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: ohefny

# FeedMe

## Description

An Application that allow users to read about egypt and middle east news easily by fetching news feed from the most popular news websites ... it also allows users to follow the blogs, magazines, and other sources that matter to them.

### Intended User

People Interested in Middle East news and who follows particular sites every day

#### **Features**

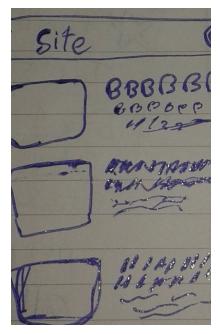
- Read articles from specific websites
- Add RSS feed URL
- Saves articles for offline read

Share articles

# **User Interface Mocks**

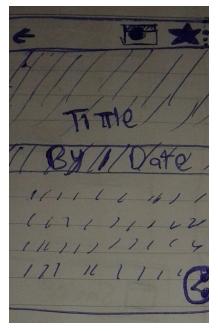
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, <a href="www.ninjamock.com">www.ninjamock.com</a>, Paper by 53, Photoshop or Balsamiq.

#### Screen 1



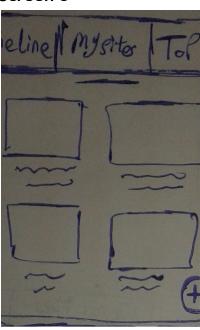
Articles of a particular site

# Screen 2



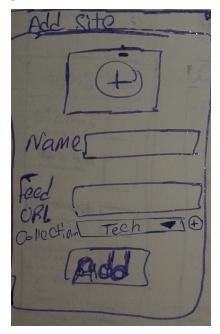
Details screen for an article

# Screen 3



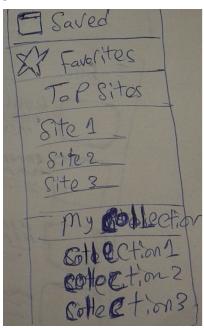
Main Screen contains tabs of (Timeline , My Sites, Top Sites, Collections)

#### Screen 4



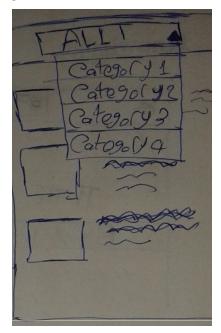
Add a site to the sites user wants to follow

#### Screen 5



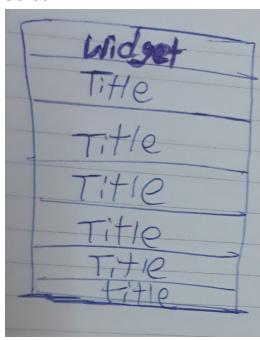
Navigation Drawer with sections for (saved articles, favorites, top sites, user collections)

### Screen 6



Fragment shows articles from some collection/category

### Screen 7



Widget shows articles from some collection/website

### **Key Considerations**

How will your app handle data persistence?

My app will use content provider to store user websites ,collections and saved articles

Describe any edge or corner cases in the UX.

- Applications open to Main Screen in Screen 3 to Timeline (includes feeds from all websites)
  - User can navigate to top sites, collections, user sites, saved articles and favorite articles
- In Collection tab there will be an issue in the way of viewing the articles from different sites should I display all the articles of one website then all articles from another If so how many posts should I display per website (too much may result in too much loading) ... or should I display it in a shuffle mode

Solution :: I think it would be better to let the user choose the display mode he wants and the date to which he wants to fetch articles or how many articles from each website

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

OKHTTP, PKRSS

PKRSS:: Used to fetch news feed in a modular from to ease rss extracting

OKHTTP:: Used to work with PKRSS Library

ButterKnife:: To Help Bind views easily

Describe how you will implement Google Play Services or other external services.

Firebase will be used to store user preferences (collections,favorites)
Google Sign In

Google Admob for displaying ads

### Next Steps: Required Tasks

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

#### Task 1: Project Setup

• Configure libraries (PKRSS,OKHTTP,ButterKnife)

#### Task 2: Implement UI for Each Activity and Fragment

#### List the subtasks. For example:

- Build UI for MainActivity (Tabs)
- Build UI for Login Screen Using G+
- Build UI for Details Screen
- Build UI for Navigation Drawer
- Build UI for Collections screen

#### Task 3: Implement Logic of the application

#### Subtasks:

- Implement MVP Pattern
- Implement Intentservice to pull data per request
- Implement Views, Presenters, Models

#### Task 4: Polish UI, Accessibility

#### Subtasks

- Customize UI for tablets
- Handle accessibility and localization