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Reach Your Spot

Description

Imagine the situation when you visit completely new and unknown city or place and you want to require all the details about this unknown place. How to get all details? Reach Your Spot is right place where you find all details of the unknown place. It is a great navigation tool to take on a vacation as you can find places near your location and your way around an unfamiliar city. Reach Your Spot will provide you with all the available places near your location, with details for each and every one of them.

Intended User

Travelers, tourist , any person

Features

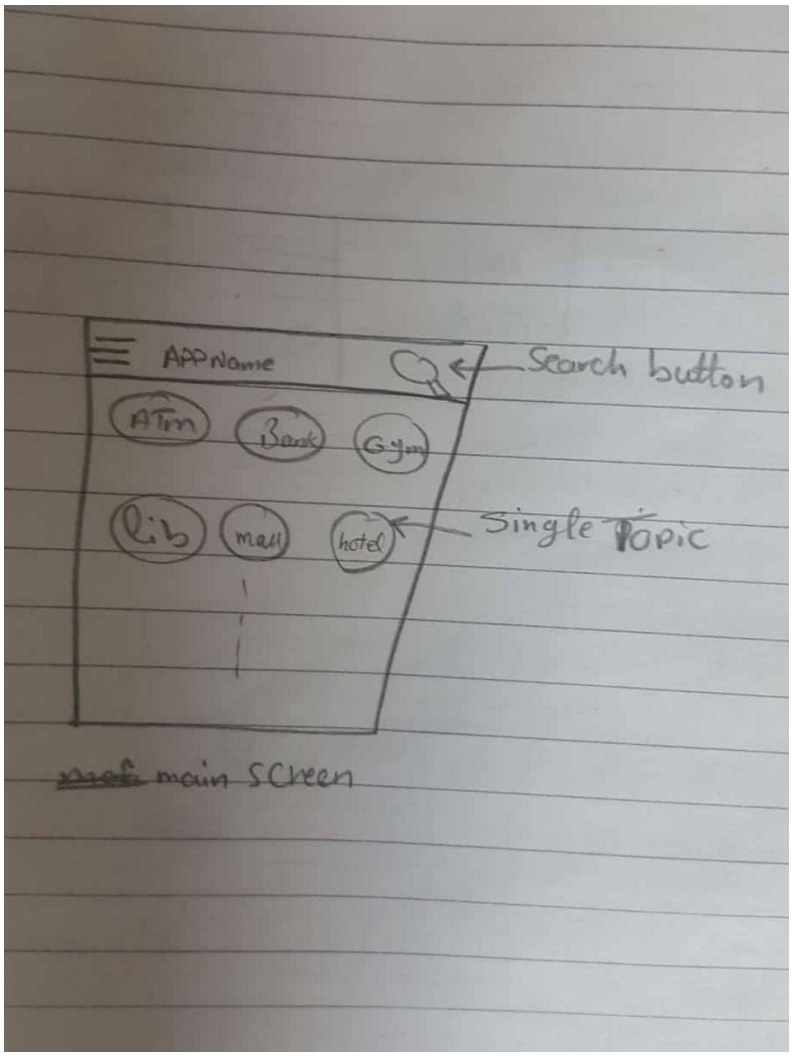
List the main features of your app. For example:

- Find easily nearby atm, bus stand, bars, banks, clubs, food points, hotels, restaurant, museums, pharmacies, hospitals, gym, Library or any other place you want to search.
- Each place details include rating, address, phone number, images, distance from your current location, website, user reviews, working hours, price level.
- Find quickly nearby places with a single tap by customizing your home page categories (select display categories from the available list or add your manually searches).
- View all search results in either list..
- Get step by step directions with Map with estimated time and distance.
- Fast & Accurate Results
- Works all over the world
- Add places to Favorite list.
- Category based Filter Option
- Share the place with your friends (WhatsApp, Facebook, Email etc).
- View the working hours of each place
- Download the image of the Place as well as share image your friends(WhatsApp, Facebook, Email etc).

User Interface Mocks

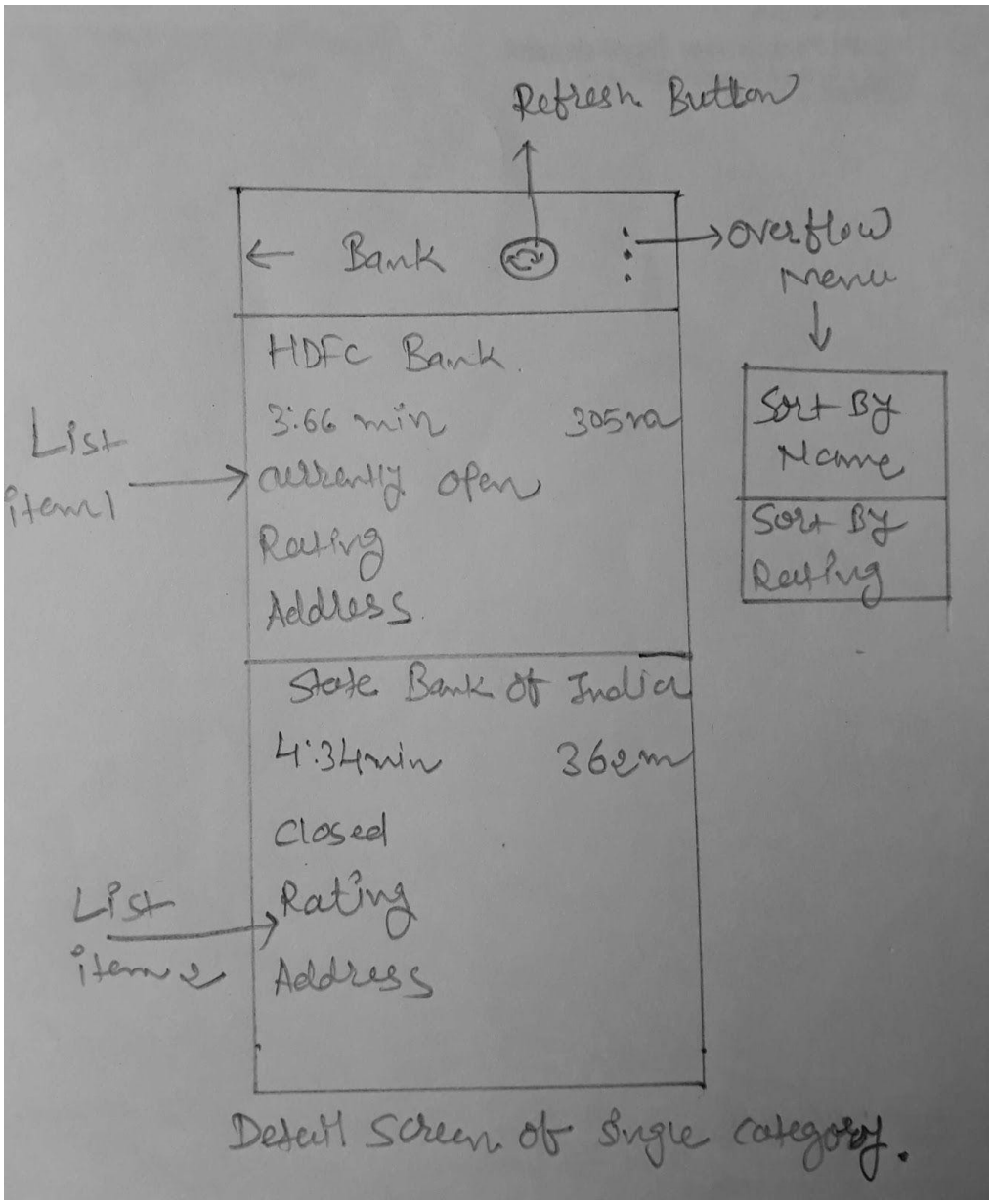
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



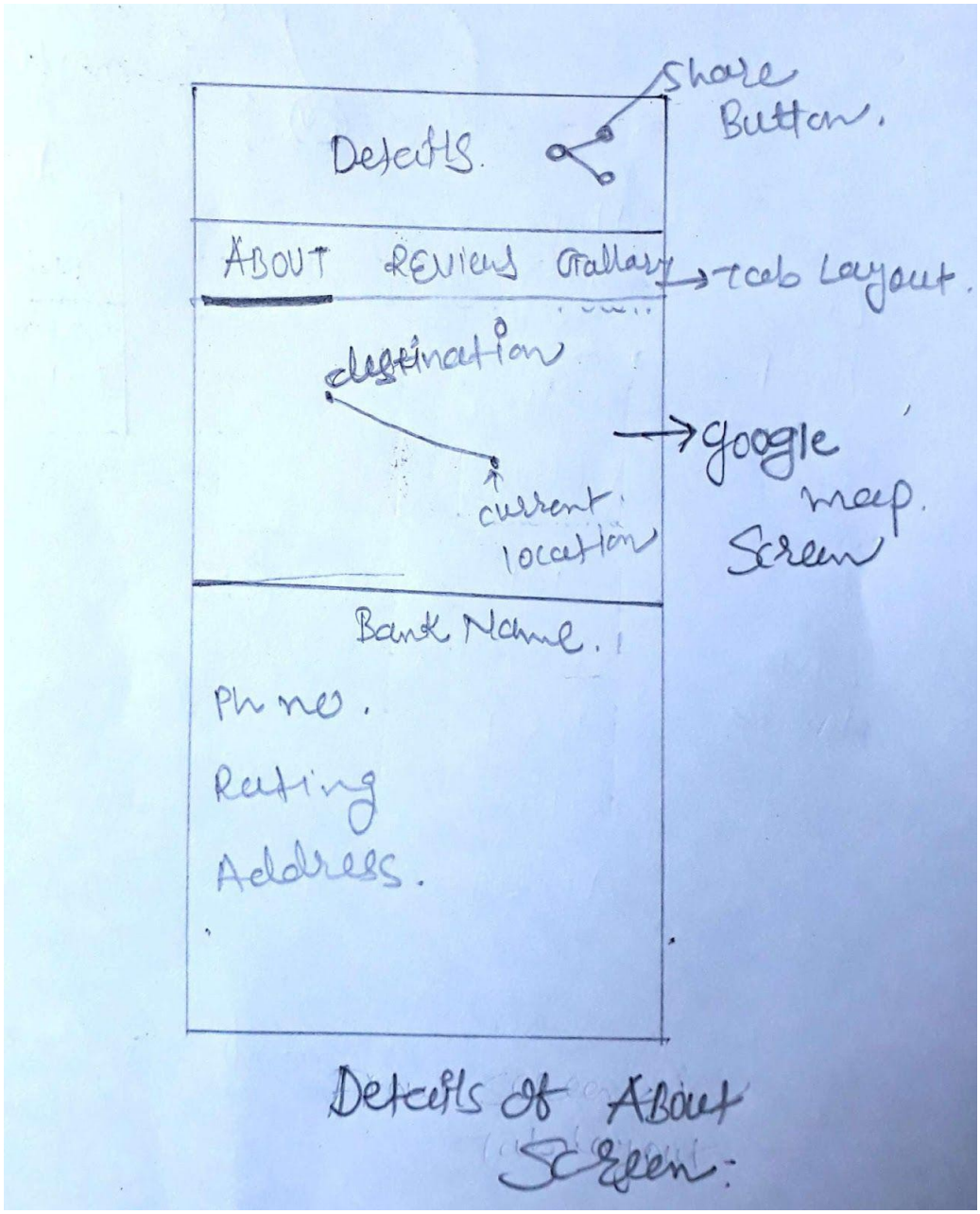
First Screen (Main Screen) allow user to choose single category from all categories and it navigate the detail screen of the single category.
Allow user to search any single category from multiple categories.

Screen 2



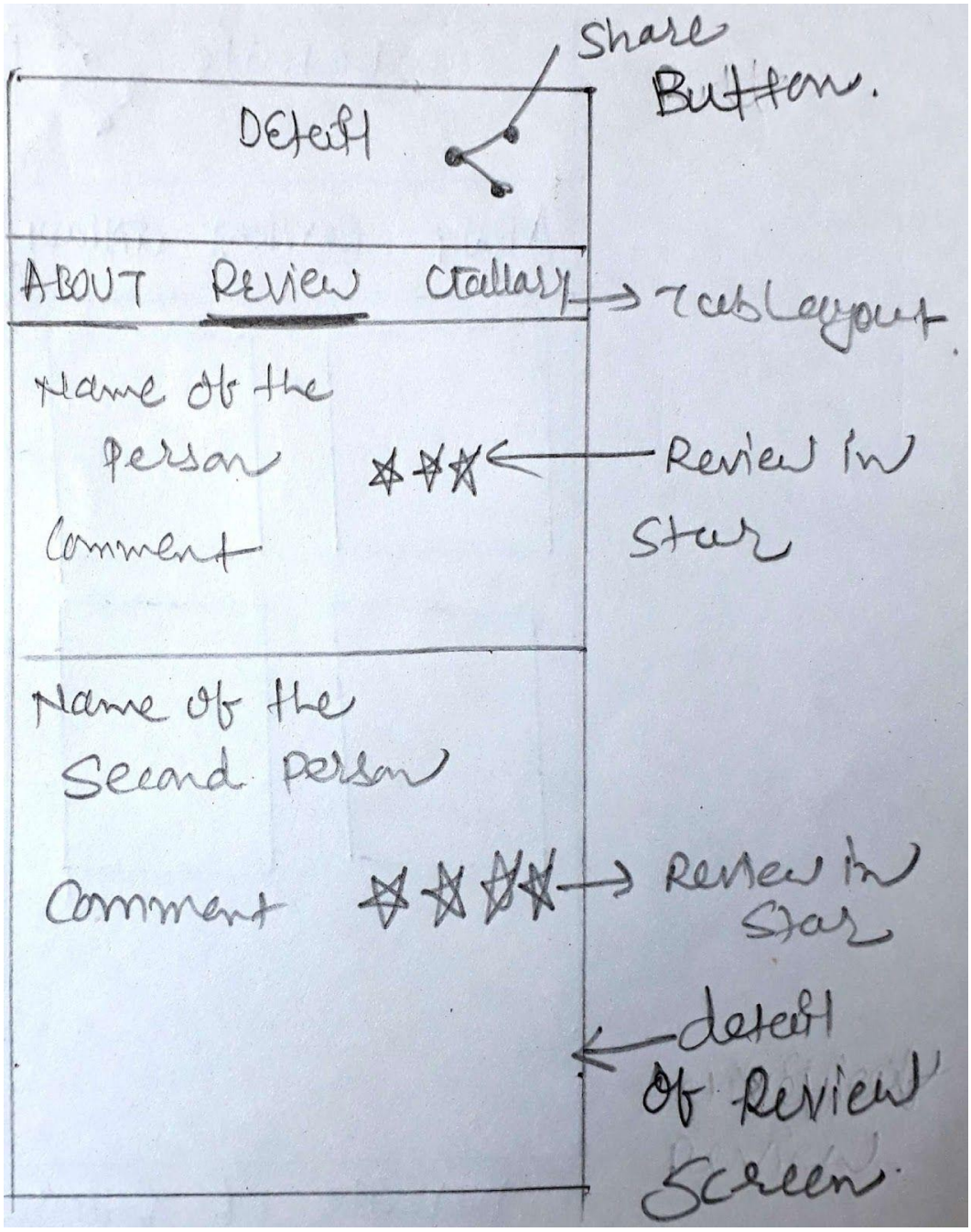
Detail Screen of the single category. Display all the item's details like place name, distance , opening status, rating, address. Tapping on refresh button refresh the list and also user sort the data by name or rating using overflow menu.

Screen 3



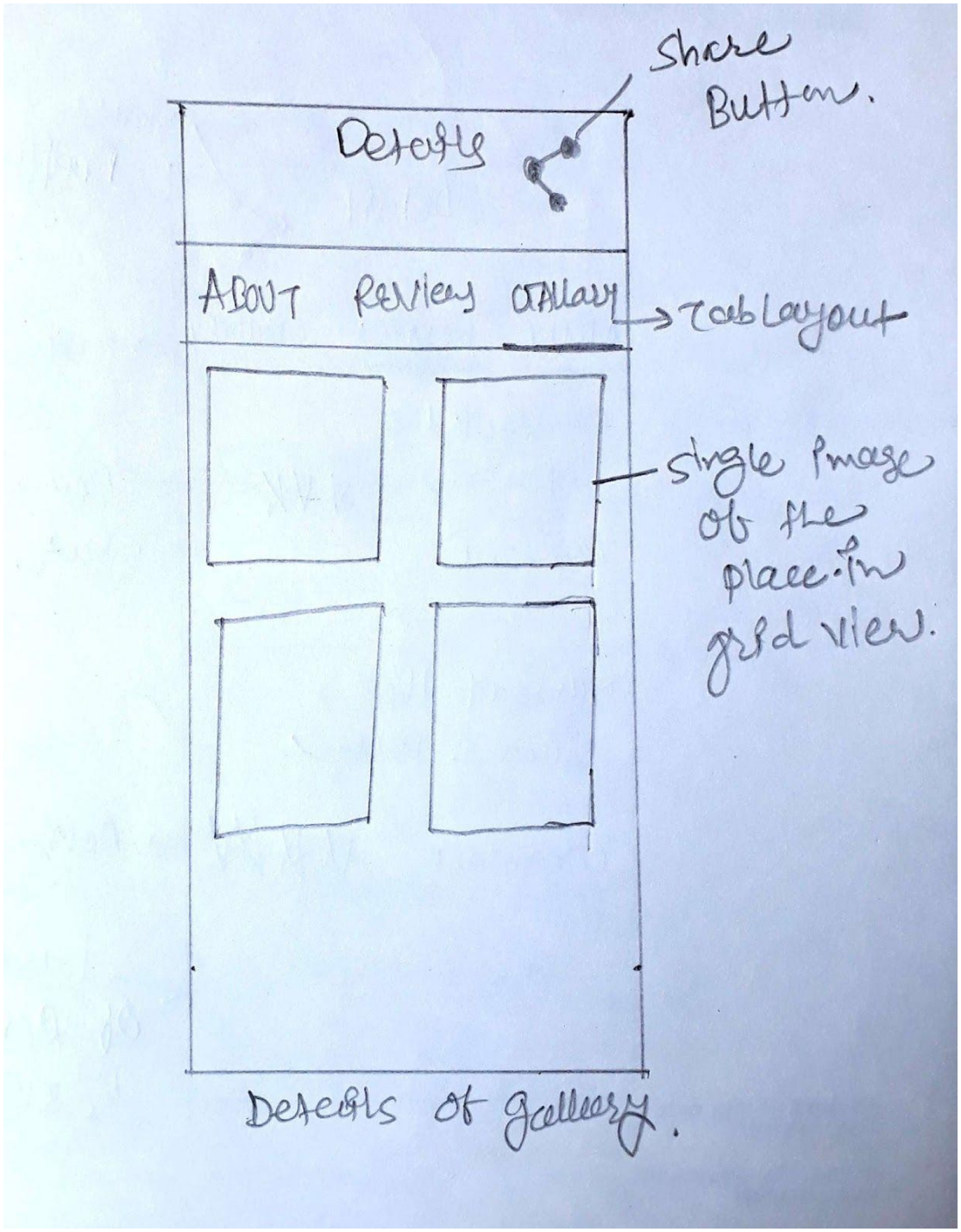
About section of the single place which display the details like distance between current location and destination, place name, Phone number, user rating, address all details in tab layout also allow the user to share this place with different social media like Facebook, Whatsapp, Email etc.

Screen 4



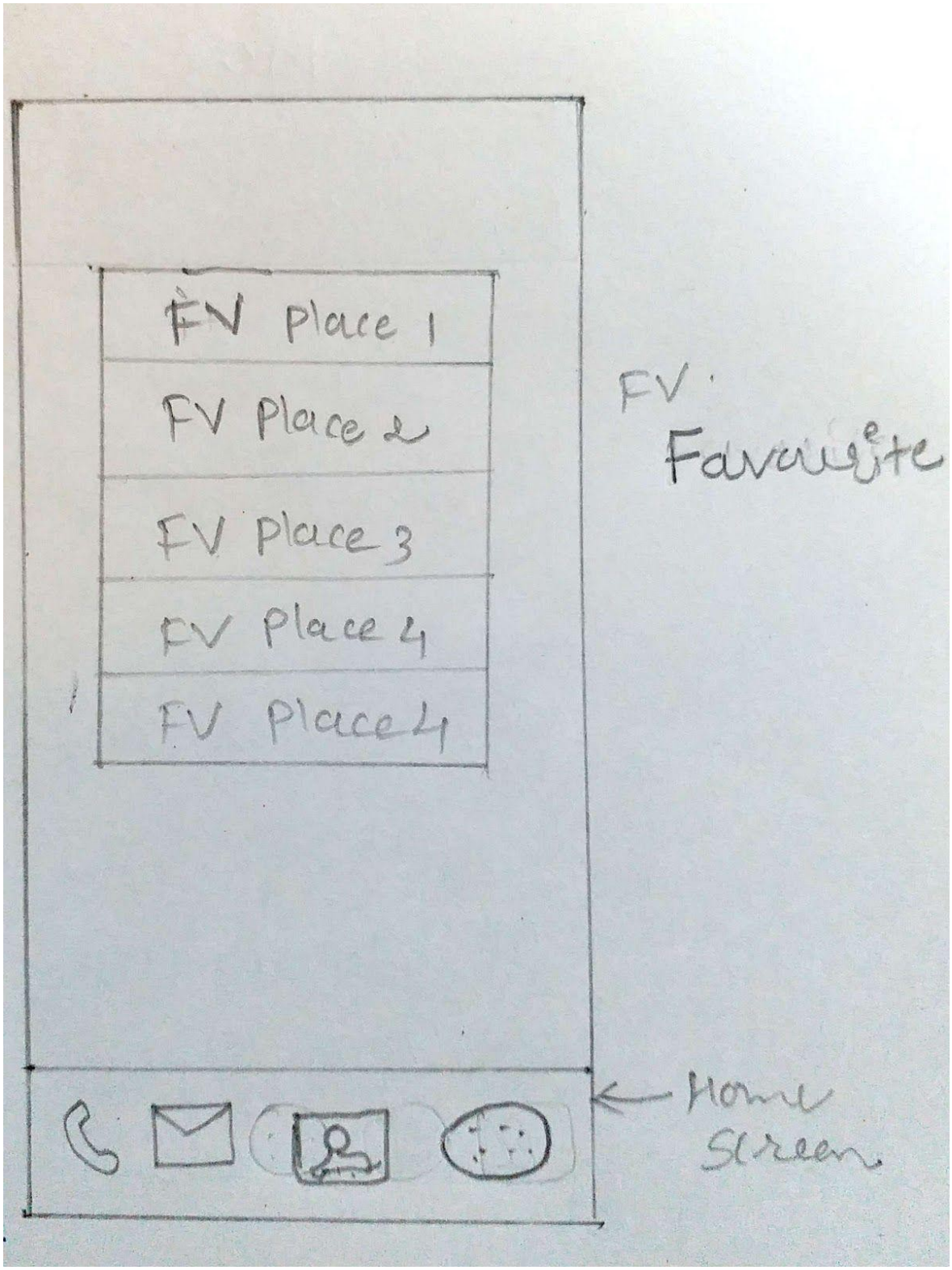
Review Screen of the place which display the all review give by the people with his/her name, comment and also review in graphical user interface (Star).

Screen 5



All image of the particular location in the grid view. Where user can see the image, Download image using IntentService and also share image on Social media.

Screen 6



Home Screen with widget which provide Favourite Place in the the list widget.

Key Considerations

App is written solely in the Java Programming Language

How will your app handle data persistence?

The App will use Content Provider to maintain tha local data & a SQLite database to store the user's favourite place to allow user to save information offline.

Describe any edge or corner cases in the UX.

1. **Unstable or missed network connection**: the application must not crash in that cases
2. **UI freezes:** the application must not use the main thread for any resource consuming operations
3. **Device Orientation change:** the application must handle all long-running operations correctly considering possible configuration changes

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

1. Picasso will be used for image loading.
2. Retrofit library for background data fetching.
3. Material Design support library.
4. Butterknife for data/method binding

Describe how you will implement Google Play Services.

1. Google Map Service
    a. To get the all details of the nearby places like bank, atm etc.
    b. Locate the location in the google map.
    c. Calculate the distance between user's current location to place where user want to go.
2. Google AdMob
    a. To display banner ads, Interstitial ads
    b. Interstitial ads display when user go back to main screen from details screen of particular places.

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

1. Analyse the Google Map API in order to get and organize the data.
2. Search and set up libraries that may be required for development.
3. Implement requirement analysis.
4. Design the flow of project.
5. Setup Google places API.

Task 2: Implement UI for Each Activity and Fragment

- Design a splash screen.
- Build UI for MainActivity where all categories are display.
- Build UI for all activity like display All atm, bus stand list etc.
- Build UI for each single place like any hotel's all information.
- Build UI for Fragment for single Place details like about, review and gallery.

Task 3: Implement Data Models and Content Provider

Build up data model and implement data persistence.

Subtasks:

- Create data model classes.
- SQLite database setup and CRUD
- For Favourite places app uses CursorLoader to load data from SQLite database to Favourite List Activity.

Task 4: Implement Google Places API and other APIs

- Implement Google Place API to retrieve data from Google Map.
- Display the distance between two place using Google Map.
- Design layout the display result.
- Display the result in clearly designed layout.

Task 5: Designing for Multiple Devices (LIke Tablet, Phone)

- Design App layout for different different devices.
- Check compatibility with older phones.
- Enable layout mirroring.

Task 6: Build Paid/Free Flavors

- Setup gradle dependencies.
- Break up project into paid and free module.
- Remove ads from paid version.

Task 7: Implement Google Play Services

- Add Google AdMob Play service to generate revenue.

Task 8: Implement Widget on Home Screen

- Add List Widget on home Screen for Favourite Place of the user
- By Clicking any of the item in list widget user can see the details of the Favourite place.

Task 9: Implement Service

- Implement Background Service using Intent Service to download image in background.

Task 10: Testing and Debugging

- Design Test case for valid data insertion operation in database.
- Analyze the bugs.
- Performance Testing.
- UI Test for Phone vs Tablet.