

## How to Use this Template

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## Submission Instructions

1. After you’ve completed all the sections, download this document as a PDF [ File → Download as PDF ]
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# Don’t Eat Alone

## Description

Don't Eat Alone provides you with the opportunity of meeting new people, Dine-In with them and growing with the help of sensible conversations. The list of places and restaurants are constantly growing and we'll intelligently find people and places that we think you'll like or need

in your day-to-day life. The app is extremely easy to navigate and you have the ability to quickly share meals with your friends and strangers. Say the end to the excuse of being a loner.

## Intended User

The intended user for the app is anyone from a school student to a company employee. It is spreading positivity and building network.

## Features

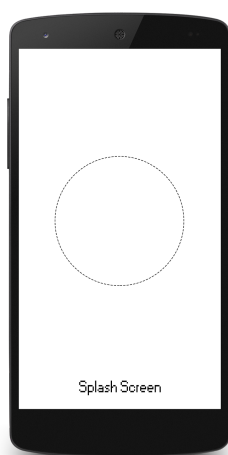
List the main features of your app. For example:

- Saves user information for matching purposes
- Tracks user location and provides list of nearby places
- Allows to have a detailed view about it and schedule a meal
- List of scheduled meetups at that place is shown
- Chat feature is also provided with security mechanism
- Push Notification Service etc.

## 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 Photoshop or Balsamiq.

### Screen 1



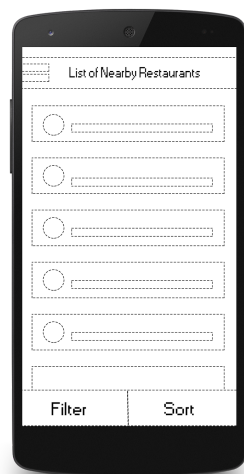
One time splash screen, occurring everytime app is being installed.

## Screen 2



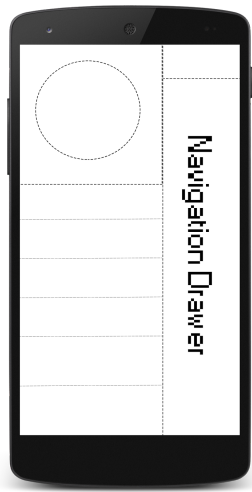
Authentication Screen used for Login and Registration Purposes.

## Screen 3



This Screen provides a list of available restaurants nearby.

## Screen 4



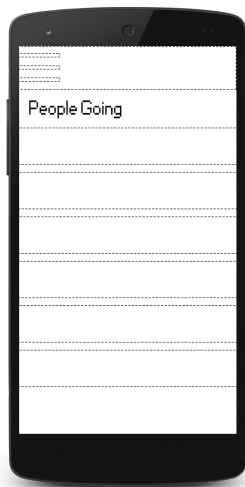
Navigation Drawer displaying details.

## Screen 5



This screen provides the details regarding a particular restaurant and gives the option for going or denial.

## Screen 6



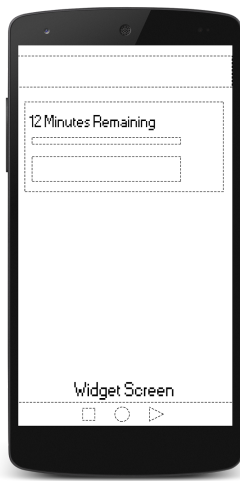
This screen provides the list of the people going to the same venue on the day.

## Screen 7



This screen provides the facility of chat with a particular person if interested. This screen is optional and will be build if all above functionalities are implemented first.

## Screen 8



This screen provides widget with only important details.

## Key Considerations

How will your app handle data persistence?

It will use the SQLite database for offline experience to some content, Shared Pref for configuration purposes and Parse/GCE for server purposes.

Describe any corner cases in the UX.

Real time UI updation and every time data is loaded, considering rotation edge case in mind.

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

- Glide for caching of images.
- Zomato and Google places API for major functionality.
- Mikepenz navigation drawer API - Navigation Drawer
- Okhttp for performing all the network calls.

## Next Steps: Required Tasks

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

### Task 1: Project Setup

- Search and setup libraries that may be required for development.
- Implement Requirement Analysis.
- Design the flow of project.
- Setup google places API.

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

- Build UI for Splash Screen
- Add animation to splash screen.
- Build UI for each Activity and Fragment.
- Design and Build for displaying information and searching.

### Task 3: Designing the Tables

- Build the database.
- Add required tables for all the transactions.

### Task 4: Implementation of all third party APIs

- Implementation of Places/Zomato API
- Implementation of filter and sorting.
- Implementation of UI to display results.

### Task 5: Designing for Tablets

- Designing for tablets.
- Check compatibility with older phones.
- Enable layout mirroring

## Task 6: Designing for Tablets

- Designing for tablets.
- Check compatibility with older phones.
- Enable layout mirroring

## Task 7: Widget Creation

- Widget Creation showing only important details at the home screen.

## Task 8: Monetization

- Adding admob for monetization purposes.

Add as many tasks as you need to complete your app.

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