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Keto Kodex

Description

Shows low carb options from all of your favorite restaurants. Perfect for people following a low carb or ketogenic diet who want to eat out and stick to their macros without the guesswork.

Intended User

Anyone following a low carb or ketogenic diet who eats out. Even though many restaurants have nutrition information posted, it is a pain to navigate to each restaurant's website, download a pdf, and then scan through and try to build a meal that fits into your daily calorie or carb limit.

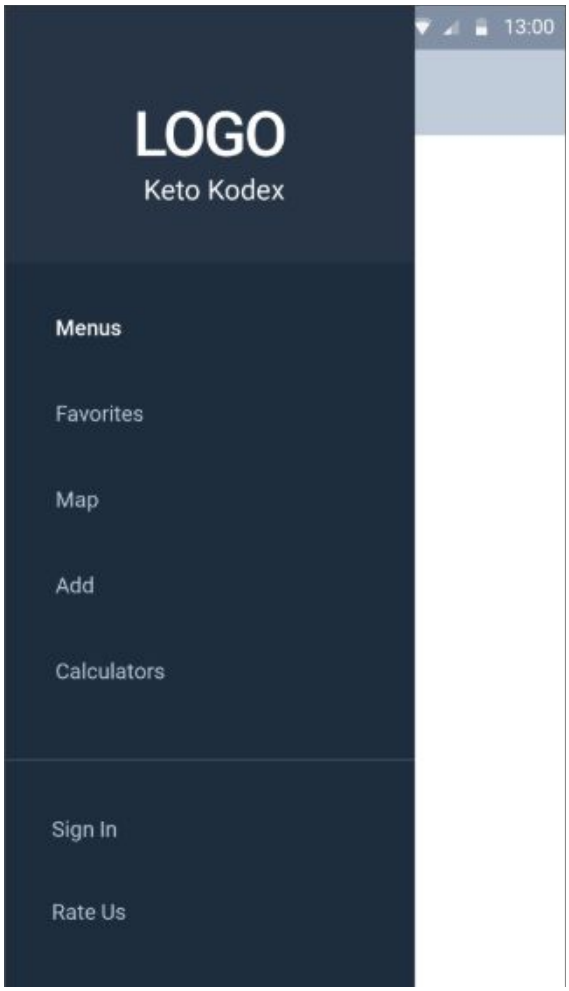
Features

- Shows a list of restaurant menus with low carb food choices
- Items in menu have their own detailed breakdown (calories/carbs/fat/protein)
- Google maps integration to easily find something close
- Add custom meals if you find something not listed
- Save your favorites for later
- Calorie and macro calculator

User Interface Mocks

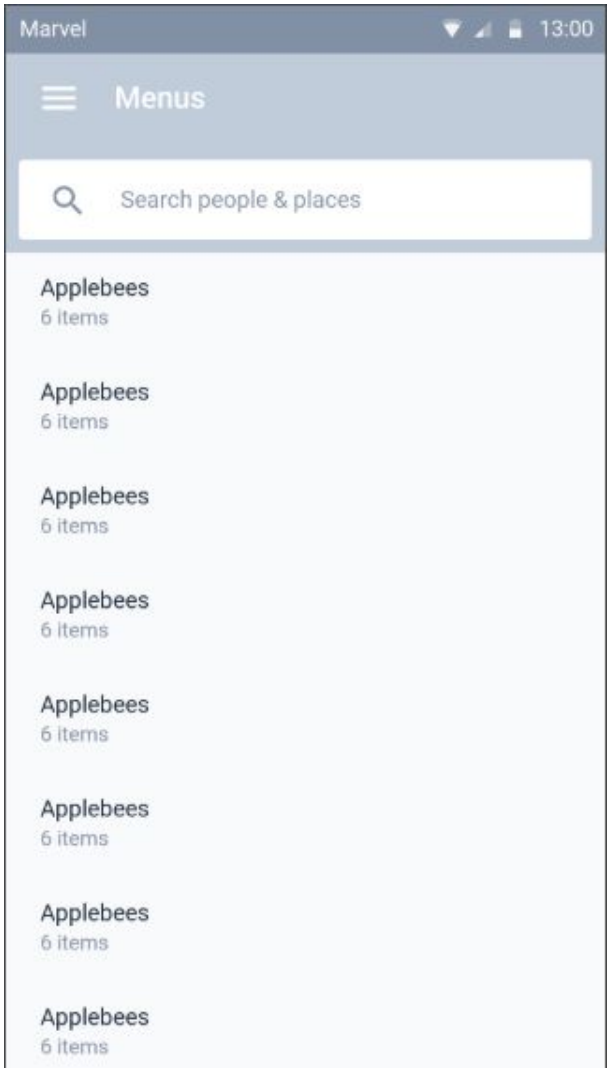
Screen 1

Main menu of the app. Easy navigation to all features.



Screen 2

Main point of the app, the list of restaurant menus. User can search if list seems too long. Each restaurant can be clicked on to view the available meals.



Screen 3

After clicking on restaurant, user gets the menu with small description and vote counter.

Screen 4

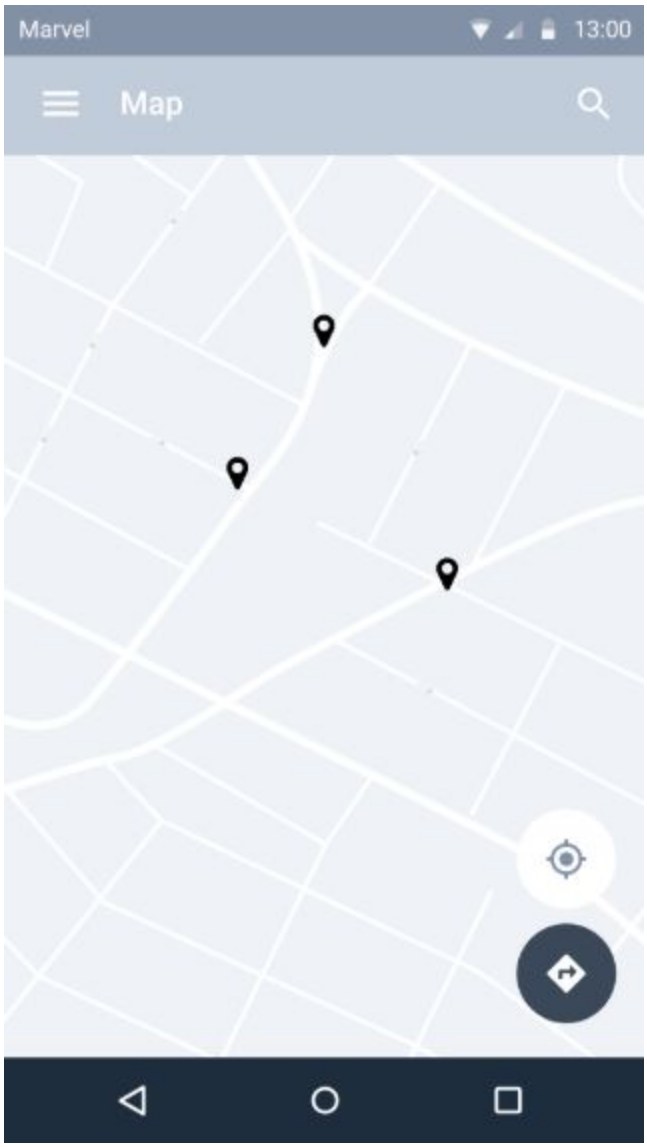
After clicking on menu item, user gets more details, and can add to favorites.

Screen 5

Favorites is a list of menu items that user has added to favorites. See screen 3.

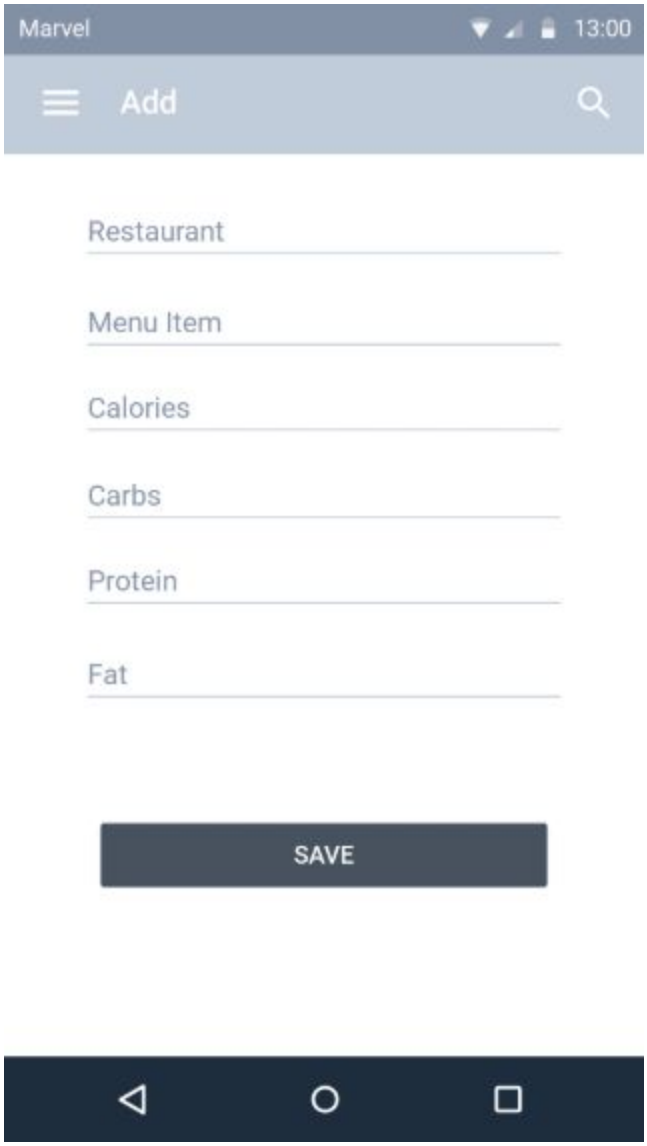
Screen 6

Map should list all locations with a menu in the given area. User can search manually or click a button on the restaurant screen to search the map for individual places.



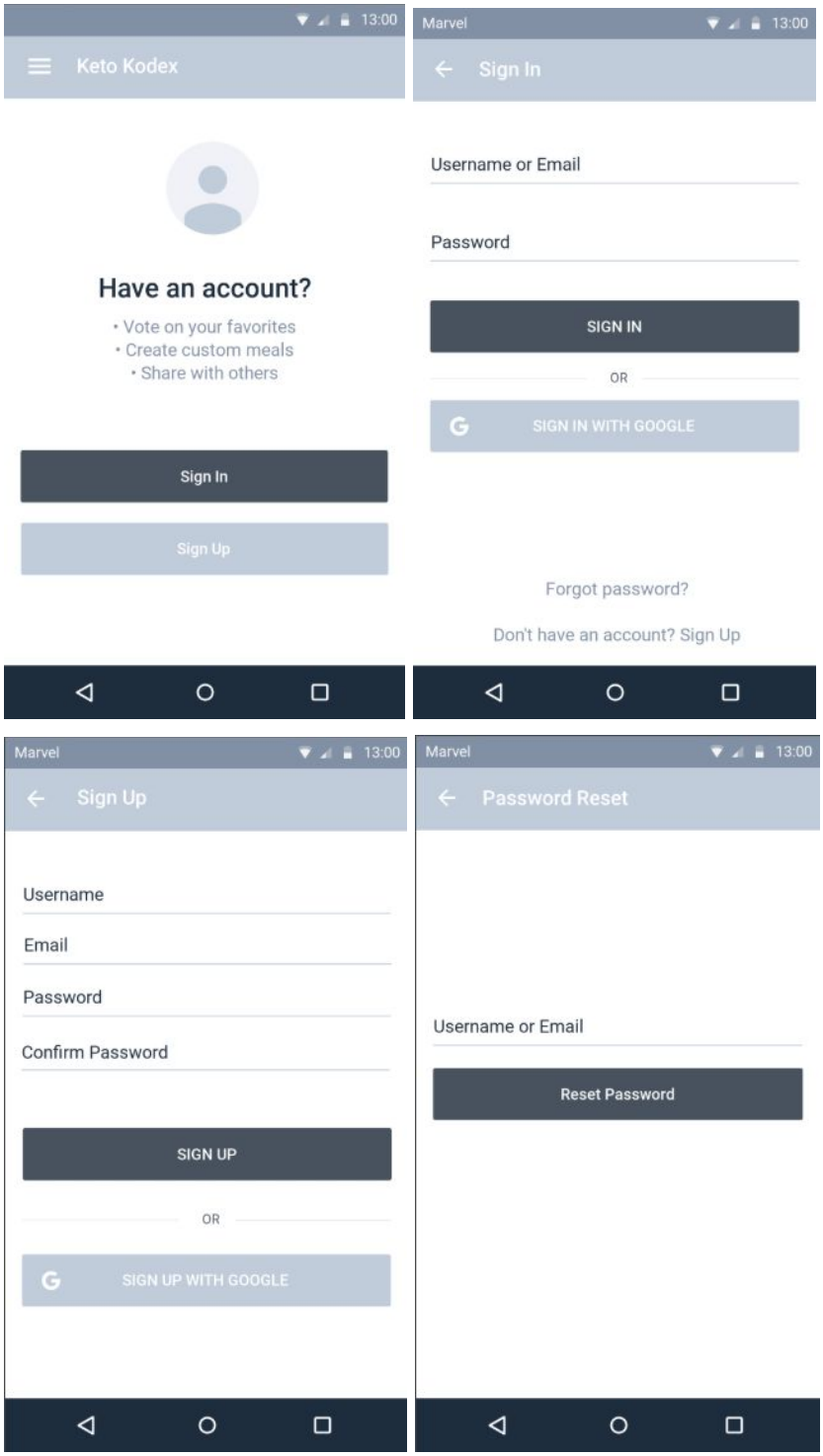
Screen 7

User can add their own custom menu items as long as they are signed in.



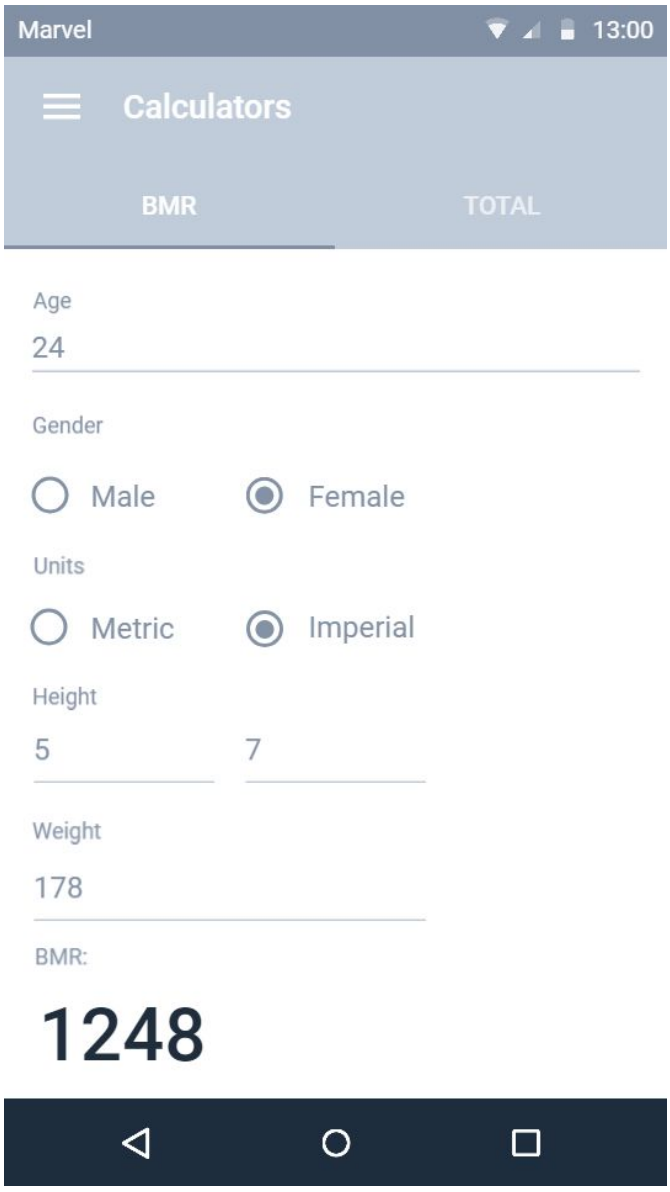
Screen 8-11

User authentication screens.



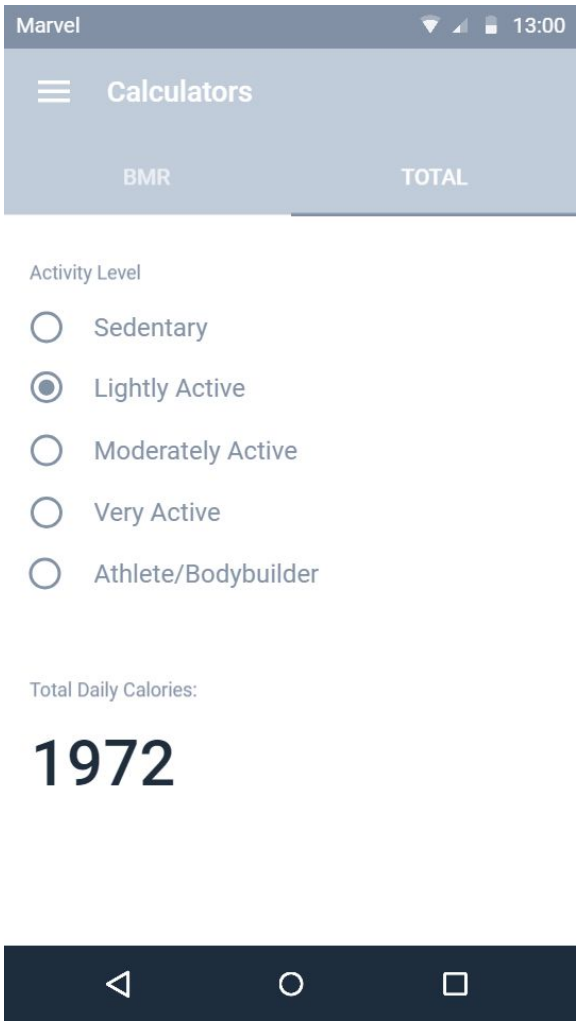
Screen 12

BMR Calculator



Screen 13

Total daily calorie requirement calculator



Screen 13

Widget to show user's favorites.

Key Considerations

How will your app handle data persistence?

User authentication and features that require it will depend on Google Firebase. Since we are already using Google services, we will also be using Firebase Realtime Database for data persistence.

Describe any edge or corner cases in the UX.

Navigation is the main concern for now. There are lots of ways to click into a menu item and I have to keep track of where the user came from and make sure they are returned to the same place.

Also need to handle some edge cases in the UI like if a restaurant's logo is missing or cannot load, or how to hide/show/disable things if the user is not signed in.

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

- Picasso will be used to handle any image loading for the logos since I have experience with it in this course.
- Retrofit will be used to handle api calls since it is easy to add endpoints when/if the app requires it in the future.
- Butterknife will be used to handle data banding.

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

Other than the firebase auth and database, the only other required google service is going to be location and the maps api. Users will be able to search around their current location for a restaurant and if one is found, they should be able to open it in google maps / waze / etc. for navigation.

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

- App is written solely in the Java programming language.
- Submission must use stable release version of all libraries, Gradle, and Android Studio. Debug/beta/canary versions are not acceptable.

Task 2: Build the Base UI

- Create new project with navigation drawer
- Set min/target versions
- Set colors

Task 3: Implement the Authentication

- Build UI for main sign in/up page
- Build UI for ‘Sign In’ page
- Build UI for ‘Sign Up’ page
- Build UI for password reset page
- Implement firebase and hook up pages

Task 4: Restaurant List

- Build UI for restaurant list
- Build Retrofit API
- Build recyclerview, adapter, presenter, etc. for restaurants

Task 5: Menu Items

- Build UI for menus
- Build recyclerview, adapter, presenter, etc. for menus
- Build UI for menu item detail

Task 6: Maps

- Build UI for Map
- Get user’s location and handle asking for permissions
- Populate map with available restaurants
- Add button to restaurant page that will search in map
- Implement on-demand search on map page using AsyncTask

Task 7: Add Menu Items

- Build UI for add menu item
- Ensure it is only available if user is authenticated
- Ensure new menu item shows up in main list

Task 8: Favorites

- Add FAB for add to favorites
- Add endpoints for add/remove/fetch favorite(s) to retrofit api
- Build UI for favorites page
- Build recyclerview, adapter, presenter, etc. for favorites

Task 9: Add Calculators

- Build UI for BMR/BMI calculators
- Ensure it is only available if user is authenticated
- Ensure new menu item shows up in main lis

Task 10: Add Favorites Widget

- Build UI for favorites widget
- Ensure it is updated when user adds or removes a favorite

Task 11: Clean Up and Accessibility

- App keeps all strings in a strings.xml file
- App enables RTL layout switching on all layouts.
- App includes support for accessibility. This includes supporting custom font size in user's settings and content descriptions on images where appropriate.