

[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.](#)

[Describe how you will implement Google Play Services.](#)

[Next Steps: Required Tasks](#)

[Task 1: Project Setup](#)

[Task 2: Implement UI for Each Activity and Fragment](#)

[Task 3: Your Next Task](#)

[Task 4: Your Next Task](#)

[Task 5: Your Next Task](#)

GitHub Username: yhdesai

SHIPR Social (in Java)

Description

SHIPR Social is where Developers come to socialize. They will be able to share their status and also be able to chat with other developers.

Intended User

The Intended User is Developers who have been in the field for a while and also people who are just getting started.

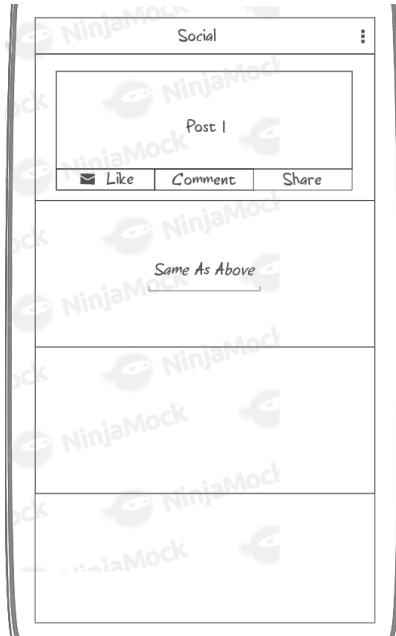
Features

List the main features of your app. For example:

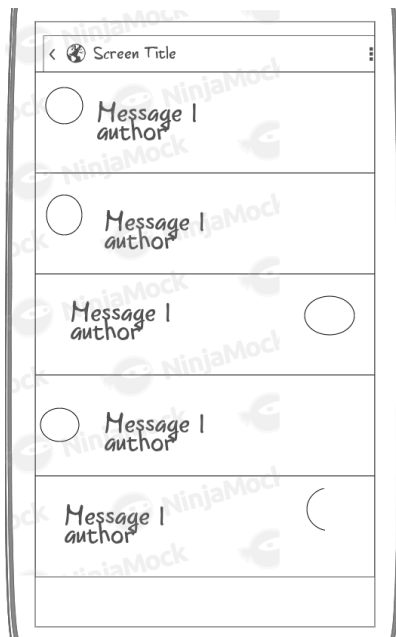
- Make Text Posts
- Share Image/Video Posts
- Chat with other Developers

User Interface Mocks

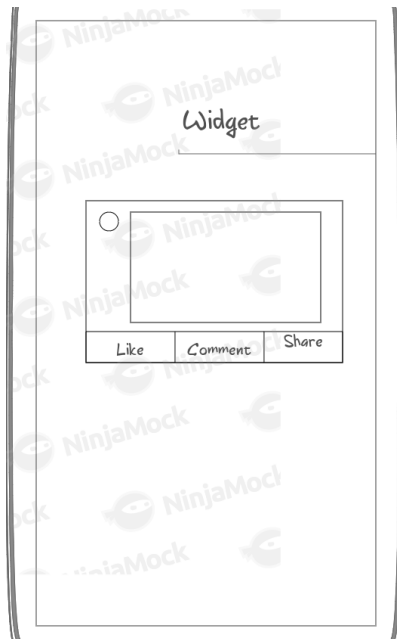
Screen 1



Screen 2



Screen 3



Screen 4



Key Considerations

How will your app handle data persistence?

It will use Firebase Realtime Database

Describe any edge or corner cases in the UX.

When there will be no internet, It will show a dialog box.

If the user fails to login, He will be shown an alert and on pressing back will reach the login screen, from where pressing back will exit the app.

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

Firebase Realtime Database for data storage

Firebase Authentication for auth

Firebase Storage for saving Images

Picasso for image loading

Firebase Cloud Messaging for notifications

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

Firebase will be implemented for database, storage and auth.

Next Steps: Required Tasks

Task 1: Project Setup

- Create a firebase project
- Link firebase project with the Android Application

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity (Main activity from where users go to different activities)

- Build UI for SocialActivity (contains a recyclerview which would contain list of different views based on data received)
- Build UI for a post in SocialActivity (The layout which would be built using data received)
- Build UI for a message in ChatActivity (The layout for a message)
- Build UI for ChatActivity (The activity where the chat views would be shown)
- Build UI for adding a new message
- Build UI for making a new text post
- Build UI for making a new media post
- Build UI for comments
- Build UI for social post interaction (like, comment, share section)

Task 3: Your Next Task

Authentication

- Add auth listener
- Add support for different login methods

Task 4: Your Next Task

- Add Firebase database listener which updates the UI realtime for chat
- Do the same above for social posts
- Make the interactions show up for each post

Task 5: Your Next Task

- Handle null messages or social posts
- Handle invalid datatype formats.
- Handle Crash Reporting
- Create variant for tablet devices.

Task 6: Your Next Task

- Add notification on every new message

Task 7: Your Next Task

- Add a widget which shows the latest post

Task 8: Your Next Task

- keeps all strings in a strings.xml file and enables RTL layout switching on all layouts

Task 9 Your Next Task

- Add content Description to the images

Task 10 Your Next Task

- Create an AsyncTask which runs in the background for loading an Image