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1. After you've completed all the sections, download this document as a PDF [File → Download as PDF]
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GitHub Username: zennigan

Dota 2 Match

Description

The Dota 2 Tracker is an application that will help user see the details of a specific match or a list of match history. It will use the Dota 2 Steam API to get the match information.

Intended User

The user is a Dota 2 player who wants to know the match information on the fly. The user is away from his personal computer and want to quickly check the match information using Android phone.

Features

List the main features of your app. For example:

- View details of a specific match
- View list of match history
- Share match information in Social Media
- Saves match information
- Saves user id for easy match search when reopening

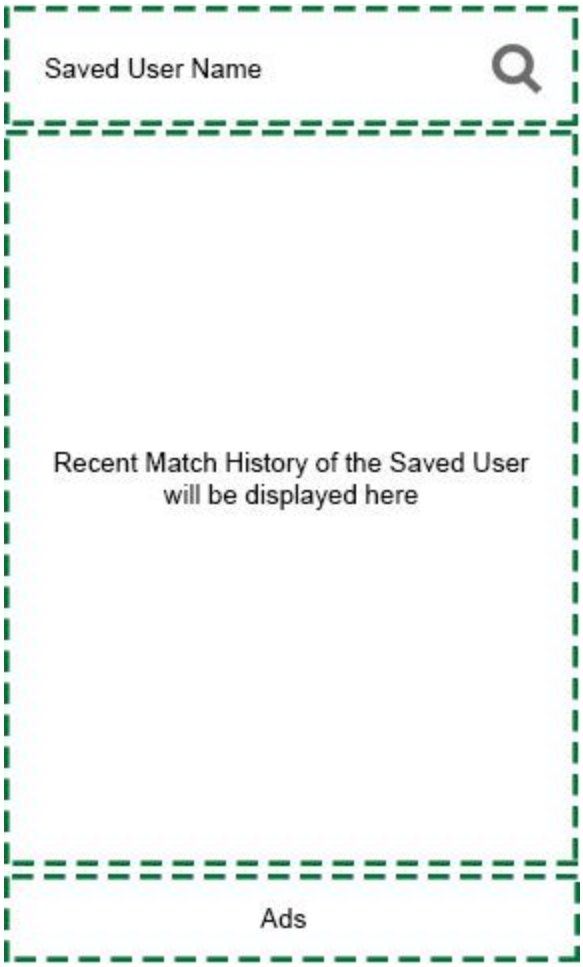
User Interface Mocks

Screen 1

For first time use, the app will notify the user to search for Dota 2 User Name that will be used in subsequent Match History search.

The Dota 2 User Name result list will be displayed in this screen for user to select.

Screen 2

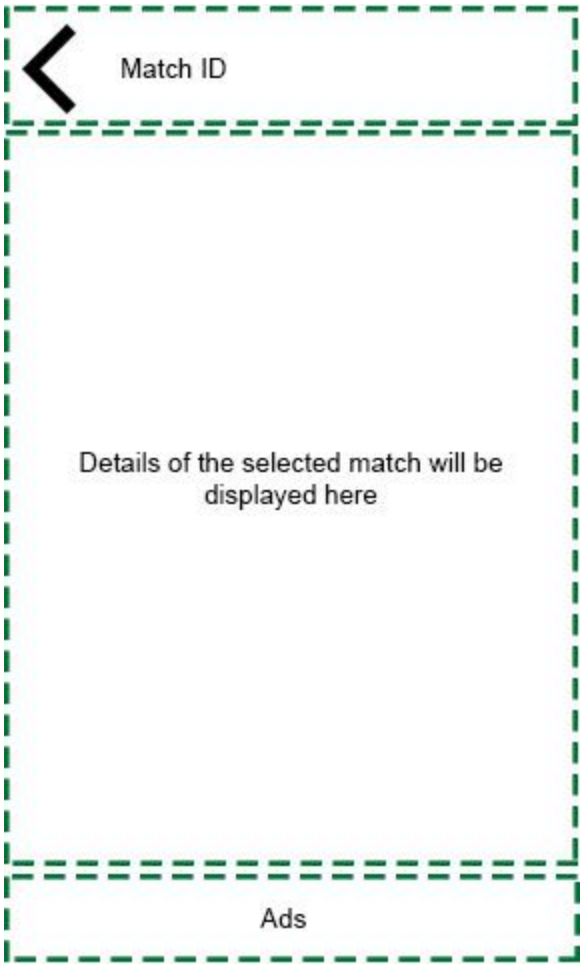


After the user has set the Dota 2 User Name to be saved, the app will search for the recent Match History to be displayed. In subsequent use of the app, it will automatically use the saved Dota 2 User Name to search.

The user can change this saved Dota 2 User Name anytime by click the Search button, which will show the Search field again.

User can then click a row in the result list to open the Match Details screen.

Screen 3



This screen will display the match details. There will be a share button in this screen for user to share information to selected social media.

Key Considerations

How will your app handle data persistence?

The app will have a Content Provider for the saved Dota 2 User Name.

Describe any corner cases in the UX.

At the first use, the user will have to input and select his Dota2 User Name to be used in the future searches. In subsequent usage of the application, the user does not have to change the User Name to see the match list.

This saved User Name can be changed anytime.

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

Picasso might be used to download images for displaying but I am thinking of including the images bundled together in the app. Also, I have not found any ready to use public images for Dota 2. If there is no image available then it is possible that I will upload images to be used in some Image Hosting site.

Android Material Design will be used as I am targeting latest version of Android.

For Google Play Service requirement, I will include AdMob and Google Sign In.

And lastly, for the Dota API wrapper, I am planning to use a publicly shared wrapper in github:
https://github.com/wjwarren/dota2-api-wrapper
The wrapper API is subject to change if I find a better one along the way.

Next Steps: Required Tasks

Task 1: Project Setup

- Update Android Studio IDE to the latest version
- Update the SDKs to the latest version
- Setup the libraries and the gradle dependencies

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Search User Activity and User List Result Activity
- Build UI for Match Result List
- Build UI for Detail Match

Task 3: Implement Content Provider

- Create Database Helper
- Create Contract
- Create Content Provider

Task 4: Implement Functionalities

- Implement the Dota 2 Name Search and Save and display
- Implement the Dota 2 Match List Search and display
- Implement the retrieval of Dota 2 Detailed Match and display

Task 5: Implement Google Service

Admob Tasks

- Declare permissions, version number, and AdActivity
- Define Ad Unit ID
- Place AdView
- Load the Ad

Google Sign-in Tasks

- Configure Google Sign-in
- Configure Google Api Client
- Add Google Sign-in Button
- Implement the handling of Sign-in button taps

- Display profile information

Task 6: Implement Widget, Accessibility and RTL Layout Switching

Widget Tasks:

- Declare the widget in the App Manifest
- Add the AppWidgetProviderInfo Metadata
- Define the layout for the widget
- Create the RemoteViewService
- Create the AppWidgetProvider

Accessibility Tasks

- Add Content Description to all visual UI elements

RTL Layout Switching Tasks

- Declare RTL support in the App Manifest
- Update all occurrences of "left/right" layout properties to "start/end"

Task 7: Implement Sharing Functionality

- Integrate ShareActionProvider
- Create the ShareIntent

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