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Appetite

Description

Spanish food time!
Browse a list of Spanish cuisine recipes, complete with list of ingredients and detailed preparation steps. Mark a recipe as favorite to keep it handy at all times.
Includes a map of Spain with links to the typical recipes of the main cities.

Intended User

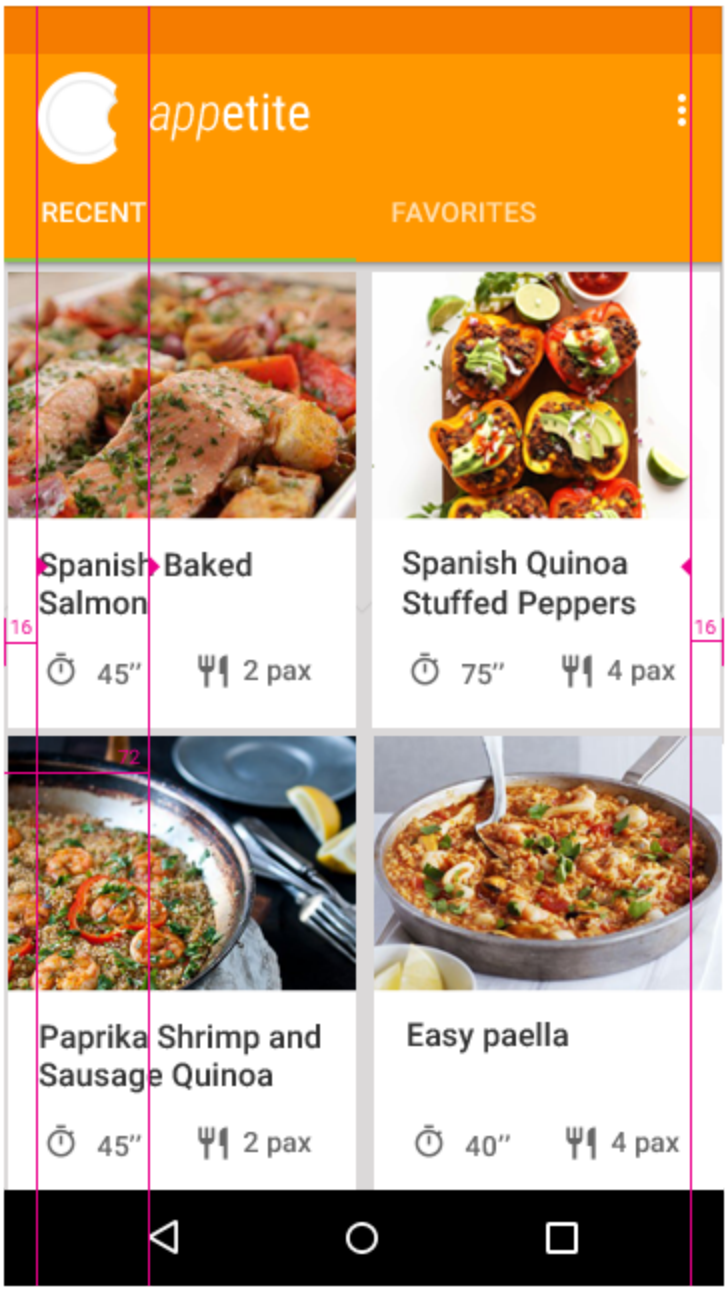
App for food lovers. I you would like to prepare some Spanish food without much effort this app is for you.

Features

- List of Spanish recipes.
- Each recipe ingredient list and preparation steps.
- Save your favorite recipes to favorite list.
- Map of Spain to browse cuisine of the main cities.
- Settings screen where you can list your food intolerances, in order to filter out recipes that include dairy, egg, gluten, peanut, sesame, seafood, shellfish, soy, sulfite, tree nut and wheat.
- Widget to keep your recipes always handy.

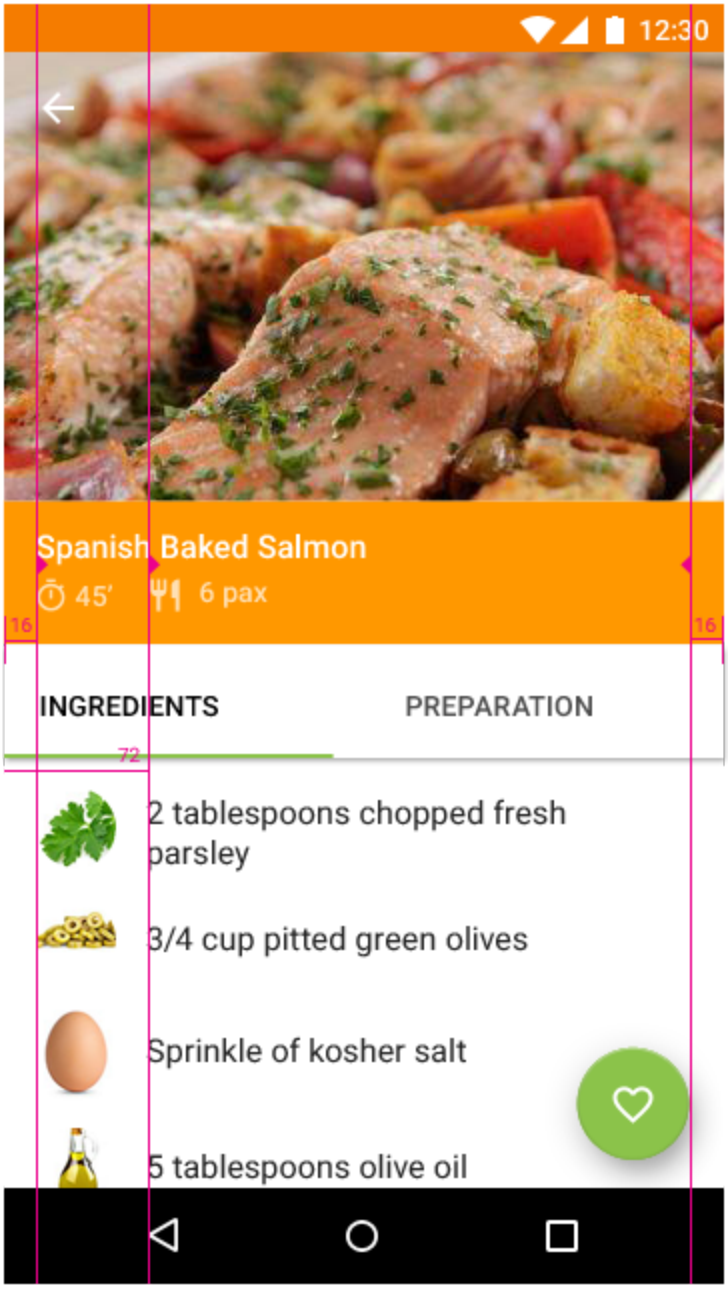
User Interface Mocks

Screen 1



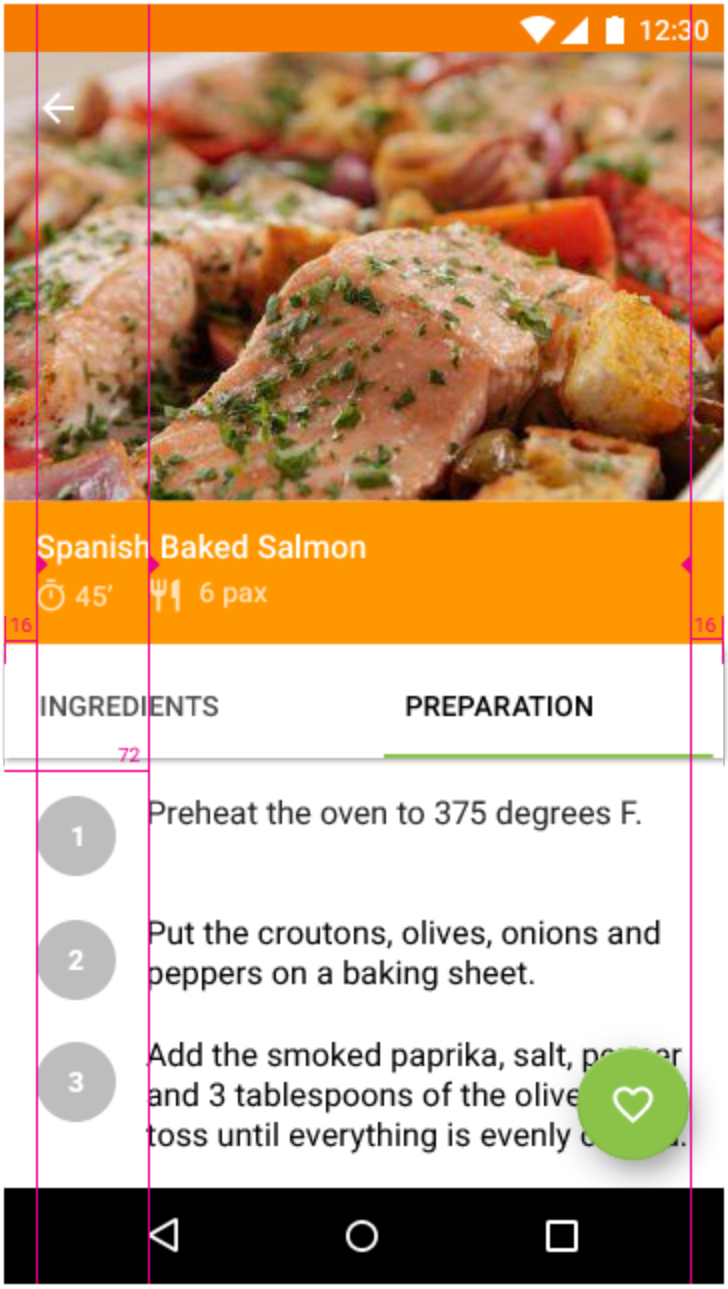
Main screen with list of RECENT recipes. Also has a FAVORITES tab that show your favorite recipes.

Screen 2



Recipe detail screen, showing INGREDIENTS tab with information on the ingredients necessary to prepare the recipe

Screen 3



Recipe detail screen, showing PREPARATION tab with information of steps to take to prepare the recipe

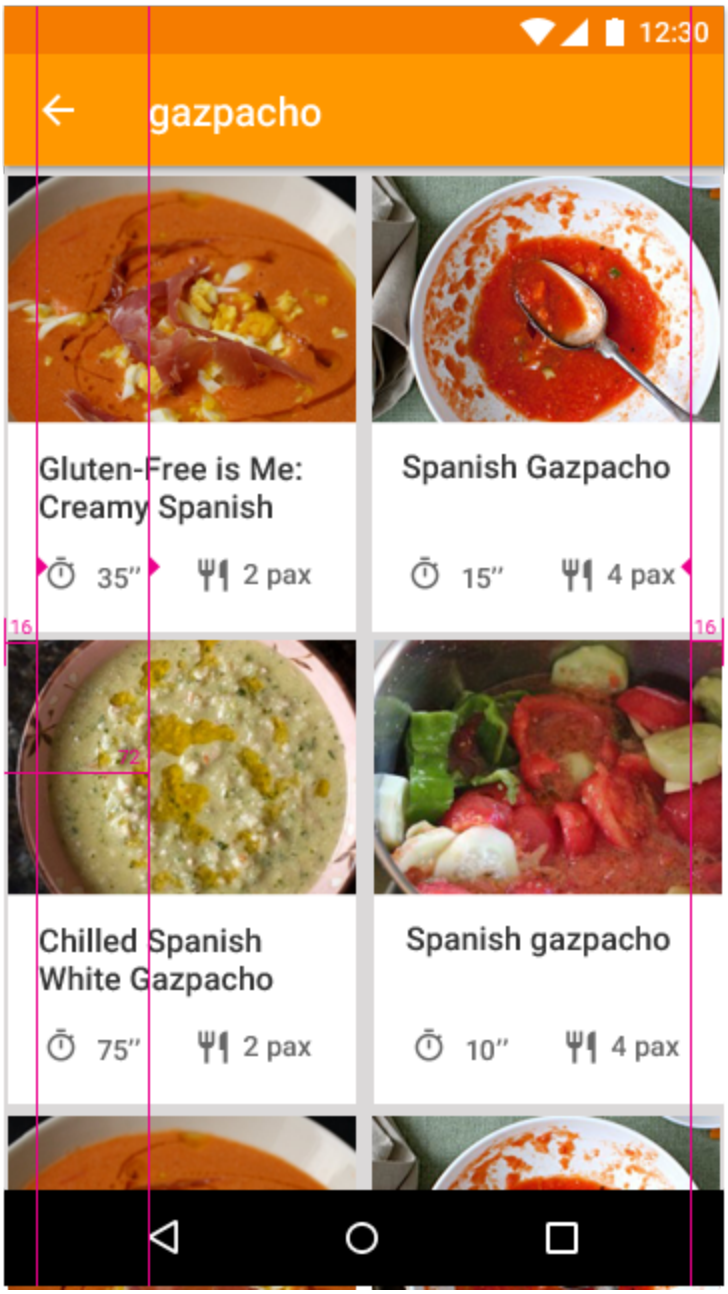
Screen 4

Recipe detail screen, will have parallax scrolling that will scroll the recipe image up to have more screen space for the ingredient and preparation lists

Screen 5

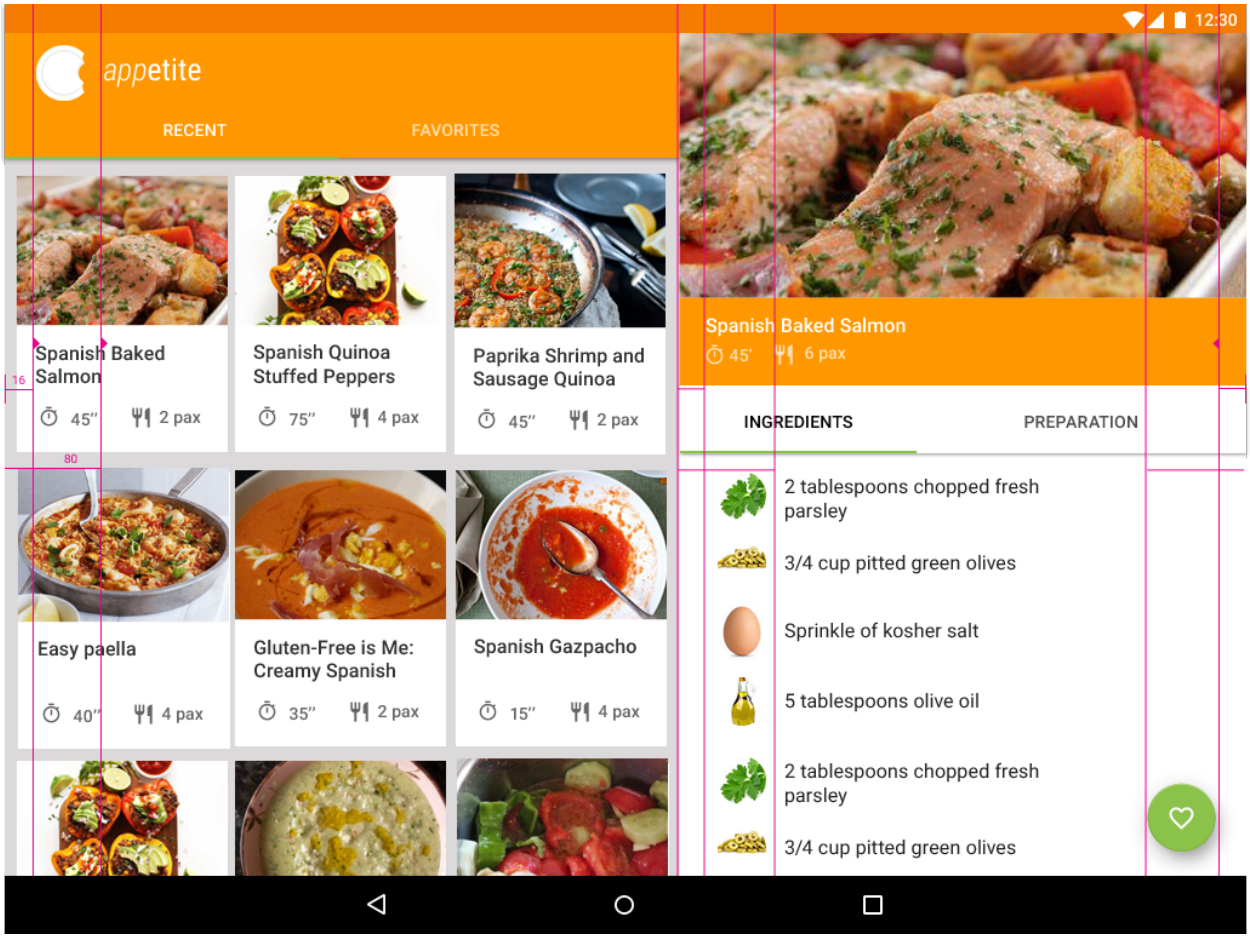
Map of Spain screen where you can get information about Spain's main cities. From each city you can get a list of recipes of it's main dishes.

Screen 6



From the map you will get a list of the dish, for example “gazpacho” from the city of Seville.

Screen 7



Tablet 9 inch main screen, showing recipe detail.

Key Considerations

How will your app handle data persistence?

Data will be downloaded from Spoonacular API (they have kindly granted me a free educational API key) and saved to the local database via bulk insert (good for the devices flash drive). I will use a ContentProvider to load the data into the different UI screens using Loaders.

Describe any corner cases in the UX.

From the map screen the user can open a search list screen using the snackbar link, and will return to the map using the back button

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

I will be using Picasso to handle the loading and caching of images.

Describe how you will implement Google Play Services.

I will use Google Maps to show a map of Spain and access to the main recipes per region.
I will use Google Analytics to track the usage of the app.

Next Steps: Required Tasks

Task 1: Project Setup

Setup and add libraries:

- Configure libraries: Picasso, add dependencies to gradle, permissions to manifest.
- Configure Google Play Services: maps, add dependencies, add permissions and metas to manifest, create and add Google Maps API key for this app.
- Configure Google Play Services: analytics, add dependencies, add permissions in manifest, tracker_app.xml with account id, make sure there is only one application object created and activate tracking.
- Add Spoonacular API key to access the recipe data.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Main Activity/Fragment showing list of recipes, with 2 tabs: recent / favorites.
- Build UI for recipe detail Activity/Fragment, with 2 tabs: list of ingredients and list of preparation steps.
- Build UI for Map Activity/Fragment showing a map of Spain with markers on main cities that will display info about the city/region and main dish.
- Build UI for recipe list Activity/Fragment that will show recipe results for the dish requested from the map.
- Build UI for SettingsActivity where user can select their food intolerances.
- Implement showing one or two fragments on screen when necessary.

Task 3: Setup data flow

- Implement my own content provider extending ContentProvider
- Implement DataBase helper extending SQLiteOpenHelper
- Implement Contract class with URI's and URI matcher

Task 4: Write tests related to data

- Write tests for the Contract, Database and UriMatcher

Task 5: Load data into the UI

- Implement Asynchronous task to connect with Spoonacular API and retrieve some data.
- Implement data parsing from JSON.
- Implement storing data in DB.
- Implement loaders in the fragments that will show data in the UI.
- Implement data adapters using Picasso for image loading/caching.
- Implement saving favorite recipes.

Task 6: Implement Google Services

- Implement map of Spain Activity/Fragment showing main dish of main cities.
- Implement opening a show list of recipes activity when user chooses city/dish on map.
- Implement Google Analytics, make sure that the screen names are set and hits are being tracked in Google Analytics dashboard.

Task 7: Material Design check

- Check design show as in mocks, colours, spacing, etc.
- Implement parallax scrolling.
- Implement shared element transitions where possible.

Task 8: Widget

- Implement widget layouts and programming so that it accesses the content provider and shows user a list of recipes.

- Include widget preview images.

Task 9: Final tasks

- Implement signing configuration.
- Check all strings in xml files.
- Check accessibility.
- Check RTL layout switching.
- Check multiscreen layouts.