

Kimiko's Canvas Application

Overview

This application will function as a photo gallery for an up and coming photographer. The user will be able to log in and see a list of photos. The user will be able to click on a photo and see where the photo was taken.

This application will be written in the Kotlin language and use the MVVM/Repository Design pattern.

Structure/Libraries

The Application will consist of one Activity and 3 Fragments.

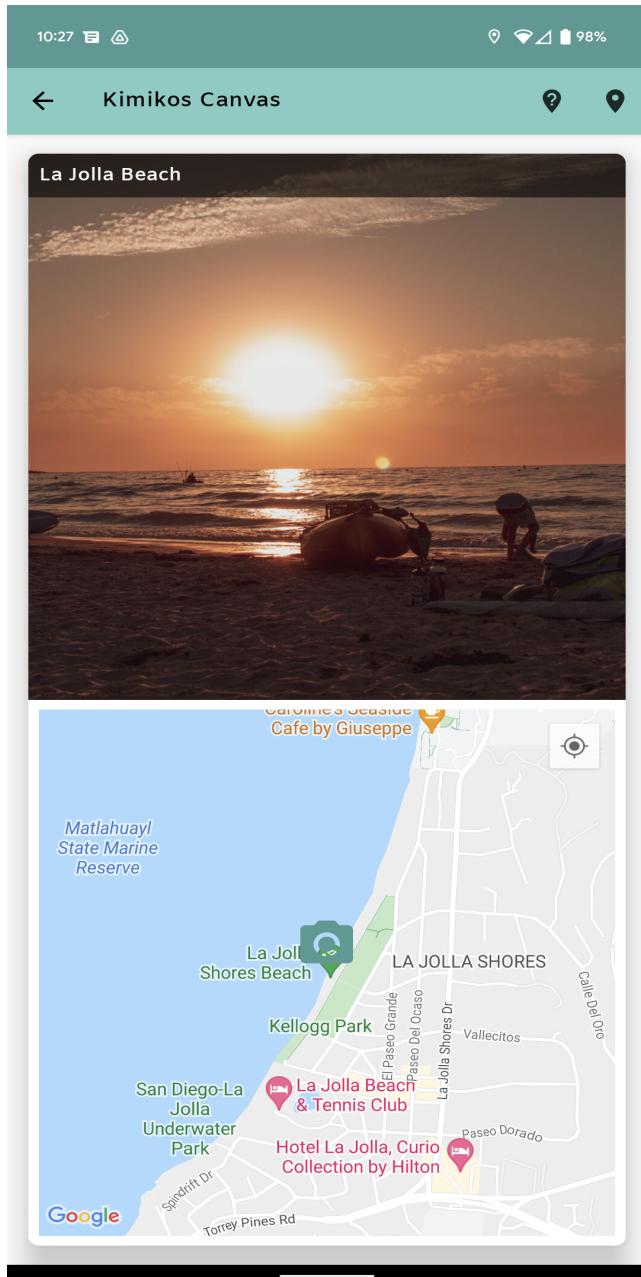
- Firebase (Auth, API, Data Persistence)
- Glide
- Google Maps SDK
- Kotlin Coroutines
- MVVM Architecture
- Koin
- MotionLayout

Glide

- Glide will be our image loading library that will work in congruence with Firebase Storage to retrieve images based on their URL

Google Maps SDK

- Google Maps will be utilized to show our user where the image was taken.
- The user will be able to grant location permissions to see approximately how far they are from where the photo was taken.



Kotlin Coroutines

- Coroutines will handle asynchronous code, allowing our UI thread to not get bogged down with long running tasks.
- This will be useful for if we are retrieving a long list of items from our realtime database.

MVVM/Repository Pattern

- We will use MVVM Repository Pattern to separate our business logic from our views

Koin

- We use Koin for dependency injection which will allow us to test our classes separately.

MotionLayout

We will use motion layout when clicking on the image in our list. It will enlarge the image to get a better view of our photos.

