

How to Use this Template

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Travelers Track

Description

Keep track of your travel by adding items such as events and tasks. Possible features may include keeping track of photos for each event/task.

Intended User

Travelers

Features

MVP

- Use solely Java Programming Language
- Add events and tasks
- Delete events and task
- Mark tasks completed
- Map view of location
- Ad Supported
- Accessibility support for RTL languages

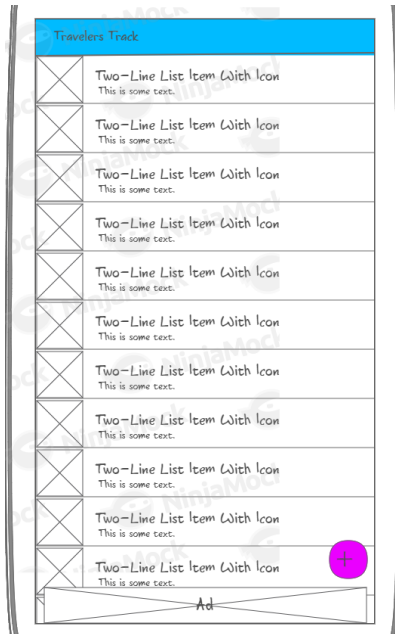
Nice to have

- Taking photos associated with each event/task
- Viewing photos associated with each event/task

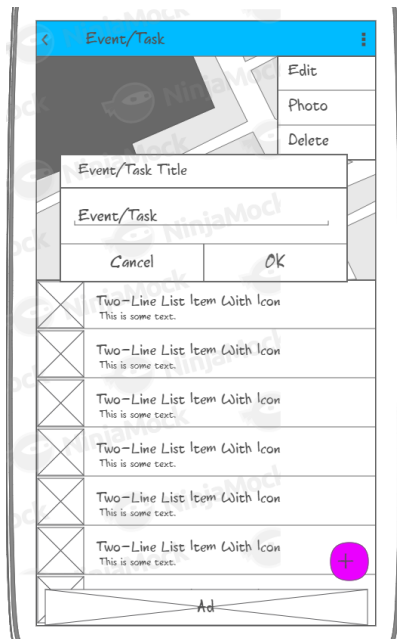
User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

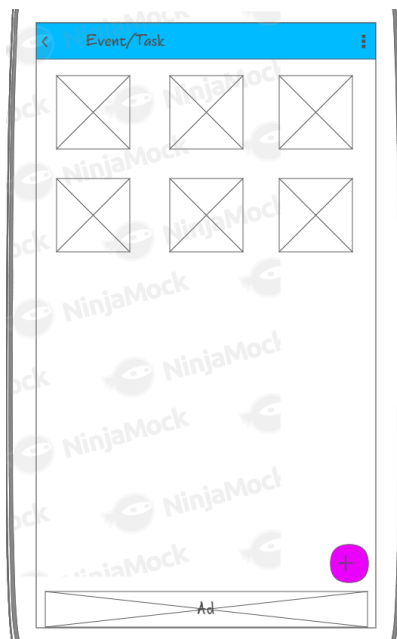
Screen 1



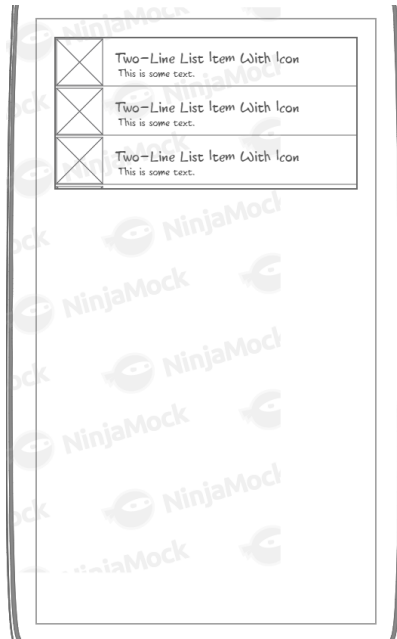
Screen 2



Screen 3



Widget



Key Considerations

How will your app handle data persistence?

Use room to manage data locally

- Use LiveData along with ViewModel to manage data changes

Describe any edge or corner cases in the UX.

- When there is no network a toast message will appear notifying the user.
- If an image can not be loaded a placeholder will appear in its place.

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

- Room
 - Used to persist and manage data
- Picasso
 - Used to make image request and cache

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

- Google Mobile Ads
 - Provide ads
- Google Maps
 - Provide a map view of event location

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

- Setup new project in android studios

Task 2: Implement UI for Each Activity and Fragment

- Build recycler view for listing events/task
- Build UI for event/task activity

Task 3: Implement required classes for activity

- Build adapter for recycler view
- Implement ads
- Implement maps
- Implement AsyncTask to make call for images

Task 4: Implement data related classes

- Implement data config
- Implement DAO
- Use Room

Task 5: Finish up code

- Clean up code for hardcoded strings
- Verify elements contain content descriptions where needed
- Verify elements contain focus required tags
- Check styles

Optional Tasks: Implement UI for tracking event/task photos

- Add button to get to photo activity in event/task fragment
- Build UI for viewing photos

Optional Tasks: Implement taking and storing photos

- Add intent to take and store photo (MediaStore.ACTION_IMAGE_CAPTURE)

Optional Tasks: Implement viewing photos

- Display photos in view from folder of photos taken

Versioning

Android Studio	3.1.4
Gradle	3.1.4
Room	1.1.0
Picasso	2.71828
Google Mobile Maps	15.0.1
Google Mobile Ads	15.0.1

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**”