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SSUmenu

Description

This app provides the daily menus of the school cafeteria at the soongsil university.

And it will gives notifications at the time that user set.

The menus are now being provided only at the mobile site of soongsil university, and it is quite inconvenient to access this web page.

This app will let users find out the menus more easily.

Intended User

This app is intended for the students and workers of the Soongsil University. (The menus will be provided only in Korean, because the most of intended users are Korean.)

Features

- Show cafeteria's menus
- Share a menu through SNS.
- Widget

User Interface Mocks

Screen 1



The each card views in the activity contains the menu of today's breakfast, lunch, and dinner of soongsil university's cafeteria.

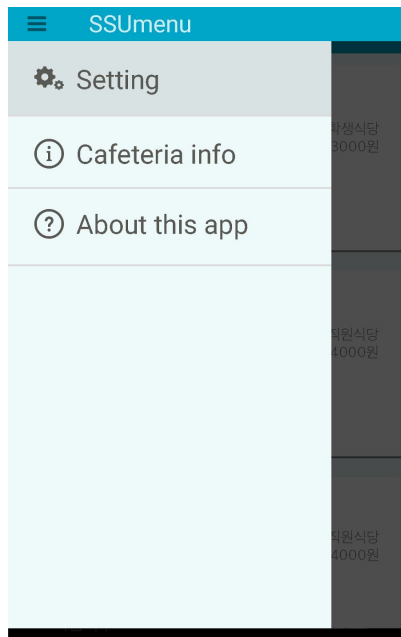
It provides tomorrow's menus, too(if exists).

When user touches a card view, it becomes larger and show more infomations.

Also, each card have a icon that colored green or grey. (It the color is green, it means that the menu is now available.)

Furthermore, user can share the menu anytime by select one card and touch the floating action button.

Screen 2



On the left side of the menu bar, there is a menu button.
When user touch this button, the 3 menu will be shown.

Setting

- Set notification

Cafeteria Info

- Provide the informations about each cafeteria. (location, operation hour, etc..)

About this app

- General information

Key Considerations

How will your app handle data persistence?

The app will handle data persistence using Content Provider.

Describe any corner cases in the UX.

If the screen is rotated while a care is being extended, the state should be remain after rotation.

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

I'll use jsoup(<http://jsoup.org/>) to parse the data from our school homepage(http://m.ssu.ac.kr/html/themes/m/html/etc_menulist.jsp).

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 a Java library that crawl and parse data from website.
- Create MainActivity that retrieve menus from java library.
- Create GCE Module that pull menus from the java library.
- Modify MainActivity.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
 - Implement FAB(Share)
- Build UI for SettingActivity
- Build UI for CafeteriaInfo
- Build UI for AboutActivity

Task 3: Implement ContentProvider

- Create ContentProvider
- Use Loaders to move the datas to views.

Task 4: Implement Widget

- Create widget UI
- Implement data updating in the widget

Task 5: Project refactoring

- Do Refactoring
- Check the Rubric
- Make a signed APK file