Description

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Phone Video Library (Main page)

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Tablet Video Library page (Main Page0

Key Considerations

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Implement Data Store and backend communication

GitHub Username: smajeti

Carnatic Music Lessons App

Description

This app facilitates its users to watch and learn traditional form of South Indian Classical music playing. Famous artists who have mastered this tradition and who are practising musicians share high quality videos and lectures. This enables aspirants of all levels who live across the globe to get access to the content created by these artists. This can augment and also set standards for the learners who do not have access to teachers of this calibre.

It is a subscription based service, upon subscribing to the different levels of services users can watch and learn from these videos and at their own pace. In future app facilitates a 1-1 dialog with the teachers.

Intended User

This is for all carnatic music learners across globe, who don't have access to top quality artists. Just by subscribing to the service users can learn this great art form at their own pace. This requires internet connection with a mobile device.

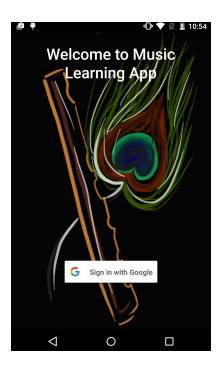
Features

Main features (initial release)

- Uses google identify platform for authentication
- Users have access to full suite of lessons, categorized by levels
- App keeps track of watched videos, syncs data across all the devices
- Users can download videos for offline viewing*
- New content push notifications*
- Subscription fees can be paid using app*

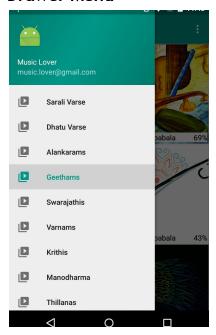
User Interface Mocks

Login Screen

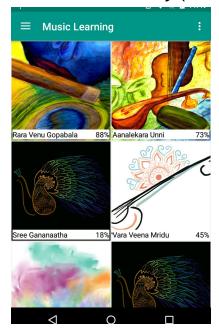


^{*} these features are planned can not guarantee implementation for Capstone_2 submission

Drawer Menu



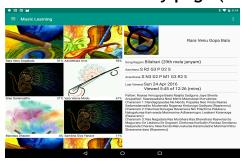
Phone Video Library (Main page)



Phone Song Page (Detail page)



Tablet Video Library page (Main Page0



Key Considerations

- App allows users to login using their google account (in future Facebook login is supported)
- App syncs (fetches and sends) data from/to servers using 'google endpoints' interface
- App uses local Sqlite database to store user activity like videos watched, content stored locally vs content not downloaded yet.
- App uses it's own Content Provider, Data loaders and Sync Adapters to keep the user data in sync with cloud
- App use 'Glide' external library to load and cache song images

- Since this is a music teaching app, user is expected to watch the video and learn. Video play stops when users move out to another activity or uses back button.

Next Steps: Required Tasks

Task 1: Project Setup

- Configure google cloud endpoints
- Configure google cloud storage for app
- Setup google push notification platform
- Create data store schema for cloud and App local data store
- Setup data store authentications etc for the APP

Task 2: Implement UI for Each Activity and Fragment

- Build Login Page using mockups and enable google email login
- Build Main page for both Phone and Tablets
 - Connect up with backend and populate UI
- Build full screen video playing control
 - Connect up with backend to test immersive video playing feature
- Build Drawer menu and implement different video libraries

Task 3: Implement Data Store and backend communication

- Implement Content Provider, Data loaders and Sync Adapter
- Implement cloud endpoint classes
- Implement push notifications
- Implement login/logout app features