How to Use this Template

1. Make a copy [File → Make a copy...]
2. Rename this file: "**Capstone_Stage1**"
3. Replace the text in green

Submission Instructions

1. After you've completed all the sections, download this document as a PDF [File → Download as PDF]
2. Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
3. Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"

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Take me somewhere cool

Description

Take me somewhere cool shows you the best tourist attractions near you. It automatically refreshes based on your location, so you will never have to type anything. The main focus is to be quick and simple: Open; immediately see the list of tourist attractions near you; pick one; read some details on it; click button to navigate there through google maps.

Intended User

A traveler interested in quick tourism indications, without much patience for queries or filters.

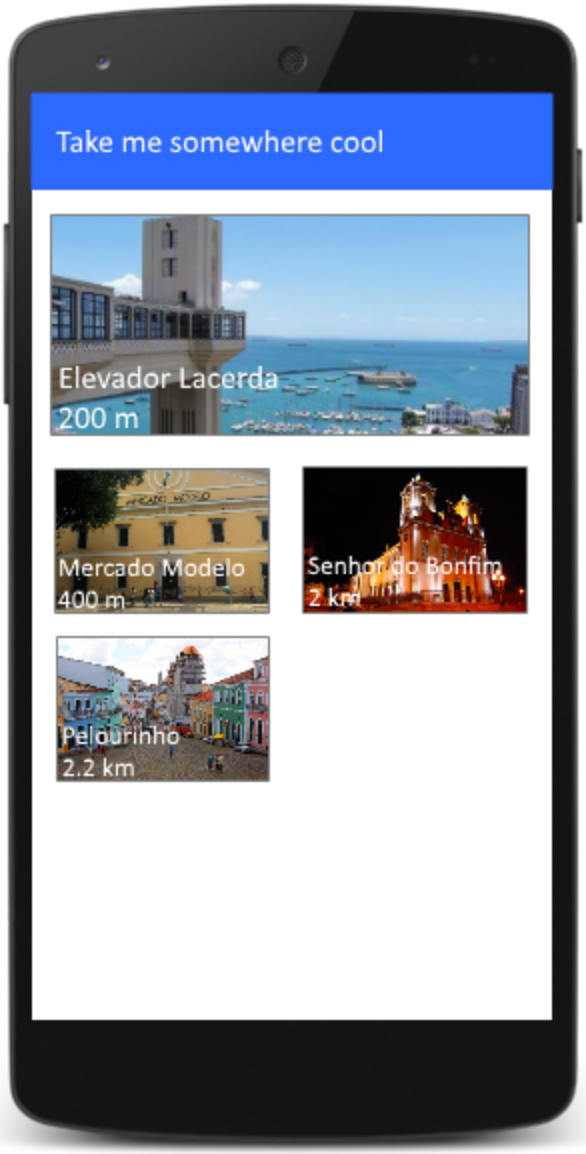
Features

- Lists touristic points based on the user's location
- For each point, the user can click to see a detailed description
- Also a button that takes him to google maps navigation
- Share a touristic point information, through the share action provider
- Persists the list, so it can be seen when there is no internet access

User Interface Mocks

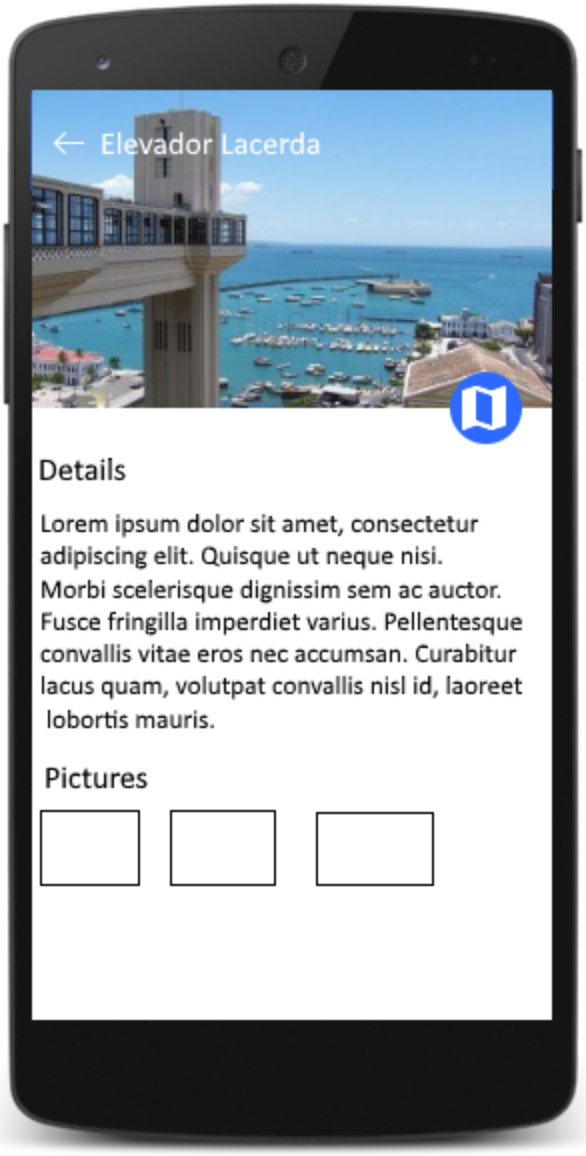
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



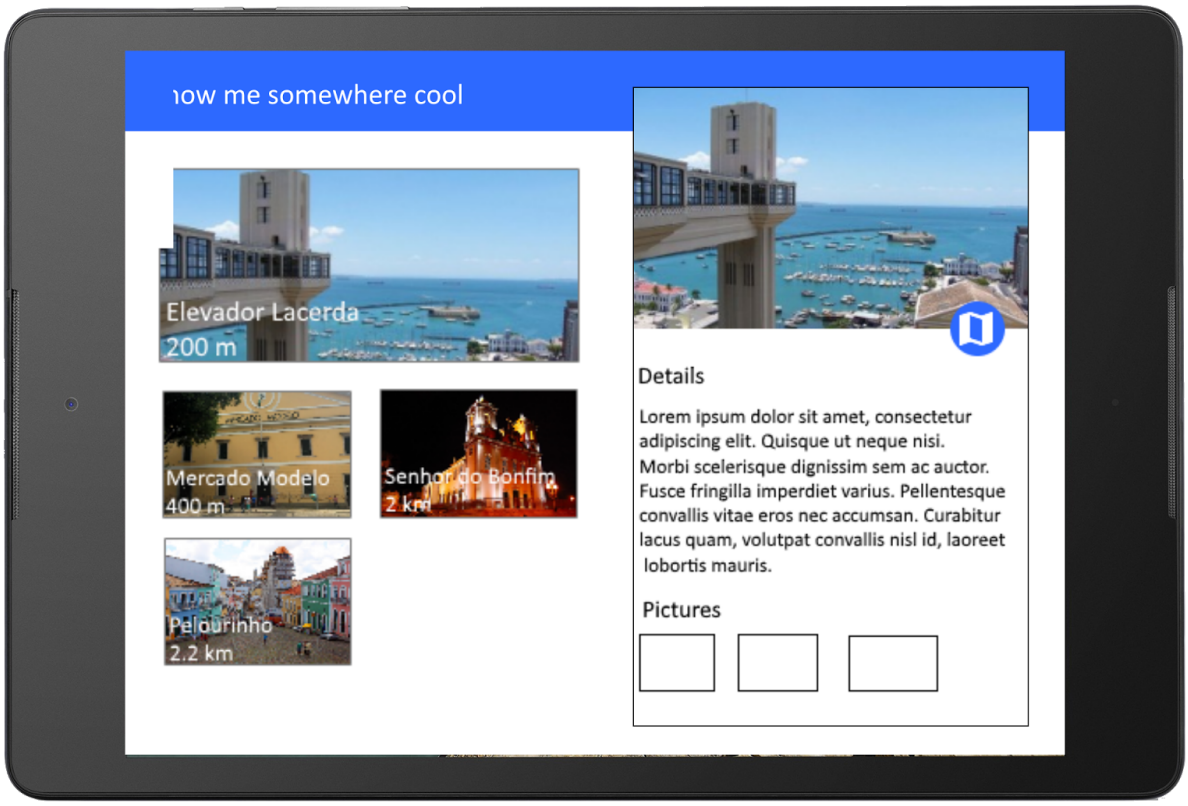
List screen, shows all nearby tourist attractions in cards, using a gridview layout.

Screen 2



Detail screen, shows more detailed information on the selected place from the list screen. Also has a button to open this place on google maps

Screen 3



List and detail on tablet

Key Considerations

How will your app handle data persistence?

Describe how your app with handle data. (For example, will you build a Content Provider or connect to an existing one?)
The data will be fetched from the Google Places API, then persisted with SQLite, and

Describe any corner cases in the UX.

The app flow is very simple and straightforward: List - detail - map

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

Volley - To handle api requests.
Glide - To handle the pictures.

Next Steps: Required Tasks

Task 1: Project Setup

- Setup project in android studio
- Setup Project in GitHub
- Signup and get API Key for google places
- Setup Volley library
- Setup Glide library

Task 2: Implement UI for Each Activity and Fragment

- Build Splash Screen
- Build UI for MainActivity
- Build UI for ListFragment (List of all near places)
- Build UI for Detail Activity
- Build UI for Detail Fragment (It will be shown in MainActivity on tablets)

Task 3: Integrate with Google Places API

- Create Adapter for the places list
- Create the places list request
- Create the pictures list request
- Create the place details request
- Create the "Take me there" button using a google maps intent

Task 4: Data Persistence

- Create database for the places, so the user can still see it when offline
- Create the Content Providers to manage the app access to the persisted data
- Create a sync task that runs in the background periodically to see if the user has changed city, and update the stored data.

Task 5: Testing

- Test the UI for bugs
- Test the requested data results
- Test the data persistence