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App Name:

Social Media Message collection

Description

This app is for users who use a lot of Social media particularly messengers like whatsapp. This app will have content to share with friends. Such as collection of messages for different kinds of Wishes(Christmas, New year, Diwali), Jokes, Motivational texts, Romantic messages, Facts etc.

Intended User

For users who use messengers and social media and love to forward messages.

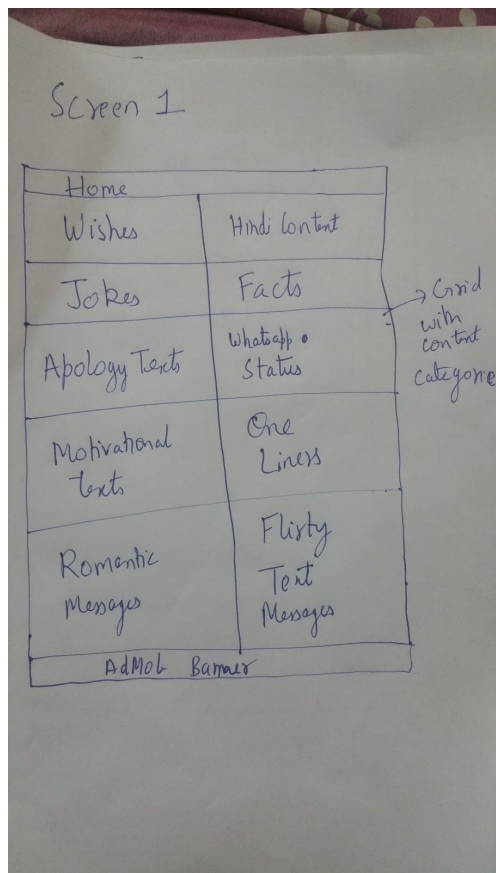
Features

Main features:

- Share text
- Copy text
- Add text to favorites and view them on widget
- Listen to joke (ONLY if the language is supported by Text to speech)

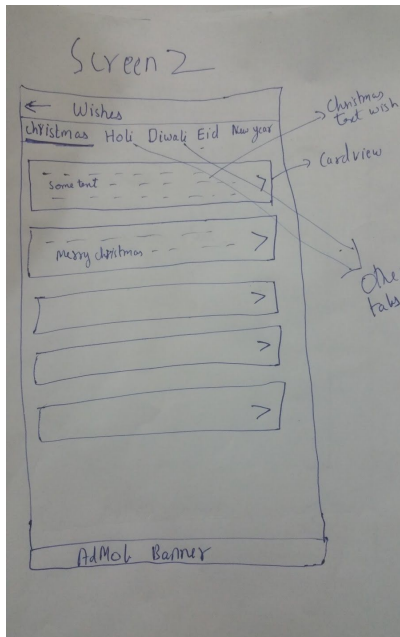
User Interface Mocks

Screen 1



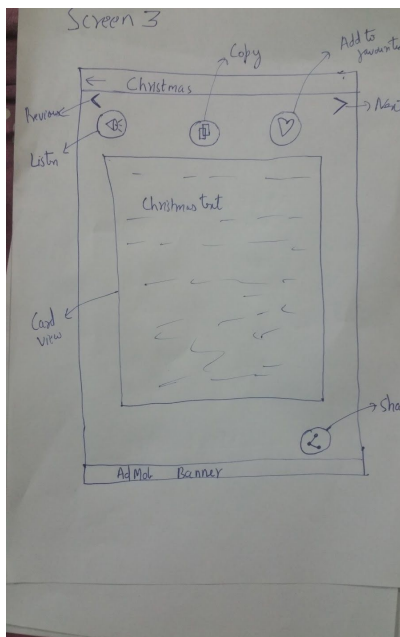
This will be the home screen which will have several categories of Text messages. User can choose the category to move to subcategory screen.

Screen 2



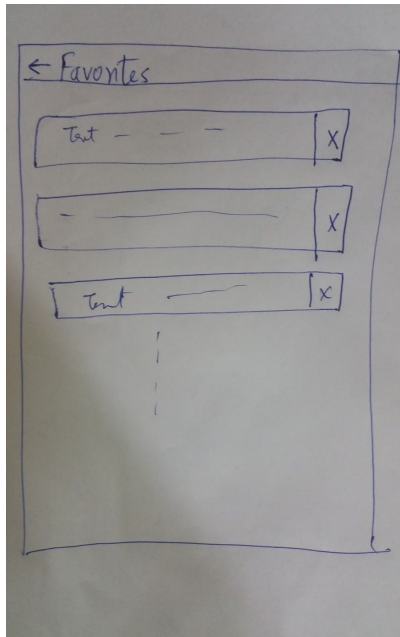
After the user selects appropriate category, this screen will have several subcategories along with swipeable tabs. Each subcategory will have a list of messages. Each item on the list is clickable to read the message in detail.

Screen 3



After the user selects a message from a particular list, this screen will have several actions along with swipeable screens and can view all messages in detail from the list. The user can share, copy, add to favorite and listen (if language is available in text to speech else will remove this icon). to messages to different apps.

Screen 4



The home screen will have a menu item of favorites, which will redirect to this screen. The user can view all the messages that are saved as favorites. The user can delete any message. If the user clicks on the message, the flow will be redirected to screen 3 and all actions can be performed.

Admob (Banner ads) will be implemented in all four screens.

Widget will have a list of favorite messages. For the first install 2 messages will be added through firebase database, so that the user could see some elements in the list.

Key Considerations

How will your app handle data persistence?

App will receive all its data from firebase real time database. Favorite data will be stored in sharedpreferences.

Describe any corner cases in the UX.

Some animations will be implemented when the list is populated in some screens.

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

Firebase database for getting data and adding categories in future.

Describe how you will implement Google Play Services.

Two play services will be used: Admob and analytics. Admob will be implemented on each and every screen. Analytics will be implemented on actions(share,listen,copy,add to favorite) to see which actions are performed the most so that further changes could be made in the app.

Next Steps: Required Tasks

Task 1: Project Setup

Create a basic architecture of real time database which will be the source of data. Will use Json Editor online to create it. Architecture should be made keeping in mind that categories and subcategories will be added in the future.

Finding relevant content. Adding data on the firebase database.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for all Activities
- Add all functionalities

Task 3: Google play Services

- Implementing admob
- Implementing analytics

Task 4: Data handling in app

- Getting data from the database and populating them
- Handling error cases such as no data and no internet connectivity

Task 5: Create logo

- App logo
- Come up with a better app name :)