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## TravelDroid - visited world map

### Description

An app allows a user to keep track of a places where she/he has already been and displays statistics. TravelDroid contains a colored world map and allows to add places which you have explored.

### Intended User

This app is for travellers.

# Features

Main features:

- Saves visited places
- Displays explored locations in a world map
- Displays statistics
- Contains free and paid versions. Free version contains ads.
- Contains a widget

## User Interface Mocks

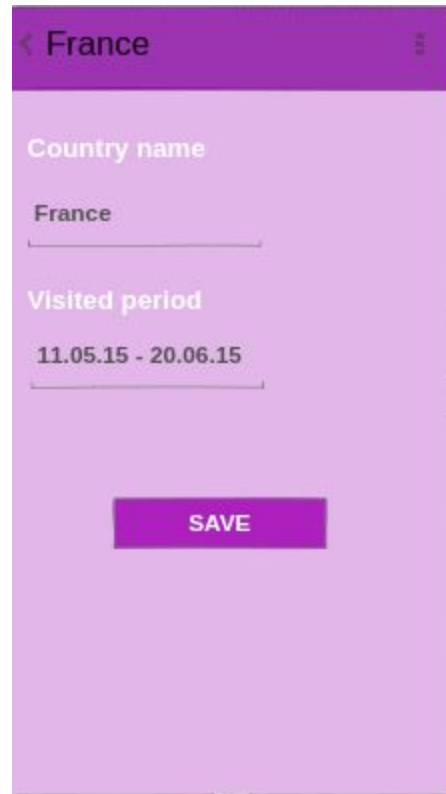
### Screen 1



This screen is the main screen of the app.

- Users can see visited countries list in a map and in a list;
- Users can click list item and go to the detail screen;
- Users can add new country by clicking on a FAB;
- Users can see statistics by selecting 'statistics' from the drop-down menu;

## Screen 2



This screen is the detail screen of an app.

- Users can edit saved data
- Users can delete saved data
- If FAB click: users can add new data.

### Screen 3



This screen is the statistics screen of an app.

- Users can see statistics
- Users will see test ads in free version of an app.

### Widget

- App widget contains list of the visited countries.



## Key Considerations

How will your app handle data persistence?

An app will use Content Provider to store data in sqlite database. App stores visited countries list and visited period.

Describe any edge or corner cases in the UX.

User can click FAB button to add new location and can click 'save' button to save it in a database. If user clicks back button without clicking 'save' button then app will display a dialog indicating a change.

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

- ButterKnife will be used to find views in xml files.
- Espresso will be used to test UI.

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

- Geochart API will be used to display world map in different colors.
- Admob will be used to display test ads in free version of an app.

## Next Steps: Required Tasks

### Task 1: Project Setup

Subtasks:

- Configure libraries
- Implement Content Provider

Add required dependencies to the app/build.gradle file. Implement Content Provider.

### Task 2: Implement UI for Each Activity and Fragment

Subtasks:

- Create layout for MainActivity
- Create layout for DetailActivity
- Create layout for StatisticsActivity

### Task 3: Implement DetailActivity

Subtasks:

- Allow a user to add required data and save it.
- Allow a user to edit saved data
- Allow a user to delete saved data

### Task 4: Implement MainActivity

Subtasks:

- Display user added countries in map.
- Implement FAB functionality

### **Task 5: Create Build Variants.**

- Create free and paid build variants

### **Task 6: Implement StatisticsActivity**

- Display statistics
- Add ads to free variant

### **Task 7: Implement app widget**

- Create a layout for Widget
  - Display list of countries a user has visited
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