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Revalue

Description

How many times have you thrown away objects that could have been useful for someone else? Revalue helps you find people who need it, or to look for objects that you need. For free.

Intended User

Revalue is an app for anyone who wants to get rid of objects that he no longer uses by giving them a new life.

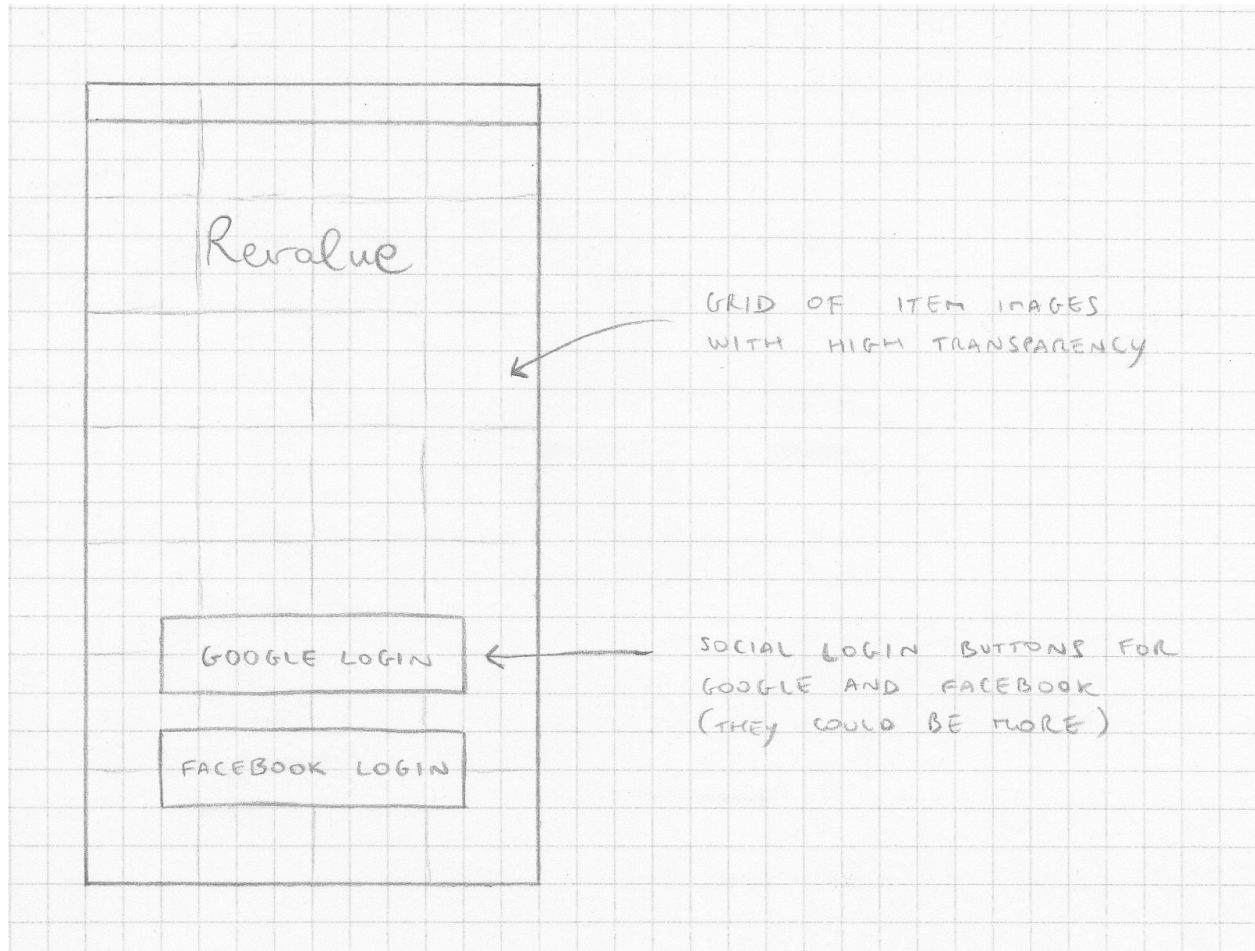
Features

Here's the list of the main features of Revalue:

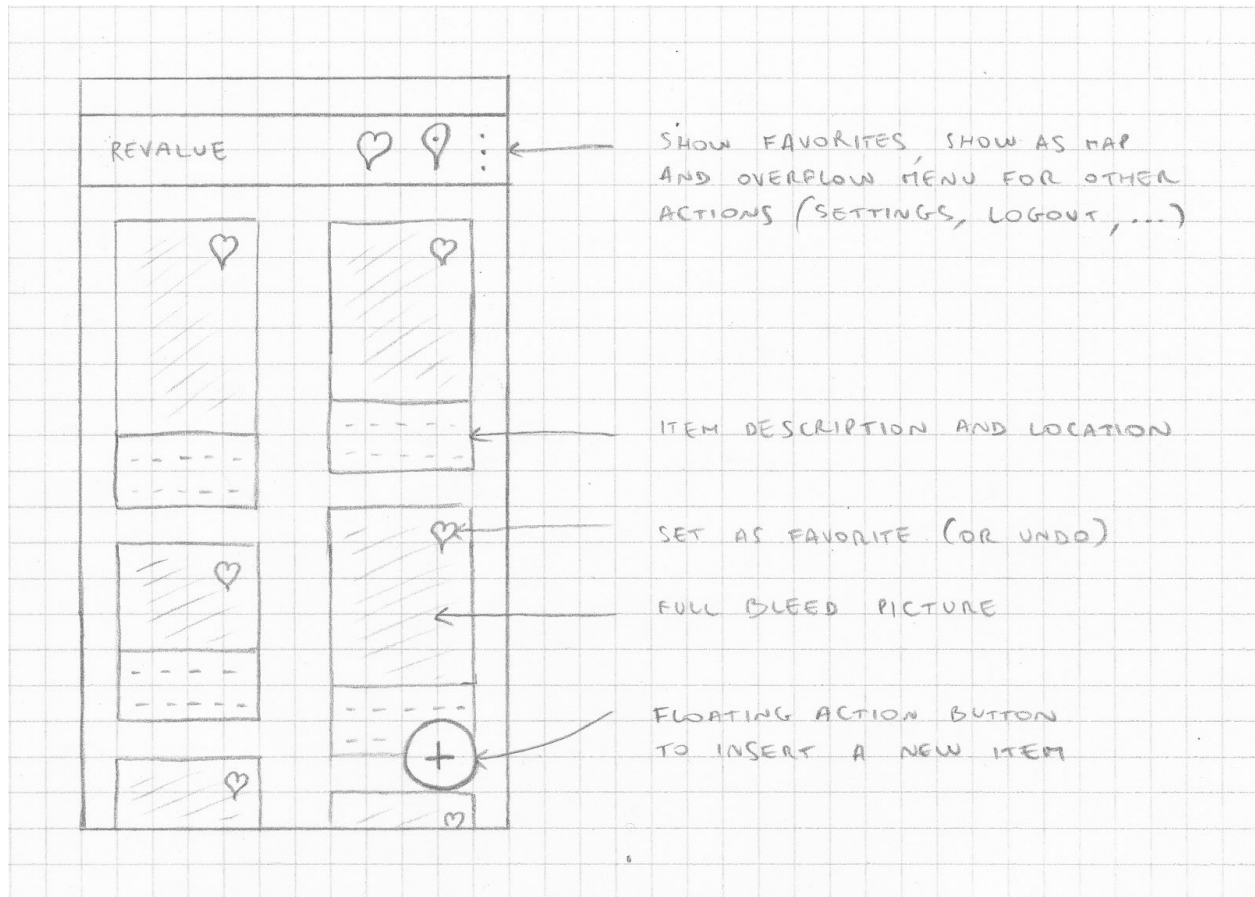
- Shows a list or map of given away items near the user's location, using Location Services
- User can see item details, mark as favorite, share it with other people, and contact the advertiser if he's interested in collecting the item
- Messages are exchanged in real-time using Google Cloud Messaging
- If the item is collected, the advertiser can mark it as completed to remove it from the list
- User can insert a new item, attaching a photo and setting its position on a map, using Google Maps
- Authentication is managed by using Google and Facebook Identity SDKs
- AdMob and Analytics are used too (optional)

User Interface Mocks

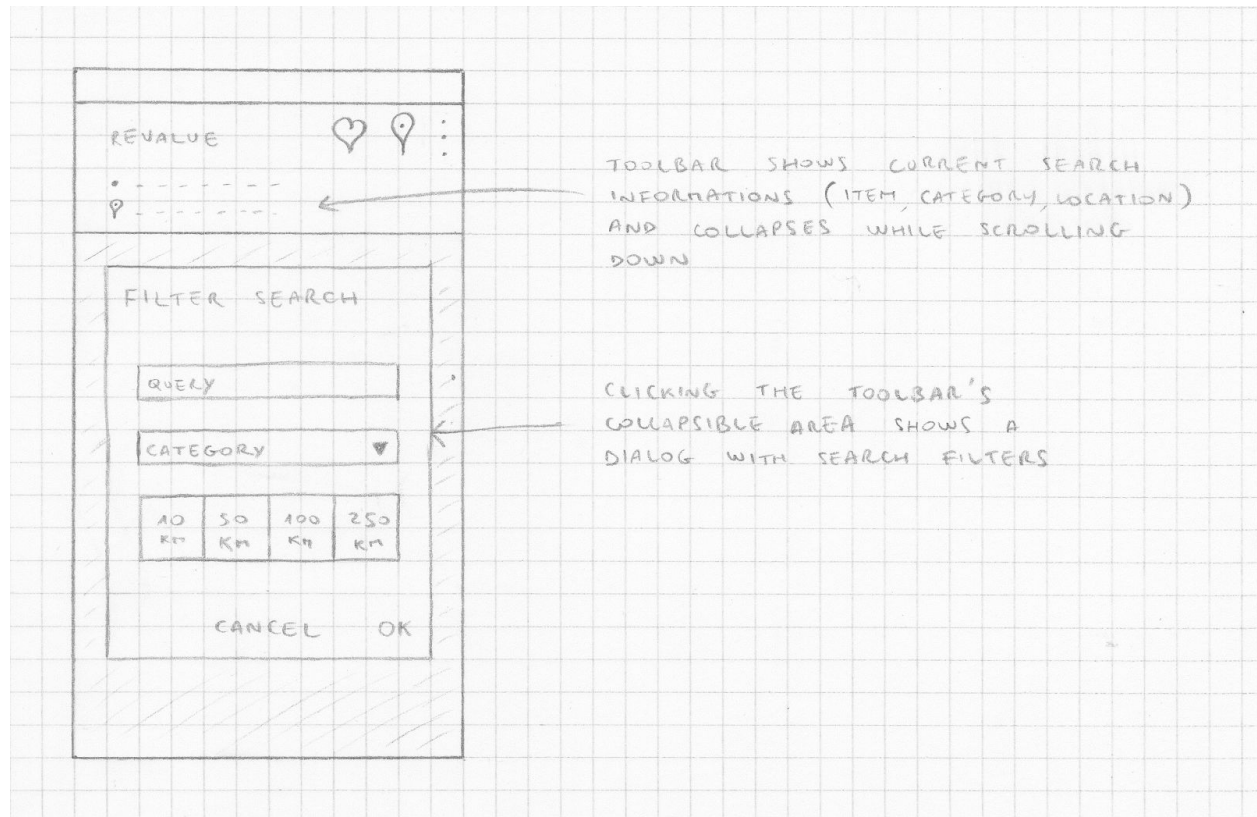
Login view



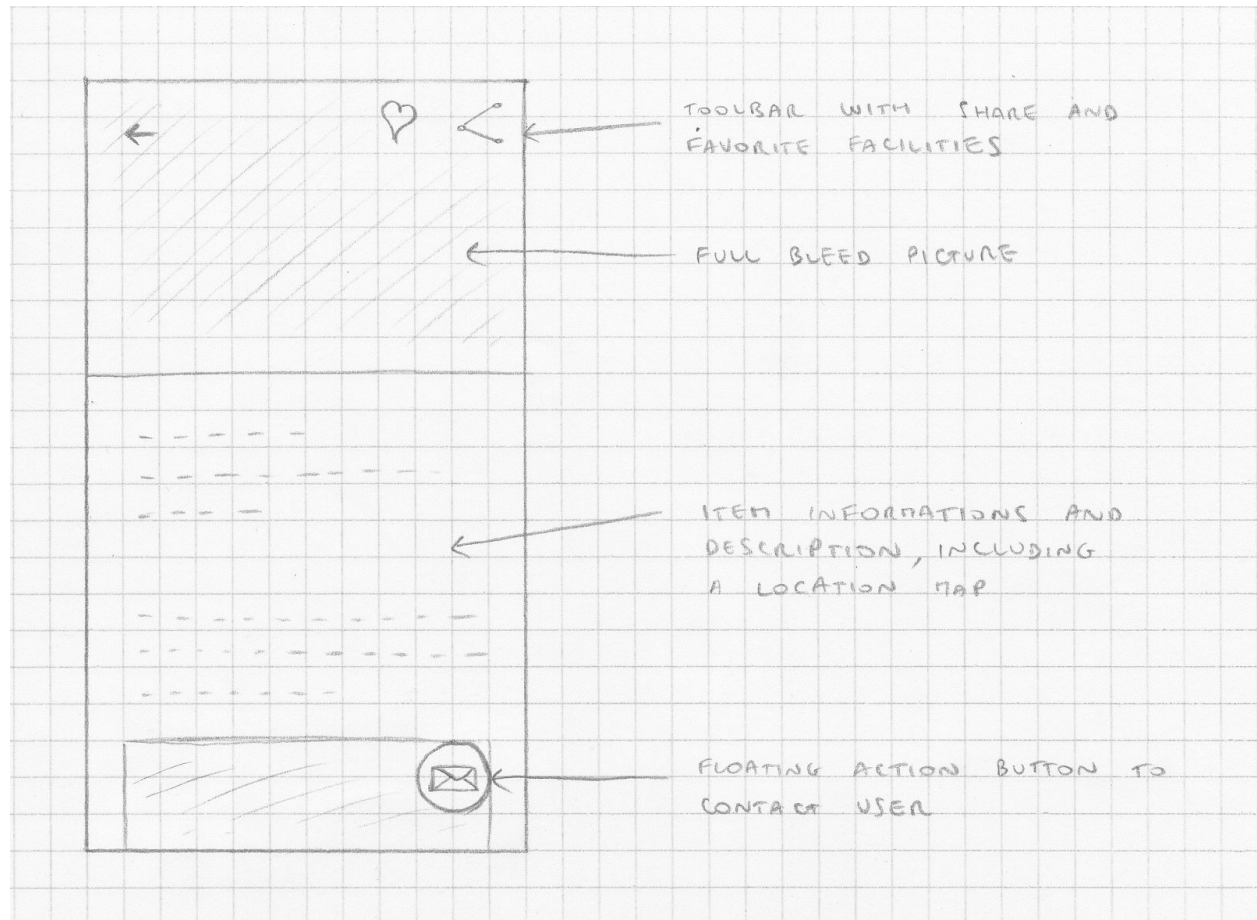
List/map view



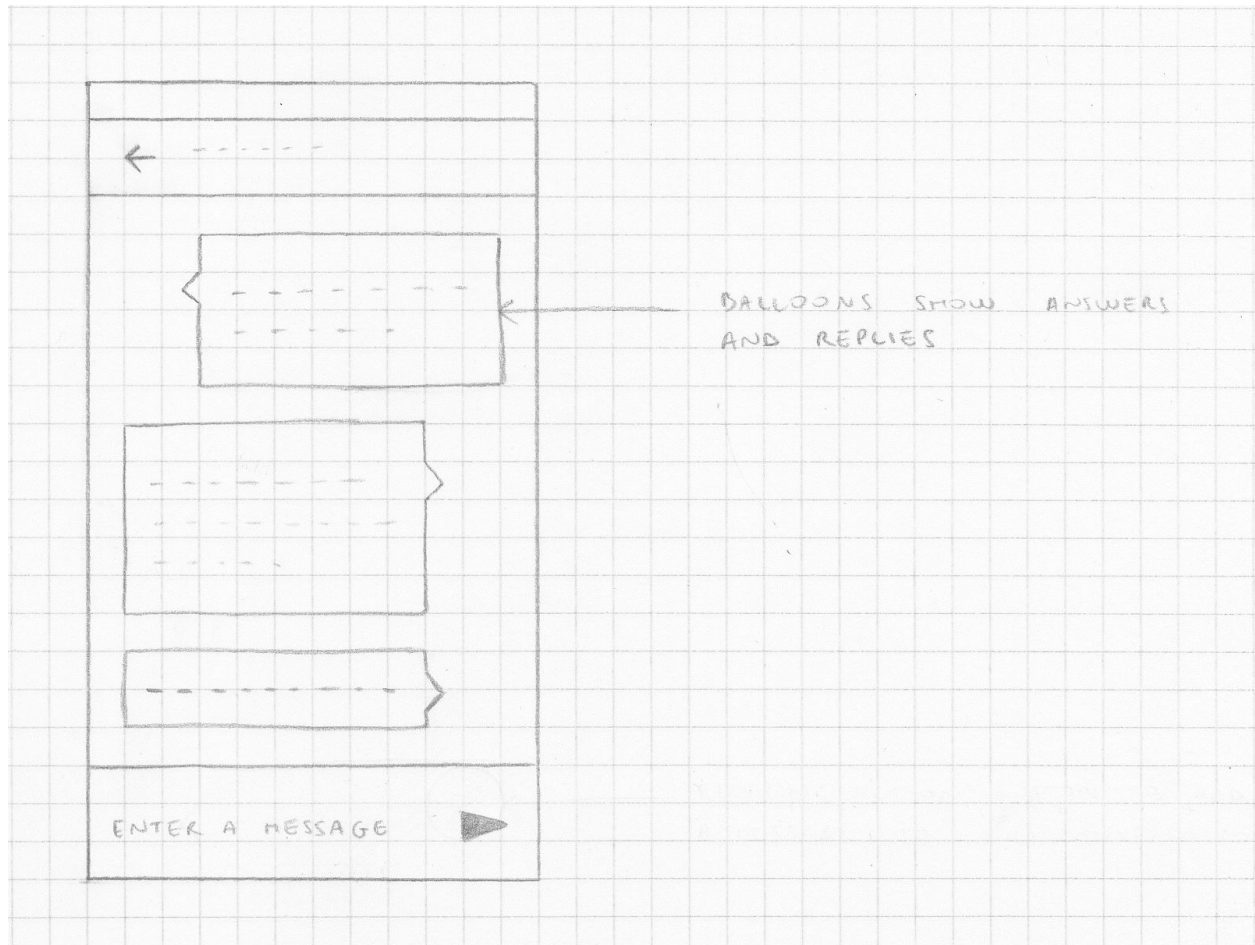
Filter list



Detail view



Chat view



Insert item view


← INSERT ITEM

INSERT A TITLE

SELECT A CATEGORY ▼

INSERT A DESCRIPTION

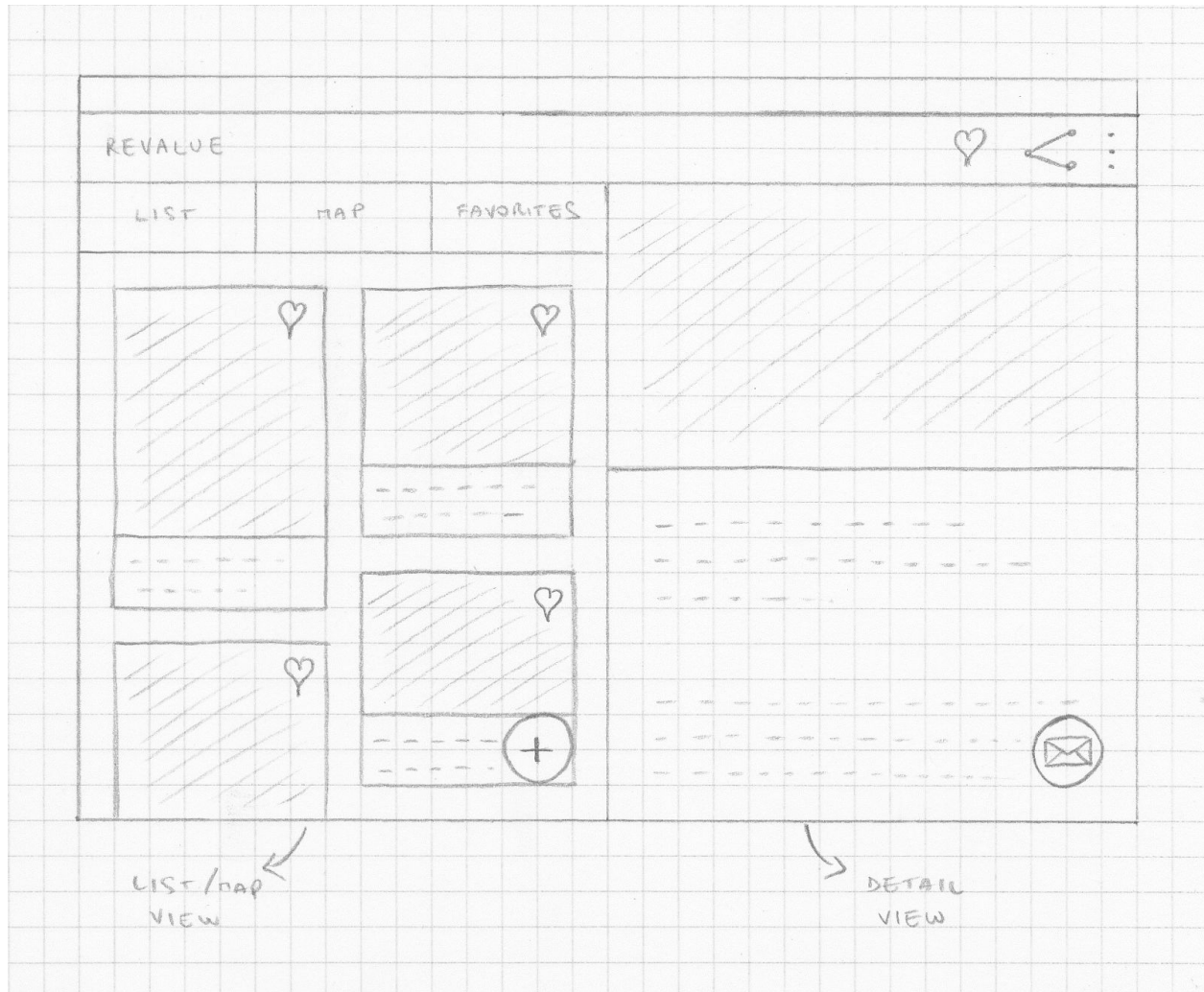
CHOOSE A LOCATION

 SELECT A PICTURE

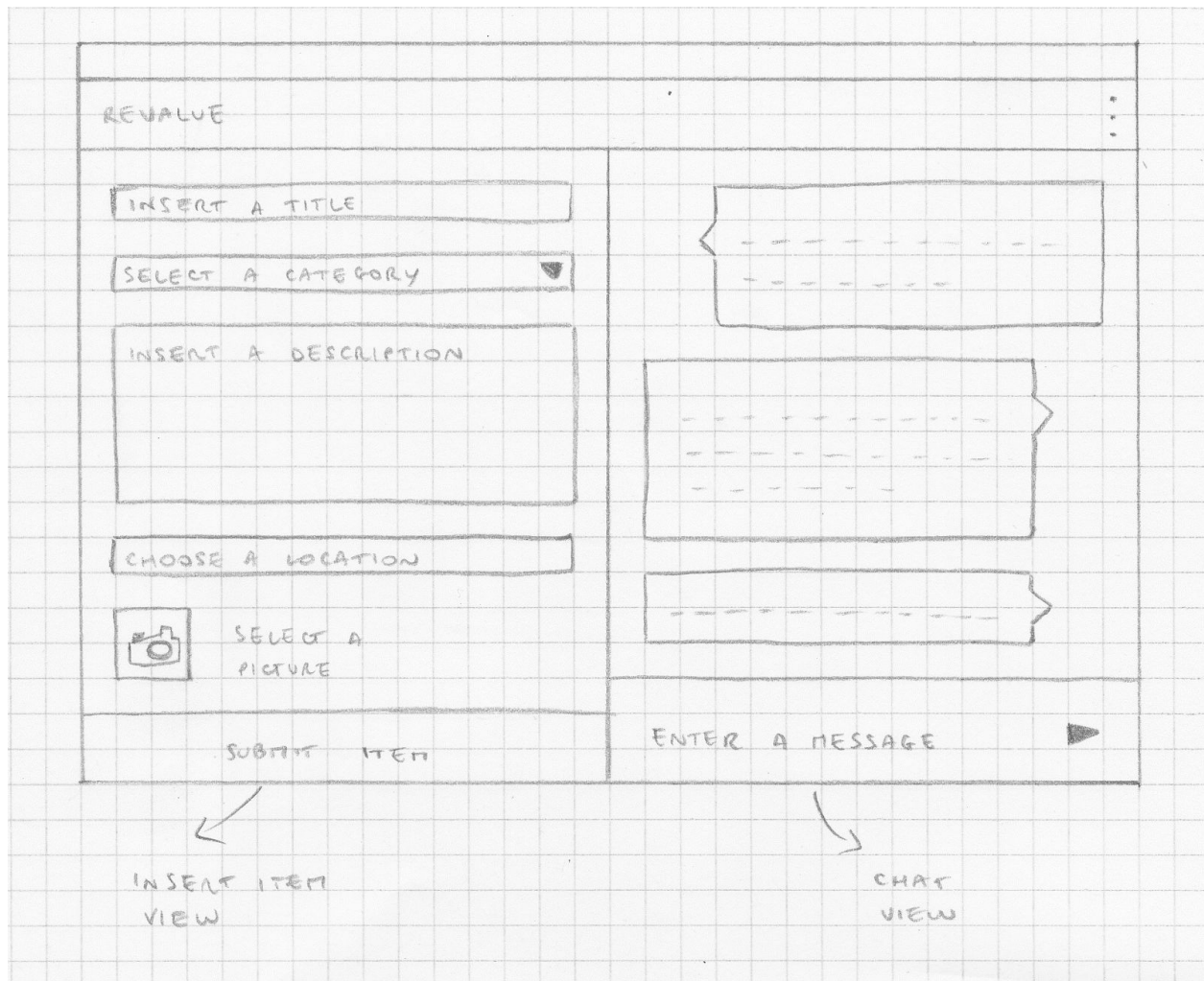
SUBMIT ITEM

FORM TO INSERT A NEW ITEM, INCLUDING LOCATION AND PICTURE

Tablet master/detail view



Tablet other views



Key Considerations

How will your app handle data persistence?

Persistence will be primary handled by the server Web API service.

A custom Content Provider will be developed to support persistence of exchanged messages, that will not be stored on Revalue server but only locally.

Settings will be stored using SharedPreferences.

Describe any corner cases in the UX.

User will have access to all the functionalities only after logging with Google or Facebook.

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

The following libraries will be used:

- *Glide* to handle loading and caching of the images
- *Retrofit* to generate a Java interface for the Web API service
- *Butterknife* to avoid findViewById annoyance

Next Steps: Required Tasks

Task 1: Project Setup

- Create the project structure, adding folders and packages
- Add and configure libraries and SDKs.

Task 2: Implement UI for Each Activity and Fragment

Build activities and fragments for the available views, both for smartphone and tablet mode, using mock data:

- Login
- List of items
- Map of items
- Details of item
- Chat
- Insert new item

Task 3: Connect to real data

Replace mock data with real data, building the following services:

- Database layer
- Content Provider
- Connection to Web API and Google Cloud Messaging servers

Task 4: Additional features

Additional features will be completed:

- Notifications

- Sharing
- Ads and analytics services to track user habits

Task 5: Debugging and testing

Corner cases will be considered, and every bug solved prior to publication.