**Android 6 Week Training**

**Final Project Requirements**

***WEEK 6: DAY 1 Software Design Life Cycle (SDLC)***

**Final Project overview**

Create the final project that encompasses what you have learned in this fast paced 6 week training so far. The project should be completed this week within the allocated time. You will present your final app on the scheduled day to the class. Make sure you keep your scope of your project to meet the requirements below and that you will be able to complete the project scope in the allocated time. Avoid scope creep or additional add ons until you get the main project requirements completed.

| Requirements Checkout |
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| * Multiple Screens (Main Screen, App Screen(s) * Fragment(s) * RecyclerView * Storage (Settings or SQLite) * App Bar (Icons and Menu) * 1 Thing Learned from Week 1(Unit 1 & Unit 2) * 1 Thing Learned from Week 2(Unit 3 & Unit 4) * 1 Thing Learned from Week 3(Unit 5 & Unit 6) * 1 Thing Learned from Week 4(Unit 7 & Unit 8) * 1 Thing Learned from Week 5(Unit 9 & Unit 10) * Optional: Use REST call to pull web Data (Retrofit/Volley) |

**Final Project: Presentation**



Now that you have completed your Final Project, it’s now time for you to present your Final Project. Follow these steps to help prepare you for your ***Final Project Presentation(5-8 min)***

* **FINAL PROJECT PITCH DOCUMENT:** Go over your Project Pitch that you turned in on Day 1 from Final Project Prep documentation. Make sure your Project Pitch answers the following questions  
  **a)** What is the product/app? Give me a brief overview of the capabilities and what they do

and how do they work?

The application I created allows users to search or view thousands of recipes through an api called spoonacular. <https://spoonacular.com/food-api>. When the user launches the app a recyclerview will display random recipes through the random endpoint. Everytime the activity is created, new random recipes will populate the screen. The views in the recycler view only display the food image associated with the recipe and name. The user is also able to click on the recipe and they will be brought to the detail screen. The detail screen provides more information on the recipe and also allows the user to save the recipe into a room database. The user can also click the share icon to be taken to the source of the recipe if they would like even further information.

**b)** Who is the target audience? Just some basic information about target audience/demographic

This application targets a learning audience, those who are venturing out into culinary work or those who want to cook something new and challenging.

**c)** What are the key selling points that make your final project stand out?

I designed the app to allow the pictures of the food pop out to the user enticing them to click the recipe and learn how to make it.

**d)** Why would a client choose your Studio to make this final project for them?

I am confident in my designing and programming ability, I can implement even the toughest designs and implementations. I communicate with the client throughout the project to make sure I and most importantly the client are on the same page.

**e)** How does your project meet all the requirements? List each requirement from above and explain how your final project meets this requirement.

My application has multiple screens, multiple fragments, multiple recyclerviews and a sqlite room database. It also has a menu bar in the details screen with menu options a user can click on. Unit 1 and Unit 2 covered the fundamentals of android and the layouts used to create the UI. I created an activity that displays 3 fragments to help separate logic.

Unit 3 and Unit 4 covered intents, menu, dialogs and touch. My recyclerview click events starts with an intent to open the next activity. As discussed before, I implemented a menu in the details screen. Unit 5 and Unit 6 covered fragments and worked with data. As mentioned before I used three fragments in one activity to create a fluid UI. I make a Retrofit api call in my application to populate the recycler view with data. Unit 7 and Unit 8 covered background tasks, graphics, animations and sound. The Retrofit api calls are being done on a background thread. I created an AppExecuter with 3 thread pools and overridden the run implementation to run the api call in the networkIO. I wanted to use graphics in my app but ran out of time. I had an idea of creating a custom progress bar that would display the fat, protein and calories in a recipe. Unit 9 and Unit 10 covered sensors, camera, location and testing. With the given time constraint i didn't have any time to implement a service nor could i figure out what service my app could benefit from using. I did however do a lot of testing and debugging, so much that I reached the limit of my api calls.

* **APP:** Showcase your Final Project app functionality using the Emulator
* **QUESTIONS TO ANSWER:** What was the hardest thing to integrate into your Final project? Why? What was a challenge you overcame to build your Final Project? Did you leave any functionality out from the original Project Pitch that did not make it into your App? If so, explain your decision to exclude the feature(s). If not, explain additional features that you could add into your app in the future to enhance your app.

| Final Project Presentation Checklist |
| --- |
| * Completed my Project Pitch Document ([Turn In](https://classroom.github.com/a/8mfQQ0DI)) * Can present/discuss all questions on Project Pitch Document: **a)** What is the product/app? Give me a brief overview of the capabilities and what they do and how they work?  **b)** Who is the target audience? Just some basic information about target audience/demographic **c)** What are the key selling points that make your final project stand out? **d)** Why would a client choose your Studio to make this final project for them? **e)** How does your project meet all the requirements? List each requirement from above and explain how your final project meets this requirement * Completed My Final Project App ([Turn In](https://classroom.github.com/a/8mfQQ0DI)) * Can present/discuss all questions for my Presentation: **a)** What was the hardest thing to integrate into your Final project? Why? **b)** What was a challenge you overcame to build your Final project? How did you overcome that challenge? **c)** Did you leave any functionality out from the original Project Pitch that did not make it into your app? If so, explain you decision to exclude the feature(s).  **d)** Explain additional features that you could add into your app in the future to enhance your app. |