functionality

- Option to browse subscribed groups
- Join or Create new groups
- Chat within group with members (using Firebase Database)

(Based on list friends functionality shown in Firebase Essentials for Android Course and Chat example provided by Firebase)

Screens 7



Community driven events listing.

- Using Google Maps and GeoFire by Firebase
- Ability to search specific address on map using Google Places
- Using long press on map- ability to add new event - date, url and image

Key Considerations

How will your app handle data persistence?

I am using firebase for the same

Describe any corner cases in the UX.

- While adding event if user clicks back and then again try to add event, session should be cleared. This will be more prominent in admin app, where we will allow user to add event, list, etc.
- When user click on app widget to visit particular group and returns new messages tag should be updated

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

- Firebase to handle data persistence, database and storage
- Glide to handle images
- Picasso for one custom circle progress bar- could not find equivalent in glide
- Firebase-UI to populate recycler and list views
- GeoFire to create geofence based event maps
- Exoplayer to create audio player
- Design, Support, Gridlayout and CardView for layouts
- Multidex to handle multi dexing, otherwise was facing compilation issues while creating apk

Describe how you will implement Google Play Services.

- Maps
    - We will be implementing google map to show active events and also integrate google places API to allow user to select his location
- Notifications
    - We plan to integrate FCM. Notifications will be primarily to inform user about new messages in support group.

Next Steps: Required Tasks

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

Task 1: Project Setup

First we need to setup Firebase account and database. Once configured in gradle start implementing libraries listed above one by one. Also don't forget to add appropriate proguard rules to handle libraries exceptions. Once finished we need to start with UI, Model, Services, Custom Views and Utilities.

Task 2: Implement Custom Views

- Build View for Media Player
- Build View for audio download circle progressbar

Task 3: Implement UI for Each Activity and Fragment

Start implementing model, utilities, activities, fragments and layouts for each task:

- Landing Page - with current pack apples list
- Programs Listing along with admin only - add activity
- Packs Listing along with admin only - add activity
- Pack Apple - Audio content (Apple) for each pack with admin only - add activity
- Support Group
    - Listing
    - Search
    - Option to Join
    - Chat
- Event Activity using Google Maps and geofire
- Events search location with Google Places API
- Activity to allow users to add new event

Task 3: Implement Services to handle FCM

Create two services for instance id and messaging to handle background and foreground messaging.

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