How to Use this Template

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GitHub Username: KevashanGovender

The Curious Foody App

Description

The Curious Foody App is the app that you've been waiting for all your life, ever wanted quick access to tons of recipes with ingredients and step by step instructions on what to do to make a great meal? Well here you go all bundled up in a nifty little app at your fingertips. Search by ingredient, or maybe you feel like a type of food maybe Vegan tonight, or maybe you want to make an amazing Japanese dish to blow your dates mind? What if you in the store not sure what you want to cook for dinner? Give our recipe suggestion tool.

App will be written exclusively in Java, and will only utilize stable release versions of any libraries consumed in the project.

Intended User

The intended user of this app is the person who enjoys cooking but the thought of sifting through recipes online or going through cookbooks a bit daunting. This app is a quick and easy way to find a recipe to cook up.

Features

- Get recipes by region, main ingredient or even type(seafood, vegan etc)
- Get a random recipe
- Search for a specific recipe based on name(Arrabiata, Creme Brulee etc)
- Deeplink to a Youtube video of the recipe with the steps
- List the ingredients for the specific recipe
- Lets a user favorite recipes
- A homescreen widget to display a selected recipe
- Will suggest a random recipe once a day via a notification

User Interface Mocks

UI mocks can be found at Figma mocks

Key Considerations

How will your app handle data persistence?

- Data persistence will be done using room and firebase realtime db.

Describe any edge or corner cases in the UX.

- If the user can't be authenticated, a retry dialog will be shown and if still issues persist a clear error message will be shown telling the user to please try again later.
- As the app is reliant on an data from a third party API, the first activity of the app will do a check to see if an internet connection is present and if not will display a screen to the user explaining that internet is needed to use the app.

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

- Picasso for loading the recipe images or any image that needs to be fetched from a url. Picasso is easy to use and simplifies loading images from the web.
- Retrofit will be used as my REST client. I enjoy the simpleness of the api and how clean it makes the code.
- Firebase SDK for authentication and push notifications
- The navigation architecture component

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

- Will be using the themealdb api for all the food/recipe interactions. The api is free and because this app will not be released on the play store will be using a development key provided by them.
- Firebase authentication will be used because personalized notifications will be shown by the app

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

- Set up the initial project

Task 2: Build the service and repository layer

- Implement the service and repository layer for the project

Task 3: Implement the task and task factory layer

- Implement the task and task factory for the different service calls. The app will make use of Async tasks to interact with themealdb api.

Task 4: Build the view and view models

- Build the viewmodels for the different screens
- Build the views for the different screens
- Implement the firebase authentication and cache user info

Task 5: Test the application

- Perform QA on the app

Task 6 : Build the background service for showing a notification once a day

- Build background service for showing a notification with a random recipe

Task 7 : Build the homescreen widget

- Build the homescreen widget for a user last viewed recipe