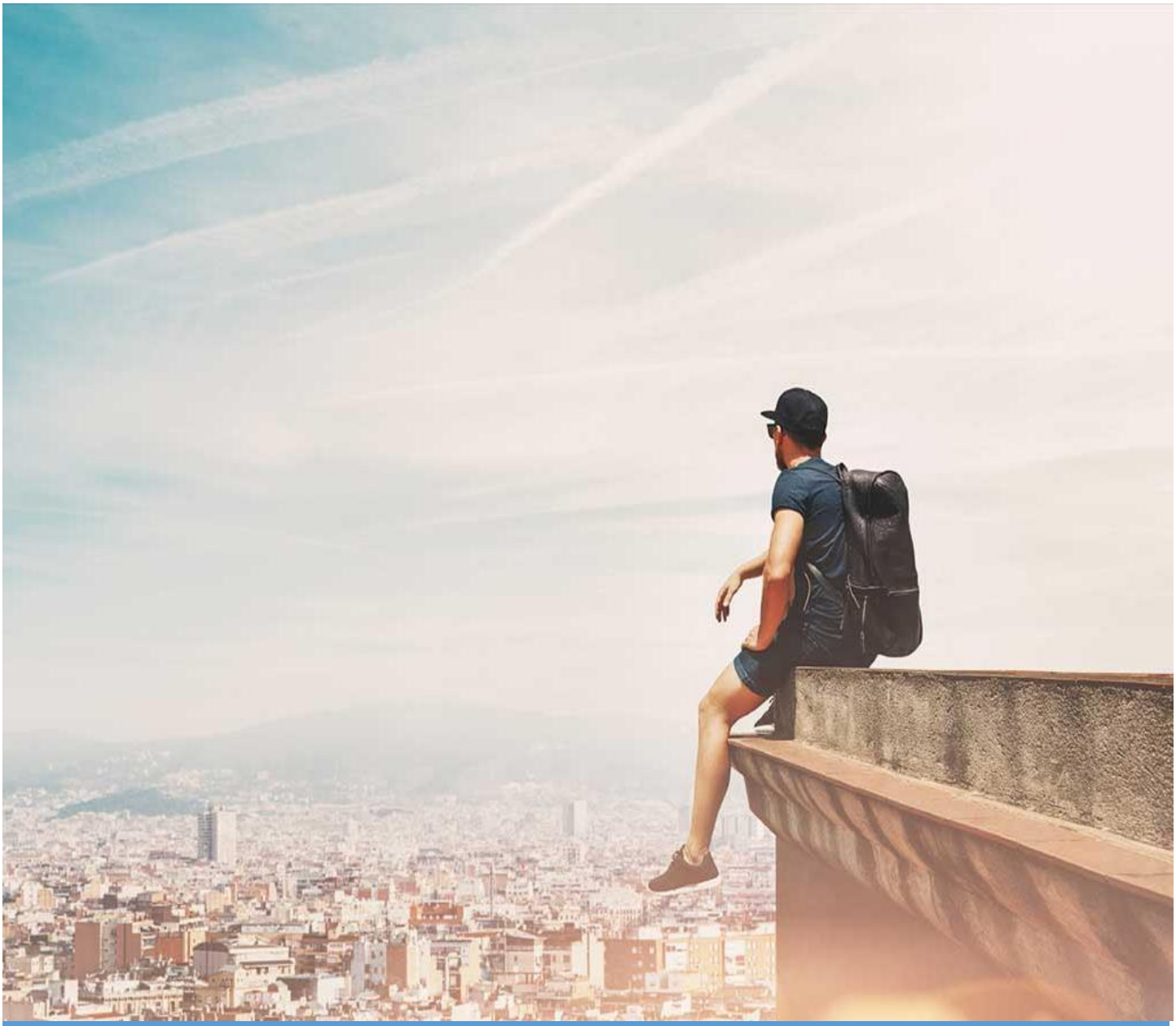

Trippie!

Exploring just got easier.

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12/17/16

Udacity Capstone project

GitHub Username: thesabareesh

Trippie !

Description

Trippie makes exploring tourist destinations easier by providing curated lists of great restaurants, hotels, popular attractions and fun things to do in a city.
Explore a wide array of destinations of a city with information and user reviews and ratings.

Intended User

Tourists and travelers who intend to browse the top spots of the city with user reviews and ratings.

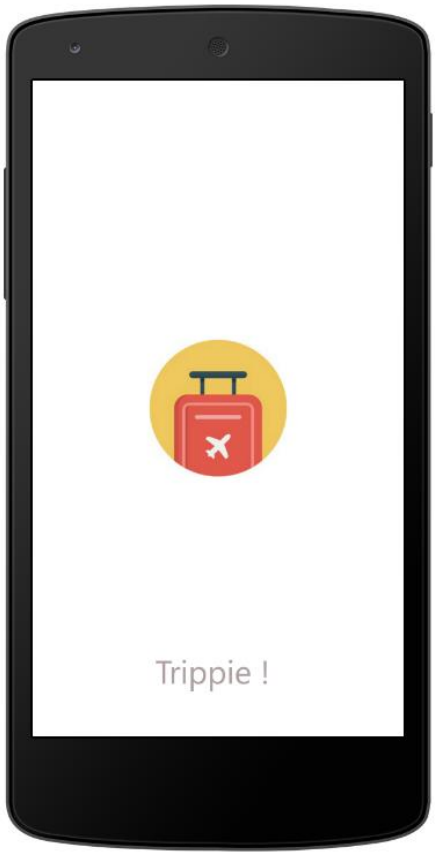
Features

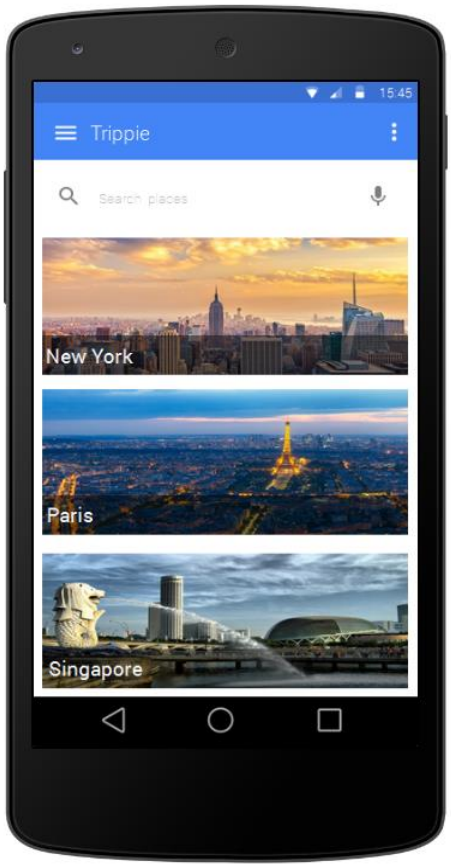
- Explore top cities worldwide.
- Tourist attractions of a city.
- Hotels and restaurants of a city.
- User reviews and ratings.
- Contact numbers and driving destinations.
- Users can mark their favorite places.

User Interface Mocks

A Prototype of the application to demonstrate the UI flow. See it in action.

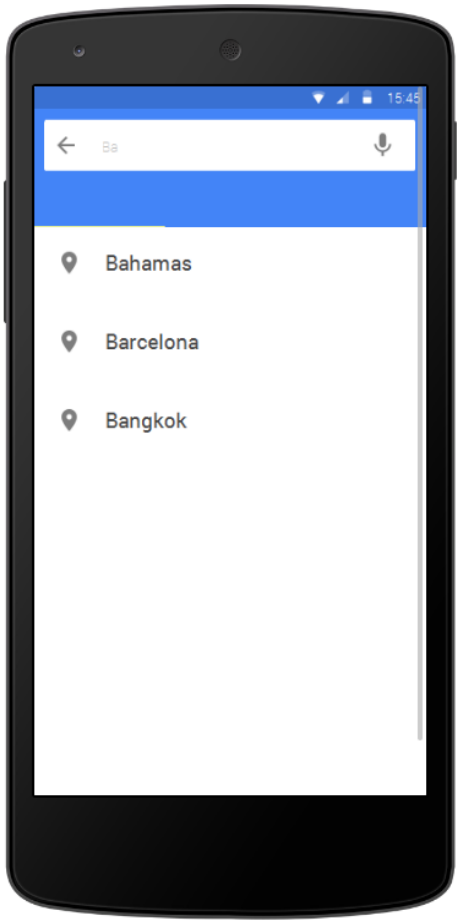
Splash and Home

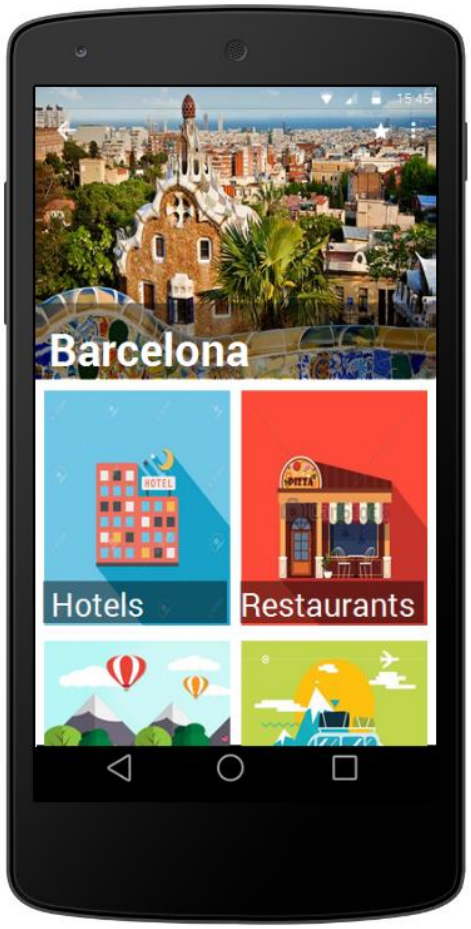




1. A splash screen with the application logo.
2. Home screen with search bar where user can search for a specific place to explore. Below the search bar are some curated top destinations to explore.

Search page and City

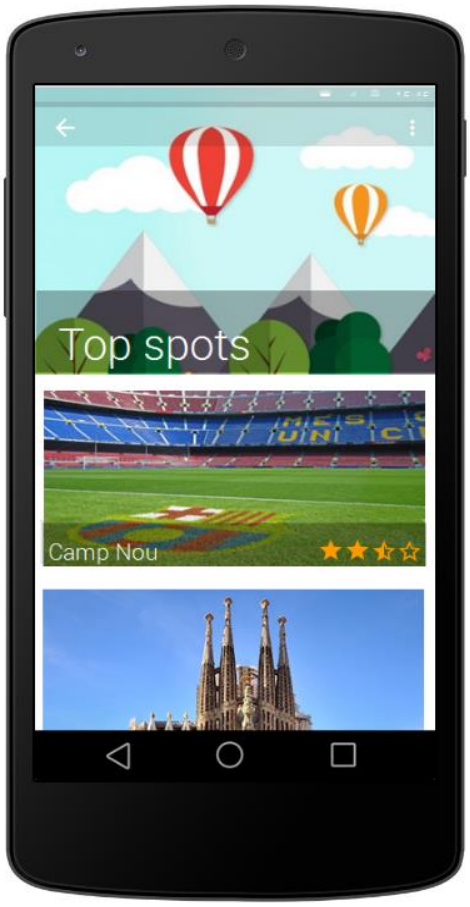


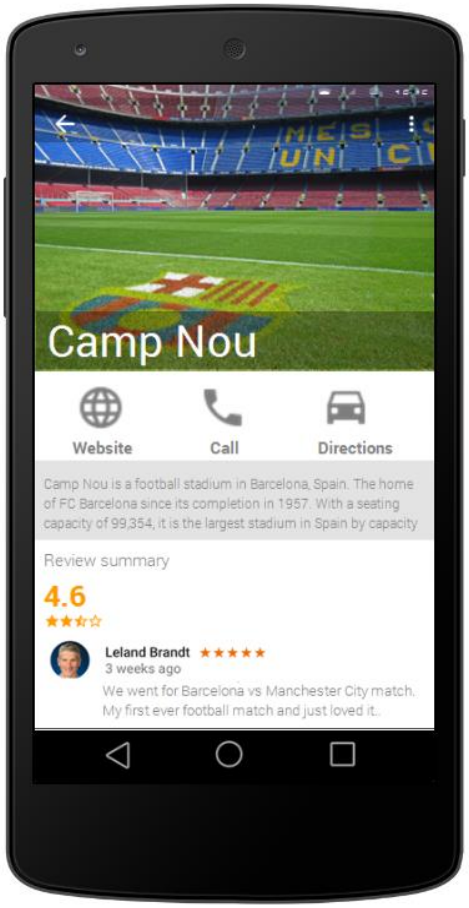


1. Clicking on the search bar from home page opens a new Search activity which shows suggestions based on the entered text by using the Place autocomplete service in the Google Places API.

2. On selecting a place, an activity for an individual place with a broad categorization of places I shown. I.e. Hotels, Restaurants, Top spots and tourist destinations.

Categories and Venue





1. Selecting on a category from the previous page leads to a page where list of venues are shown which fall under the selected category. A card view contains an image best portraying the venue and the star based user rating.

2. On choosing the venue, A Venue detail page will be shown with three top actions “Website link, call and Driving directions” and a brief summary about the place right below followed by user ratings and reviews,

Widget

A widget shows all the user favorited places to have quick access to them on the go.

Key Considerations

How will your app handle data persistence?

Content provider will be implemented to store the user's favorite places so the app can be usable offline.

Describe any corner cases in the UX.

On opening the app, Splash screen is shown which loads all the configuration of the application and shows decides to show favorite places on the home page if any instead of generic place suggestions.

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

1. Design support library – to use the material design.
2. Picasso – Hassle free image loading with minimal memory use.
3. Volley – Handles network requests concurrently.

Describe how you will implement Google Play Services.

1. Places API to get the top spots nearby.
2. Ad mob to display ads.

Next Steps: Required Tasks

Task 1: Project Setup

- Setup basic architecture of the project.
- Configure the libraries required.
- Create required classes and activities.

Task 2: Implement UI for Each Activity and Fragment

- Create a splash screen.
- Build layout for all activities
- Build UI for each fragments for venues.

Task 3: Implement a Content provider

- Create a content provider class to store the info on the user's favorite places.
- Implement its functions.
- Declare it in the manifest and use it
- Query the data and display the favorites.

Task 4: Implement Google Places API and other libraries

- Create a project in the Google Dev console.
- Implement Places API to fetch and show the data using Async tasks. .
- Implement other libraries.
- Handle error cases to prevent app crash.

Task 5: Improve compatibility and Accessibility

- Build layouts for tablets.
- Add support for layout mirroring.
- Use relevant XML tags to support RTL layout.
- Include content descriptions.

Task 6: Implement Google Play services

Implement AdMob to display ads.

- Create an Ad unit for the app.
- Include adViews in the app layouts appropriately.