

How to Use this Template

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GitHub Username: nazia-noorani

Rann (Inter-College Sports Fest)

Description

Rann (a hindi word meaning Battlefield) is an inter-college sports fest that college organise every year, this app will help the students of different college to register into one or more events, go through the rules, schedule, results of each event.

Intended User

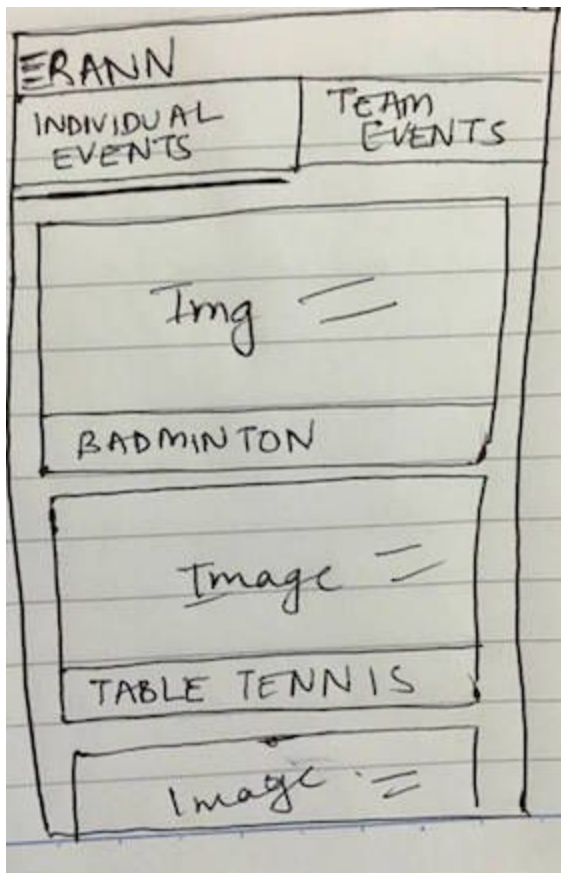
College students interested in sports events like Basketball, Football, Lawn Tennis etc and who would wish to participate.

Features

- Register in Team or Individual Events
- Go through Schedule of various events
- Check out other registered teams
- Check out Results
- Browse Gallery

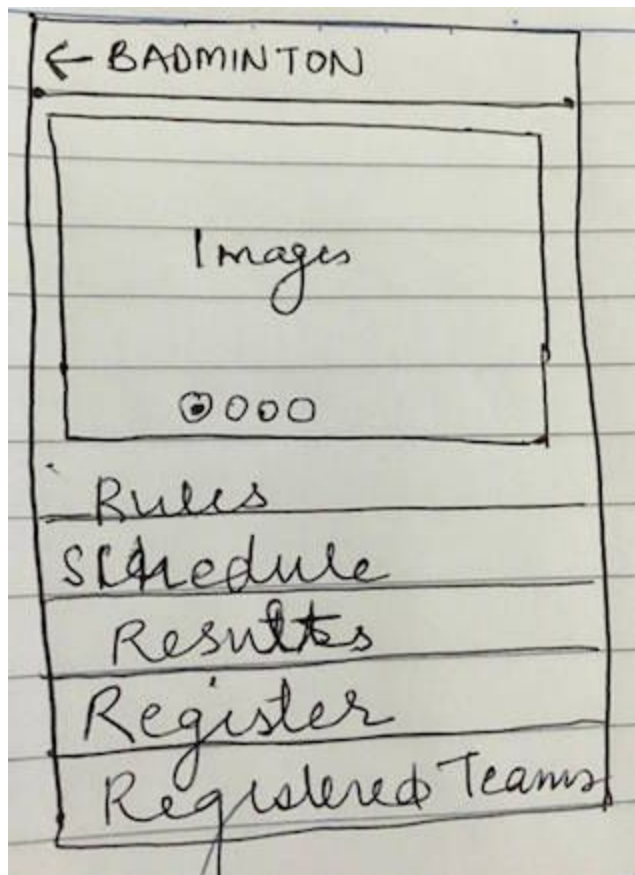
User Interface Mocks

Main Activity of this app shows a tab layout with two tabs for Individual events and Team events respectively. Will have coordinator layout with recycler views and card views and a navigation drawer.

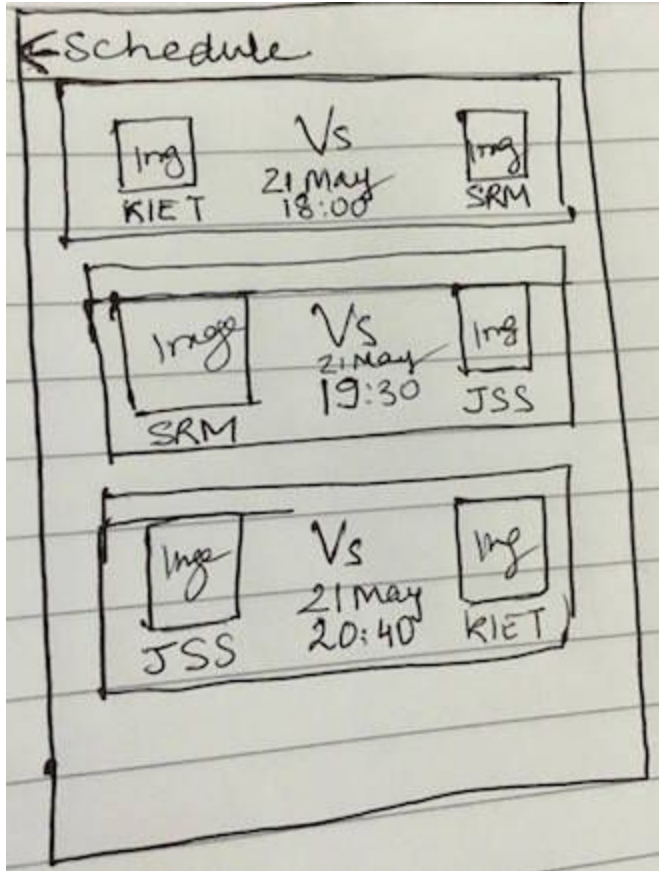


Main Activity

Screen 2

**Details Fragment**

Once the user select any particular event, the details fragment opens up containing the list of options for him/her .He/She can check out the Rules related to the particular event,the schedule of matches to be held , he/she can get themselves registered for the event and can even browse the registered teams for that event.



Schedule Fragment

This fragment enlists various matches that are lined up , will display the date , time and venue of the event.

Key Considerations

How will your app handle data persistence?

App will store data in the database using content provider.

Describe any corner cases in the UX.

I don't see any corner cases

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

1. Picasso for Image loading
2. Volley for fetching data from backend
3. Design Support library
4. Google Location Services
5. Google Analytics
6. A pdf viewer library (for displaying rules)

Task 1: Project Setup

- Configure libraries
- Set up backend to provide required data and images

Task 2: Implement UI for Each Activity and Fragment

List the subtasks.

- Build UI for MainActivity
- Build UI for Details Fragment
- Build UI for Rules Fragment
- Build UI for Results Fragment
- Build UI for Register Fragment
- Build UI for Registered Teams Fragment

Using Material Design Features snackbar , coordinator layouts, appbar with toolbars.

Task 3:Fetch Data

- When on the rules fragment , fetch for rules for that sport
- Fetch Registered Teams on the Registered Team Fragment
- Send Data when a student has registered and this data should be reflected in the Registered Teams Fragment
- Fetch Images to be displayed in the gallery section in the Navigation drawer

Task 4: Final Task

- Apply Google Analytics
- Google Location Services to show the venue of the event

Add as many tasks as you need to complete your app.

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