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BeerAC

Description

Going out with your buddies to have a few pints? Track you BAC so you don't do something stupid.
Find out more about the beer that is quenching your thirst. Develop a beer tasting palette by discovering what you are about to drink before you drink it and what it should taste like.
Also, not to mention, what to expect from the aroma and hopiness of a satisfying beer.

Intended User

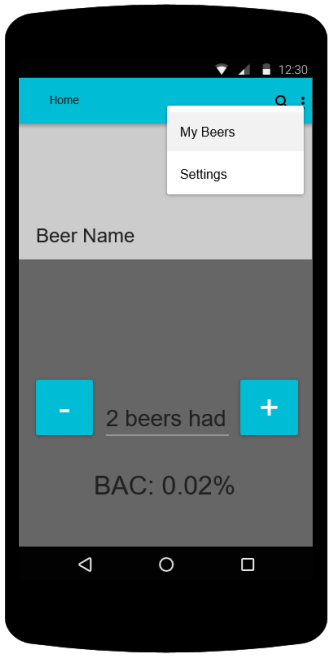
Beer enthusists and general curious people of beer culture.

Features

- Calculates BAC
- Searches beers
- Save beers
- Displays beer details

User Interface Mocks

Screen 1

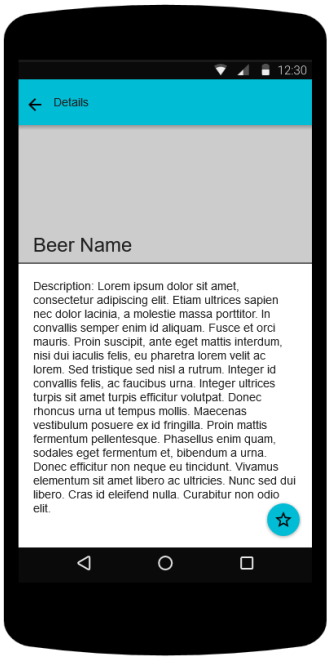


Home Screen: displays the beer being consumed by user. Also, has a ‘beer consumed counter’ that automatically calculates BAC (blood alchol level) and updates the BAC textfield.

Screen 2

Search: displays a list of beers based on the search criteria provided by the user in the search bar.

Screen 3

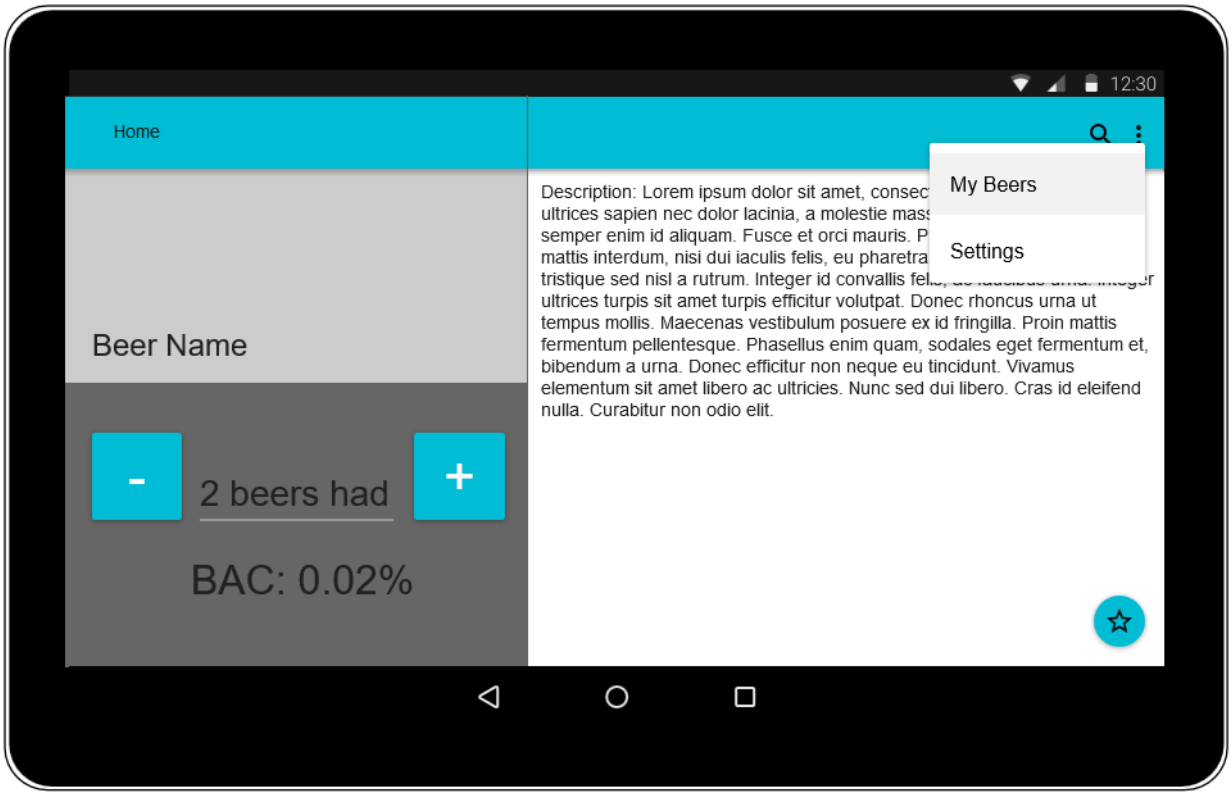


Details: displays beer details such as name, origins, decription, etc.

Screen 4

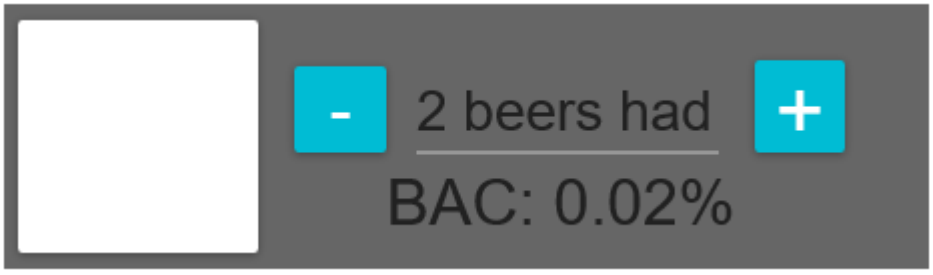
Saves: a list of beers that the user saved for later reference or because they liked it

Tablet Mode



Tablet mode is master detail flow of the home screen and detail screen.

Widget



Widget displays BAC and allows user to increment beers consumed. Also, it displays an image of the beer being consumed.

Key Considerations

How will your app handle data persistence?

Content Provider: stores beers saved by user
SharedPreferences: holds values such as user location, gender, local standard drink size
BreweryDB: a third party database of beers with data that can be accessed by an API

Describe any corner cases in the UX.

N/A

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

Picasso: used to load and cache images
OKHttp: used to load data from third party api

Describe how you will implement Google Play Services.

Admob: used to display ads in the search screen of the app.
Location: used to get users location to determine standard drink size
Analytics: used to gather data about user interactions with the app

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

- Configure project for debug and release build variants
- Configure tests
- Configure gradle dependecies for
    - Picasso
    - OKHttp
    - Location Services
    - Admob
    - Analytics

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Home
- Build UI for Detail
- Build UI for Search
- Build UI for Saves
- Implement accessibility

Task 3: Content Provider

- Implement Contracts
- Implement Provider
- Implement DbHelper

Task 4: Shared Preferences

- Implement shared prefs
- Implement setting activity

Task 5: IntentService

- Implement IntentService to get data from BreweryDB API endpoint

Task 6: Locations

- Implement location services

Task 7: Build BAC calculator

- Get location
- Get standard drink size
- Get user data (gender)
- Do the math

Task 8: Admob

- Implement admob

Task 9: Analytics

- Implement analytics

Task 10: Tablet Mode

- Implement tablet mode

Task 11: Widget

- Implement widget