

Description

Intended User

Features

User Interface Mocks

Screen 1

Screen 2

Key Considerations

How will your app handle data persistence?

Describe any corner cases in the UX.

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

Describe how you will implement Google Play Services.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Your Next Task

Task 4: Your Next Task

Task 5: Your Next Task

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Capstone Project

Description :

Select your favourite books from all categories including bestsellers, business, science, fantasy, textbooks and free classics.

Intended User :

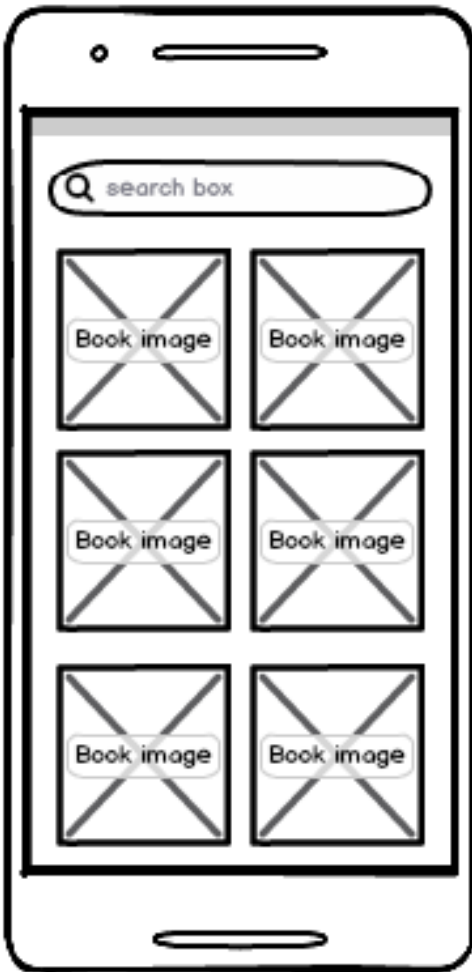
This is an online ebook reading app for Readers, Students, Writers, Kids and Parents.

Features :

- Google Authentication login feature.
- Specific Product Search feature.
- Search by category feature.
- Book Details feature.
- Add favourite feature.
- Preview feature for paid and full view for free ebooks.
- Download feature for free ebooks.
- Buy feature to open link in web view for paid ebooks.

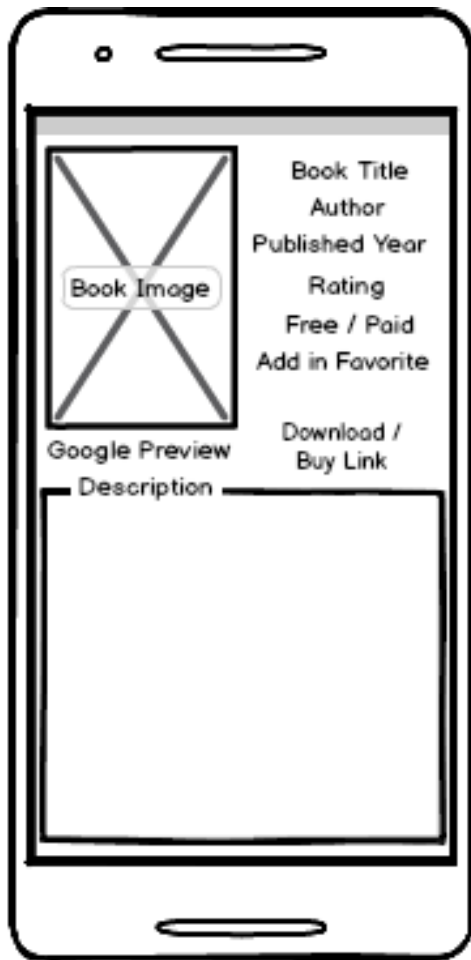
User Interface Mocks :

Screen 1: Main Activity



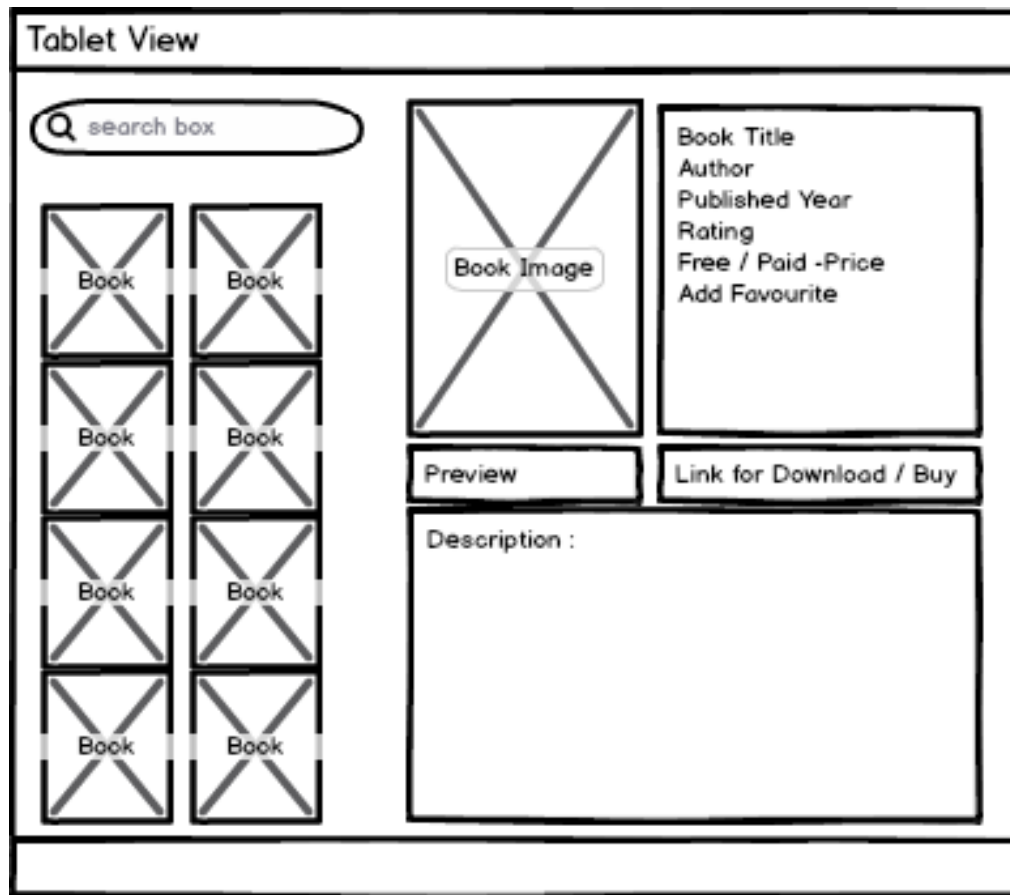
This is the Main Activity that shows book category in grid view.

Screen 2 : Detail Activity



Details Activity shows book details such as Author, Rating, Free or Paid, Description and other options.

Tablet View :

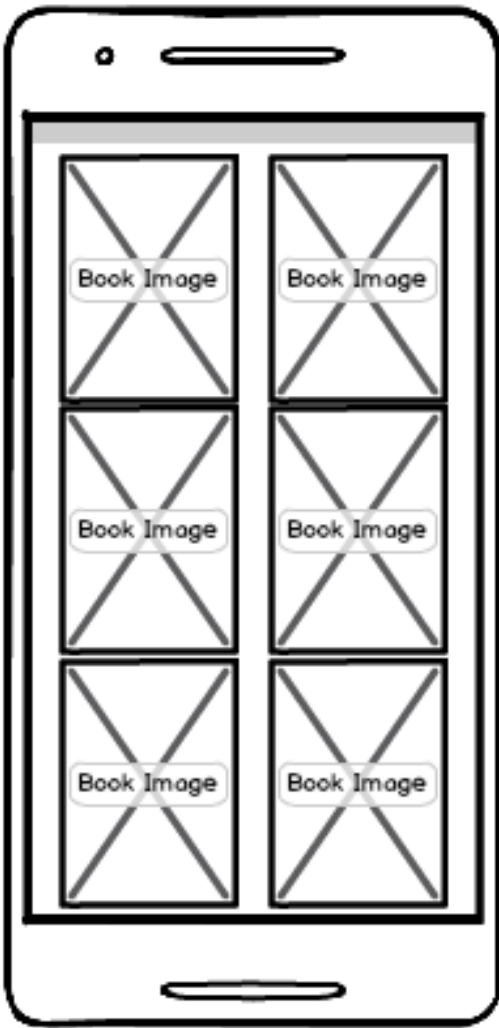


Screen 3 : View Activity



This is View Activity for book preview through Google Embedded View API.

Screen 4 : Favourite Activity



Favourite Activity shows the list of favourite books which added by user.

Key Considerations

How will your app handle data persistence?

I'll use custom content provider with realm database.

Describe any corner cases in the UX.

As a refresh option, add a swipe to pull new data from server, as well as use cache objects (like ArrayList) to save cache while app not destroyed. So user can navigate back again without reloading the images or text data from server.

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

- Retrofit - for fetching JSON data from web.
- Realm - for local data storage.

Describe how you will implement Google Play Services.

I'll use some Google play services listed below:

- For User authentication : Firebase auth

- For Ads : Firebase AdMob
- For Analytics : Firebase Analytics

Next Steps: Required Tasks

Task 1: Project Setup

- Create new project Named Capstone Project.
- Commit first commit.
- Add required libraries.
- Enable and Initialise other needs. (like Data Binding and Realm)

Task 2: Implement UI for Each Activity and Fragment

- Main Activity and its Fragment
 - Build UI for Main Activity and its Fragment.
 - Implement RecyclerView and its adapter.
 - Implement MVP architecture.
 - Implement Retrofit methods for fetching data.
 - Bind data with view.
- Build UI for Detail Activity with Fragment
 - Build UI for Details Activity
 - Bind data with details view.
 - Implement Add favourite method with Content provider.
 - Implement Download and Buy methods.
 - Implement Preview method.
- Build UI for Preview Activity
 - Build UI for Preview Activity
 - Implement web view with google **Embedded Viewer API** for online book preview.
 - Implement html, css and javascript files into Assets folder and linked them with html.
- Build UI for Favourite Activity
 - Build UI for Favourite Activity
 - Bind local storage data with view.
 - Implement needed methods with Content provider.

Task 3: Implementation of Google Play Services (Required)

- Implement Firebase auth for user login in Main Activity.
- Create Build variant Free and Paid.
- Google Analytics.
- Firebase Invits
- Firebase AdMob.

Submission Instructions

- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
- 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"**