Submission Instructions

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

GitHub Username: tahirietrit

iReport

Description

iReport is an app that will allow users to report for good and bad stuff happening everyday in their surrounding. Through this app users will be able to show pictures also write a few words explaining content of the picture. Thus other users will be informed about real time happenings around the world.

Intended User

This app focuses on broad specter of user of all ages starting from 15 and over, who care to share things that they find important to share with the world.

Features

List the main features of your app. For example:

- Users can create reports taking pictures and writing text.
- Users can watch reports posted by other users.
- Users can repost reports that have been posted by other users
-

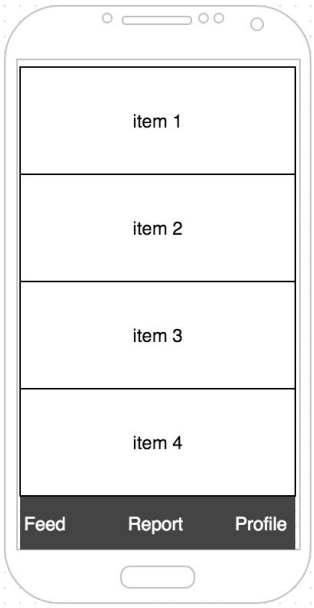
User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1

User can Login via facebook no registration needed.

Screen 2

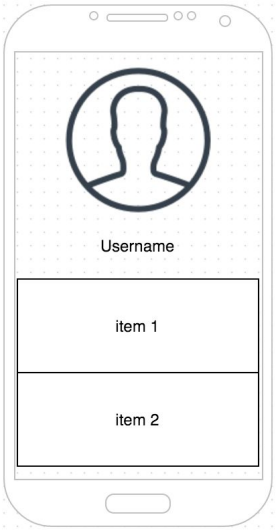


This screen presents the user latest reports from users around the world.

Screen 3

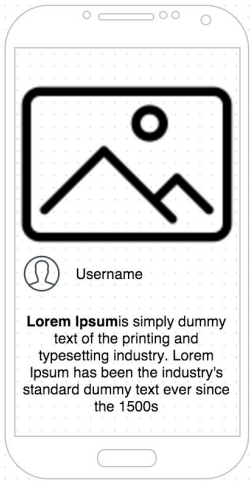
Report screen where the user can take picture of things he/she wants to report.

Screen 4



Profile screen where the user can see his own reports.

Screen 5



Detail screen for a report where the user can see full content of the report also the user who posted it/

Key Considerations

How will your app handle data persistence?

The Content Provider for the app will be designed in php and MySQL. The web service serving the app will utilize a php framework such as Laravel.

This approach will allow more flexibility and customization for future improvements and easier implementation of new ideas.

Using free and open source technologies, will prove to be more cost effective in maintenance and scalability.

As the application's main purpose is storing off device data, and connecting more users real time, the gathered amount of data will allow to further expand purposes and deliverables of the app.

The web service will serve the client apps via JSON encoded data, which is also human readable and can be adopted to any technology.

Describe any corner cases in the UX.

If the user opens another user's profile the only way to get back to the feed screen is by going back twice so there isn't any case where the user can navigate from another user's profile directly to the feed.

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

The app will utilize these libraries, which will improve development time and app consistency

- Picasso (Image Loading)

- GSON (Parsing API Data)
- Percent (UI design based on percentage)
- Retrofit (Http Client)
- Google Play Services
- Facebook SDK

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

Task 1: Project Setup

Create a new android studio project. Setup version control (git using bitbucket or github), importing the necessary libraries into the project. Creating quick helper classes for different methods and functions used through the development.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Login Screen
- Build UI for MainActivity
- Build UI for Report feed Screen
- Build UI for Create report Screen
- Build UI for Custom Cells
- Build UI for Profile Fragment
- Build UI for Detail Screen
- Implement custom Animations for Views

Task 3: Data Models and Services

Creating the data models and service calls for fetching data from the API.

- Creating Custom Classes
- Creating Service Calls for retrieving data
- Creating Caching Mechanisms for Offline usage of data

Task 4: Implementing Functionality

After having the UI Setup and the flow between different activities and fragments, we start implementing functionality into the UI.

- Finalize LogIn Flow
- Fetch Feed data and display into the Feed Fragment
- Implement Create report functionality.
- Implement Profile Screen and populate it with user's data
- Fetch Report data and display into the Detail Activity

Task 5: Finalizing and Testing

After completing the above task, implementation of every screen and functionality should be verified, and tested with real data and real users, to reveal design/development flaws.

- Verifying Implementation of Screens and Functionality
- Testing based on Use Cases and revealing flaws
- Fixing or re designing bugs and potential flaws.
- Smoke testing the final product

Add as many tasks as you need to complete your app.

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