

Fun with Countries

Udacity Capstone Project Stage 1

by Jose E Lopez

github.com/throwrocks

Index

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.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Productionize

Fun with Countries

Description

Fun app that tests your knowledge of the world's countries. Score points by answering multiple choice questions like

- What is the country's capital?
- What subregion of the world is the country located?
- What is the country's flag?

Share your results with friends to show off your knowledge of all the countries in the world!

Intended User

This is an app for students, travelers, and anybody who wants to learn more about the world's countries while having fun.

Features

- Fetches up to date information about the world's countries from <https://restcountries.eu/>
- Random questions based on local countries database
- Keeps track of your progress
- Share scores with your friends

Fun with Countries

Udacity Capstone Project Stage 1

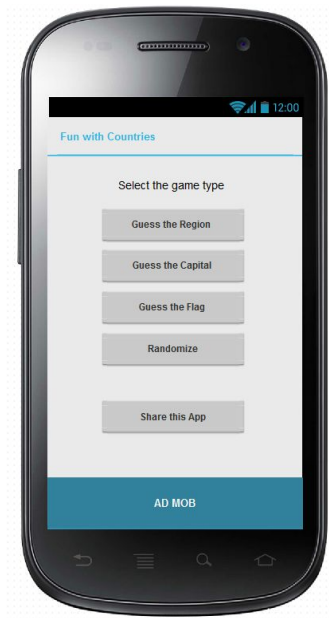
by Jose E Lopez

github.com/throwrocks

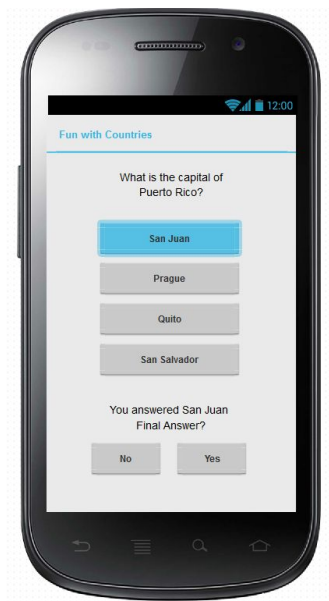
User Interface Mocks

Home Screen

- Select game type
- Share this app
- Ad unit



Guess the Capital



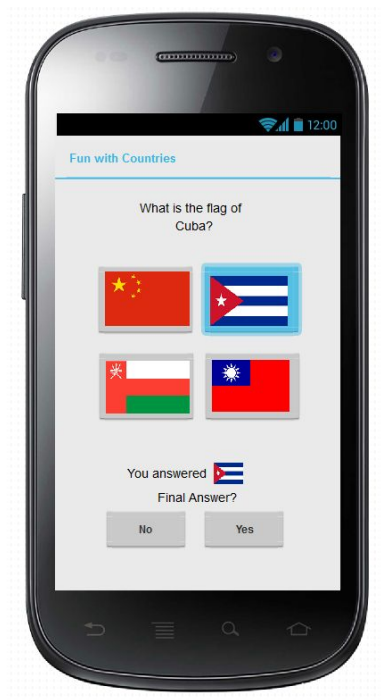
Fun with Countries

Udacity Capstone Project Stage 1

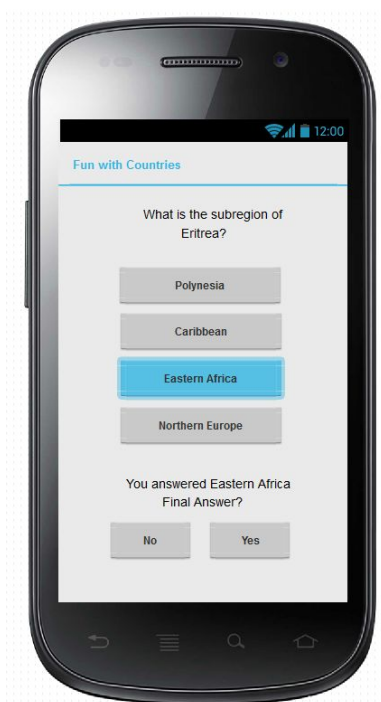
by Jose E Lopez

github.com/throwrocks

Guess the Flag



Guess the Subregion



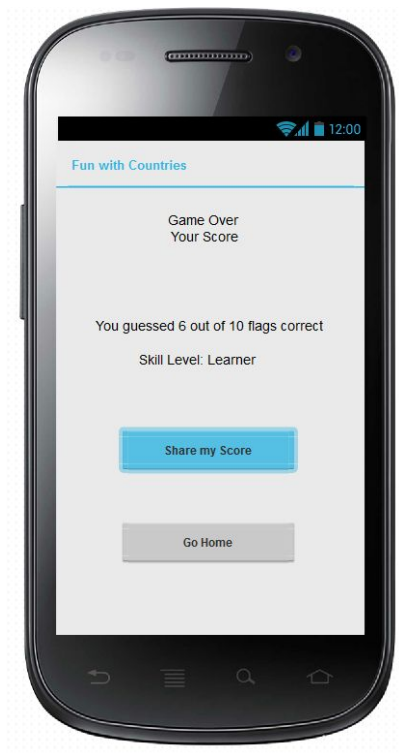
Fun with Countries

Udacity Capstone Project Stage 1

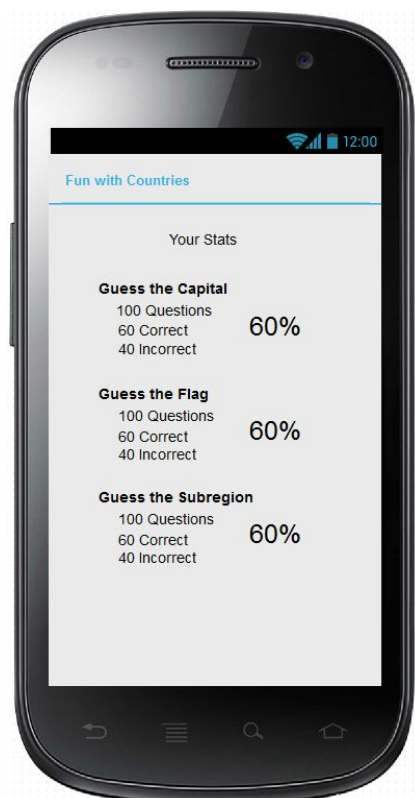
by Jose E Lopez

github.com/throwrocks

Game Over



Your Stats



Fun with Countries

Udacity Capstone Project Stage 1

by Jose E Lopez

github.com/throwrocks

Key Considerations

How will your app handle data persistence?

When the app is first launched it will download all the countries from the API and stored in a SQLite database.

Describe any corner cases in the UX.

When hitting a back button the user will be prompted to end the game or continue. If the user ends, they will be returned to the home layout.

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

The app will use Picasso to load the flags..

Next Steps: Required Tasks

Task 1: Project Setup

- Configure libraries
 - Picasso
- Configure play services
 - Share App
 - Ad Mob
- Set up Async Task to fetch countries from API
- Implement Content Provider
- Build class that returns a question and the possible answers
 - Pass argument (game mode) to get question and answers
- Build table to store user's game history
 - Number of games played
 - Total correct / incorrect answers per game mode
 - Average score per game mode
 - Total average score

Fun with Countries

Udacity Capstone Project Stage 1

by Jose E Lopez

github.com/throwrocks

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Home
- Build UI for Game layout
 - Questions and answers are displayed based on selected game mode
- Build logic to keep track of game session and score
- Build logic to resume or end a game
- Build UI for Game Over screen

Task 3: Productionize

- Implement sound effects
- Implement settings
 - Mute
 - Difficulty
- Handle error cases
- User testing