

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]
2. Create a new GitHub repo for the capstone. Name it “**Capstone Project**”
3. Add this document to your repo. Make sure it’s named “**Capstone_Stage1.pdf**”

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GitHub Username: <https://github.com/nextdeegit>

Start News

Description

This App reads feeds from The Sun News website and convert it into news headlines, images and display it for readers.

This App solves the stress of buying News Papers in order to read news.

Intended User

This App is intended for all categories of people

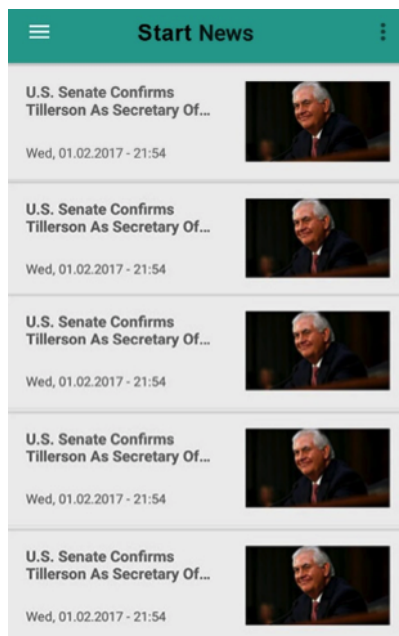
Features

- 1. Fetch News from the Cloud.
- 2. Save the News in a Database
- 3. Give users different News categories to choose from
- 4. Can receive reengagement Notification
- 5. Auto Syncing of News
- 6. User can Pull screen downward to refresh
- 7. Users can invite friends to download the App
- 8. App has widget on home screen

User Interface Mocks

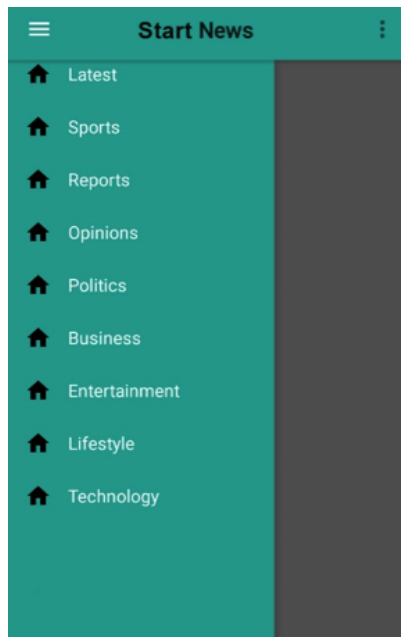
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



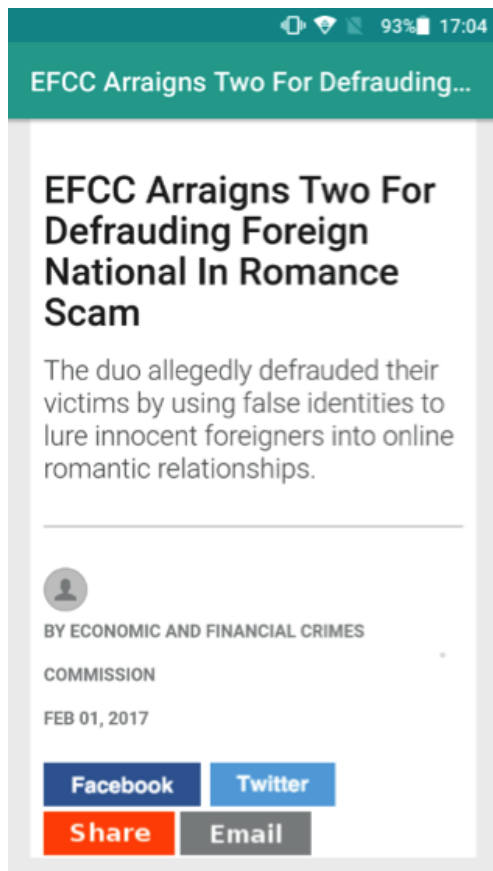
Here is the main with all news loaded

Screen 2



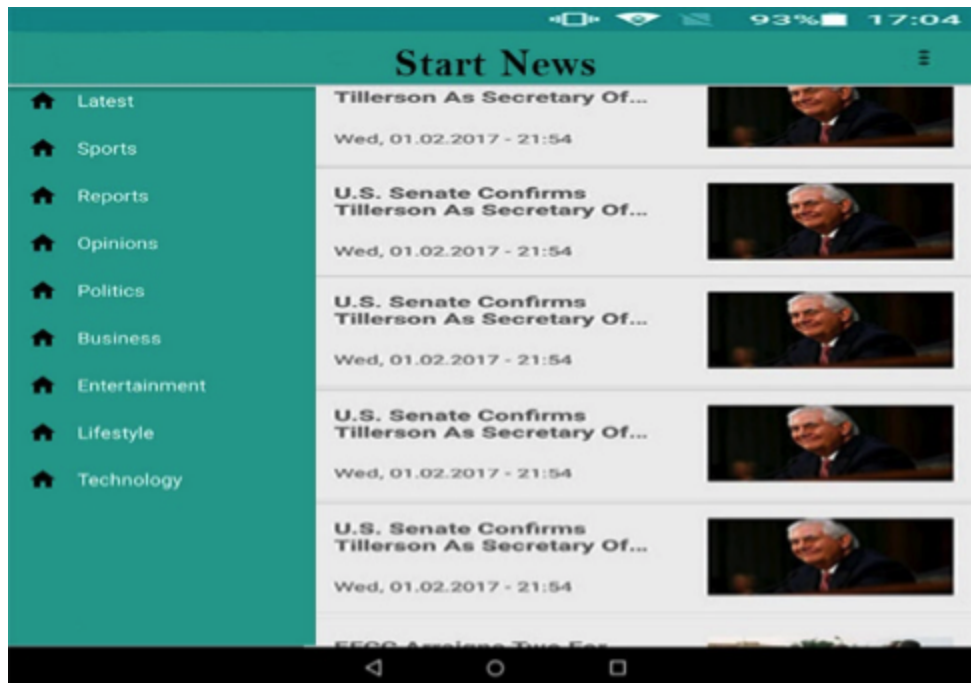
This is the Navigation Drawer containing the News categories

Screen 3



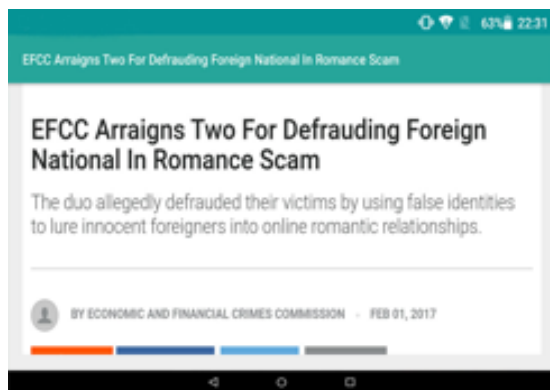
This is the News Details Screen which is loaded when a news Item is clicked.

Screen 4



Main Screen in a Tablet

Screen 5



Detail view in a Tablet

Screen 6



Home screen Widget

Key Considerations

How will your app handle data persistence?

This App will have a SQLite database to hold the News and will be managed by a Content Provider

Describe any corner cases in the UX.

There is Back button on the News details Activity, if a user hits it, it takes the user back to the Main Activity.

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

1. Glide. This will enable me easily load images into their Placeholders and also cache the images.
2. Firebase Messaging.
3. Firebase Invite Library

Describe how you will implement Google Play Services.

Firebase Cloud Messaging and Firebase App Invite.

I will do these by using my Google+ account log in into the firebase website, then will create a new Firebase Project, then I will connect my Android App to the Firebase Project.

Next will be for me to include the FCM and Firebase App Invite Libraries.

I can now implement the two services.

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

1. I will make a wireframe of all the Pages in the App.
2. I will produce a mock up
3. Get some requirements ready like RSS feed URL I will be using.

Task 2: Implement UI for Each Activity and Fragment

- After successfully created my project, I will start by building the Main Activity which have a Drawer holding News categories, One Viewgroup with three views holding the News Title, date and image. The layout will also have a List View for displaying News items in a list
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Task 3: Your Next Task

- I will create a Detail Activity that will be displaying News Details.
- This Activity will be using a WebView to load News details.

Task 4: Your Next Task

- I will create a model class for the News Item
- I will create a class that will parsing the RSS feed

Task 5: Your Next Task

- I will plan and build my database for data persistency.
- I will create a Content Provider for my App.
- I will create a Sync Adapter for the App

Task 6:

I will make my MainActivity to implement `LoaderManager.LoaderCallbacks<Cursor>` so as to enable load data to my views

I will create my widget layouts then implement it accordingly.

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

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