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TeamFan

Description

TeamFan is a guide to your favorite NBA team. You are always know when and where next game of your favs, results of games played. Do not miss a single game.

Intended User

NBA fans.

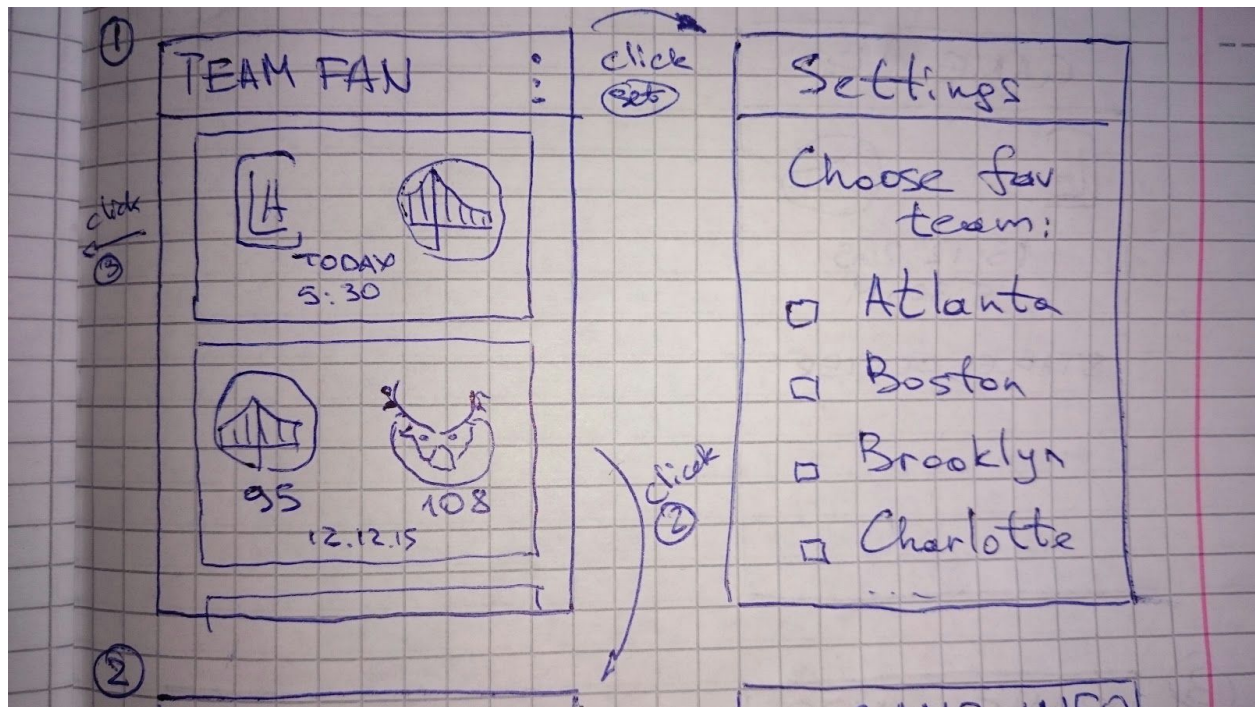
Features

List the main features of your app. For example:

- Show result
- Display schedule
- Notification of start game

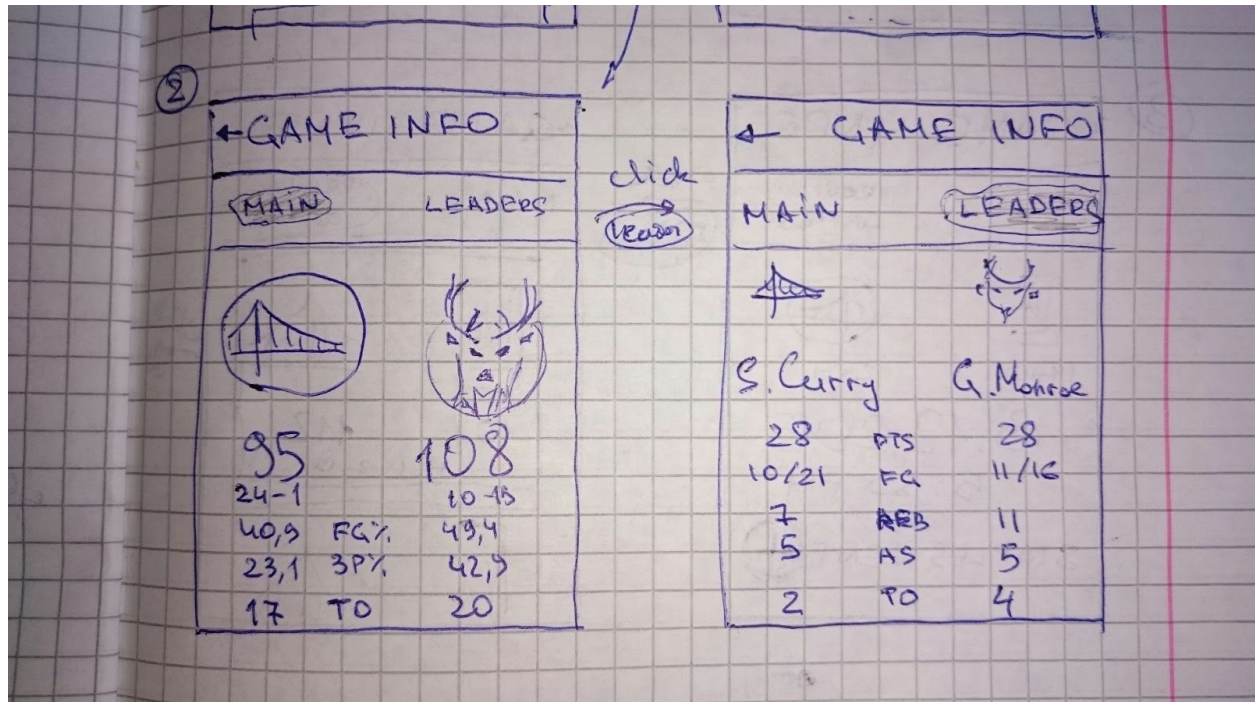
User Interface Mocks

Screen 1 - Schedule and Settings screen



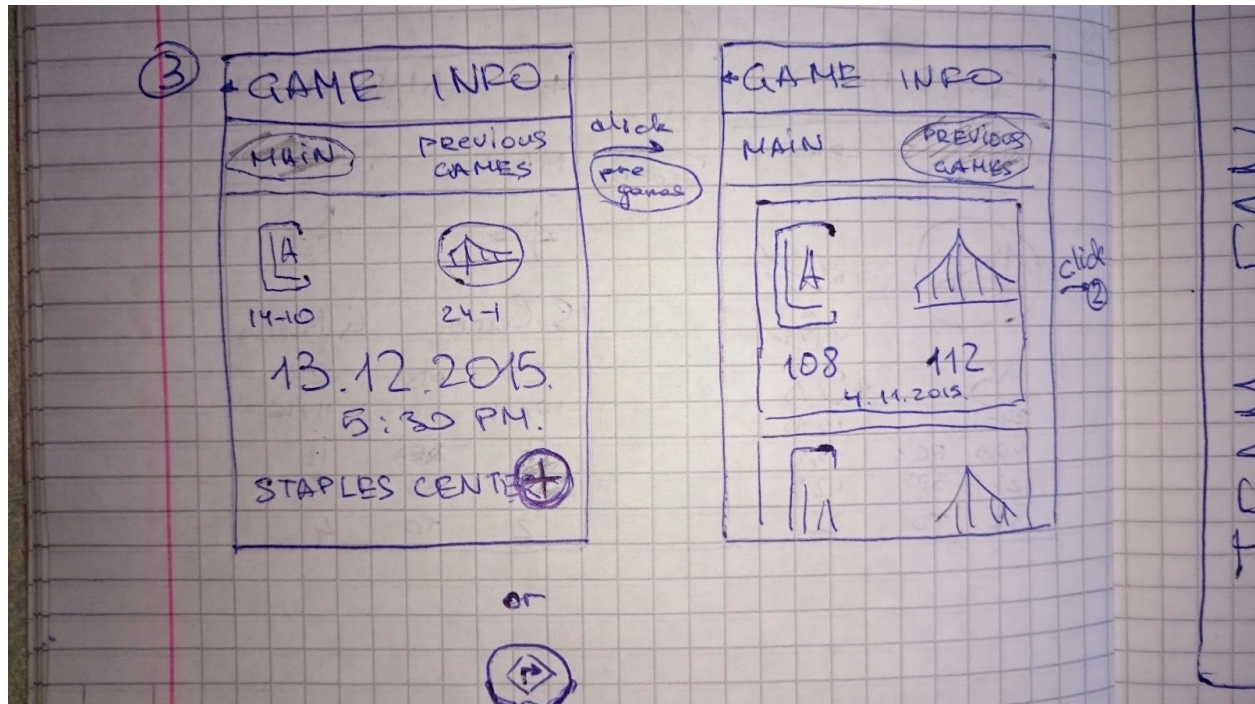
The left screen is displayed schedule of games favorite team. The right screen (Settings) to select favorite team.

Screen 2 - Game info about the finished game



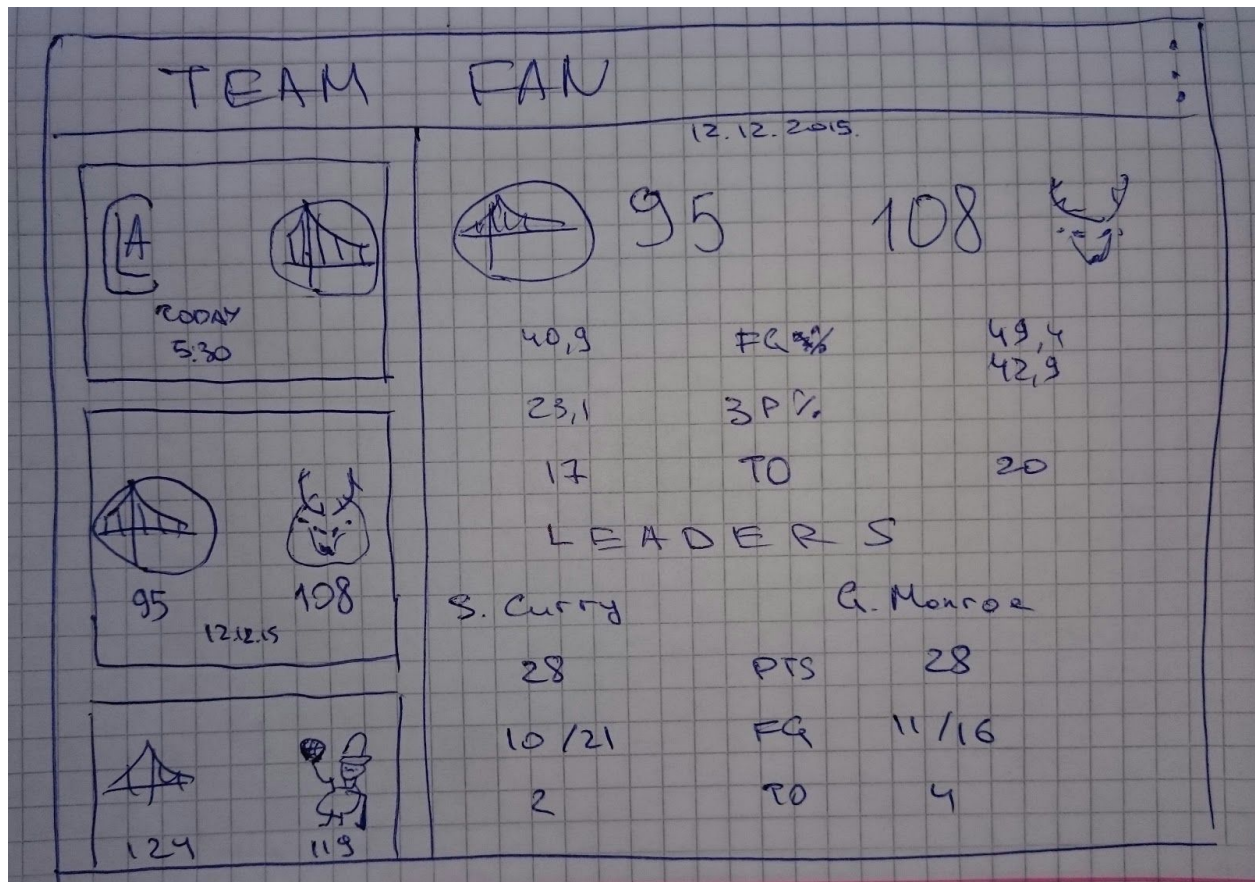
This screen contains two fragment (main and leaders). Main fragment displays team statistics. Leaders fragment show statistic of best players.

Screen 3 - Game info about the following game



Main fragment displays following game info. Previous games fragment displays other games of these teams.

Screen 4 - Tablet screen



The left fragment displayed schedule of games favorite team. The right fragment displayed selected game info.

Key Considerations (основные соображения)

How will your app handle data persistence?

Will use content provider to store data locally.

Describe any corner cases in the UX.

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

1. Picasso will be used for image downloading.
2. Design support library.
3. ButterKnife for view binding.

4. Google Play Services: map, ads.
5. Retrofit to get data from <http://stats.nba.com/>

Next Steps: Required Tasks

Task 1: Project Setup

1. Design the flow of project.
2. Search and setup libraries and api.
3. Configure libraries.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for SettingsActivity
- Build UI for GameInfoFinishedActivity with MainFinishedFragment and LeadersFragment
- Build UI for GameInfoUnfinishedActivity with MainUnfinishedFragment and PreviousGamesFragment

Task 3: Implement Data Models and Content Provider

- Create SQLite database setup
- Create Loader and Adapters
- Build Notification

Task 4: Implement Google Play Services

- Implement Google Play API (admob views, map intent)
- Display the result in an appropriate manner

Task 5: Designing for Tablets

- Build UI for Tablet Screen
- Enable layout mirroring

Task 6: Others

- paid flavors
- widget
- accessibility
- right-to-left

Task 7: Testing

- phone vs. tablet
- rotation, saveInstanceState
- performance