Sprint 1
27/12/17

Getting feedback on UI

If you want to get feedback on your UI layouts:
1) create a page in your repository's wiki and call it "ScreenDesign"
2) upload sketches of your planned screens to that page.

At the workshops, we will take a quick look at your wikis and give you feedback on the layouts. This will not be a thorough examination of the layouts. It will be very quick and we will only point out the big things. We will not check the wikis during the week of the submission.

A detailed examination of the layouts will done during the sprint submission meetings.

Why you should do it?
Even though the feedback you'll get won't reveal all problems, it will contain some. If you fix these problems before the submission they will not affect your grade (assuming you properly fix them).

Submission

Use the following form to choose a time slot for your team:
https://doodle.com/poll/9u4yupukxs8xtaf
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:
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

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.