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Quech Delivery Provider

Description

This app is to support goods suppliers in managing orders. Orders can be fetched from the backend using rest api. Payment status and order status can be changed from the app.

Supplier can sign up and sign in to the app. Supplier can add detail about them while signing up.

Intended User

This app is for goods suppliers.

Features

- Sign up - Add personal/store details
- Sign in, Retrieve forgotten password
- Fetch orders from the backend server
- Display list of orders category wise
- Change the status of order

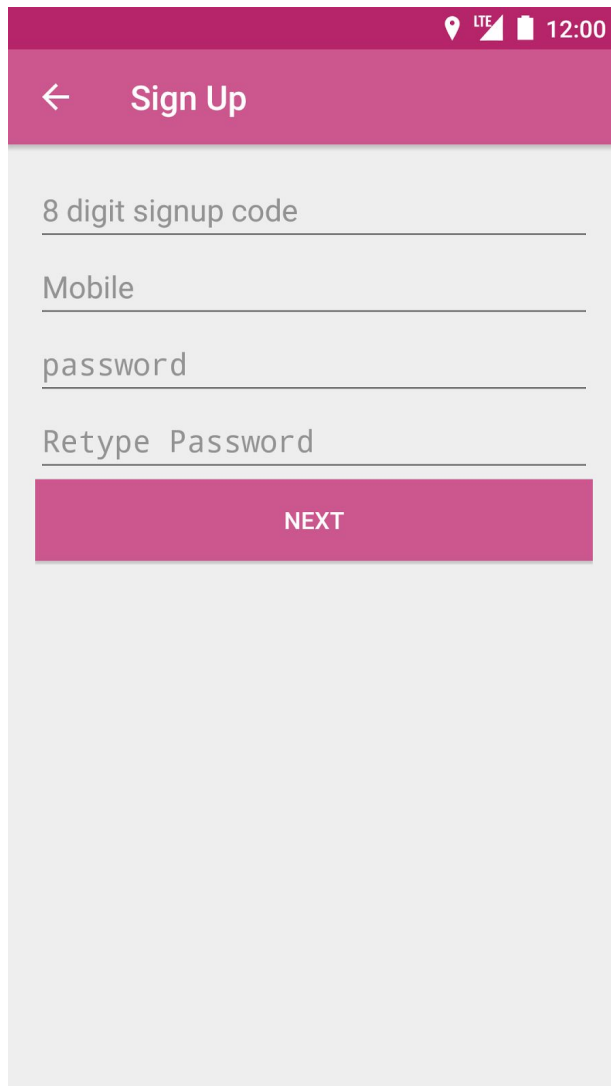
User Interface Mocks

Screen 1



Welcome Screen. From here user can either Sign up or sign in to use the app.

Screen 2



A mobile application screen titled "Sign Up". The screen has a light gray background. At the top, there is a dark red header bar with a white back arrow icon and the text "Sign Up". Below the header, there are four text input fields with gray placeholder text: "8 digit signup code", "Mobile", "password", and "Retype Password". Each input field has a thin gray underline. Below the input fields is a dark red button with the white text "NEXT". At the very top of the screen, above the header bar, there is a status bar with icons for location, LTE signal, battery, and the time "12:00".

Sign Up Screen - Main Page

Screen 3

The image shows a mobile application interface for a sign-up screen. At the top, there is a status bar with a location pin icon, 'LTE' signal indicator, a battery icon, and the time '12:00'. Below the status bar is a magenta header bar with a white back arrow icon and the text 'Sign Up'. The main content area has a light gray background. A gray message box at the top states: 'A 4 digit One Time Password (OTP) has been sent to your mobile number. Please enter it below.' Below this message is a text input field with the placeholder text 'OTP' and a blue underline. Under the input field are two magenta buttons: 'SUBMIT' and 'RESEND CODE'.

Sign Up Screen - OTP


Screen 4

Landmark

Line1

Line2

Optional



LOCATE ON MAP

Name

Optional

Shop Name

Mobile

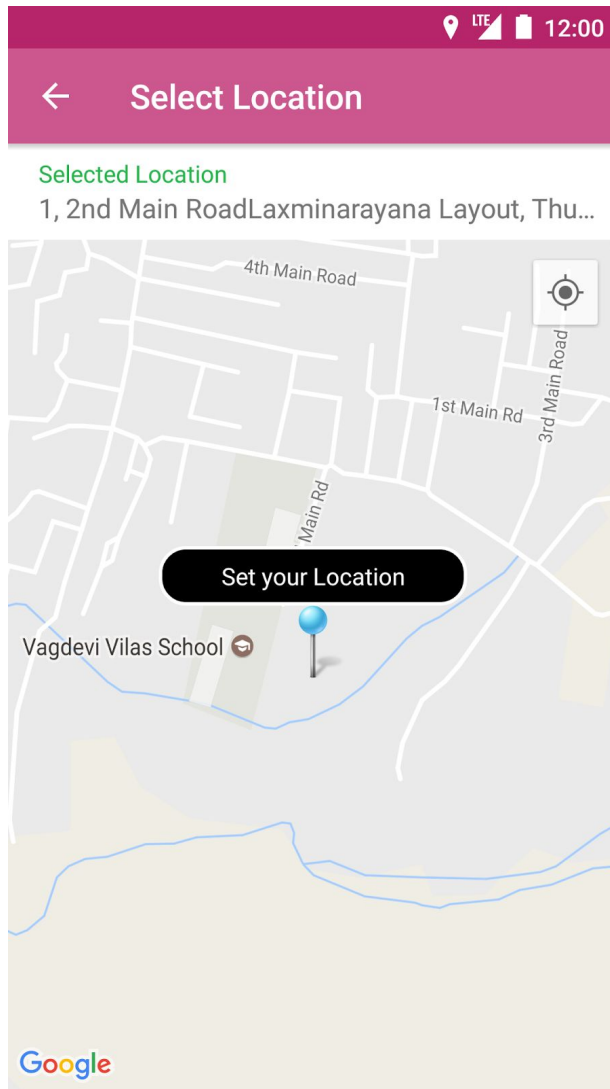
9916535748

Alternate Mobile

NEXT

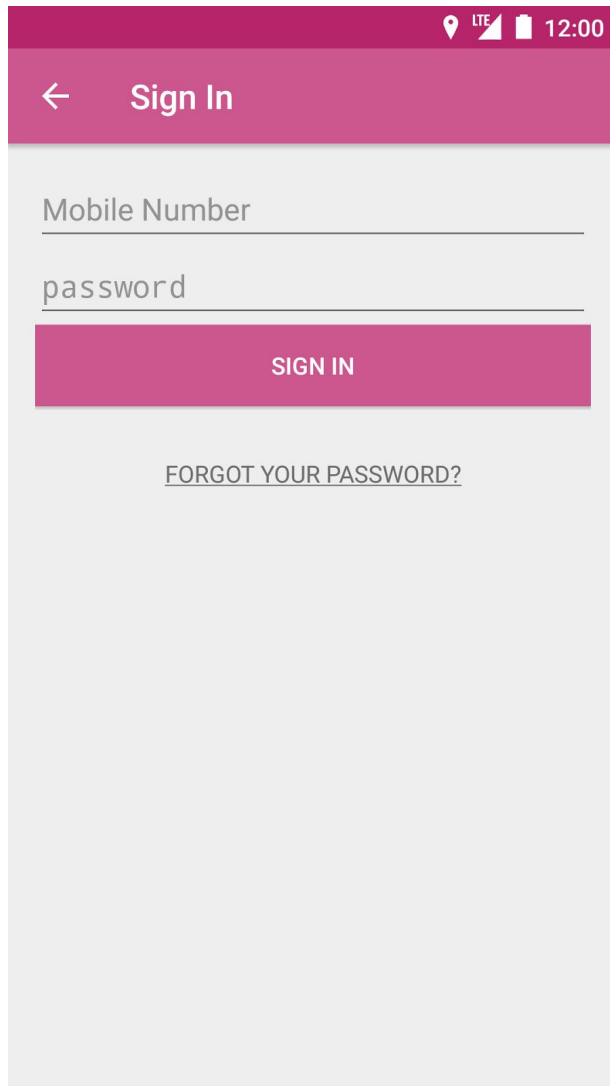
Sign Up Screen - Add personal details

Screen 5



Sign Up Screen - Add GPS location

Screen 6



A mobile application screen for signing in. The screen has a light gray background. At the top is a dark red header bar with a white back arrow, the text "Sign In", and status icons (location, LTE, battery, and time 12:00) on the right. Below the header are two text input fields: the first is labeled "Mobile Number" and the second is labeled "password". Below these fields is a dark red button with the text "SIGN IN" in white. At the bottom of the form area is a link that says "FORGOT YOUR PASSWORD?".

← Sign In

Mobile Number

password

SIGN IN

[FORGOT YOUR PASSWORD?](#)

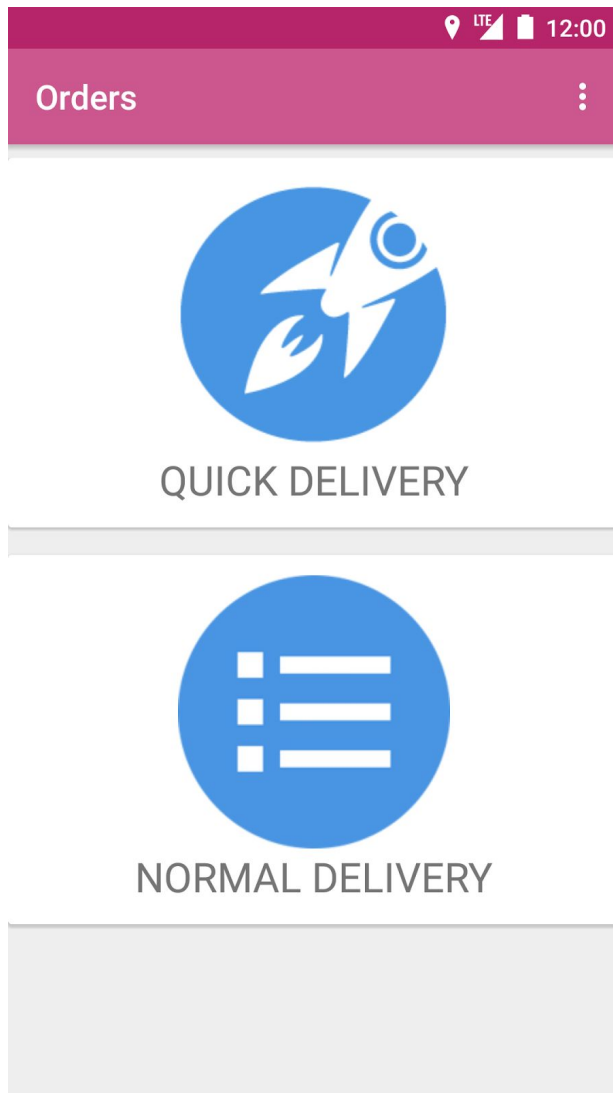
Sign In Screen - Main Page

Screen 7

The screenshot shows a mobile application interface. At the top, a pink status bar displays a location pin icon, 'LTE', a battery icon, and the time '12:00'. Below this is a dark purple header bar with a back arrow icon and the text 'Sign In'. The main content area is dark gray and contains two input fields: 'Mobile Number' and 'password'. A white modal dialog is centered on the screen with the title 'Forgot Password'. Inside the modal, it says 'You can reset your password using OTP sent to registered mobile or email.' Below this text are two input fields: 'Mobile' and 'Email', separated by the word 'OR'. At the bottom of the modal are two blue buttons: 'CANCEL' and 'SUBMIT'.

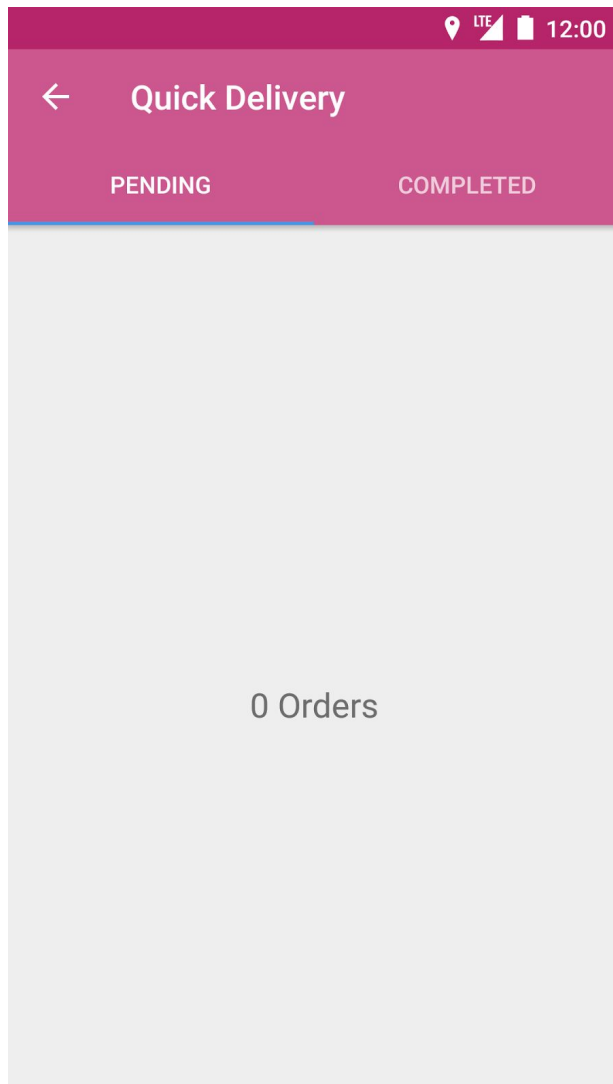
Sign In Screen - Forgot Password

Screen 8



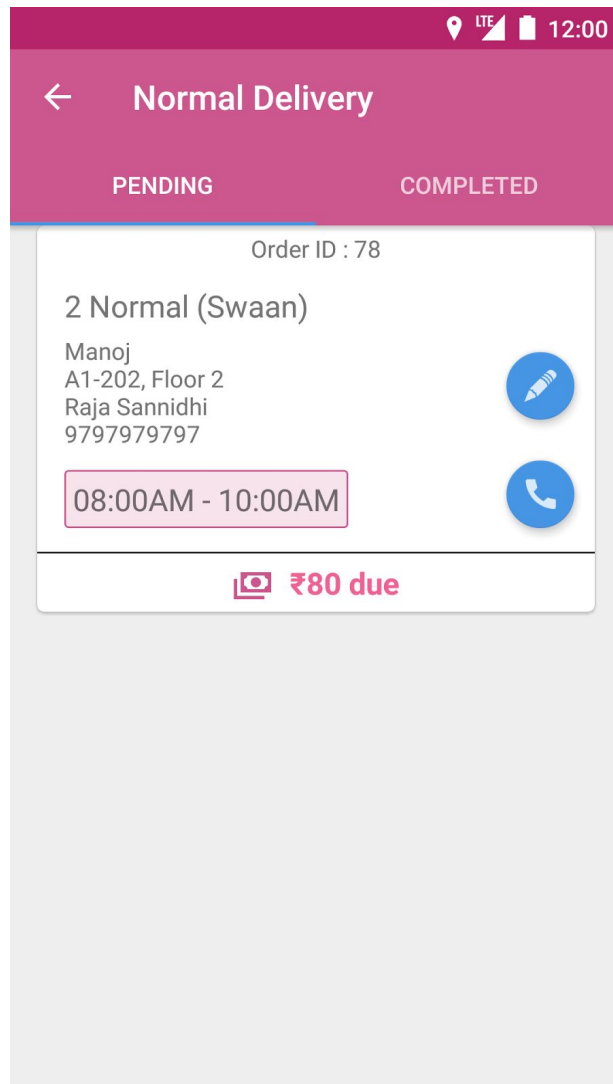
Order Screen - Main Page (Category tiles)

Screen 9



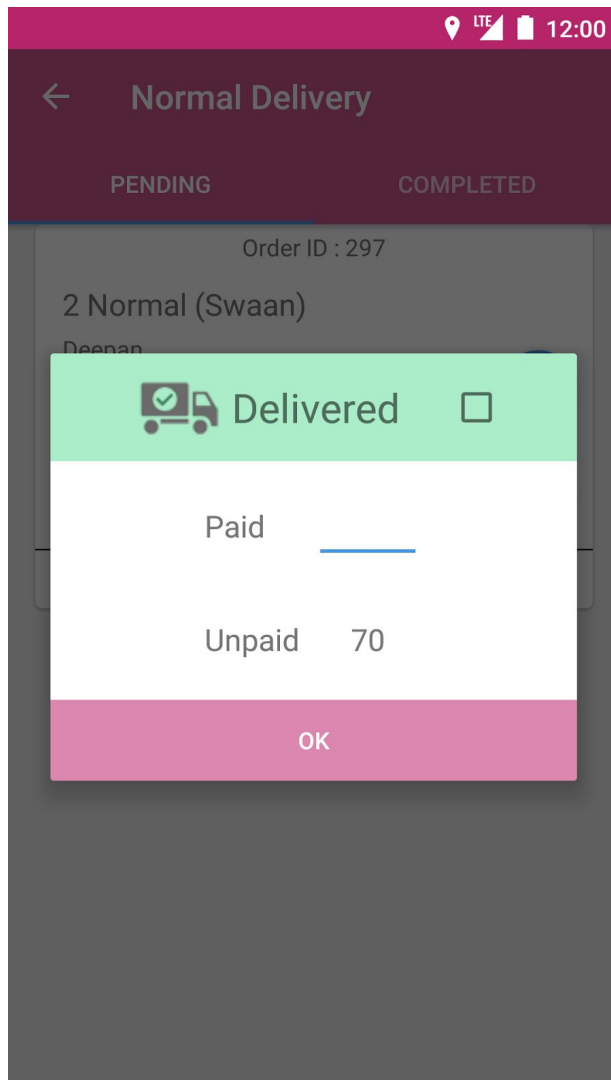
Order Screen - Empty Order List

Screen 10



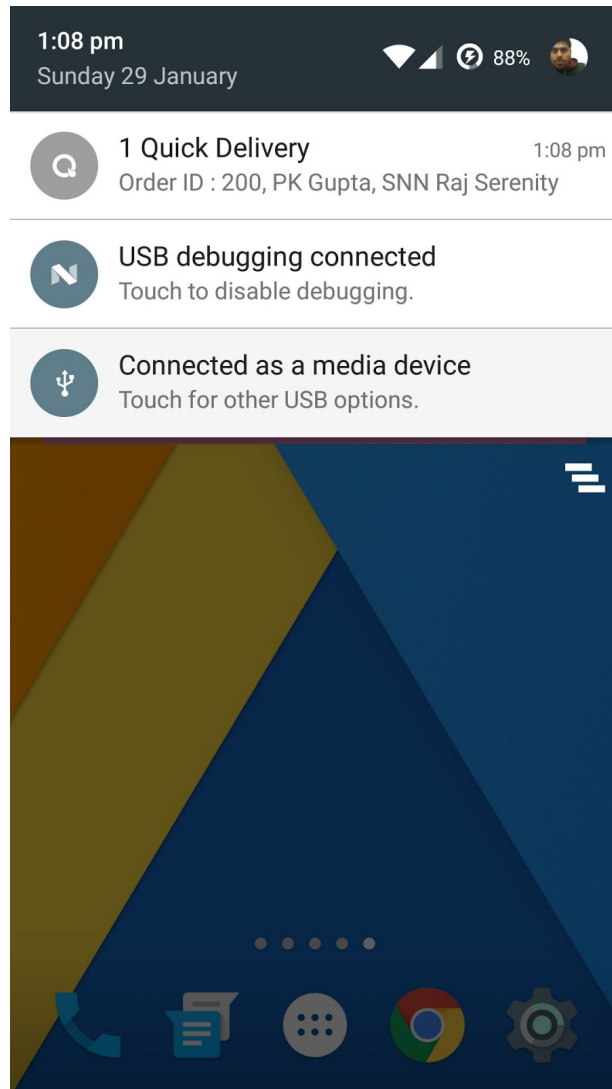
Order Screen - Order List

Screen 11



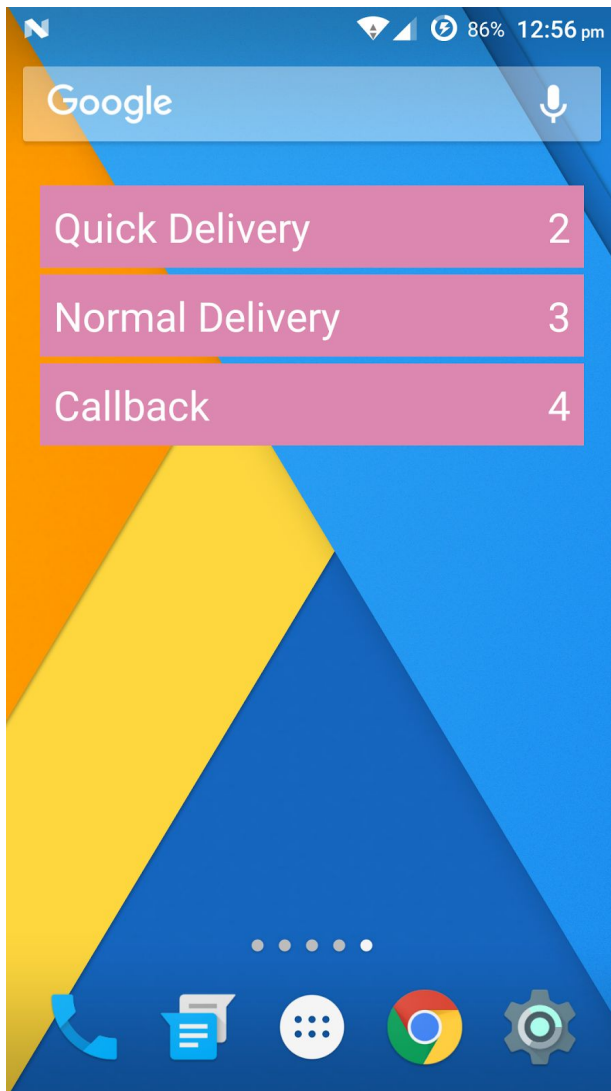
Order Screen - Status Update

Screen 12



Order Notification

Screen 13



App Widget

Key Considerations

How will your app handle data persistence?

1. 1 day of order details will be saved using content provider. It will be used to display the orders when network is not available.

2. When signed in, API Authorization token will be saved in the sharedpreferences to authorize the web api calls.

Describe any corner cases in the UX.

How can i sign in as different user?

To sign in as different user, You have to click on logout button at the order screen home.

Where can i enter details about payment in the order?

While changing status of order, a pop-up opens asking details about paid and unpaid amount. By default all amount is shown as paid. It can be adjusted and saved.

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

For example, Picasso or Glide to handle the loading and caching of images.

1. Retrofit - It is being used for consuming the REST Api. It provides in house support for parsing JSON and is fast and easy to use.
2. Calligraphy - It is being used to easily implement the custom fonts in the applications.
3. EventBus - It is being used to pass the events between different android components. It makes easy to implement instead of using interfaces which makes it messy.

Describe how you will implement Google Play Services.

Describe which Google Play Services you will use and how.

Google map will be used to store the supplier location. While signing up, supplier has to select his current location in the map. An Activity containing google map will be opened, which will point to the current location. Though other location can be selected manually.

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

- Choose primary, secondary and other colors.
- Required configurations to be handled by the application

- Configure libraries
- Set up the build variants and product flavors

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Account Home Screen
- Build UI for Sign Up Home Screen
- Build UI for Add Details Screen
- Build UI for Map Activity
- Build UI for Add Items screen
- Build UI for Sign In Screen
- Build UI for OTP Screen
- Build UI for Forgot Password Screen
- Build UI for Order Home Screen
- Build UI for Empty Order List
- Build UI for Order List Item
- Build UI for Order Status Change Screen

Task 3: Add Maps functionality

In the maps activity, load the current location and show in the center of the screen.

- User can move the pointer to anywhere in the map and select the location
- User can click on a button to move to the current location
- A textbox is displayed to show the selected location address details.

Task 4: Network Handling

Create base classes for handling networking.

- Connect to the main endpoint
- Handle any errors

Task 5: Add Widget

Add widget for the application.

- Design layout for the widget

- Update data in the widget

Task 6: Add Notification

User should get notification for new orders if he is not on the app screen. Tapping on the notification opens the order list screen.

- Set up the notification categories
- Handle the notification click actions

Task 7: Add Content Provider

Create content provider .

- Connect to the main endpoint
- Handle any errors

Task 8: Connect the UI Flow

Make the navigation of app user friendly .

- Sign Up to order status update
- Sign In to order status update