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Restaurant Finder

Description

Restaurant Finder gives information about available restaurants in a given location.
Users can bookmark a restaurant, so that when the user is near the location, he will be given delightful notification to checkout the restaurant

Intended User

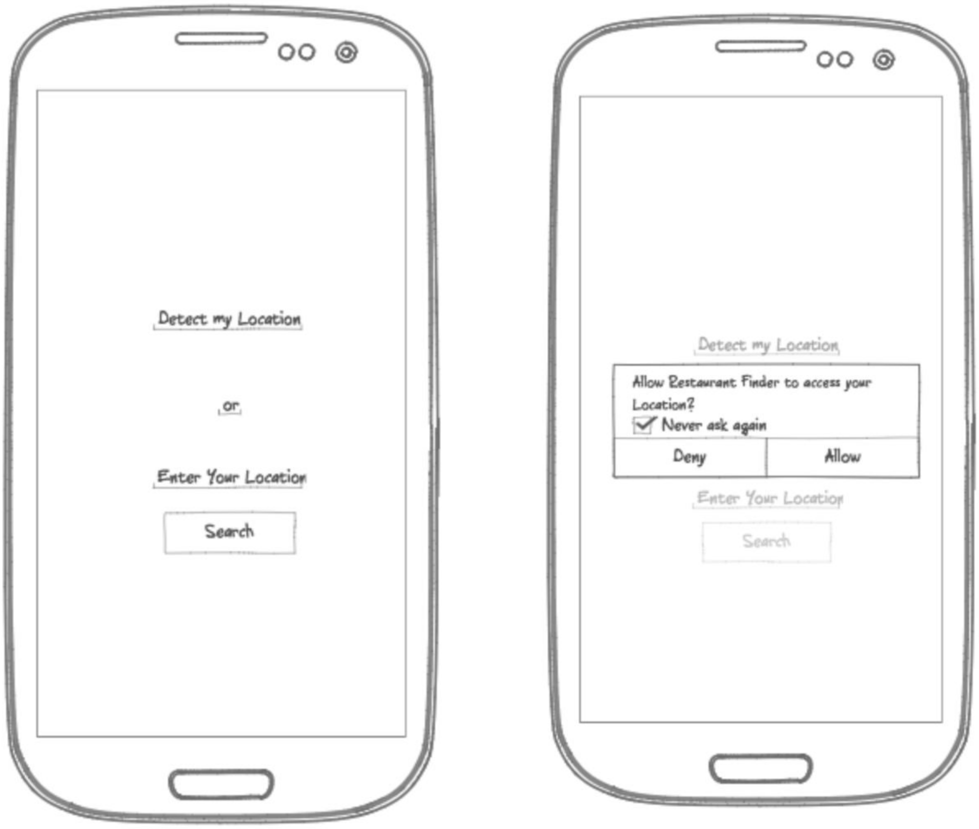
This app is intended for Food lovers who wants to know about a restaurant and have a To Visit List of Restaurants they want to visit.

Features

- Has Restaurant Information
- User can Bookmark a Restaurant, so that it gets added To-Visit(FAV's) list
- When the user is nearby the Restaurant, he/she will be notified a reminder to check out the restaurant
- Widget that shows the to-visit list
- App will be written completely in JAVA
- App will have content descriptions where required for Accessibility.

User Interface Mocks

Screen 1

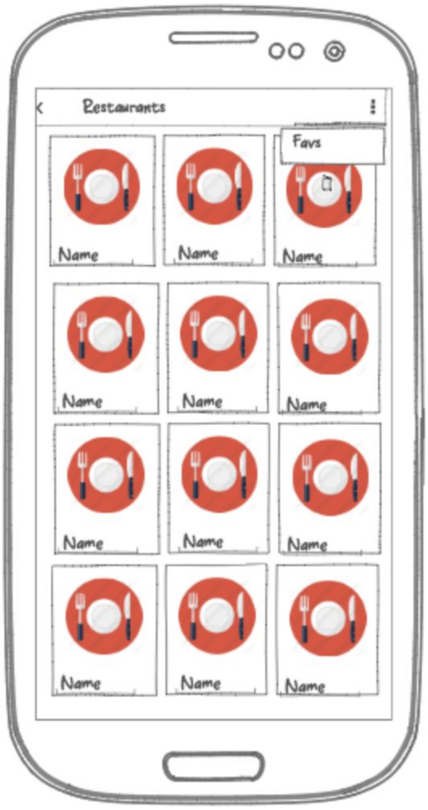


Allow Restaurant Finder to access your Location?

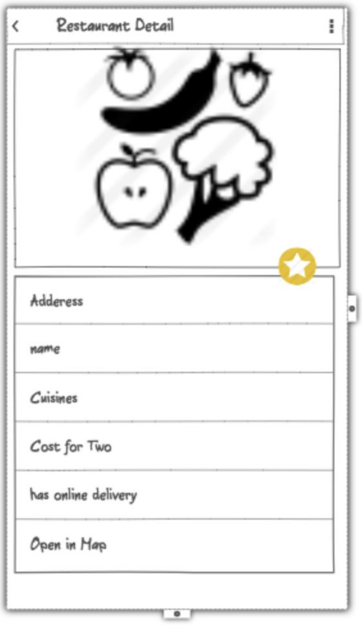
☑ Never ask again

1. The user will be given option to enter the location manually or asked for fetching location automatically using location permission

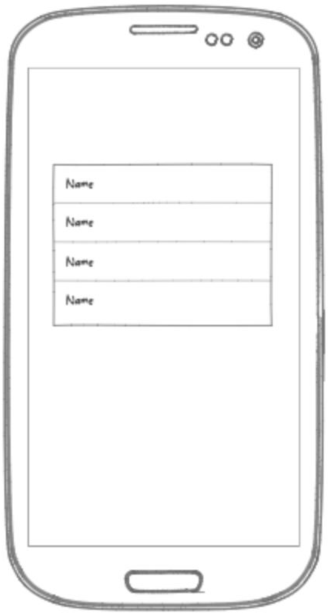
Screen 2



List page containing a grid for the restaurants with a picture and ratings . Same format will be used for Favs list items viewed from menu bar



Detail view on clicking an item in list page will contain the details of restaurant as displayed in the mock



Widget on home screen will show the list of To-visit list, clicking on which will take to Restaurant Detail Activit

Key Considerations

How will your app handle data persistence?

We will have Content Provider backed up by SQL Database for storing favs Restaurant Information which will be provided by Restful call

Describe any edge or corner cases in the UX.

if internet is not available when app is opened a snacbar showing no internet will be displayed

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

I will be using
Retrofit for Restful call
Android Architectural Components View Model for Data layer
Picasso for images
Retrofit to json inputs from server
ButterKnife to bind views

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

Admob for ads in free app
GeoFences for monitoring uses location and display notification if user is near a fav restaurant - https://developer.android.com/training/location/geofencing.html

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

- Configure libraries piccasso(2.71828), butterknife(10.2.0),retrofit(2.6.2),admob(18.3),...

Task 2: Implement UI for Each Activity and Fragment

List the subtasks:

- Build UI for MainActivity
- Build UI for DetailActivity

Task 3: Get data from the endpoint and use async task to parse the json data

Using zomato API get the required json and collect the data using asynctask. App will fetch the data from the server on a short time interval using AsyncTask periodically.

Task 4: Setup separate resources for paid and free versions with ADmob

- Make sure only free flavor has ads and paid doesn't.

Task 5: Setup DB and loader for the to-visit and recently viewed list

- Not all the data will be saved, Only the once added by the user from detail activity will be saved in the db. Loaders will be used to form the above mentioned lists.

Task 7: Implement widget for TO-Visit list

Task 8: Move all strings to strings.xml, all the length related properties to dimens.xml, colors to colors.xml

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

Submission Instructions

- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
    - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"