Description
Intended User
Features
User Interface Mocks
Screen 1
Screen 2
Key Considerations

How will your app handle data persistence?

Describe any corner cases in the UX.

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

Describe how you will implement Google Play Services.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Your Next Task

Task 4: Your Next Task

Task 5: Your Next Task

GitHub Username: Jerbearone

Preferred Food

Description

Keep your friends and family's food preferences and allergies here!

Intended User

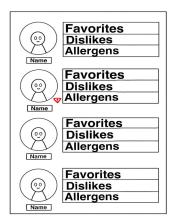
Picky eaters, and those with special diets.

Features

List the main features of your app. For example:

- Saves food preference info
- Able to share food preferences with others
- Levels of preferred food in rating system

Screen 1



Screen 2

| Allergens |
|-----------|
| 0 |
| 0 |
| 0 |
| 0 |
| 0 |
| |
| |

| Favorites |
|------------------|
| 0 |
| 0 |
| 0 |
| 0 |
| 0 |
| 0 |

| D | islike | S |
|---|--------|---|
| 0 | | |
| 0 | | |
| 0 | | |
| 0 | | |
| 0 | | |
| 0 | | |
| | | |

| Users Last category Widget | |
|-------------------------------|--|
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Key Considerations

The app will handle data persistence using ROOM.

The user will have an up button that will enable going back from the main activity. The main activity will be a recyclerView of contacts that will also have the app, and their food preferences.

The app will be entirely written in Java (and XML for layouts).

The app will enable RTL layout switching and all strings/ dimensions will be stored in their perspective folders.

Job dispatcher will be used to query the database once daily to see if anyones food preferences have changed, if they have, the data will be pulled and updated accordingly.

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

I will likely be using android architecture components to make the app robust (liveData ViewModel, and ROOM). App will handle

Included Libraries:

| Library | Version Number |
|--|----------------|
| androidx.lifecycle:lifecycle-extensions | 2.1.0 |
| androidx.room:room-runtime | 2.2.1 |
| com.android.support:design | 28.0.0 |
| androidx.recyclerview:recyclerview | 1.0.0 |
| com.google.firebase:firebase-ml-vision | 24.0.1 |
| com.google.firebase:firebase-ml-vision- barcode-model | 16.0.1 |

Plugin to enable barcode Scanning: com.google.gms.google-services

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

Firestore will be utilized to save preferences. The user will then be able to fetch their preferences if they have lost or upgraded their phone. These preferences will be able to be shared by other users via QR code.

Firebase Authentication will be used to login so each user will be able to keep their account in case of using it on another device or upgrading their current device.

In the case that there is no internet, or a failed connection, a notice will appear to the User with the message "Could not connect to internet for data Sync". These will be handled after a timeout.

Next Steps: Required Tasks

Task 1: Project Setup

- Setup all dependencies to make sure they work well together.
- Upload to github.
- Setup Cloud Firestore.

Task 2: Create login to access data from Firestore

- Create a login to access the key value pairs that will be uploaded by the user.
- Create a login for users through Firebase Authentication.

Task 3: Implement UI for Each Activity and Fragment

- UI for MainActivity will have A recyclerView of contacts namely, and a toolbar for settings.
- The next Screen will have a ViewPager for the different categories of foods. Each
 category of foods will have their own checkboxes that will be saved so when shared,
 others will know their food preferences.
- Users saved food preferences will be synced to Firestore through an option in toolbar.

Task 4: Implement QR code reader

QR code reader will be connected to userld. This will allow sharing by scanning on Image.

Describe the next task. List the subtasks. For example:

- Create Scanner for QR code reader.
- Link QR code with user I.D. and check for persistence.
- Link firestore to users ID.
- User preferences will be saved on Firestore, and accessed through Firestore.

Task 5: Build long list of common foods and containers

- Have predefined foods of all types (fats, vegetables, fruits, meats, allergens).
- Have these preferences saved on phone, when changed uploaded to Firestore.
- Make different Fragment for each type of food for the ViewPager (using FragmentPagerAdapter).

Task 6: Make Design more elegant

- Find a good theme for the app.
- Set Styles and make adjustments to predefined dimensions.

Task 7: Implement Widget

- Will show ingredients of the page that is opened in the app.
- Implement a broadcast receive after the widget is complete to update the widget when there when the user is in another users preferences.