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Cocktail Companion

Description

Discover new and exciting cocktails! Add your favourite ingredients to discover what you can make from a list of over 1000 cocktails, ready for you to make! Sort through the list based on the ingredients you love. Fancy something completely new? Let the app pick a cocktail at random just for you!

Easy to follow measure guide with step-by-step instructions to help you perfect your chosen cocktail, every time!

Not only can you search for cocktails, you can save and share your favourite discoveries with your friends and family!

Happy cocktail building!

Intended User

The intended user will be anyone that enjoys making, discovering and tasting cocktails. This can include a wide range of adults such as students, aspiring mixologists, the casual cocktail drinker or anyone with a private home bar.

Features

- Browse through a list of over 1000 cocktails
- Sort/Search through the list based on favourite ingredients
- Save favourite cocktails
- Discover what you can make from your own ingredients
- App will pick a random cocktail for the user

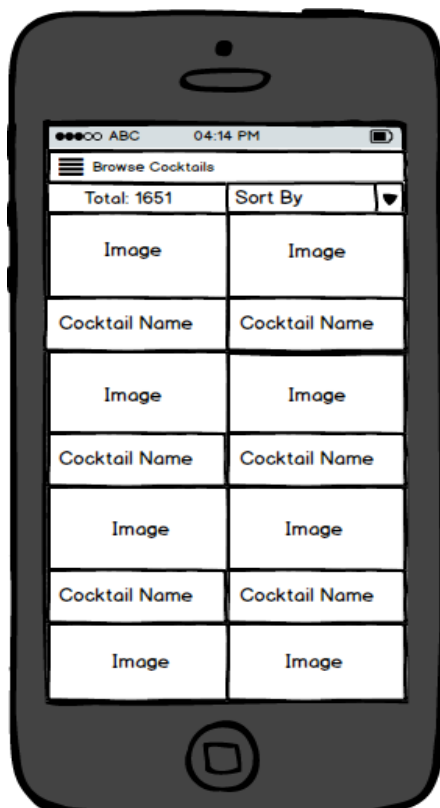
User Interface Mocks

Screen 1 - Splash Screen



This is the splash screen of the application. It loads any saved data and once finished launches the home screen of the application.

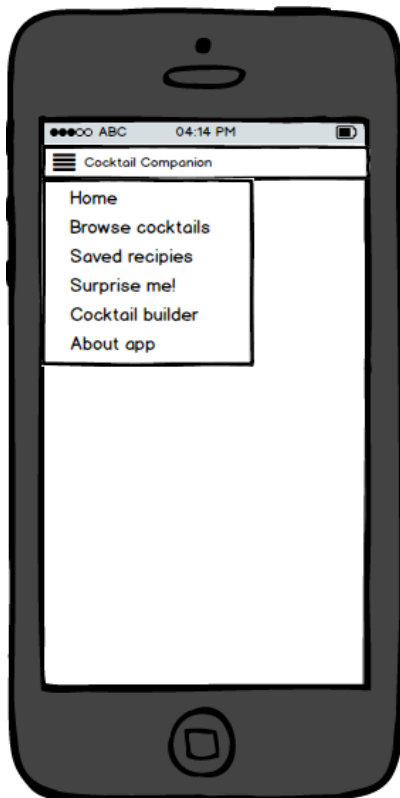
Screen 2 - Browse Screen



This is the main screen of the application. The purpose is to enable the user to browse the latest cocktails. It also enables the user to sort and filter through the list to find the ideal cocktail. Clicking on any thumbnail enables the user to find out more details about each cocktail.

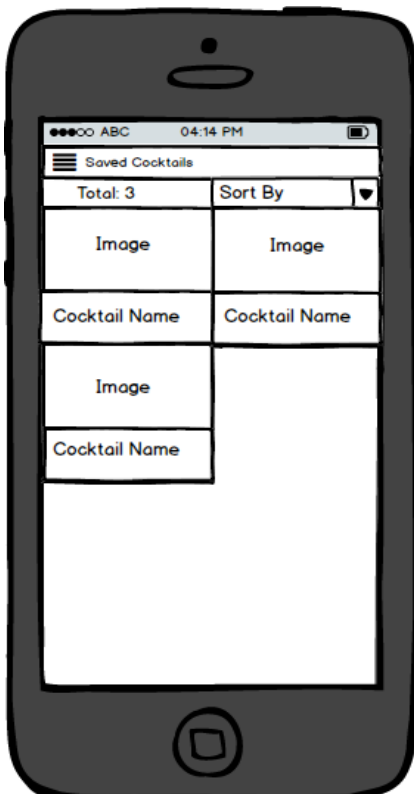
Clicking on one of the cocktail thumbnails takes the user to the detail screen of that particular cocktail.

Screen 3 - Navigation Menu



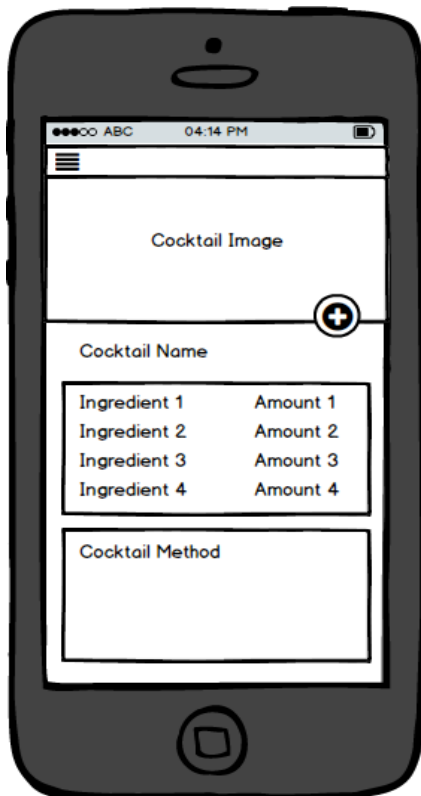
This is the main navigation drawer. This is accessible from every main screen on the application and provides easy navigation to the other screens.

Screen 4 - Saved Cocktails



When a user finds a cocktail they like, they press the plus icon on the detail screen (next screen) and it will add to this list of cocktails. The user can return to this screen at any time and the cocktails will be saved.

Screen 5 - Cocktail Detail



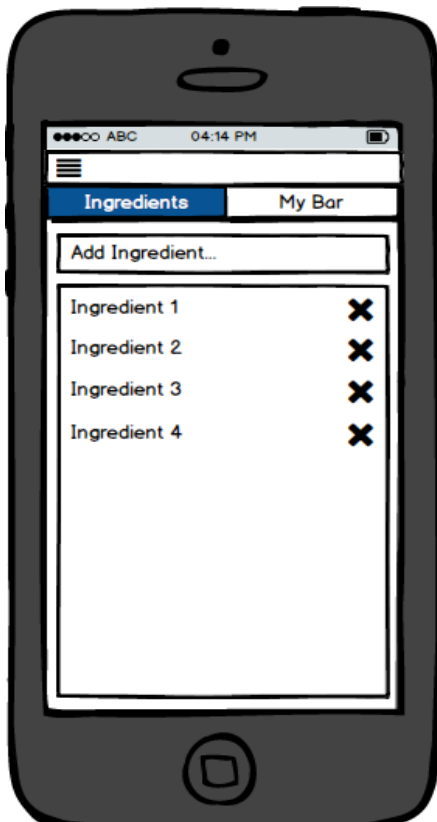
This screen shows the details of a cocktail. It opens when a user clicks on a cocktail on the browse, saved cocktail screen or when a user clicks on a created cocktail from the ingredient screen (next screen).

This screen displays the cocktails photo, ingredients with amounts along with the method for making the cocktail.

The plus button next to the photo is a floating action button that enables the user to bookmark the cocktail and it will appear in the saved cocktail list.

The user will also be able to share the cocktail from this screen to let friends know on social media about their discovery.

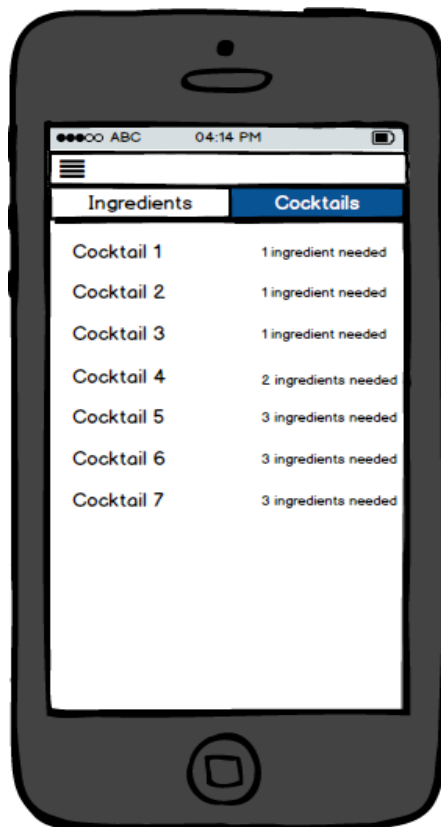
Screen 6 - Cocktail Ingredient Screen



This screen enables the user to add the ingredients they currently have so that they can be shown the possible list of cocktails they can create.

The user searches for the ingredient within the list of ingredients from the API and adds it to the users' ingredient list. The tab 'My Bar' is then clicked and the user can discover what cocktails their ingredients can make.

Screen 7 - Cocktail Main Screen



The resulting screen will be viewable with a list of cocktails once the user has added some ingredients on the previous tab.

The screen displays the possible cocktails the user can make based on the ingredients the user has available, enabling them to discover and create new cocktails.

The user can click on a cocktail and it will take them to the cocktail detail screen where they can learn more about the recipe.

Key Considerations

How will your app handle data persistence?

The application will connect the cocktail db API (<http://www.thecocktaildb.com/>). This will be used to get the list of cocktails along with any ingredients, methods or images required. For any cocktails without an image, a placeholder image will be used.

Describe any corner cases in the UX.

In terms of UX, it will be pretty standard. The user will be able to freely navigate through the screens using the navigation drawer. The back button on the Android bar will enable the user to go back one screen as I will be implementing the feature where screens get added to a 'stack', this will enable the user to follow back up from the screens they have navigated down into.

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

Picasso will be used for image loading from the API to the thumbnails and cover images on the details screen. This is because it makes handling images from a URI a lot easier.

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

- Update Android Studio to latest build
- Create a new project
- Configure libraries

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Splash Screen Activity
- Build UI for Browse Activity
- Build UI for Saved Cocktails Activity
- Build UI for Cocktail Detail Activity
- Build UI for Cocktail Creator Activity
- Build UI for Cocktail Creator Ingredient Fragment
- Build UI for Cocktail Creator Cocktail List Fragment
- Build UI for About Application Activity

Task 3: Test APIs and Librarys

- Check that data can be received from the CocktailDb API
- Check that data can be processed from the API through the Picasso Library
- Implement placeholder image through Picasso for cocktails without an image
- Implement error handling on the API and Library data

Task 4: Navigation

- Add the navigation drawer
- Test that the user can go into the deepest point of the app and go back to the browse screen using the Android back button successfully

Task 4: Shared Preferences

- Add shared preferences to save the cocktails
- Test that the user can save a cocktail into the list successfully
- Check that a user can remove a list by clicking on the highlighted plus icon on the cocktails detail screen

Task 5: Social Media Interaction

- Implement the feature that allows the user to post a cocktail recipe to a social media account
- Implement the feature that allows the user to send the cocktail name in a message to someone on a social media account
- Test that the new features work

Task 6: Optimise

- Optimise the application to work with all types of mobile devices with different screen sizes
- Optimise the application to work with tablets – this will include creating a new layout if needed

Task 7: Testing

- Test that the application works across a range of devices and the layouts are behaving as designed
- Test all user flows through the application to make sure UX is well engineered
- Make the application as bug free as possible

Task 8: (Possible Extra) Add a free and paid flavour

- Add a free flavour to the application that has an advert at the top of each screen to generate some income for the application when it has been released on the store

Task 9: (Possible Extra) Add an embedded wear application

- Add a wearable application that is embedded into the main application
- The application will feature the 'surprise me' function from the main application and it will display the recipe to the user so that they can carry on making cocktails while glancing at the wearable