**Check.INN Android app business logic or „how an user should be using the app and what he should be having on it“**

1. Desktop. An app should have it‘s own logo.
2. First use of the app – hello screen with sign-up or login options. (if logged in – no need to re-do it). Best option would be if the login would be possible with using Facebook. Information that we need about the user – e-mail, name, surname, that actually doesnt matter, we just need to identify every user in some way. This point will be detalised later, at this moment – we don‘t care much about the info we need, except maybe choosing his own region would be logical, just to make sure the prices are more or less correct?
3. Alphabetical list of his bought goods should be the main componet of the app. From there he should navigate. The list should have „Favorites“ section, where he could follow the most important goods for himself. Every good on this list must have it‘s best price (or price range) on the right. On this screen (currently unclear in what way, but whatever) user should be able to:
   1. Open details about every good. Details screen is basically name of the item, below prices at different stores (best one – highlighted). Not much is necessary here, the most important thing is to see the prices at other stores, compare them and so on. Possible extensions: a picture of the product, some comments about it from other users, it‘s evaluation (1-5 stars? ). Yeah, that‘s it here.
   2. Add a new receipt. Here the user should basically have his camera open, snap a picture of the receipt and get it‘s content on his screen with an option to push it or decline (try again). Before that user should be warned, that for best results he should have his receipt as much horizontal as possible.
   3. Personalize his account. Edit user information, maybe add a picture of himself. Whatever, optional stuff.

Ask any questions about this part, please inform me if everything is clear.

Will be edited with flowcharts and/or pictures of the design.