GitHub Username: taniakolesnik

codebar.io

Description

codebar is a non-profit organisation that runs free regular programming workshops for people from different background who are not widely represented in IT.

You can sign for their events via web site only. They don't have Android app. My friend suggested that for to make it as it's a good organisation and also this this will be a good practice for me.

Description I will use is be taken from their website on how they describe themselves

"Our goal is to enable underrepresented people to learn programming in a safe and collaborative environment and expand their career opportunities. To achieve this we run free regular workshops, regular one-off events and try to create opportunities for our students making technology and coding more accessible."

Intended User

Codebar existent and new students

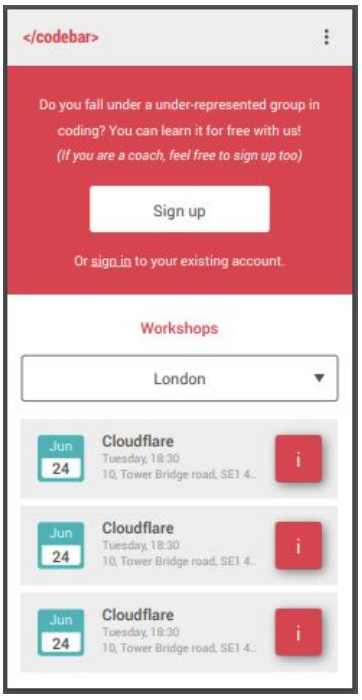
Features

- Load events from internet (fake web service)
- Login with GitHub credentials
- Sign to events (save info on server)
- Add selected events to calendar

User Interface Mocks

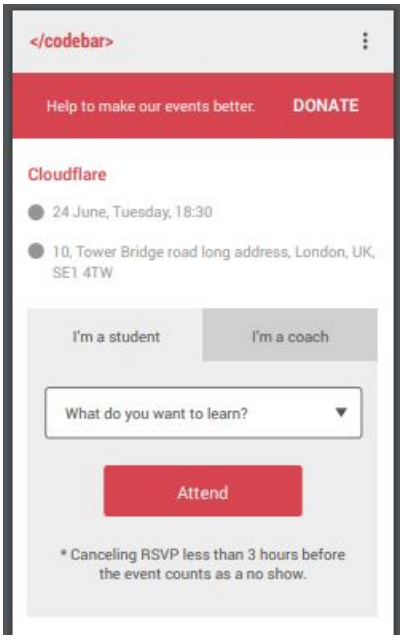
Screen 1

Main page when open app for the first time. You can still browse events without logging.



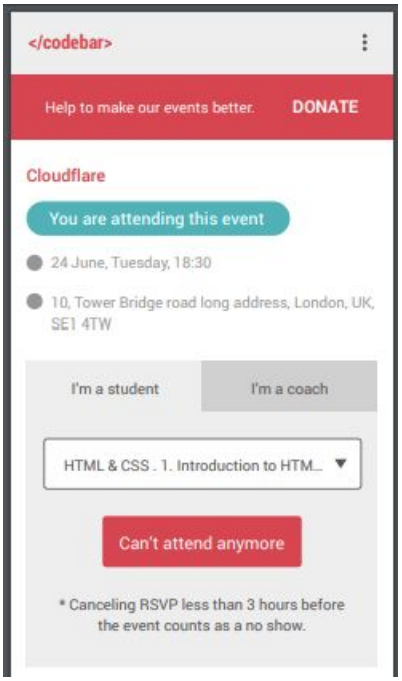
Screen 2

When you decided to sign in. App will ask you additional info about if you want to attend as student or coach. And that topic you want to discuss.



Screen 3

After you signed for event you get option to cancel or change learning topic.



Key Considerations

How will your app handle data persistence?

I will use Firebase Realtime Database.

Describe any edge or corner cases in the UX.

User will be always returned to the previous page if he presses back button. Buttons he/she clicked before to enter the page will be there. I will save info he/she specified on the activity he just left.

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

- Timber for logging (I tried to use it before but had no time to look properly. Will do this time)
- TinyDB for easy sharing data between activities
- Firebase (e.g. for github auth https://firebase.google.com/docs/auth/android/github-auth)

Describe how you will implement Google Play Services or other external services.

- Firebase Realtime Database

Next Steps: Required Tasks

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

Task 1: Project Setup

- Create project with the latest support appcompat and design libraries, lates gradle and support not so old phones sdk (sorry, looking into the future). E.g. min sdk version to support as 21 or 23.
- Configure libraries I specified above.
- Create emulator instance for the min sdk selected.
- Create proper ignore file for github :)

Task 2: Implement UI for Each Activity and Fragment

- Build main and detail Activity
- Separate Main activity by fragments (login and events list) as I need to use same activity with login info and without
- Separate Details page for fragments (list users assigned this event already, list of coaches, event details etc)

Task 3: Create mock event,i users objects to build app ui before implementing FRD

Task 4: Configure Firebase Realtime Database

-