

How to Use this Template

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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**”
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GitHub Username: HendAIQett

Backpack

Description

The app is for backpack travelers who need something to help them to know about the surround important landmarks and guide them through their trip.

Intended User

Travelers

Features

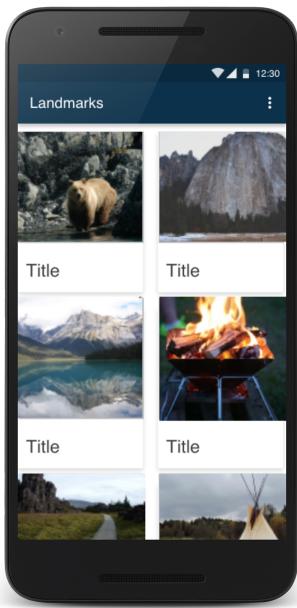
List the main features of your app. For example:

- Notifies the user when he enters the area of a near landmark.
- Street view of the landmark if available.
- Navigate to the landmark using external app (Maps).
- Change notifications settings.

User Interface Mocks

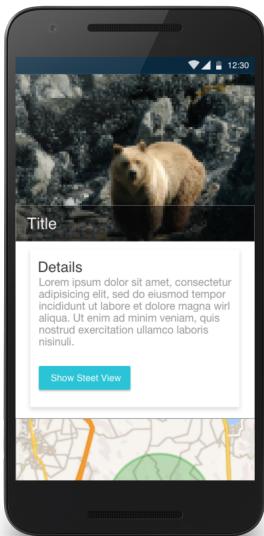
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



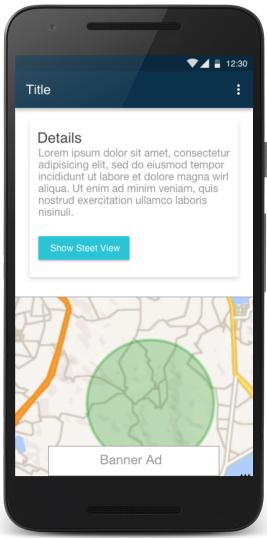
Home screen with list of in my city

Screen 2



Details screen when item clicked

Screen 3



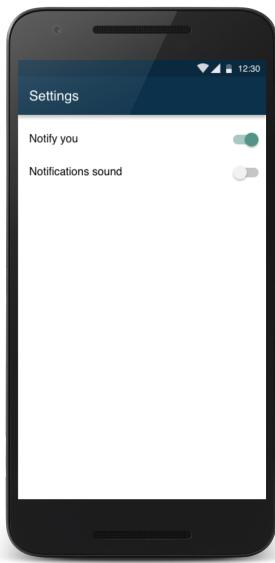
Details scrolled

Screen 4



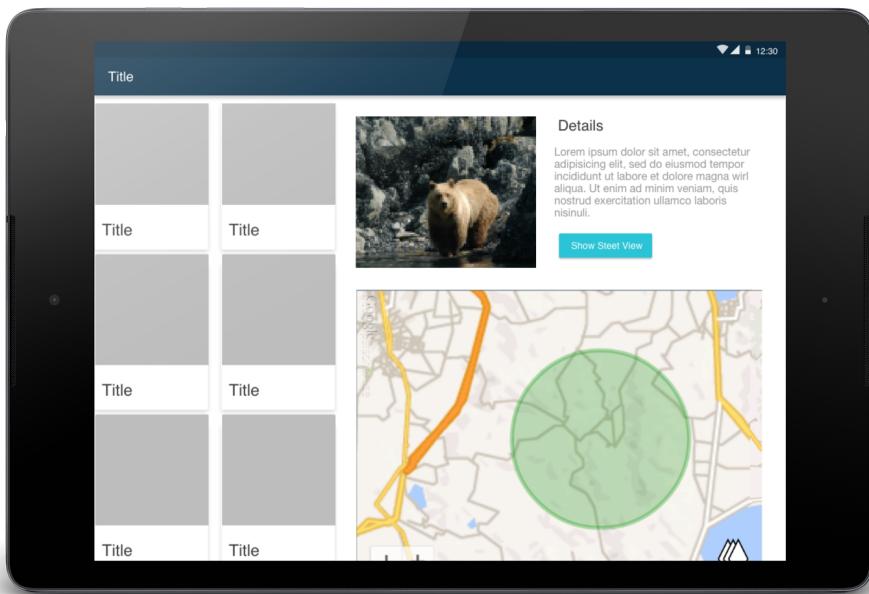
Street view when I click on “Street View” button in Details screen

Screen 5



Settings screen to disable notifications or notifications sound.

Screen 5



Tablet view of the application.

Add as many screens as you need to portray your app's UI flow.

Key Considerations

How will your app handle data persistence?

I will build my own content provider

Describe any corner cases in the UX.

Clicking on the notification will get me directly to the details screen.

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

Glide → downloading and caching images

Schematic → content provider

Retrofit → network calls

Describe how you will implement Google Play Services.

Services:

- AdMob
- Map
- Geofencing
- Polygon

How:

- Import play services in gradle
- Add permissions
- Add required metadata in AndroidManifest
- Add AdActivity in case of AdMob
- Use GoogleApiClient.

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

List of subtasks:

- Configure libraries

Task 2: Implement UI for Each Activity and Fragment

List of subtasks:

- Build UI for MainActivity
- Build UI for Details Fragment and Activity
- Build UI for Settings Activity
- Build UI for Street View Activity
- Build UI for Landscape mode
- Build UI for Tablet View

Task 3: Caching Scheme

List of subtasks:

- Build database
- Build content provider

Task 4: Network apis

List of subtasks:

- Download json file of landmarks
- Create Adapter
- Cache images and data

Task 5: Notifications

List of subtasks:

- Send notifications to the user
- Complete Settings activity functionality

Task 6: Communication between views

List of subtasks:

- Sending data to Details fragment in phone and tablets
- Handle orientation

Task 7: Implement Google Play Services

List of subtasks:

- Geofencing
- Polygon
- AdMob
- Street View

Task 8: Handle error cases

List of subtasks:

- Handle network errors and view messages
- Setup empty view

Task 9: Widget

List of subtasks:

- Implementing a widget.

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

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