

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]
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GitHub Username: adodge1

KidsSummer organizer

Description

KidsSummer organizer is an app that helps you keep track of your kids summer plans. It will help you organize their summer camp weeks per child.

Save-to-organizer option makes it easy to remember what's going on for each camp day.

It will keep track for you of the following information:

- If you must send child with lunch and snack or lunch.
- Where they are going that day of the week and the outfit they should wear.
- The camp's address and drop off and pick up hours.
- The camp's emergency contact person. Email and phone.
- The camp's paperwork has it been filled out or not.

Add-to-favorites option makes it easy to remember for next year if you child liked the camp and wants to be registered again next year.

Intended User

This app is for parents.

Features

- Saves information
- Integrates with Google Maps
- Will try to do reminder to drop off and pick up.

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



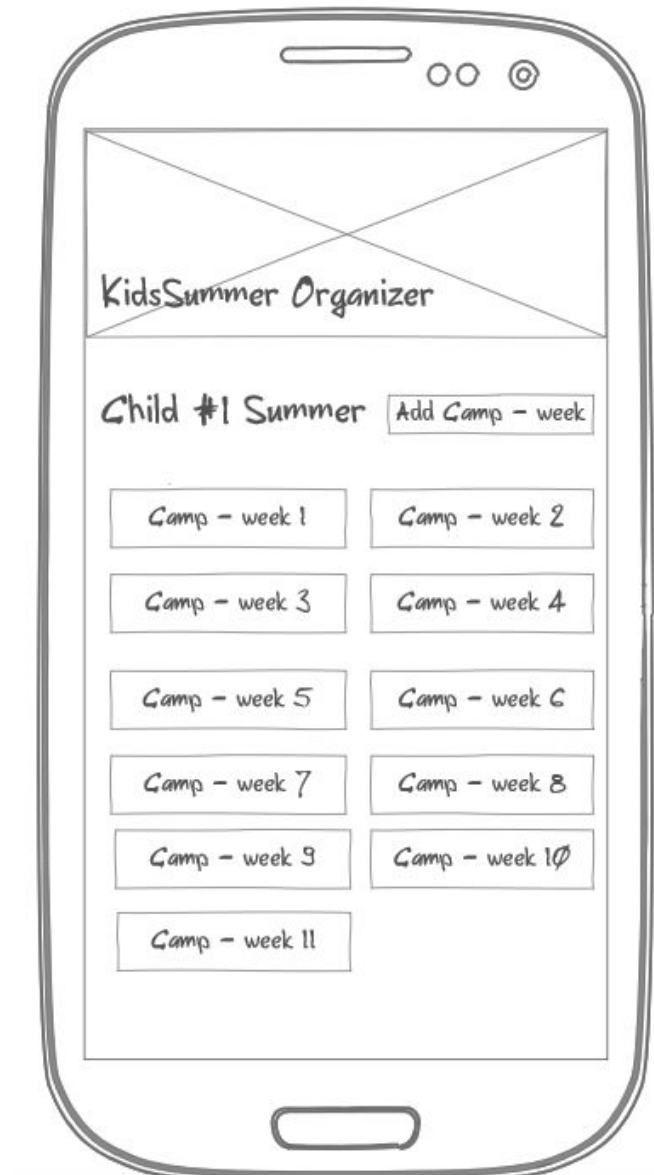
This is the Main activity you can either Add a Child or Go to Child's camps page. If you click on Add Child it will take you to Screen #2. This page will have a google ad at the bottom.

Screen 2

The image is a hand-drawn sketch of a mobile application interface. At the top, there is a header area with the title "KidsSummer Organizer" in a handwritten font. Below the title, the screen is divided into a form section. The form has a title "Add Child" and two input fields: "Child Name" and "Child Age", each followed by a "Text Field" label and a horizontal line for input. Below these fields is a rectangular button labeled "Add". The entire form is enclosed in a rounded rectangular frame, which also contains a small horizontal bar at the top and a small circular icon at the bottom, suggesting a mobile device interface.

This allows you to add a child to the database.

Screen 3



This allows you to view the list of camps for that child.

Screen 5

KidsSummer Organizer

Camp week 1

Camp Name Camp Name

Camp Address 1234 street Place [map](#)

Camp state FL Camp zipcode 12345

Camp Contact Phone 123456780

Camp Contact Person Name

Camp week days
from May 28 to May 31

Camp hours
from 8 am to 6 pm

Camp includes lunch ☐ Yes ☒ No

Additional Notes To Remember:
Swimming on Wed, bring a dollar on fridays

If you click on week 1 camp you can see the info you saved. You can also click on the map link that will open google maps for that location.

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

Key Considerations

How will your app handle data persistence?

Firebase database will be where I store my data.

Describe any edge or corner cases in the UX.

If no internet - Firebase apps automatically handle temporary network interruptions. Cached data is available while offline and Firebase resends any writes when network connectivity is restored.

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

implementation 'com.google.firebase:firebase-database:16.1.0' - to save my data

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

Will be using google maps and google ads. Google maps will be a link to them with address to find. The ads will be a double click ads from google inserted in Main activity page.

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

Subtasks

- Implement UI for each activity
- Connect my app to firebase
- Create the data structure

- Enable disk persistence

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for Add Child
- Build UI for view child
- Build UI for Add camp
- Build UI for view camp

Task 3: Connect the app to firebase

Describe the next task. List the subtasks. For example:

- Add realtime database to app
- Configure realtime database rules
- Structure my Database
- Enable offline capabilities

Task 4: Implement Google Play Services

Describe the next task. List the subtasks. For example:

- Add google ad to the main activity

Task 5: Error handling

Describe the next task. List the subtasks. For example:

- Test all error handling like when adding should add
- When viewing one child should be that child's camps
- When no internet firebase offline should work.

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**"