How to Use this Template

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2. Name your document file: "**Capstone_Stage1**"
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TakeMeThere

Description

TakeMeThere is an Android application that can be used to check the nearby food joints (Restaurants, Hotels, and other food places) based on the user's current location.
The user can get all the details about the location on tip of there fingers. Also, the user can set their preferences such as Cost, Cuisine, popularity of the places and the distance.

If the user likes the restaurant, he can mark it as favorite and can access this place(result) even later and also can be added as a widget on the home screen of their phone.

When required, the user can click on the place and the app opens google maps and gives the live navigation.
Feature work – As of now, due to time constraint, I would be working on the food section in this app but I would like to integrate the same for different sections of the society. Like, Commercial places, parks, pubs and so on.

Intended User

Open for all who want to explore the places around them but are confused.

Features

List the main features of your app. For example:

- Shows all the food joints at a nearby place
- Gets the navigation to the location
- Enable offline usage

User Interface Mocks

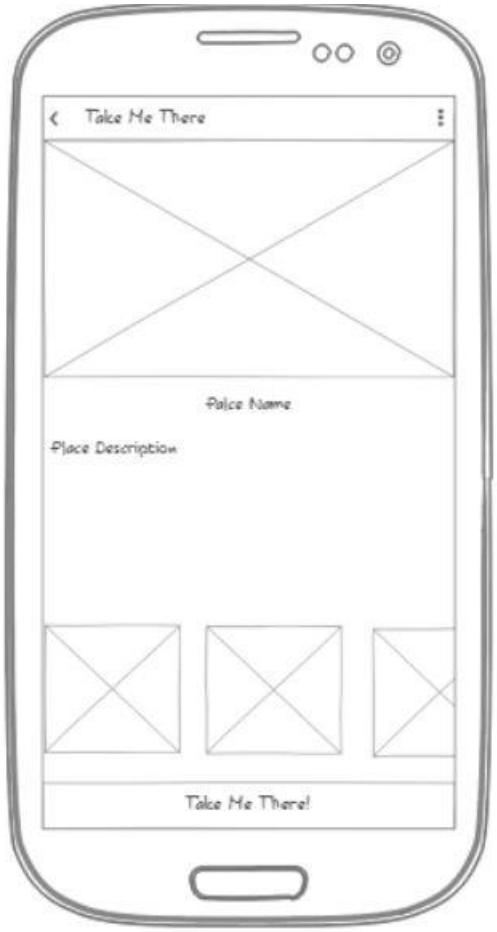
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1

Dashboard –

1. After the splash screen, the dashboard, the home screen of the app will be displayed.
2. Here there will be all the results that are fetched from the Zomato API will be displayed in a card view using a recycler view
3. The results would be based on the user's current location
4. The same screen would be used for Favorites and also for the offline use

Screen 2



Place Details –

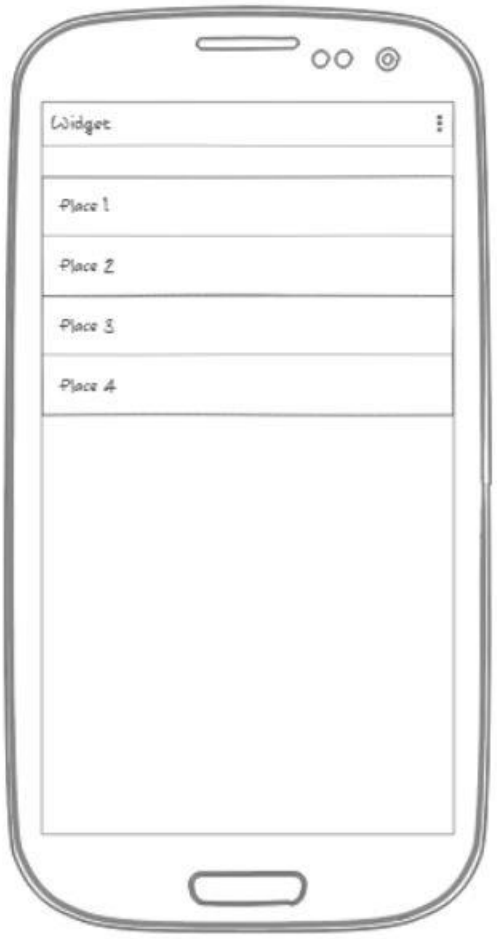
1. In this screen, the details of the place would be displayed
2. All the details will be fetched from the API and will be sent to a service which runs in the background that would be implemented using an AsyncTask
3. On click of the navigation button, the google maps will be opened and the navigation to the place from the user's current location will be provided

Screen 3

App settings –

Various aspects of the results can be set in the settings page like, maximum distance from the current location and place of search

Screen 4



Widget –
Here, A home screen widget will be shown for the favorite places

Key Considerations

How will your app handle data persistence?

Any places that is marked as favorite, the response data will be saved in the SQLite database. The Room library will use Room and Live data for better UX and to fetch the content.

Describe any edge or corner cases in the UX.

There would be zero state images for all the default cases (like, Internet unavailable, No data, and so on).
The save data (places marked as favorite) would be available when there is no internet and also it could be used as a widget

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

1. Picasso or Glide – to display images
2. Room – livedata and connect with SQLite db
3. Retrofit – to connect API with gson
4. Zomato API – to retrieve data and display the places
5. Material Design – for all user experience
6. Location – Using google play services

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

Play services will be used to fetch the user's current location

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup

Collect all the required data from API provider – Zomato and setup the required libraries as mentioned above

Task 2: Implement UI for Each Activity and Fragment

- Build UI for all the activities mentioned above

- Link all the buttons and create a flow
- Create a widget UI and make everything ready to consume data

Task 3: Setting Up Zomato API

- Create the required services and get the response from the API
- Get all the data in the placeholders

Task 4: Getting User location using GPS

- Setup the required libraries to fetch the location
- Get the user location from the GPS

Task 5: Polish and finish

- Check for errors by running Unit tests
- Polish the UI, if required
- Remove all unused code and optimize the app as much as possible

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Submission Instructions

- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
    - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"