Sprint 1
28/05/18

Submission

Use the following form to choose a time slot for your team:
https://doodle.com/poll/wu2be8s6p4vw37k4
Attendance to your team's submission is mandatory.

Additional requirements
Your application should run on all previous android version up to API LEVEL 16.

Upload your application to google store
You need to upload your application to google play console store.
We already created a user for the course, and you got permissions to upload your application to google store.
For Sprint1, you need to publish your application as “Open Beta”.
Use this link:

Managing git repository
The project Repository on git represents your work.
Please make clear, detailed issues and commits. Use the tools we gave you.
Also, We go over your code. Please add comments and logs. Also, stick to the principles you learn from lectures. Use OOP programming and be ready to answer questions regarding your code.

* The working branch name (for the development process) supposed to be: v1.0
* Manage correct gitignore. Unnecessary files may reduce your grade.
* **The branch for the submission supposed to be master.**
* Make clear and detailed issues. Give a relevant tag to each one of them and assign them to yourself according to the job planning.
Using Animations and Transitions
Consider Animate your application using Scenes and Transitions for making it user friendly.
https://developer.android.com/training/transitions/index.html

List and cards examples:
https://developer.android.com/training/material/lists-cards.html
https://code.tutsplus.com/post/getting-started-with-recyclerview-list-view-
https://material.io/guidelines/components/cards.html
https://javapapers.com/android/android-cards-list-view/

Programmer’s Manual
As part of the submission, you need to make a Programmer’s Manual (or Programmer’s Guide).
You need to explain:
- Your application structure
- Your application flow
- Your main methods
- Algorithms you used, DB arrangement
- Everything you think is necessary for other programmers to know regarding your app.
Add it to your project's WIKI.
Some official examples:
https://webtundra.readthedocs.io/en/latest/user_programmers/
http://www.cs.cmu.edu/.../Fall2009/handouts/denso/Program1.pdf

README
Good templates for README section:
https://gist.github.com/PurpleBooth/109311bb0361f32d87a2
https://github.com/matiassingers/awesome-readme
https://github.com/dbader/readme-template
Take anything necessary from it.
**Backend**

fireBase:
https://firebase.google.com/products/realtime-database/

mongoDB:
https://docs.mongodb.com/

Microsoft Azure:
https://azure.microsoft.com/en-us/services/app-service/mobile/

AWS mobile:
https://aws.amazon.com/mobile/

Kinvey:
http://www.kinvey.com

Google App Engine:
https://developers.google.com/appengine/

**Testing**

Best Practices: Test every Software Unit/Component you wrote.
https://developer.android.com/training/testing/index.html

Libraries for Unit tests (JUnit):
https://www.tutorialspoint.com/mockito/
http://www.vogella.com/tutorials/Mockito/article.html
http://site.mockito.org/

Testing the backend/URL connections - Integration tests:
https://developer.android.com/.../content-provider-testing.ht...
http://robolectric.org/

UI testing (also integration test):
https://developer.android.com/.../instrumented-unit-tests.html

**Good Luck!**