

## How to Use this Template

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# Visor

## Description

Travelling to unknown places can be very exciting and at the same time can be a very daunting task. The eternal fight between the fear of the unknown and the curiosity to explore the unknown. And this is where Visor comes in. It finds you the best places to visit, the places to eat and stay during your trips, so that your expeditions always turn out to be the best.

## Intended User

Who is your intended user? (For example, is this an app for dog owners? Families? Students? Travelers?)

Travelers.

## Features

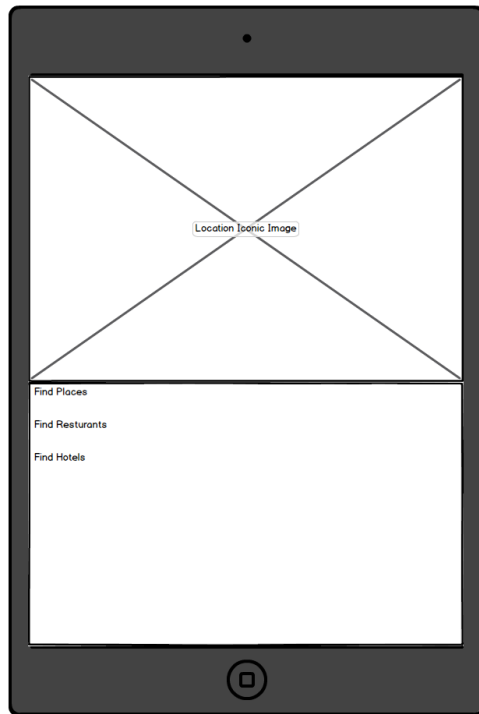
Feature List:

- Find places of interest to visit.
- Get restaurants to haunt according to reviews, prices and other parameters
- Find hotels according to ones choices.
- Never get lost using GPS tracking.
- Book flights and cabs.
- Facility to create a travel diary.

## 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



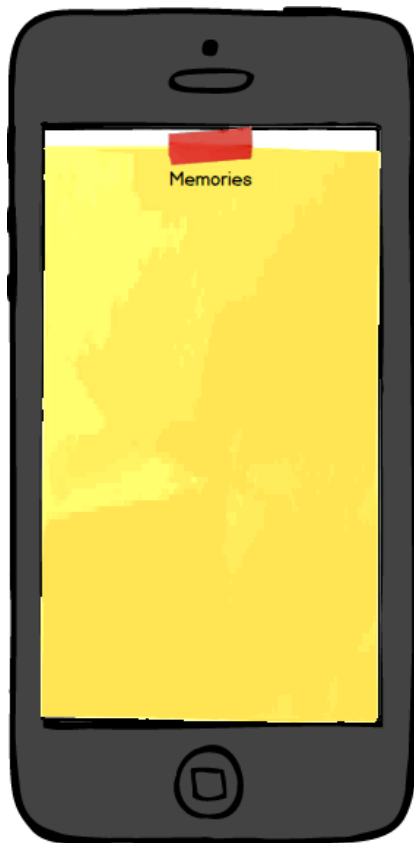
Finding places to visit near the person's location of interest after getting the persons GPS location or after getting an input from the user.

## Screen 2



Showing Google maps fragment along with a list of search results

### Screen 3



Memories activity to store ones travel memoirs.

## Key Considerations

How will your app handle data persistence?

My plan is to build a new Content Provider to store Travel diary data.

Describe any corner cases in the UX.

If the app cannot obtain GPS data (like in cases where GPS is disable), the app will ask the user to select their place of interest.

Again if no restaurant, hotel or any other information is not found then the app will notify the user about the problem.

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

- Retrofit for parsing JSON data returned by the servers
- Picasso for loading and caching images
- okhttp for data transfer
- Butterknife to reduce boilerplate codes
- Schematic to reduce Content Provider boilerplate codes.
- Google play services for fetching maps, places and Admob

### **Describe how you will implement Google Play Services.**

- Google Places to get nearest places of interest.
- Google Maps to get map data
- Admob to get related Advertisements.

## **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**

- Create initial project in Android Studio.
- Create a workflow.
- Obtain API keys for various Google Play services from the developer console.
- Configure gradle build scripts to include relevant libraries.

### **Task 2: Implement UI for Each Activity and Fragment**

- Design loading screen
- Create UIs to obtain location from user, if required.
- Build UI for each activity.
- Build UI fragments to display places of interest, restaurants etc.

### **Task 3: Design Alternate UI**

- Design UI alternatives for tablet screens and enable them for tablet users.

### Task 4: Integrate Services to get and store Data

- Integrate Google Places and Google Maps API to get required information.
- Implement a Content Provider to store and retrieve travel Diary data.

### Task 5: Create Widget

- Design widgets to add to the home screen.
- Adding event handlers to the widget.

### Task 6: Create Product flavors

- Create free and paid versions of the app
- Add Google Admob to free version.

Add as many tasks as you need to complete your app.

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