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Capstone Project

Description :

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

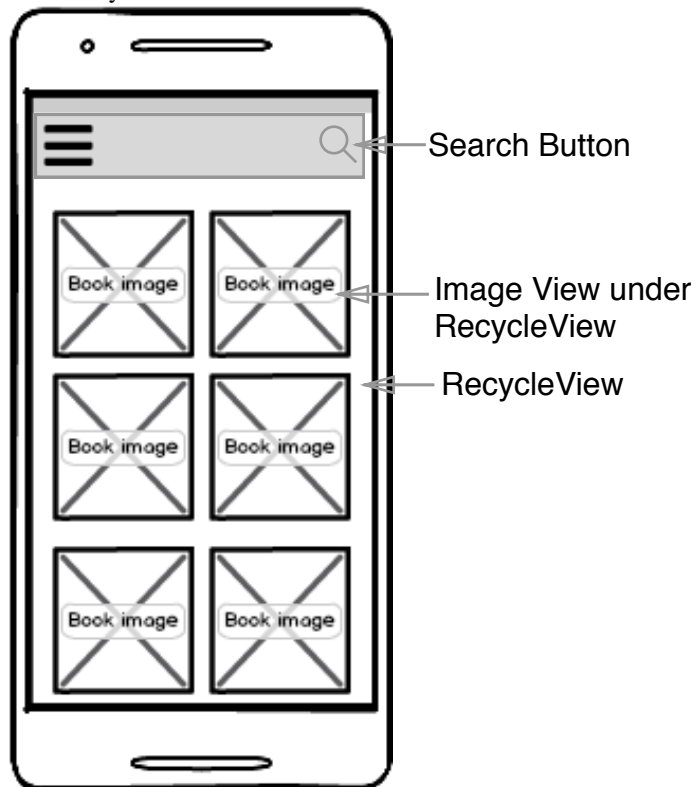
Intended User :

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

Features :

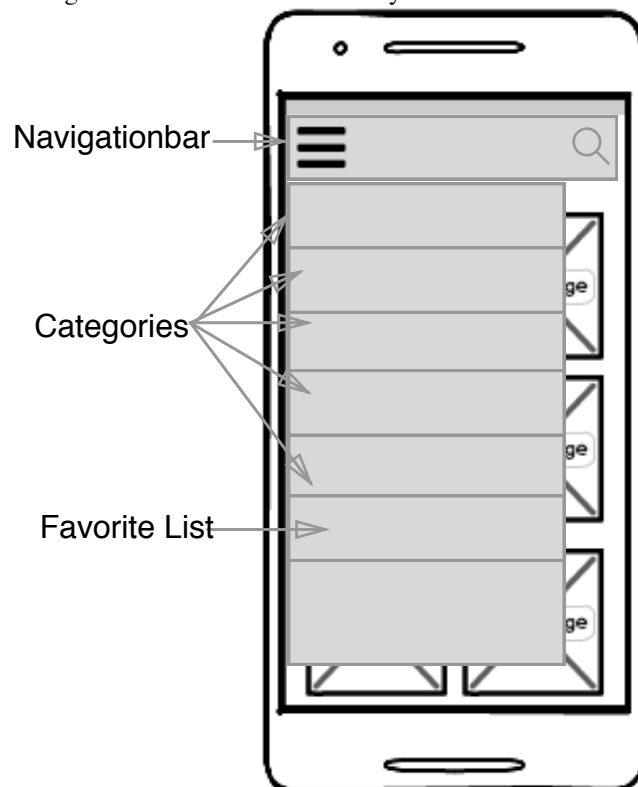
- Google Authentication login feature.
- Specific Product Search feature.
- Search by category feature.
- Book Details feature.
- Add favourite feature.
- Preview feature for paid and full view for free ebooks.
- Download feature for free ebooks.
- Buy feature to open link in web view for paid ebooks.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

User Interface Mocks :
Screen 1: Main Activity Home screen



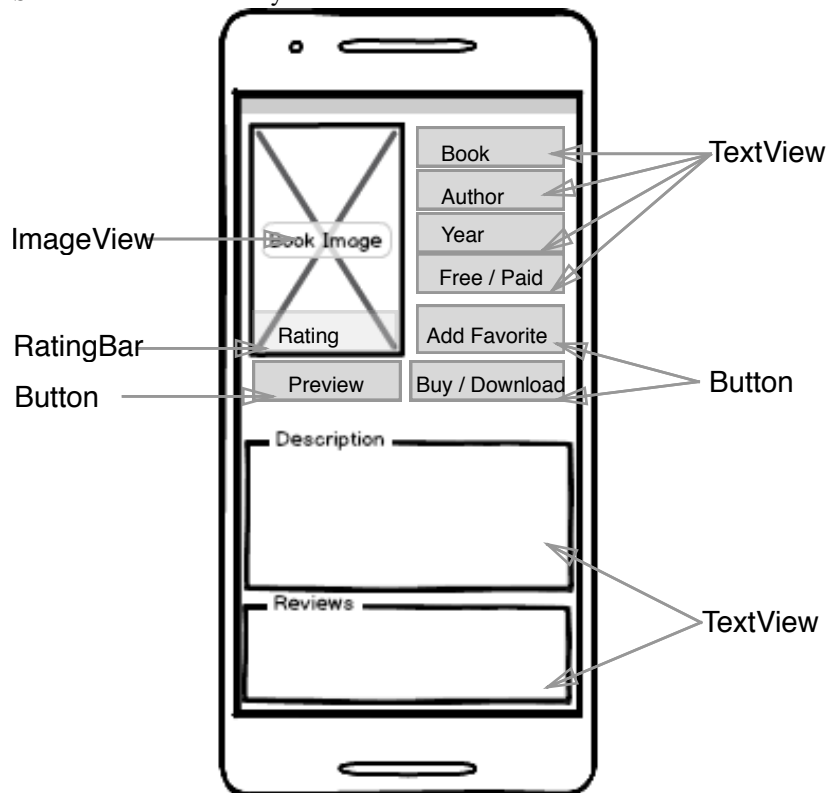
This is the Main Activity that shows book category in grid view.

Navigation Drawer of Main Activity



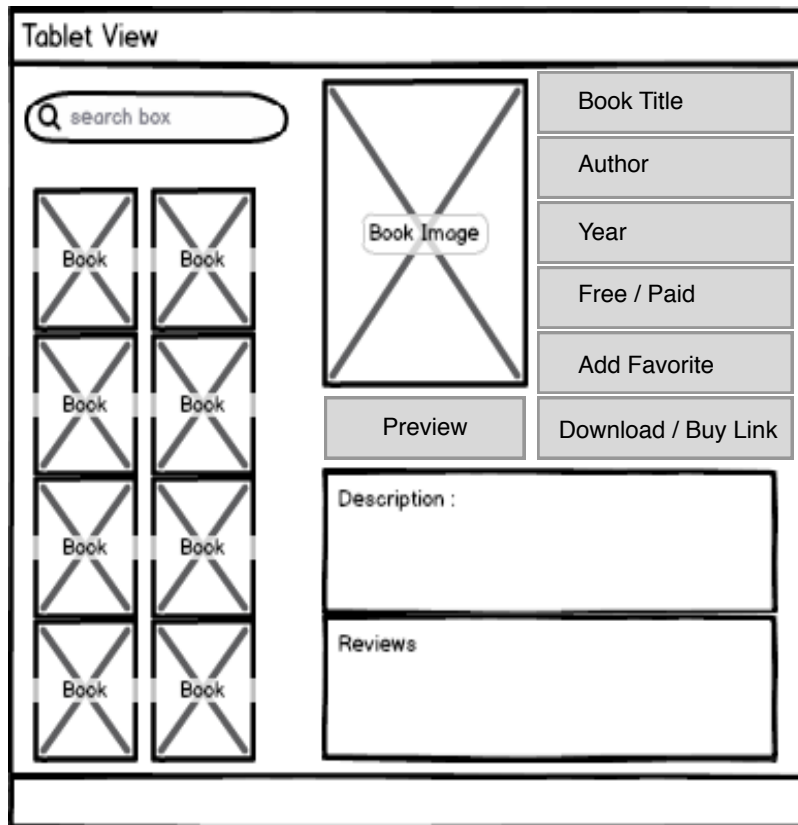
For Open specific category OR user Favourite list.

Screen 2 : Detail Activity

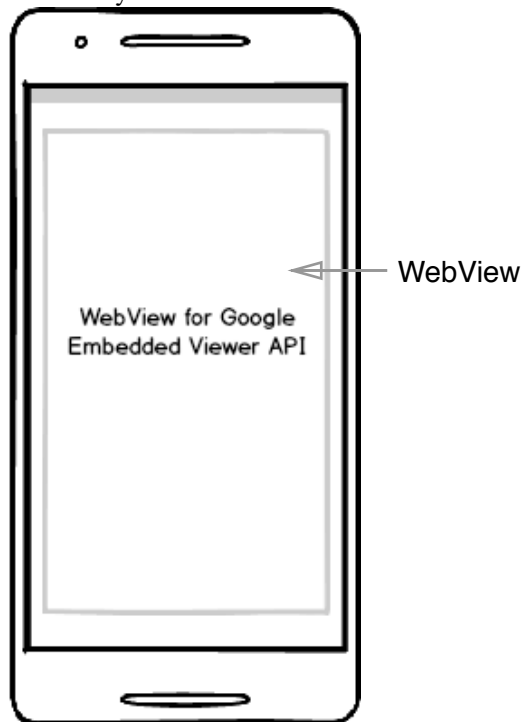


Details Activity shows book details such as Author, Rating, Free or Paid, Description and other options.

Tablet View :

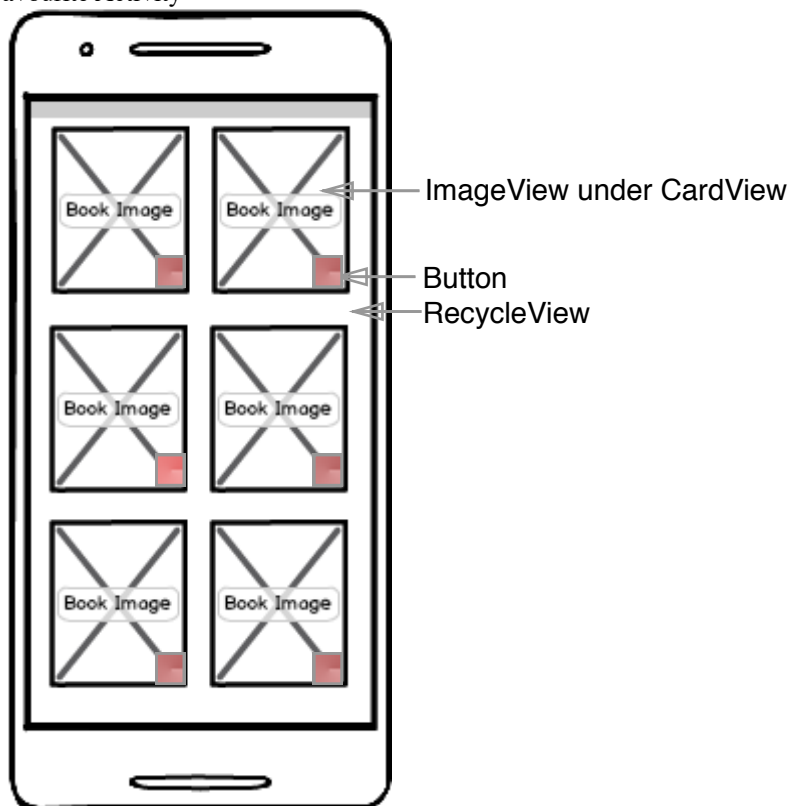


Screen 3 : View Activity



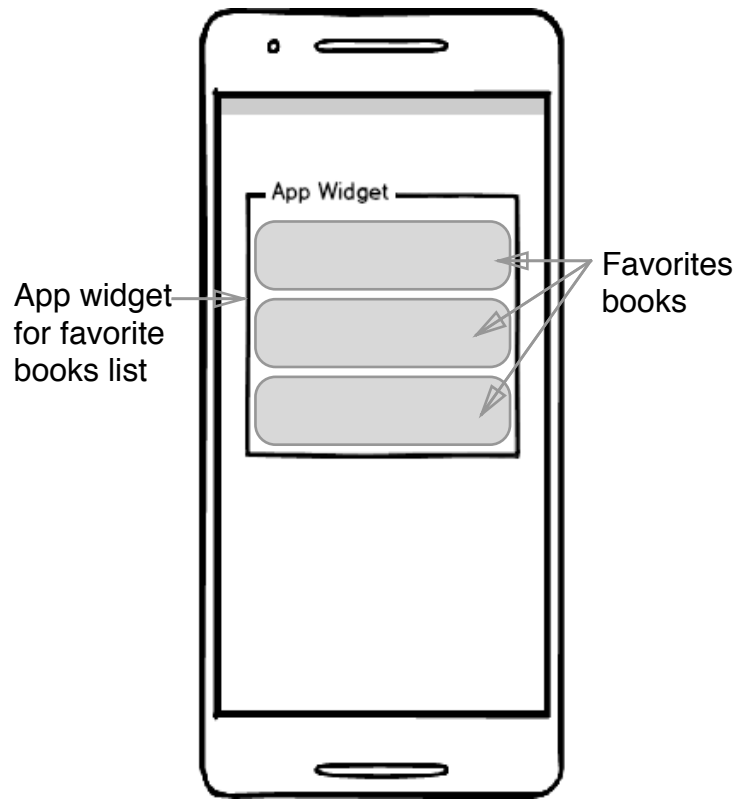
This is View Activity for book preview through Google Embedded View API.

Screen 4 : Favourite Activity



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

Screen 5 App Widget



App widget for show favourites list in Home screen.

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.
 - Add widgets as per requirement.
 - Bind data with view.
 - Implement RecyclerView and its adapter.
 - Implement Retrofit methods for fetching data.
 - App provides a navigation drawer to provide relevant information to the user on the home screen and Open favourite Activity.
 - It uses AsyncTask to perform short duration, on-demand requests (such as search).
- Build UI for Detail Activity with Fragment
 - Build UI for Details Activity
 - Add widgets as per requirement.
 - Bind data with view.
 - Implement RecyclerView and its adapter.
 - 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
 - Add widgets as per requirement.
 - Bind data with view.
 - Implement google **Embedded Viewer API** for online book preview.
 - Implement html, css and javascript files into Assets folder and linked them with activity.

- 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.