

How to Use this Template

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Submission Instructions

1. After you’ve completed all the sections, download this document as a PDF [File → Download as PDF]
2. Create a new GitHub repo for the capstone. Name it “**Capstone Project**”
3. Add this document to your repo. Make sure it’s named “**Capstone_Stage1.pdf**”

[Description](#)

[Intended User](#)

[Features](#)

[User Interface Mocks](#)

[Screen 1](#)

[Screen 2](#)

[Key Considerations](#)

[How will your app handle data persistence?](#)

[Describe any corner cases in the UX.](#)

[Describe any libraries you’ll be using and share your reasoning for including them.](#)

[Describe how you will implement Google Play Services.](#)

[Next Steps: Required Tasks](#)

[Task 1: Project Implement](#)

[Task 2: Implement UI for Each Activity and Fragment](#)

[Task 3: Your Next Task](#)

[Task 4: Your Next Task](#)

[Task 5: Your Next Task](#)

GitHub Username: SpooooonBK

Class Trip

Description

Write a brief summary of what your app does. What problem does your app solve?

Organizes class trips for all participants, including leaders, chaperones, and students. Set itineraries and meet points, share contacts and location, notify participants of changes or emergencies.

Intended User

Teachers, chaperones and students going on class trips.

Features

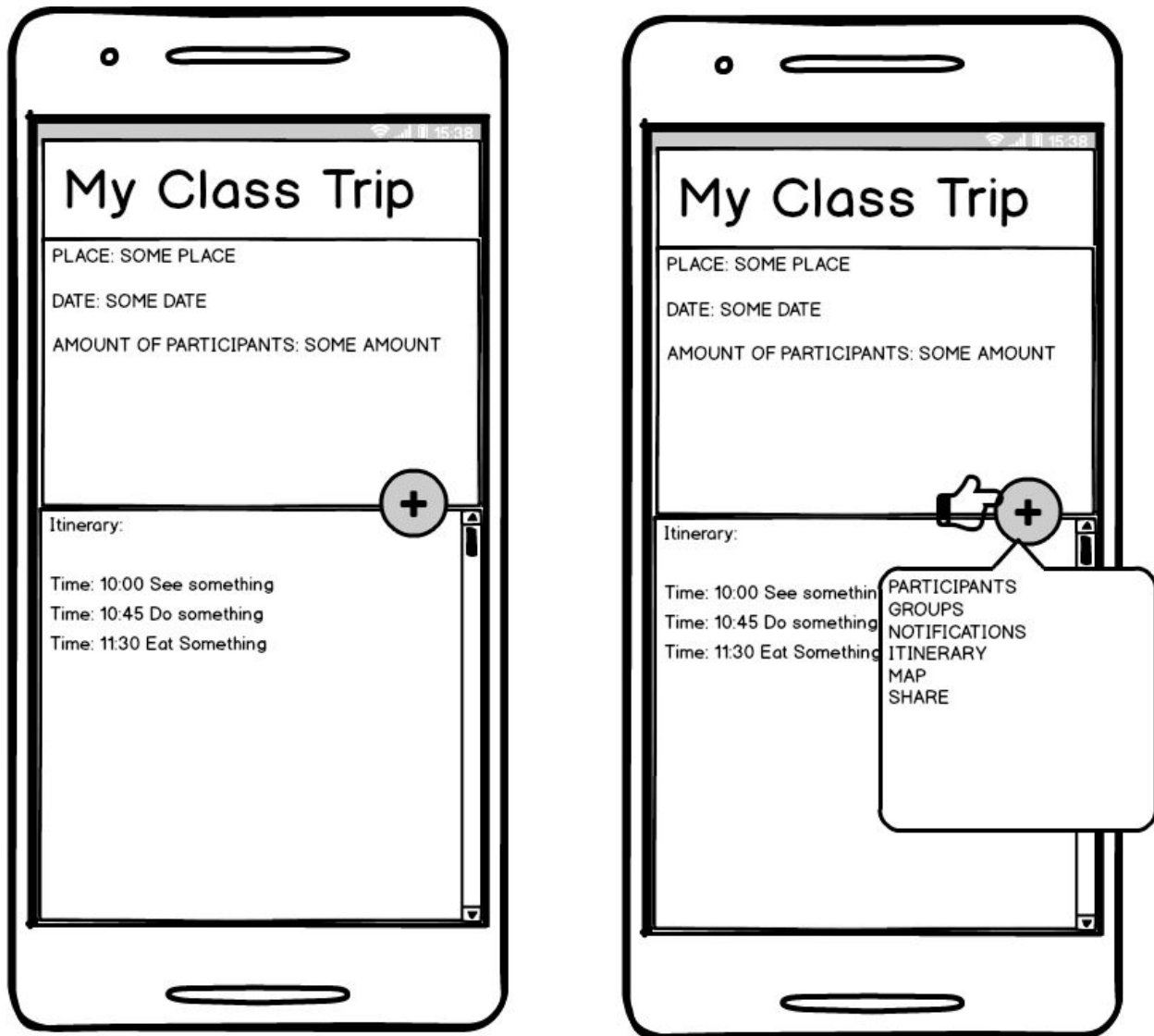
List the main features of your app. For example:

- Set trip itineraries
- Set meeting points using google maps
- Find participants by location
- Share participant contact information
- Share participant emergency contact information
- Notify participants of changes to itineraries, meet points or emergencies.
- Add itineraries to calendar

User Interface Mocks

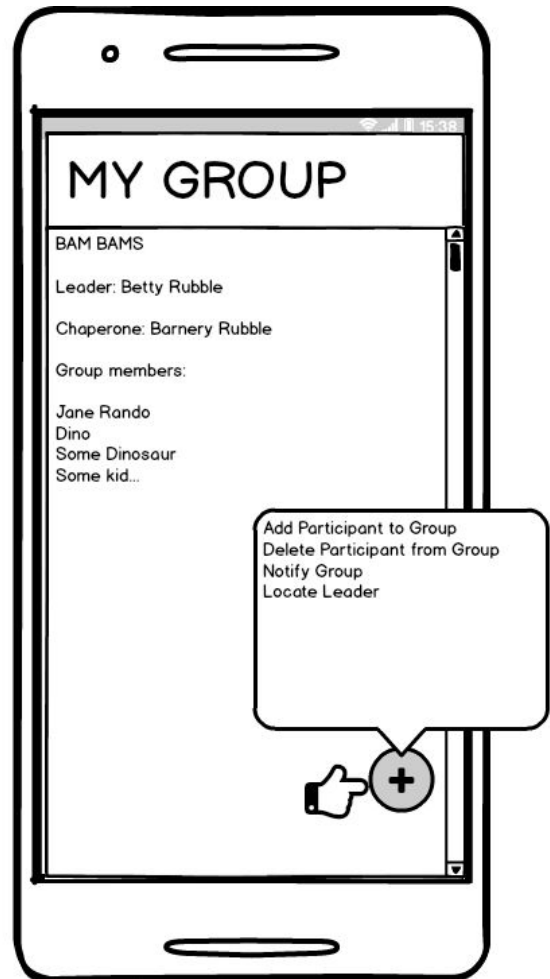
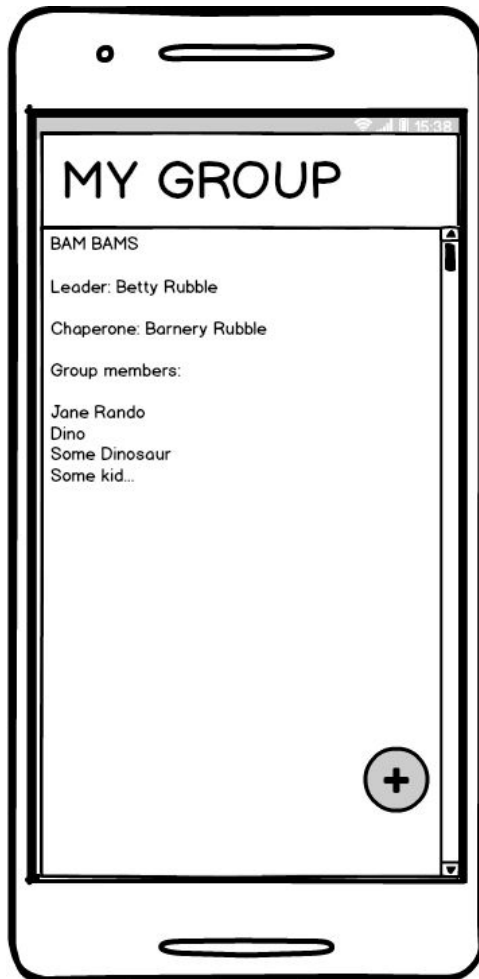
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen: Main



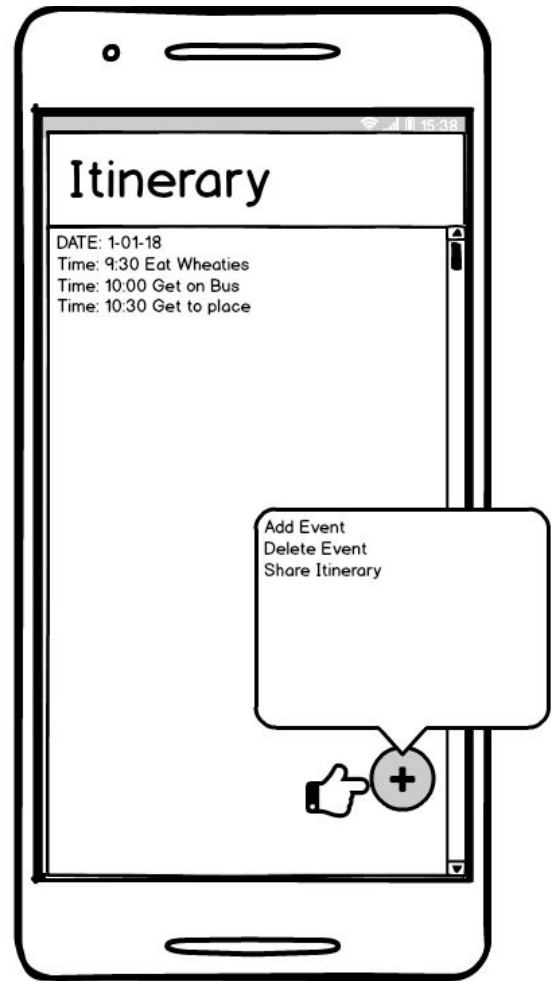
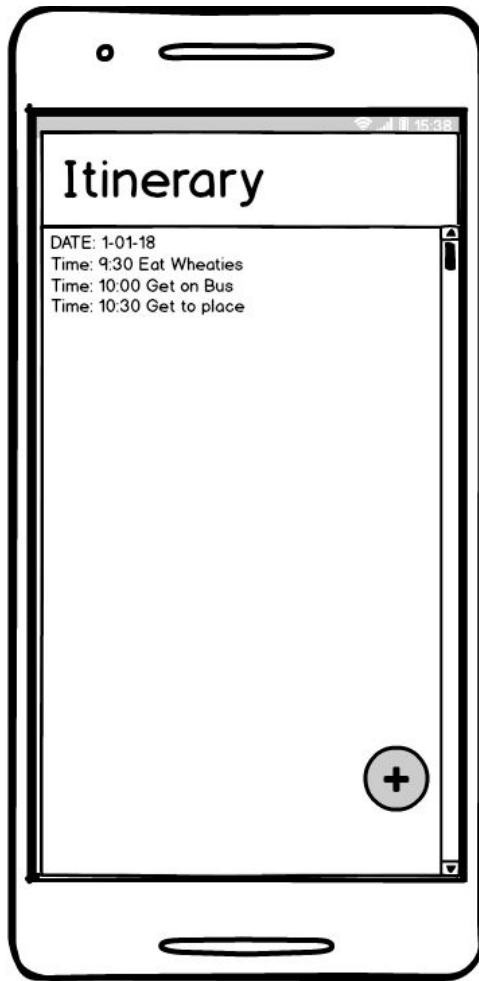
Main screen

Screen: Group



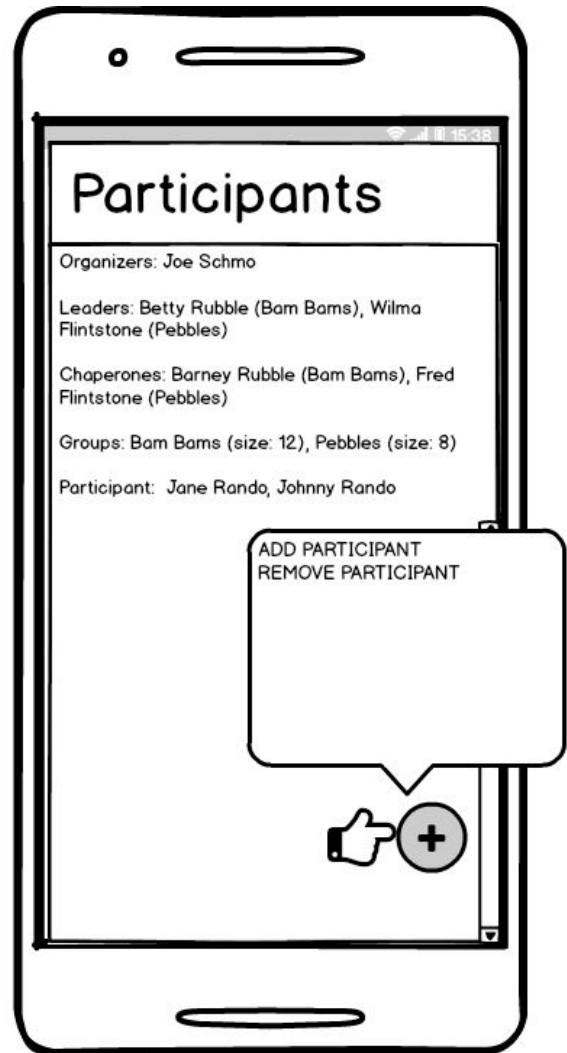
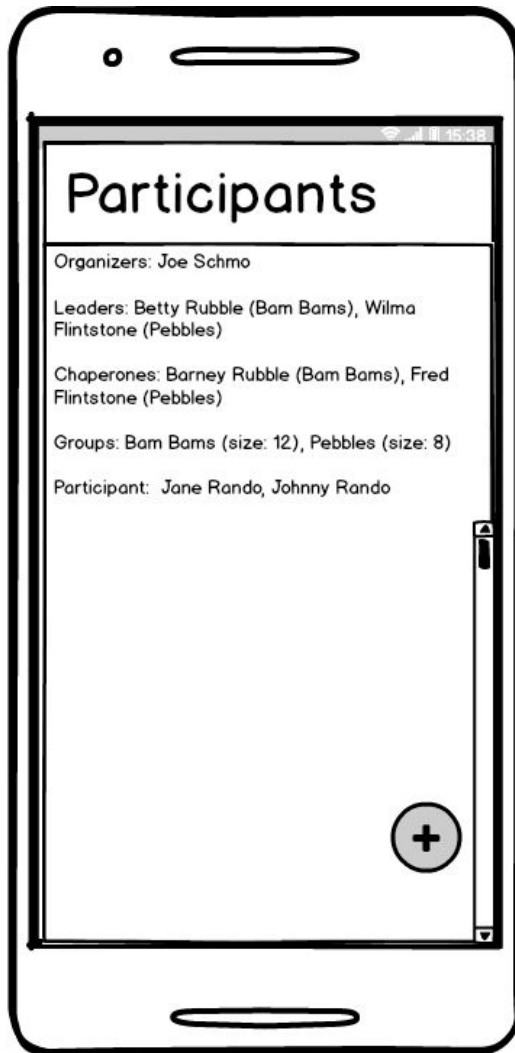
Group screen for info about group

Screen: Itinerary



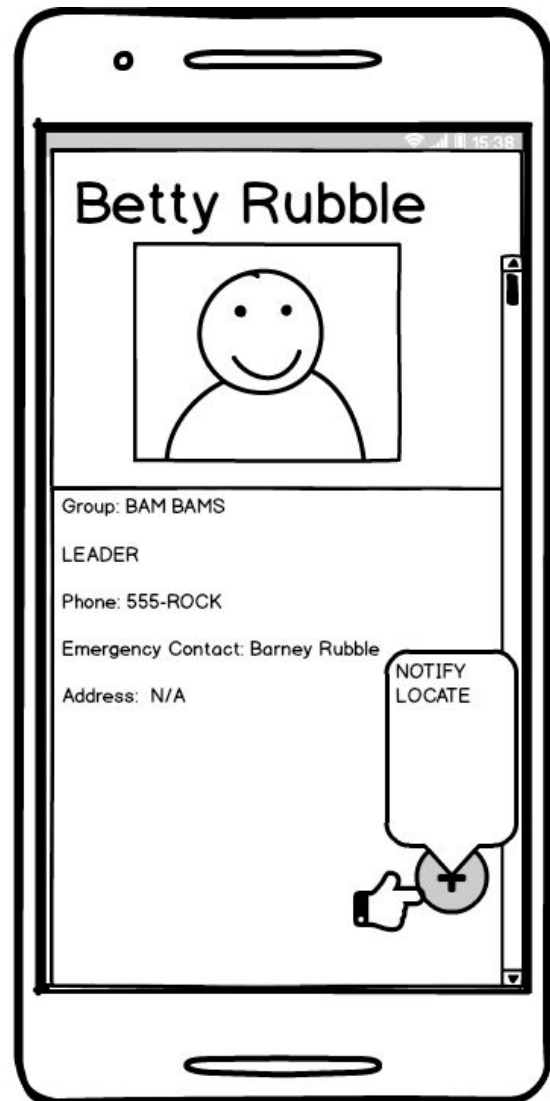
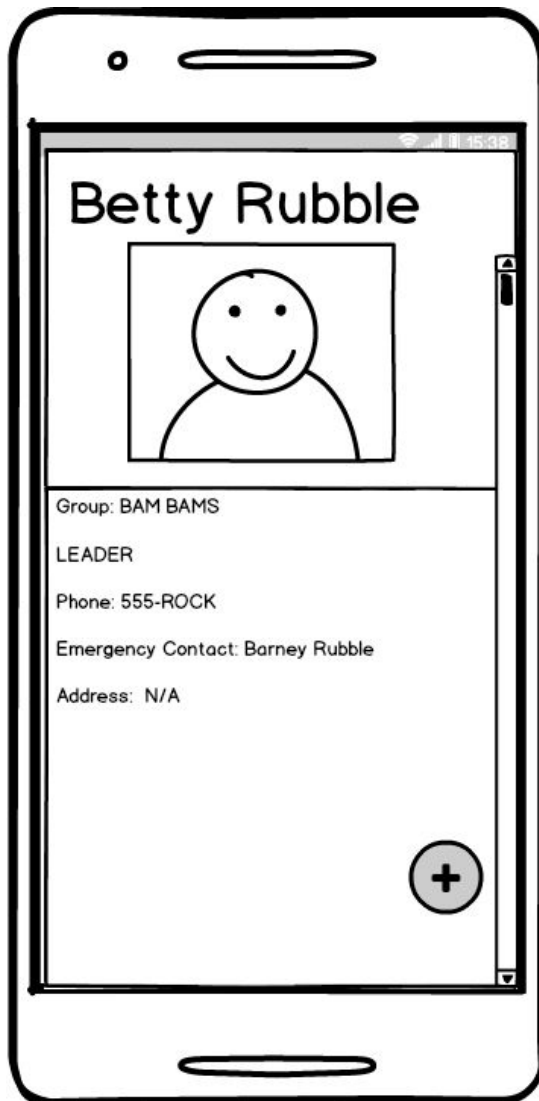
Edit and share Itinerary

Screen: Participants



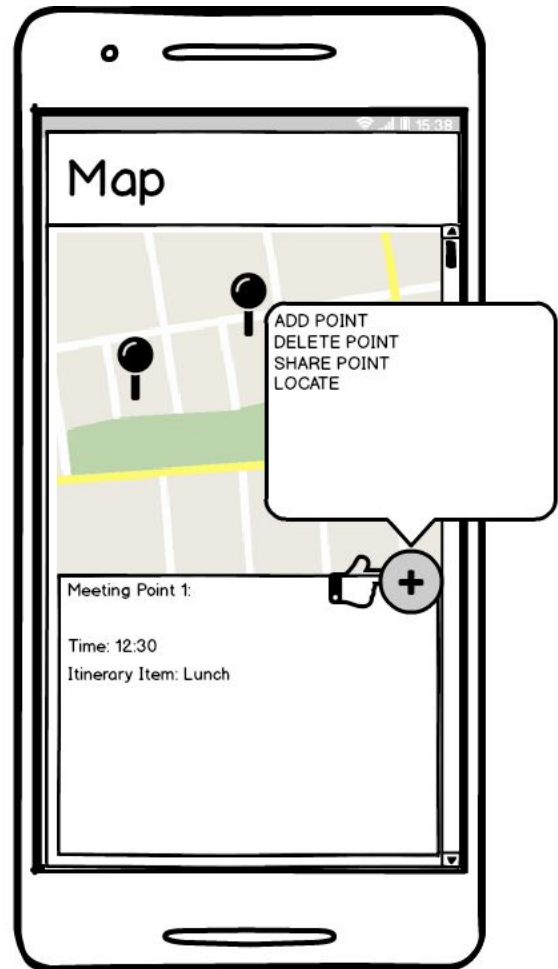
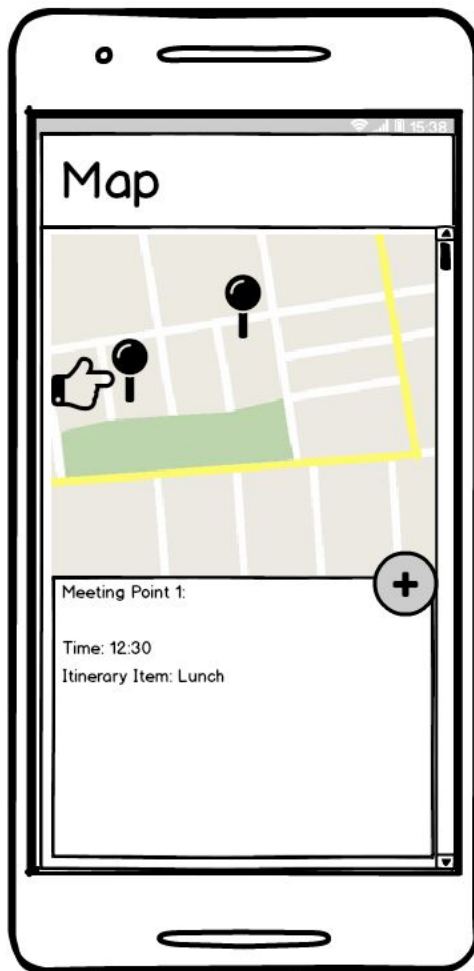
View and edit participants

Screen: Individual Participant



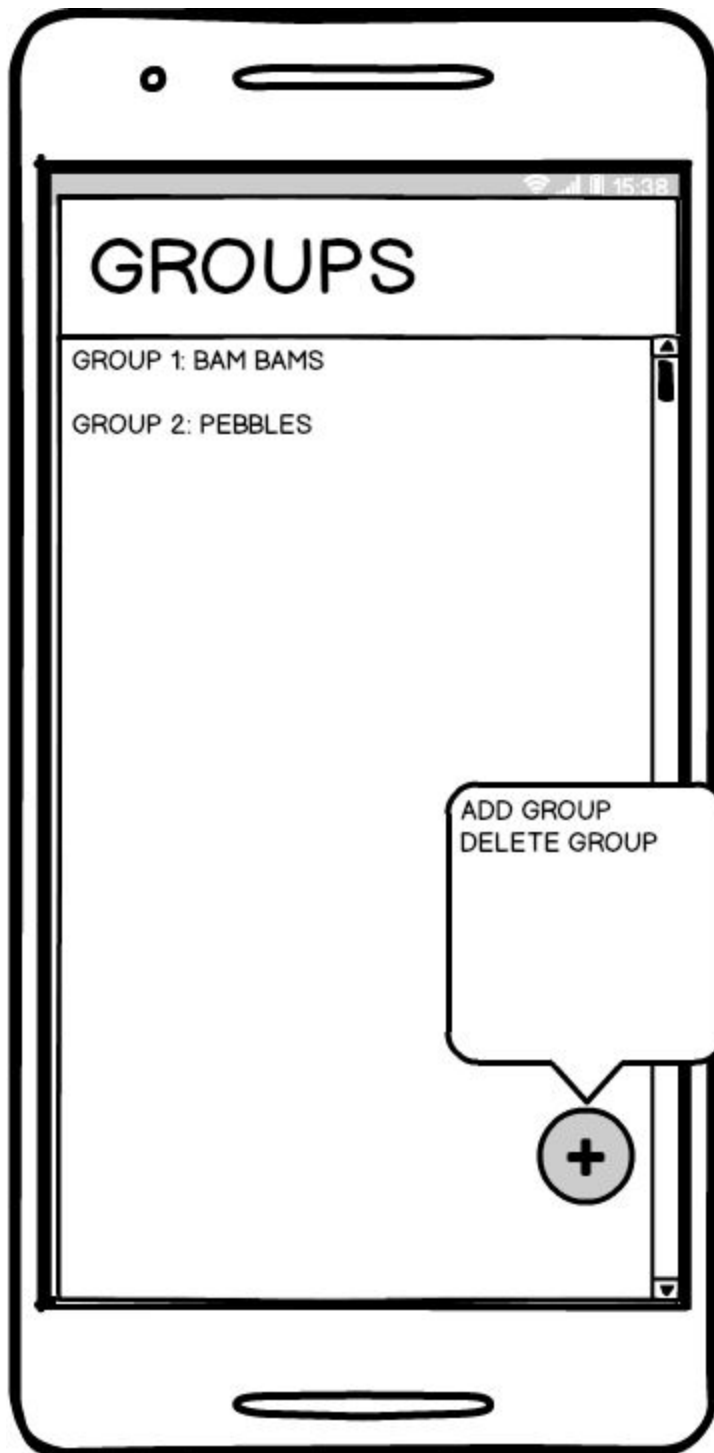
View and edit individual participants

Screen: Map



Edit and view map points, Locate Participants

Screen: Groups



Edit groups

Screen: Notifications



View and send notifications

Key Considerations

How will your app handle data persistence?

Data persistence will be handled using a content provider backed up by Firebase database and local database

Describe any corner cases in the UX.

For example, how does the user return to a Now Playing screen in a media player if they hit the back button?

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

RXJava for internet calls. Butterknife for code ease.

Describe how you will implement Google Play Services.

The app will use the Map api to pin and share meeting points. It will also use Google location service to locate and share participant location. Google Calendar to share trip info

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 Implement

Build participant system

- Set up participant contact library
- Set up databases to persist contact info

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for Participants Fragment
- Build UI for Itinerary Fragment
- Build UI for Notification Fragment
- Build UI for Group Fragment
- Build UI for Individual Participant Fragment
- Build UI for Map Fragment

Task 3: Implement Trip system

- Build Trip object
- Implement trip persistence
- Build itinerary system
- Implement itinerary sharing

Task 4: Implement messaging system

- Implement phone call from app
- Implement Text from app
- Implement Global Notifications
- Implement Participant level Notification

Task 5: Maps and Location system

- Implement important point pinning
- Implement Location service

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

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