Description

Intended User

Features

User Interface Mocks

Screen 1

Screen 2

Screen 3

Screen 4

Screen 5

Screen 6

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

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Inspire Me

Description

A well phrased quote or saying can bring a smile on anyone's face. It can feed fodder for our minds to ponder as well as provide some realizations, thereby motivating us.

Inspire Me is a simple app which shows famous and inspirational quotes based on a wide variety of subjects. It has a great collection of quotes which can brighten one's mood, inspire one to fight back all odds and succeed in life or simply enlighten one's mind.

This project will be written in JAVA language.

The app will use following libraries and associated versions

Library	Version
Android Studio	3.5.3
Gradle plugin	4.1
Firebase database	19.2.1
RecyclerView	25.4.0
Google play services	4.3.3
Picasso	2.71828

Intended User

This app is a general purpose app which can be used by anyone – be it to get much needed motivation and boost of morale in life or for just broadening the horizon of knowledge.

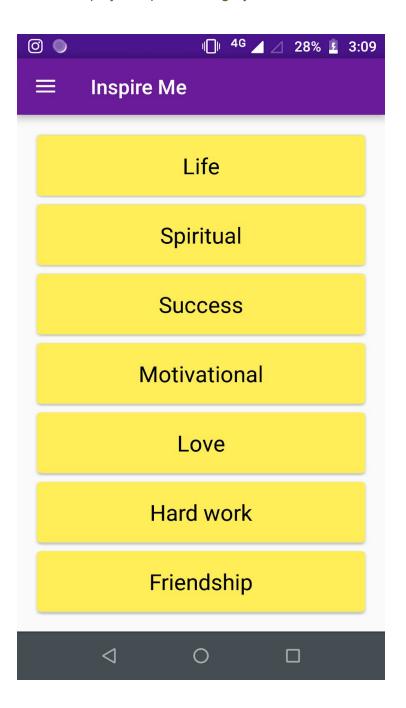
Features

Shows the list of categories for quotes

- Shows a list of authors
- Displays the list of quotes depending upon the category/author selected
- Allows the user to mark quotes as favorites
- Allows the user to share any quote
- Displays the quote along with the author name

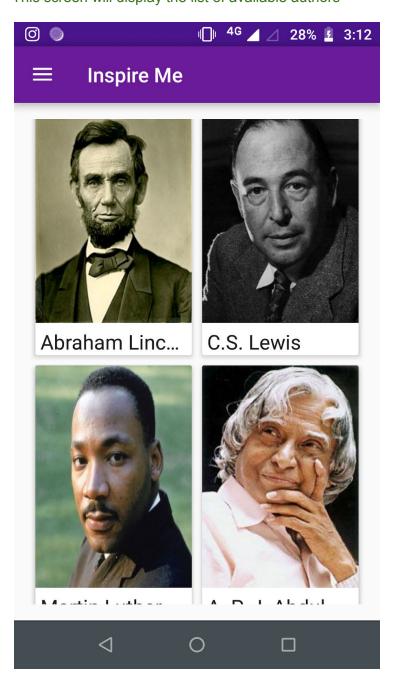
Screen 1

This will display the quotes category



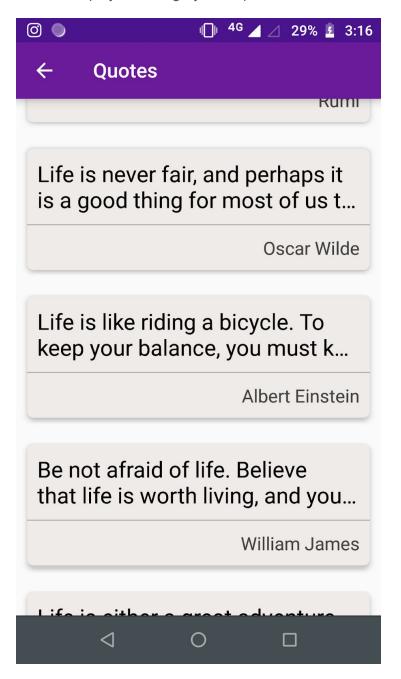
Screen 2

This screen will display the list of available authors



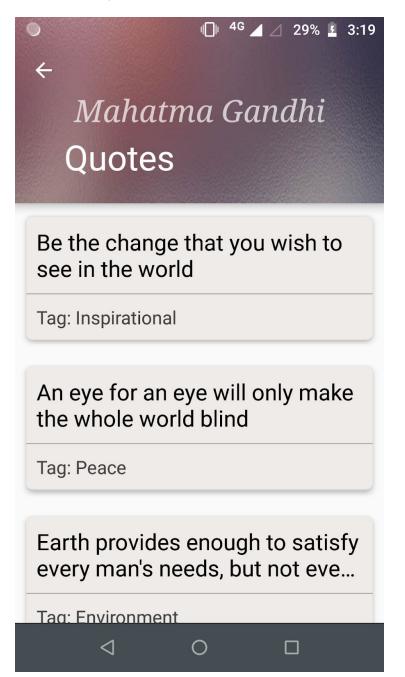
Screen 3

This will display the category wise quote list



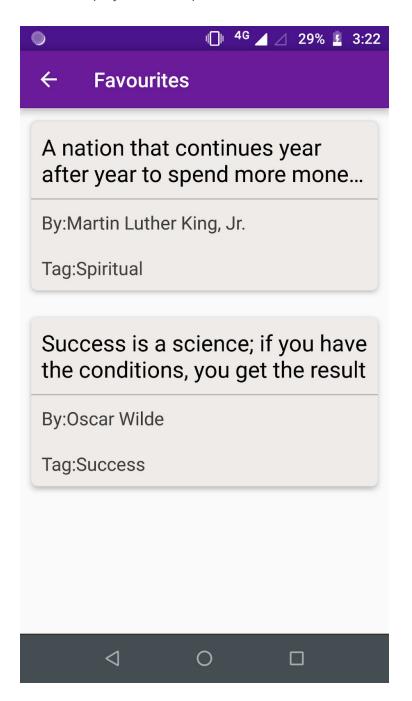
Screen 4

This will display the details of authors



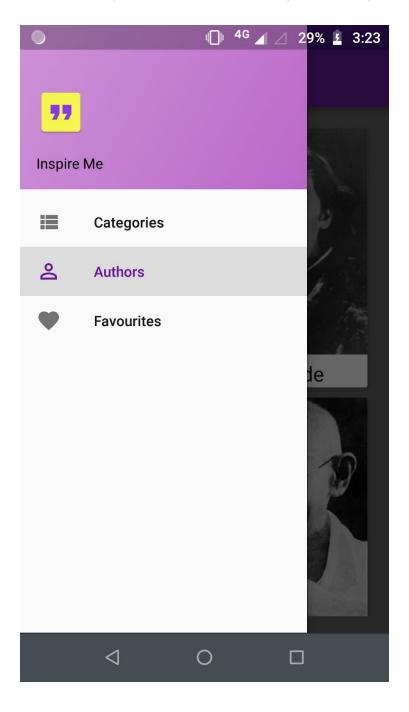
Screen 5

This will display the list of quotes which is marked with favourites



Screen 6

This will display the drawler menu to navigate on categories, author and favourites



Key Considerations

How will your app handle data persistence?

The list of categories, authors and quotes will be fetched from the Firebase realtime database and IntentService.

But the quotes marked as favorites will be stored in the device itself for offline usage. They will be fetched using a content provider.

Describe any edge or corner cases in the UX.

The app will not be changing any default android behavior. If the network is not available I will show the network error toast and load the data from local DB.

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

I will be using following libraries

• Picasso: For loading and caching images

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

Firebase will be used as the backend server. The services which will be used are:

- Real-time Database
- Crash reporting

Next Steps: Required Tasks

I will break down the app in the following tasks.

Task 1: Project Setup

- Create new app and configure libraries
- Gathering the quotes from internet
- Creating the app in Firebase and store the data

Task 2: Implement Drawer menu UI and load blank fragments

- Create drawer menu UI
- Add Fragment navigation to drawler menu

Task 3: Implement UI for Each Activity and Fragment

- Build UI for displaying the list of categories
- Build UI for the list of authors
- Build the UI for displaying the list of quotes
- Build UI for quote detail activity

Task 4: Getting the data and populating it

- Developing the content provider
- Getting the data from content provider(Favorites) and populating it in the UI using

Loader

- Communicating with the Firebase module.
- Create IntentService to load the data and feed to adapters

Task 5: Add favourite quotes feature

- Add favourite button UI
- Implement favourite quotes feature with local DB

Task 6: Add accessibility support

Add accessibility support and read all string from string.xml

Task 7: Landscape Support

Add landscape support and make necessary adjustments.

Task 8: Widget development

Creating a widget UI and display logic