How to Use this Template

1. Create a new document, and copy and paste the text from this template into your new document [Select All → Copy → Paste into new document]
2. Name your document file: "**Capstone_Stage1**"
3. Replace the text in green

GitHub Username: Zukka

Flickr Tourist

Description

The Virtual Tourist app downloads and stores images from Flickr. The app allows users to drop pins on a map, as if they were stops on a tour. Users will then be able to download pictures for the location and persist both the pictures, and the association of the pictures with the pin.

Intended User

Virtual travelers

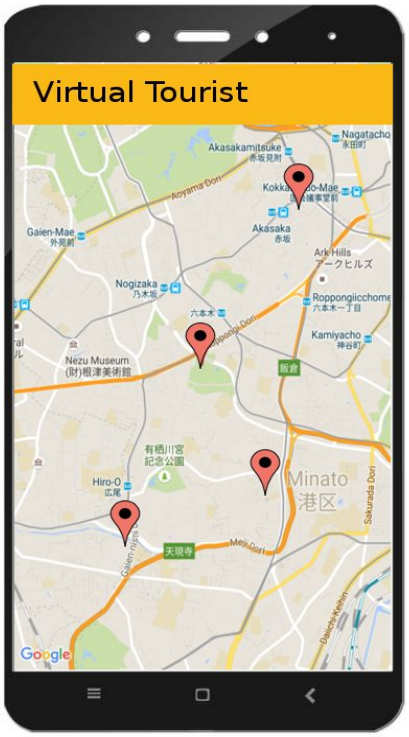
Features

- App is written solely in the Java Programming Language
- App utilizes stable release versions of all libraries, Gradle, and Android Studio
- Download Images from Flickr
- Display images for a virtual tourist experiences

User Interface Mocks

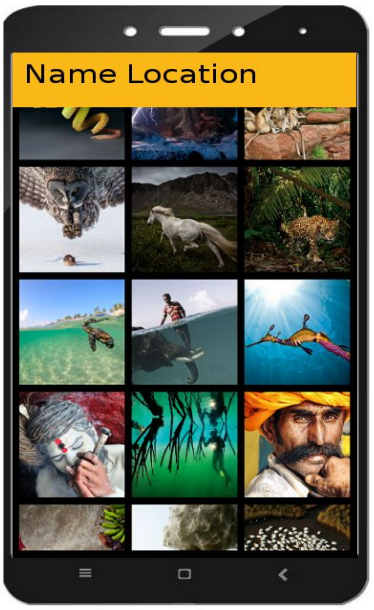
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1



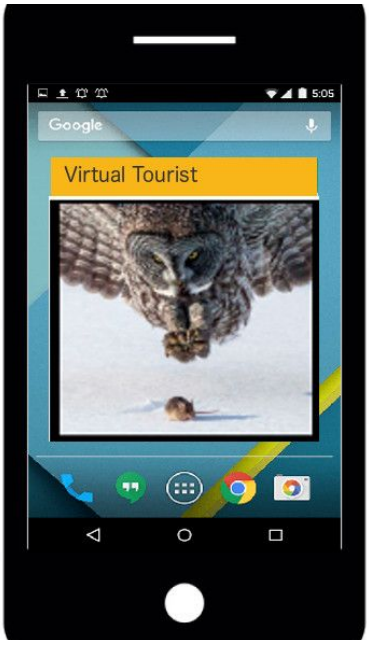
App start from user location, then user can scroll the map and can add pins to map, when user tap on a pin app download images from pin coordinates and display in second screen

Screen 2



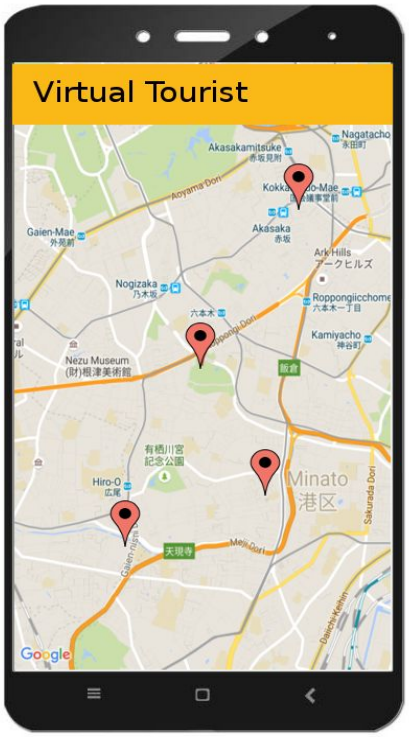
Grid list on the images, user can tap on image for open image detail and can pull to refresh for load differts images.

Screen 3



Widget display images stored into Room database.

Add as many screens as you need to portray your app's UI flow.



Key Considerations

How will your app handle data persistence?

Store data into a Room database
Use Firebase Login
Use Admob for display banner

Describe any edge or corner cases in the UX.

Back button return to main screen

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

Picasso because is easy to use and have a lot of features.

Describe how you will implement Google Play Services or other external services.

App use Flickr API for download images requested.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup

- Read Flickr developer documentation
- Create Developer account
- Register new app
- download keys for build request
- Read google maps documentation for use maps

Task 2: Implement UI for Each Activity and Fragment

- MainActivity : add google maps
- ImagesActivity: add RecycledView with grid layout for display images
- DetailsActivity: add ImageView and TextView for display selected image with image information

Task 3: Initial step

- Create class for store constants app and keys for flickr
- Create Room database for store last images downloaded and maps PIN

Task 4: activity_main

- Add function for add pins to maps
- Add function for delete pins to map (Reset)
- Add functions for download images from server and add it to room database before show the image list (activity_images), if pin tapped is the last tapped don't download images but use stored images.

Task 5: activity_images

- Add function for pull to refresh images, start a new download and update database images.
- Add function for open image detail (activity_detail)

Task 6: activity_detail

- Display image detail information and image

Task 7: Widget

- Display images stored into Room database

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

Submission Instructions

- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
    - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"