Capstone Stage 1 - Design

GitHub Username: Aimannab

#SpinMeTo

Description

Can't figure out where to plan your next trip? #SpinMeTo the next destination! Get navigation, search for places to explore and share your plans with your friends.
Spin it. Plan it. Live it.

Intended User

This app is intended for travellers.

Features

The main features of this app includes:

- App is written solely in the Java Programming Language

- App utilizes stable release versions of all libraries, Gradle, and Android Studio.

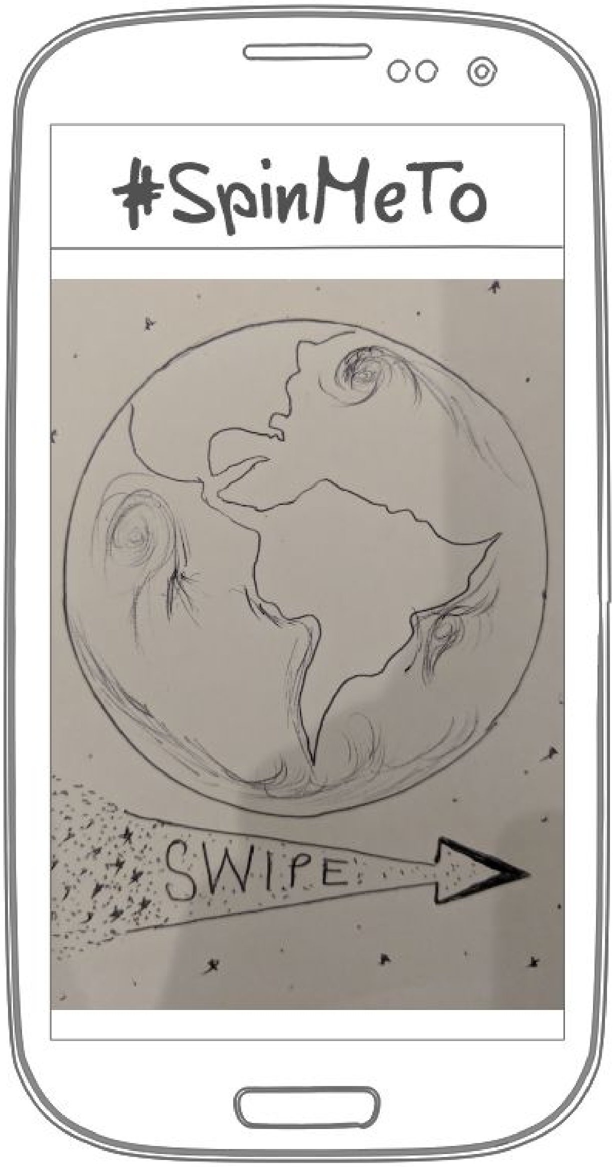
```
android {
    compileSdkVersion 27
    defaultConfig {
        applicationId "com.example.android.capstone_project"
        minSdkVersion 15
        targetSdkVersion 27
        versionCode 1
        versionName "1.0"
        testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"
    }
    buildTypes {
        release {
            minifyEnabled false
            proguardFiles getDefaultProguardFile('proguard-android.txt'),
'proguard-rules.pro'
        }
    }
}

dependencies {
    implementation fileTree(dir: 'libs', include: ['*.jar'])
    implementation 'com.android.support:appcompat-v7:27.1.1'
    implementation 'com.android.support.constraint:constraint-layout:1.1.3'
    testImplementation 'junit:junit:4.12'
    androidTestImplementation 'com.android.support.test:runner:1.0.2'
    androidTestImplementation 'com.android.support.test.espresso:espresso-core:3.0.2'
}
```

- The App refer all the hardcoded strings from the strings.xml file.
- The app enables RTL layout switching to support accessibility on RTL supported languages.
- It it performs short duration, on-demand requests(such as search), app uses an AsyncTask.
- Animation. User spins the Globe/Earth by swiping it on the right.
- Random selector. The app randomly selects a country for the user to travel to.
- Search information. A FAB links the result (randomly selected country) to its TripAdvisor “Top things to do” page.
- Google Maps. A FAB links the country to its respective location on Google Maps.
- Google AdMob.
- Share information. A FAB shares the result with social media apps.

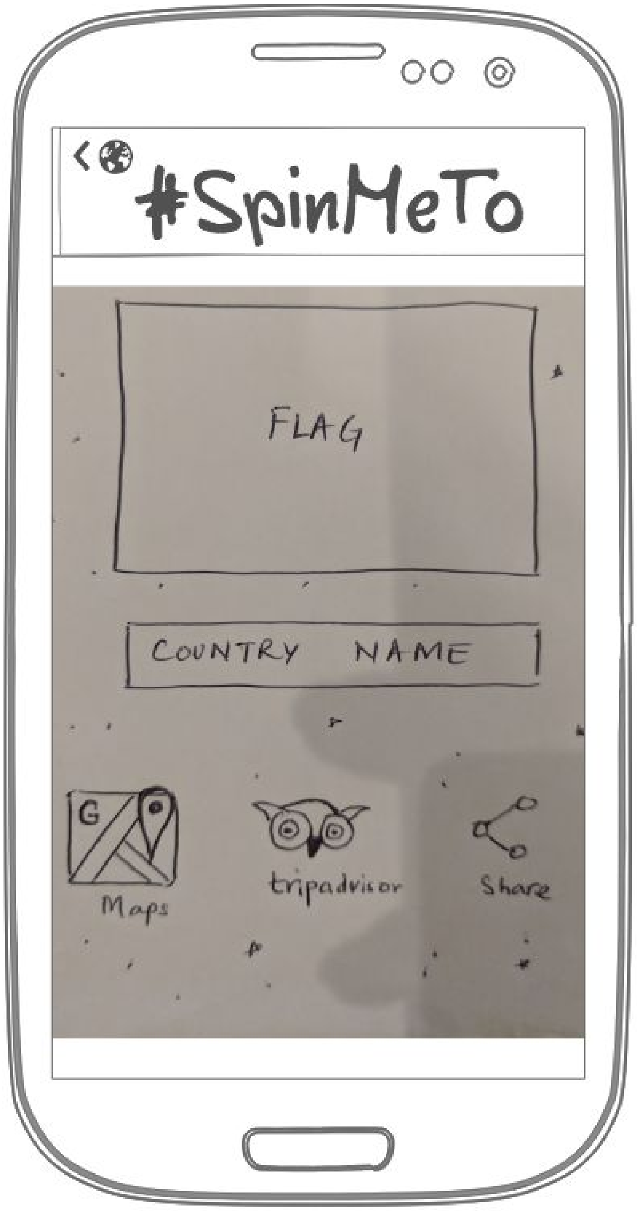
User Interface Mocks

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.

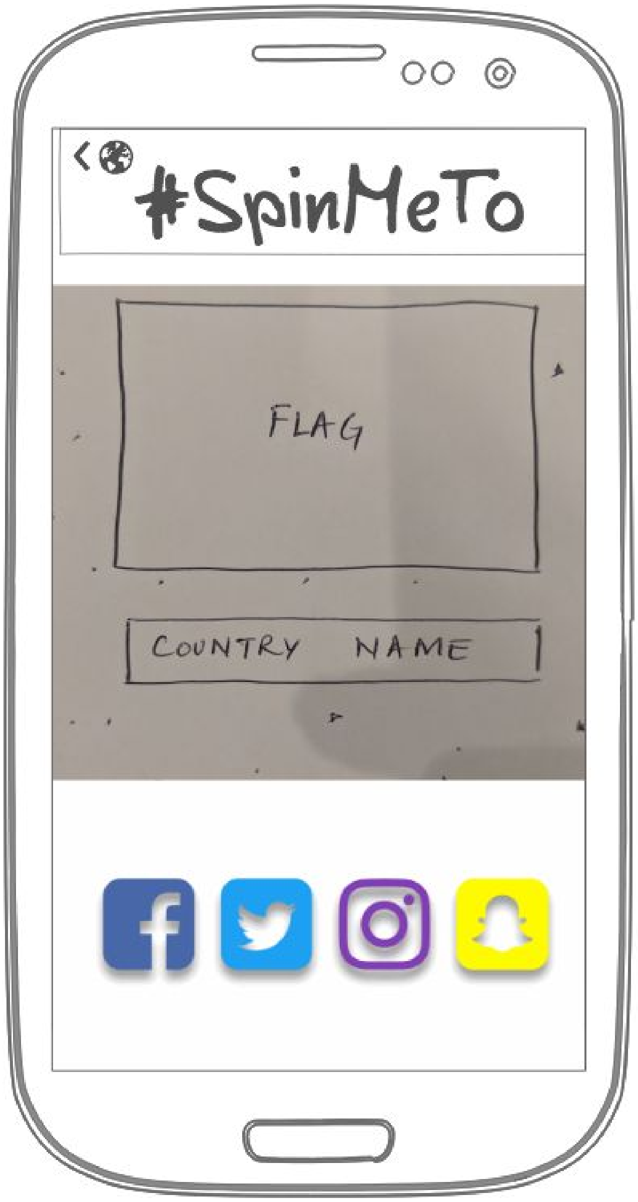
Screen 1 - MainActivity



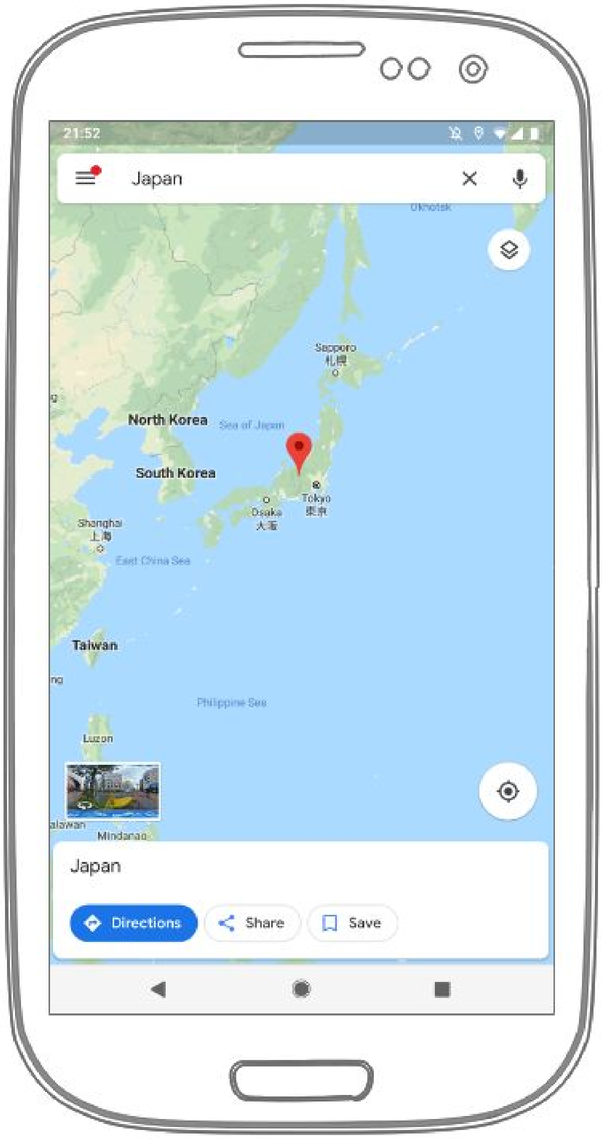
Screen 2 - DetailActivity



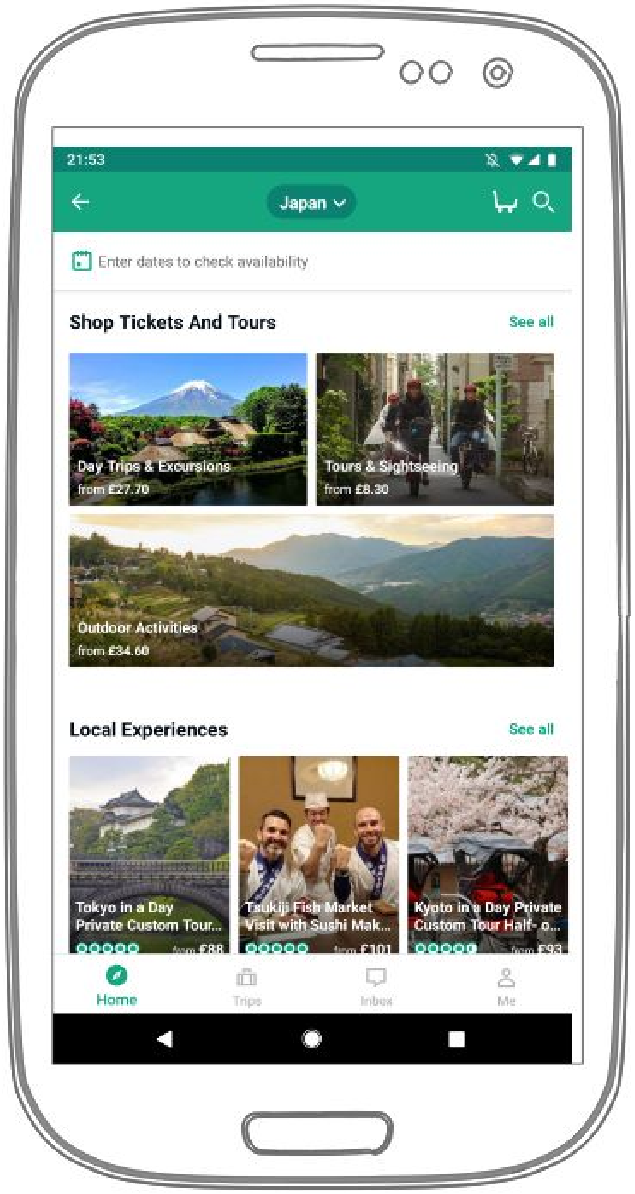
Screen 3 - Share FAB



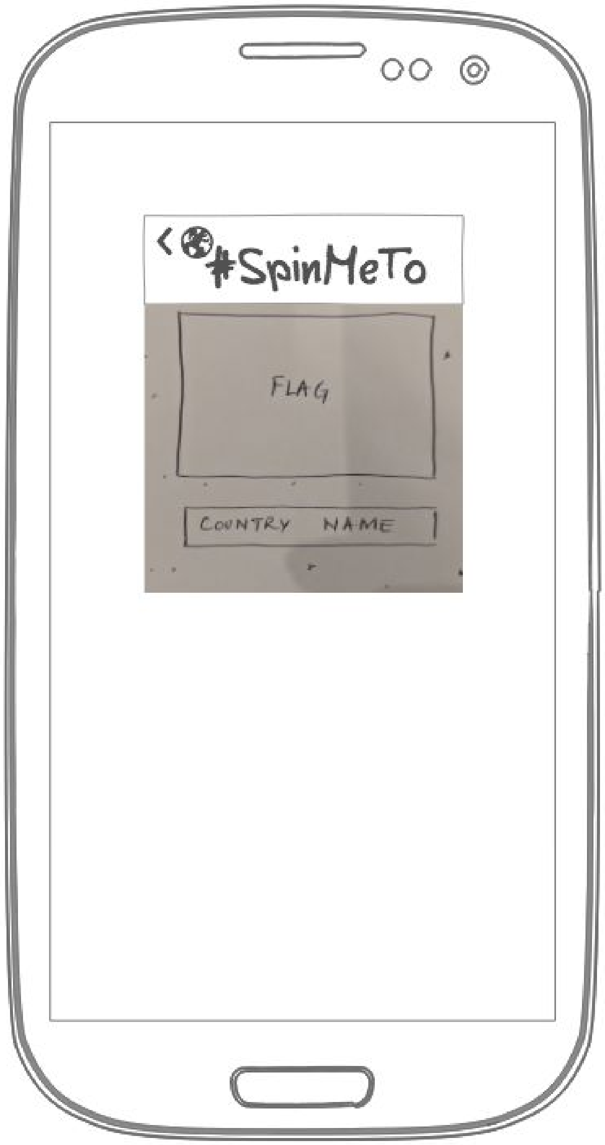
Screen 4 - Google Map FAB



Screen 5 - TripAdvisor FAB



Screen 6 - App Widget



Key Considerations

How will your app handle data persistence?

The details of the randomly selected country will be saved in a database - SQLite DB, so they can be accessed/displayed in the DetailActivity fragment. To implement this, a Content Provider and loaders will be created.

Describe any edge or corner cases in the UX.

1) What will happen if there is no internet connection.
A toast will be displayed saying "No internet access".

2) How will the app respond if the data from the API fals to load.
A toast will be displayed saying "Press refresh".

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

I will be using Picasso, since I've used that before in a project.

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

My app will implement Google Play Services to access the precise location on Google Maps for each randomly selected country. It will also use Google Admob.

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

- Build basic UI structure
- Configure libraries
- Set up fragments
- Set up random selection logic/code on each swipe

- Set up information sharing capabilities

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity - Create a Globe/ Earth animation that can spin on a swipe.
- Globe Animation - Make the Golbe animation the star of the app. When the user swipes right, the Globe animation revolves at high speed for 5 seconds and stops to reveal a country.
- Build UI for DetailActivity - A fragment for each country’s flag, name.
- Build a consistent toolbar with App Name on it. And a back button to navigate to MainActivity.
- Create a FAB to Google Maps for each country.
- Create a FAB to share on social media sites.
- Create a FAB to TripAdvisor for “Top things to do”

Task 3: Create a Database

My app will have a database with a list of all countries. Using a random selector method, The app will select and save the result of a randomly selected country in the database, along with related information with it e.g. Flag image. To implement this, a Content Provider will be created.

Task 4: Create FABs

The user can do multiple task with the country that was randomly selected for them.

- Google Maps - Check the location
- TripAdvisor - Look up travel-related information of the country
- Share - Social Media sites - Share the results with others.

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**”