How to Use this Template

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Submission Instructions

- 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"
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Description

Intended User

Features

User Interface Mocks

Screen 1

Screen 2

Key Considerations

How will your app handle data persistence?

Describe any corner cases in the UX.

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

Describe how you will implement Google Play Services.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Your Next Task

Task 4: Your Next Task

Task 5: Your Next Task

GitHub Username: nimit95

Needylmage

Description

Needylmage allows you to share and download images on your phone. It will also have a favorite page to show favorite images. Users can make the images their wallpaper too.

Intended User

All people who need images to share and download.

Features

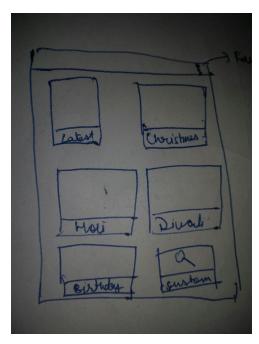
List the main features of your app. For example:

- Allows user to go through latest images.
- Allows user to share images.
- Allows user to mark images favorite.

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.

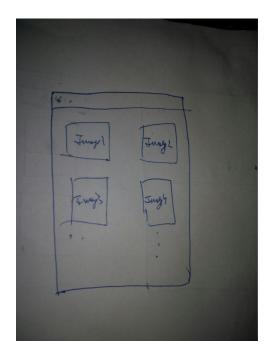
Screen 1



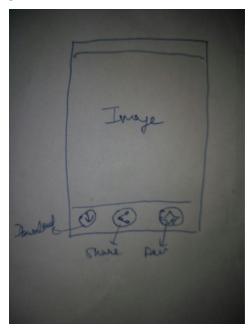
Replace the above image with your own mock [click on the above image, then navigate to Insert \rightarrow Image...]

Provide descriptive text for each screen

Screen 2



Screen 3

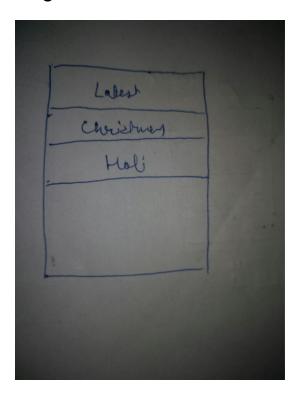


Replace the above image with your own mock [click on the above image, then navigate to Insert \rightarrow Image...]

Provide descriptive text for each screen

Add as many screens as you need to portray your app's UI flow.

Widget Screen



Key Considerations

How will your app handle data persistence?

Content Provider backed by SQLite will be used to store the data. Content Providers will be generated by using Schematic Library.

Describe any corner cases in the UX.

When on main screen user can choose which type of image they want to see.

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

- Schematic for Content Providers.
- Glide for loading Images.
- OkHttp for network calls.

Describe how you will implement Google Play Services.

- Google Analytics.
- Google app Invite.

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

- Determine Columns for database.
- Configure SQLite and Schematic to make Content Provider.
- Configure image api (https://pixabay.com/api/docs/).

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for Main Activity Grid View to show image Categories.
- Build UI for Favorite Page.
- Build UI for Detailed Activity.

Task 3: Functionality

- Download and share images.
- Store the favorite images in database.
- Use AsyncTask (OkHttp method directly instead of AsyncTask) to get response from Pixabay API to show the results.

Task 4: Handle Error Cases

- Handle Screen Rotation and state changes.
- Handle Error Cases adding, editing, deleting, displaying

Task 5: Enable Google Services and Make Widget

- Enable App Invite on Main Screen
- Enable Analytics on Main Screen and the image category
- Build Widget for to access Image Categories.
- Final touches and Code Cleanup

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

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