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## Nuances

### Description

Nuances - a simple logical, but difficult to pass puzzle game.

The playing field is a square 4x4. You need to move (up,down,left,right) and join the similar colours to form darker shades of the same till you get the black tile.

### Intended User

Any mobile user who is interested in exercising their brains.

### Features

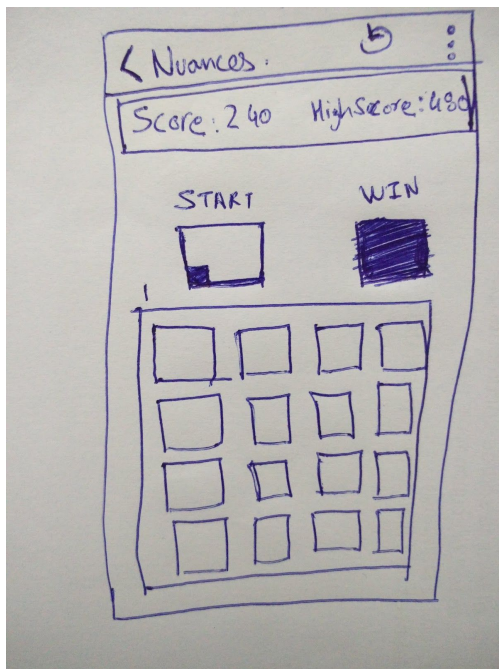
- Stores your progress (if you close and re-open the app).
- Saves Top Score in database.
- Shows World Leaderboards using Google Play Services.

## User Interface Mocks

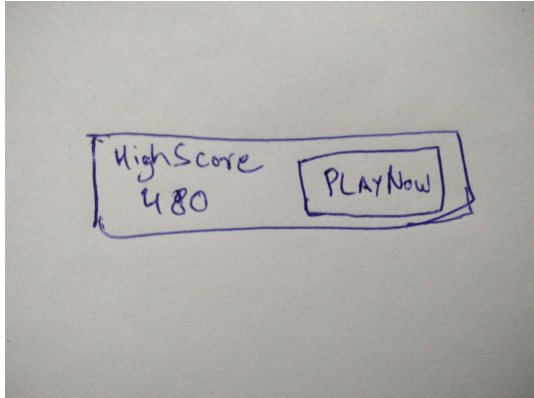
### Home Activity



### Game Activity



## Widget



## Key Considerations

How will your app handle data persistence?

App will have a local database which stores highscores and gives them using content provider. It will also use Google Leaderboards to store scores. Will also try to save the state of the game if not completed (so that when gamer comes back, they can carry on)

Describe any corner cases in the UX.

None.

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

Picasso to handle the loading and caching of images. Butterknife for dependency Injection.

Describe how you will implement Google Play Services.

Google Authentication will be used to get users name and image (to be shown in home page). And will use Google Leader boards for maintaining global leaderboard.

## Next Steps: Required Tasks

### Task 1: Project Setup

Subtasks:

- Create new project.

- Configure manifest file.
- Configure libraries

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

- Build UI for Home Activity.
- Build UI for Game Activity.
- Build UI for Settings Activity.

## **Task 3: Build the Home Activity**

- Create layout for Home Activity
- Show the Current High Score in Home Activity.
- On Play button launch Game Activity.

## **Task 4: Build the Game Activity**

- Create layout
- Create Game Logic in java code.
- Complete the game play with result.
- Store Game score at the end of game.

## **Task 5: Implement Google Authentication and Leaderboards**

- Make a project in Google Dashboard
- Complete User Authentication flow.
- Start sending scores to Google Leaderboards API
- Start showing Leaderboard from Home Activity.

## **Task 5: Create Widget to show Top Scores.**

- Create a widget to Show Top scores and recent scores.
- Play button on widget should launch the game.