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My Sega Genesis Collection

Description

An app made to manage your sega genesis collection.
You can see info about all genesis games.

Intended User

Collectors of retro games with passion for the Mega drive/Genesis

Features

- See a List of genesis games
- Add to a list of owned games
- Add a game to a wish list
- Uses as background the game covers(With options of uses only the favorites, wished or the owned list

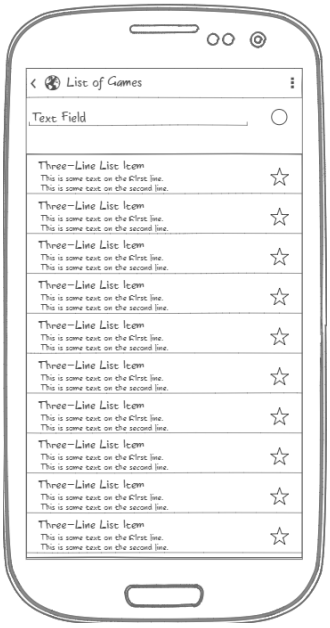
User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1

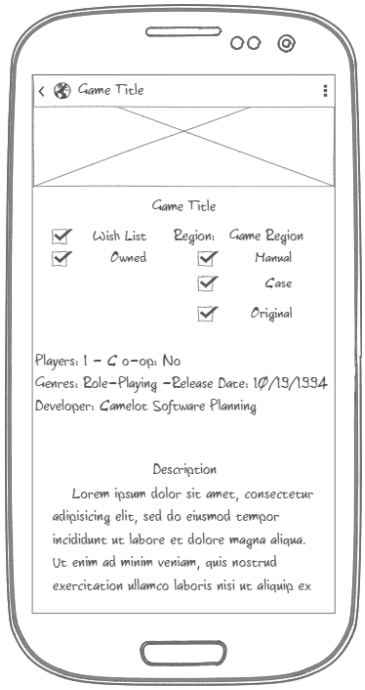
Screen 1:Screen where users see the main functions of application

Screen 2



Screen 2: List of all games. Indicators of favourite. Showing most important informations

Screen 3

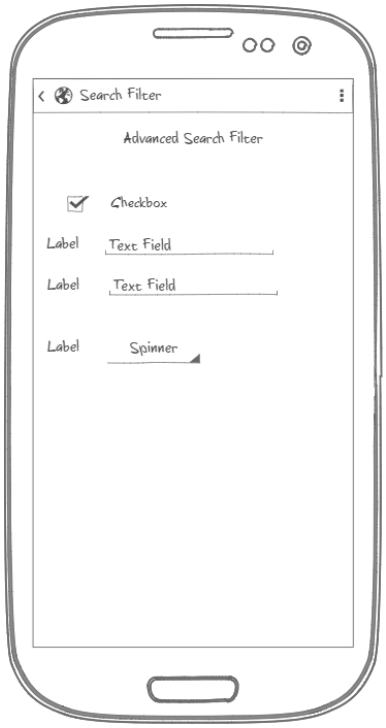


Screen 3: Detail game screen. Shows all info about the game choosen with options of add to wish list or to owned list with all details like if the game has a manual, case or if is original

Screen 4

Screen 4: Settings screen. Will give user the options of use the folder of games as wallpapers. Will have the option of use the images saved in the internal memory instead of need download from internet everytime.

Screen 5



Screen 5: Screen where user will be able to apply a more complex search filter

Screen 6

Screen 6 Home screen with App Widget. This widget will show a random game cover. If user clicks will open the application in the Game Detail activity showing details about that game.

Key Considerations

How will your app handle data persistence?

In this app we will get all data from thegamesdb API and when user adds as an owned item or if he chooses in the settings screen we will save all in the phone memory. Will be used a ContentProvider to save this local information

Describe any edge or corner cases in the UX.

No network: Will be showed a snackbar informing user of the problem. Only local data will appear in application

Tablet: In case of tablet we will show the Game Detail Screen in the side of the list of games as a Master Detail.

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

Im gonna use Glide for image processing, GSON and retrofit to ease the usage of JSON.

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

Im gonna use the thegamesdb API to get the necessary data. Receiveing the information as Json.

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

- Configure Libraries
- Create a Developer key at http://thegamesdb.net/

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Main Menu Activity
- Build UI for List of Games Activity
- Build UI for Game Detail Activity
- Build UI for Advanced Search Activity
- Build UI for Settings Activity

Task 3: Data managers

- Create a wrapper for GameDB API
- Create Content Loader
- Implement the IntentService to get data from GameDB API

Task 4: Activity Codes

- Create Main Menu Code
- Create List of Games Activity Code
- Create Game Detail Activity Code
- Create Advanced Search Activity Code
- Create Settings Activity Code

Task 5: Widget Creation

- Design the Widget Layout
- Implement the AppWidgetProvider
- Implement the AppWidgetProviderInfo metadata

Submission Instructions

- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
    - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- 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**"