

CapstoneProject: MyMovies

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MyMovies

Description

Do you wish to have an app that lists all the movies released in your regional area and have the flexibility to browse other language movies and their information? Well, then certainly MyMovies would be the app that fulfils your wish in addition to watching trailers and reading reviews.

WHAT'S IN THE APP?

- Browse the movies listed based on your location
- Have the flexibility to browse other language movies
- Built in player to watch trailers
- Add movies as your favorites to browse them later.
- Read reviews to select a best movie to watch.
- Browse movies based on categories.

Intended User

Students, Family, Movie interested Individuals

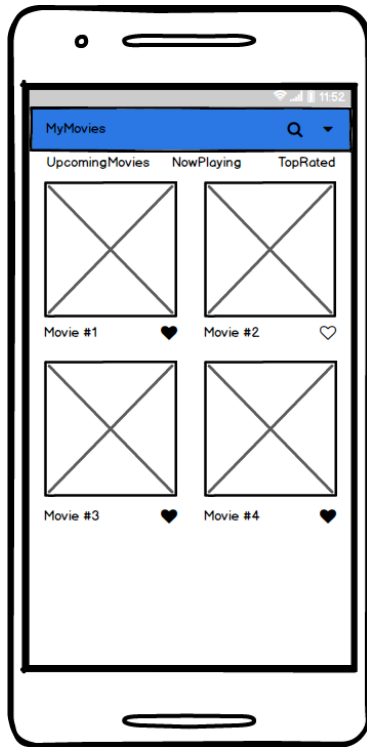
Features

List the main features of your app. For example:

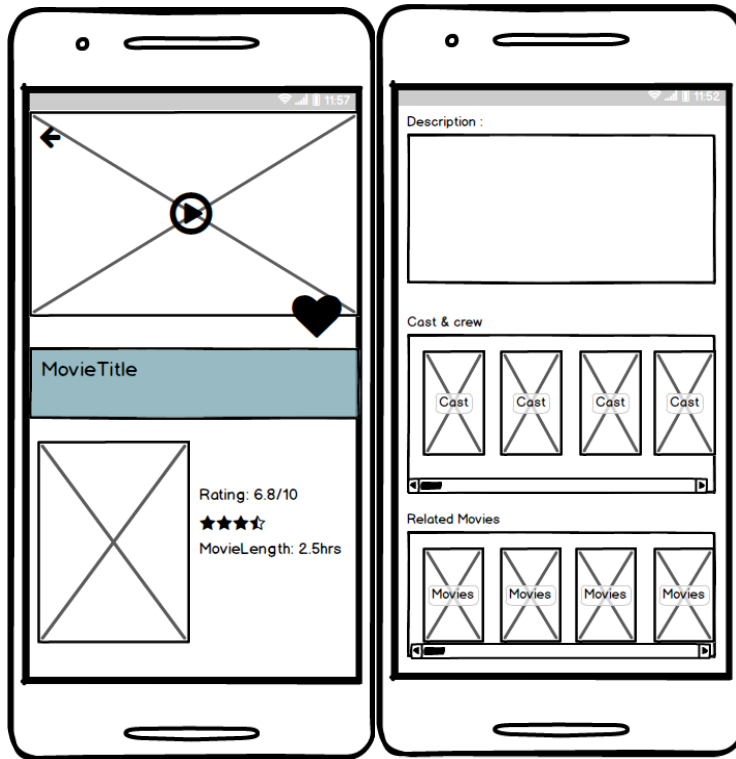
- Play Trailers
- Save movies as favorites
- Get a list for related movies in the detailed activity of a movie

User Interface Mocks

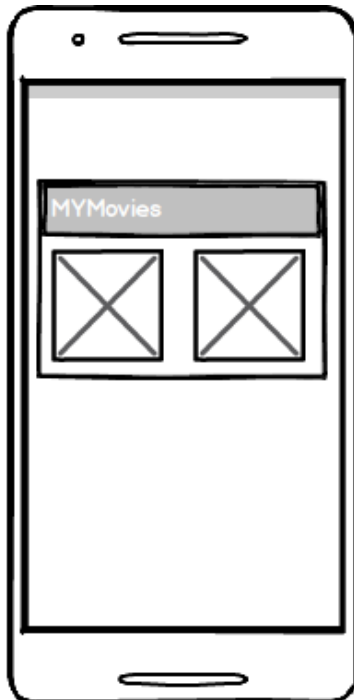
Screen 1 : Main Activity



Screen 2 : DetailActivity



Screen 3:AppWidget



Key Considerations

How will your app handle data persistence?

Will be using Content Providers to store the data locally.

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

Glide- For image loading.

Retrofit for accessing the API's

Schematic- for implementing content providers

ButterKnife- Android annotation for data binding

Describe how you will implement Google Play Services.

Will be using location of the device to display regional movies

Next Steps: Required Tasks

Task 1: Project Setup

- Configure Libraries

Task 2: Implement UI for Each Activity and Fragment

- Build activity for splash screen
- Build UI for MainActivity that displays fragments in a view pager
- Make sure the UI is aligned with material design standards
- Build UI for DetailActivity

Task 3: Implement Intent Services for network calls to fetch the data.

- Create FetchDataService that extends intent service for Api requests
- Bind data to the fragments after retrieving result using Loaders.

Task 4: Implement Youtube API

- Implement Youtube api to play the trailers inside detail activity

Task 5: Implement Content Provider to save the data locally

- Create database to store fetched content using the schematic library
- Implement services to update the data inside database periodically whenever the server data changes
- Implement favorite's functionality to store favorite selected movies by the user.

Task 6: Implement transition effects, and widgets

- Create transition effects while moving through the app screens.
- Create widget to show the user of short list of new released movies.