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CITIZEN MARCH

Description

Citizen march is an android app that helps people plan and organize peaceful march and protests around the world.

Intended User

Citizen march is intended to be used by everyone

Features

List the main features of your app. For example:

- User authentication

- Create marches
- Display list of added marches
- Image upload
- Save user information

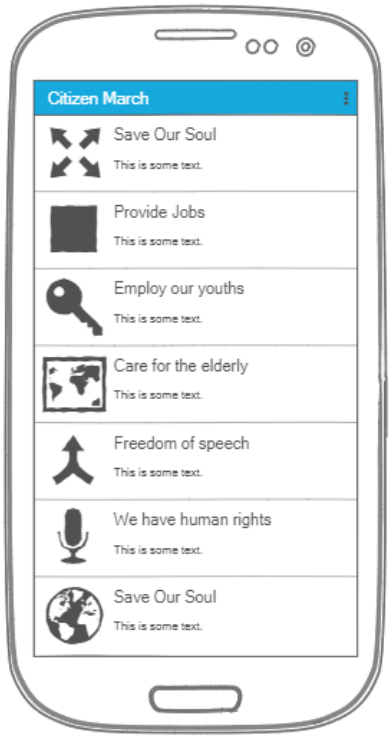
User Interface Mocks

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, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

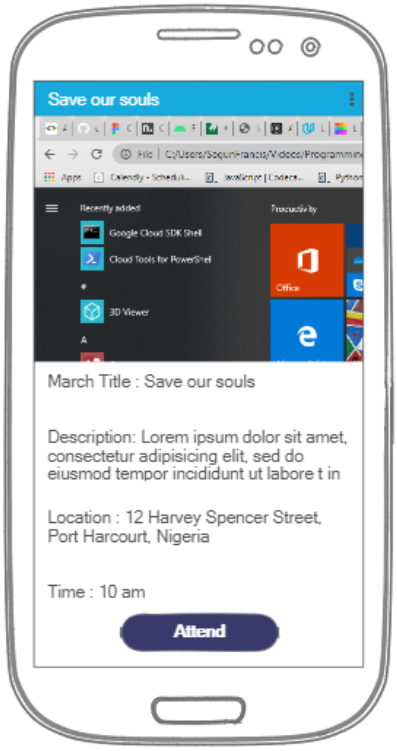
Screen 1

Screen 2 - Navigation Drawer

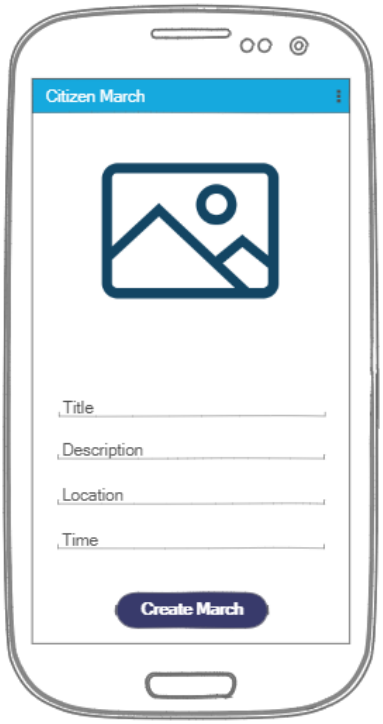
Screen 3 - Home



Screen 4 - March details



Screen 5 - Create a march



Screen 6 - Settings

Screen 7 - Sign out

Key Considerations

How will your app handle data persistence?

Firebase realtime database will be used for data persistence. User information and marches will be stored using firebase. Firebase realtime database will also be used for offline persistence.

Describe any edge or corner cases in the UX.

When a user clicks on the “Attend” button in a March, the button text is going to change to “Attending”, this is to show that the user is planning on attending the march. If the user clicks on the button while it is displaying “Attending”, it changes to “Attend” meaning that the user is no longer interested in attending the march.

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

- Google auth: Authenticating users using their google account
- Firebase realtime database: Online and offline data persistence
- Glide: Image loading and caching
- Circular image view: To make profile images circular

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

- Google auth: Add the google play services dependencies to both the app build.gradle and the project build.gradle files. Create project on google cloud console.
- Firebase Realtime database: Add the dependencies to the build.gradle file at the app level. Create project on firebase console.

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

- Create android studio project
- Add second and third-party libraries
- Add image and icon assets

Task 2: Create UI for Each Activity and Fragment

- Create Sign In activity
- Create Home activity and its corresponding fragments
- Create March Details activity

Task 3: Design UI for Each Activity and Fragment layout

- Design Sign In activity layout
- Design Home activity layout
- Design layout for the existing fragments
- Design March Details activity layout

Task 4: Handle Business Logic

- Implement sign in logic
- Implement “add march” logic
- Display list of marches
- Implement “attend march” logic

Task 5: Create design for tab form factor

- Create layout for tabs
- Extract strings, dimensions and other resources

Task 6: Show Marches

- Show list of marches a user is attending
- Show list of people attending a particular march

Task 7: Sign out

- Implement sign out logic

Task 8: Testing and Bug Fixes

- Testing
- Bug Fixing.

Submission Instructions

- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
    - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"