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1st Draft of Design Document

Project Concept: Build an E-Commerce App using Kotlin

List of possible Features

* Registration using Google oAUTH /using social media accounts to sign up with two+ clicks
* Multiple Payment Options – PayPal, Google wallet etc.
* E-Commerce Analytics – Google Analytics etc
* Shopping Cart/Checkout
* Wishlist – Shopping List/Wish List
* Employee Chat room
* Admin Panel to edit items/add items etc
* Push Notifications
* Twitter/Facebook/Social Media Integration

Technologies that **could** be used:

* Picasso - <https://square.github.io/picasso/> for Images
* Retrofit - <https://square.github.io/retrofit/> for REST client

Both developed and maintained by Square Inc

* Firebase - <https://firebase.google.com/>
* PayPal API - <https://developer.paypal.com/docs/api/overview/>
* Google Pay API -<https://developers.google.com/pay/api/android/overview>
* MongoDB - <https://www.mongodb.com/>
* Room + SQLite <https://developer.android.com/jetpack/androidx/releases/room>

**Picasso** is a powerful image downloading and caching library, it is widely used and requires very little code to implement.

* This is used because working with images in android is difficult, you need to work with network requests, caching, background threads and decoding & encoding of image which uses a lot of memory.
* Picasso hides all this and adds additional features like resizing images while being memory efficient

**Retrofit** is Type-safe REST client for Android and Java