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MeetMe!

Description

MeetMe! Is a simple social network, enabling people to connect and meet new people with the messaging system. It's not quite a dating app, but acts in a similar way to help people meet people in their local area to make friends.

Intended User

Anyone who wants to make friends (or more) in their local area.

Features

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- User authentication
- Personal profiles

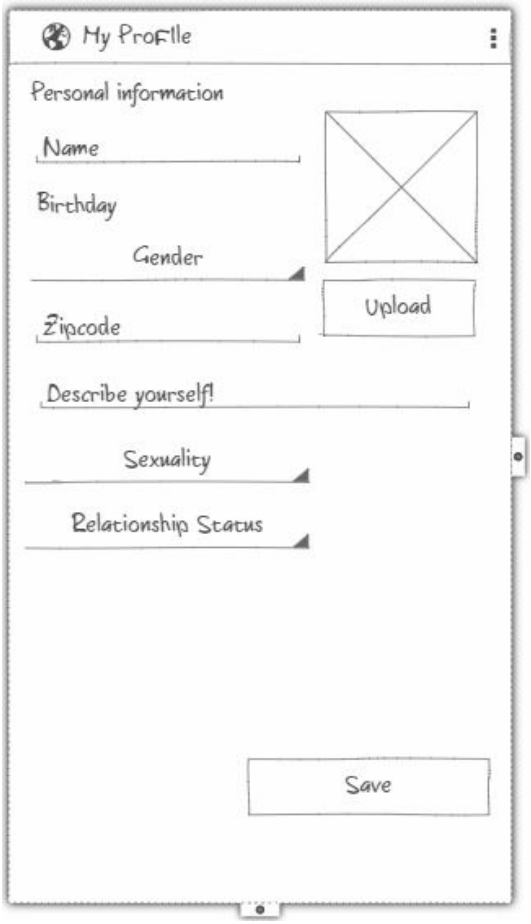
- Messaging system

User Interface Mocks

Screen 1

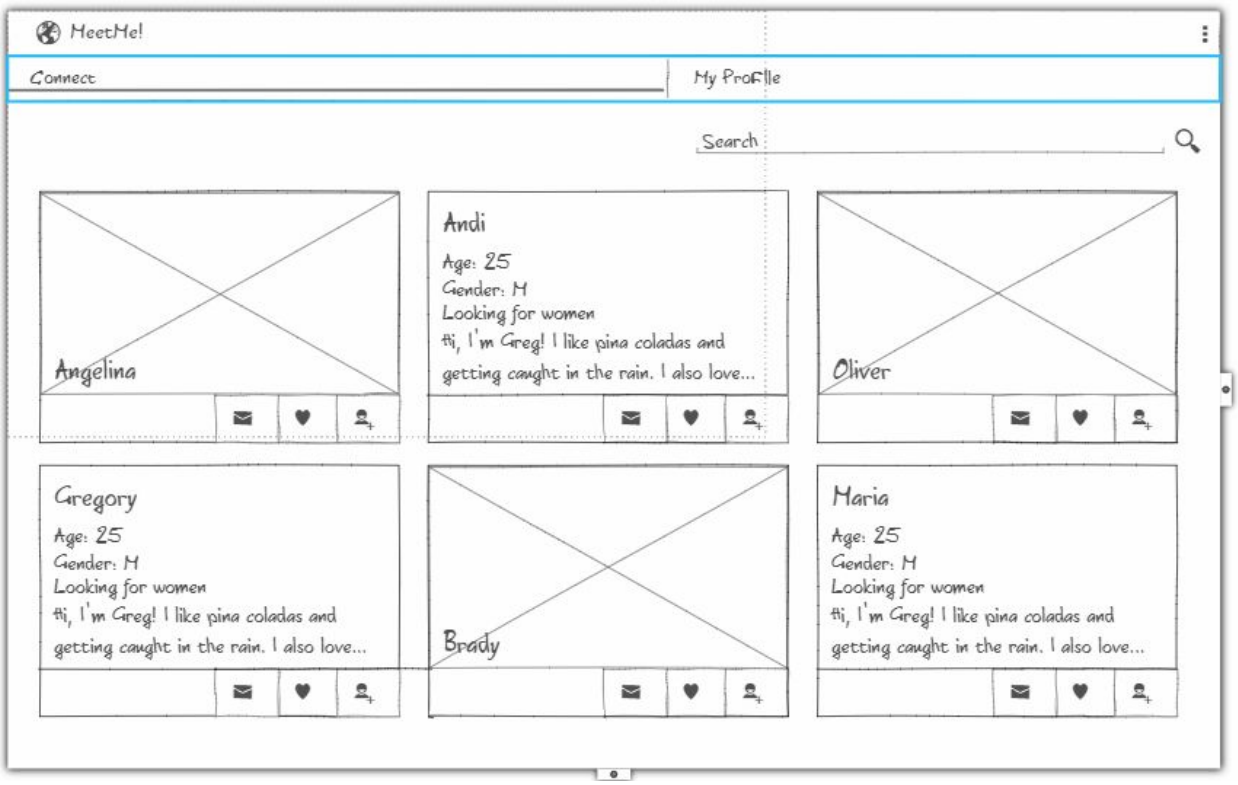
This screen displays only when the user is not signed in. Each button will launch a new fragment to display the appropriate fields to either login or create an account.

Screen 2



The Profile Editor Activity will launch automatically after a user joins for the very first time, or when they click the edit option from the My Profile fragment menu.

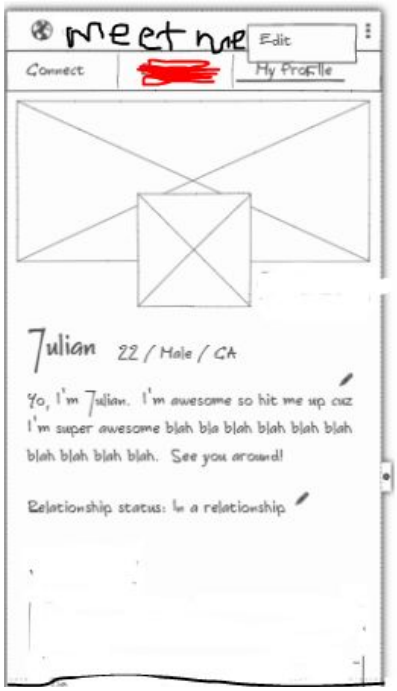
Screen 3

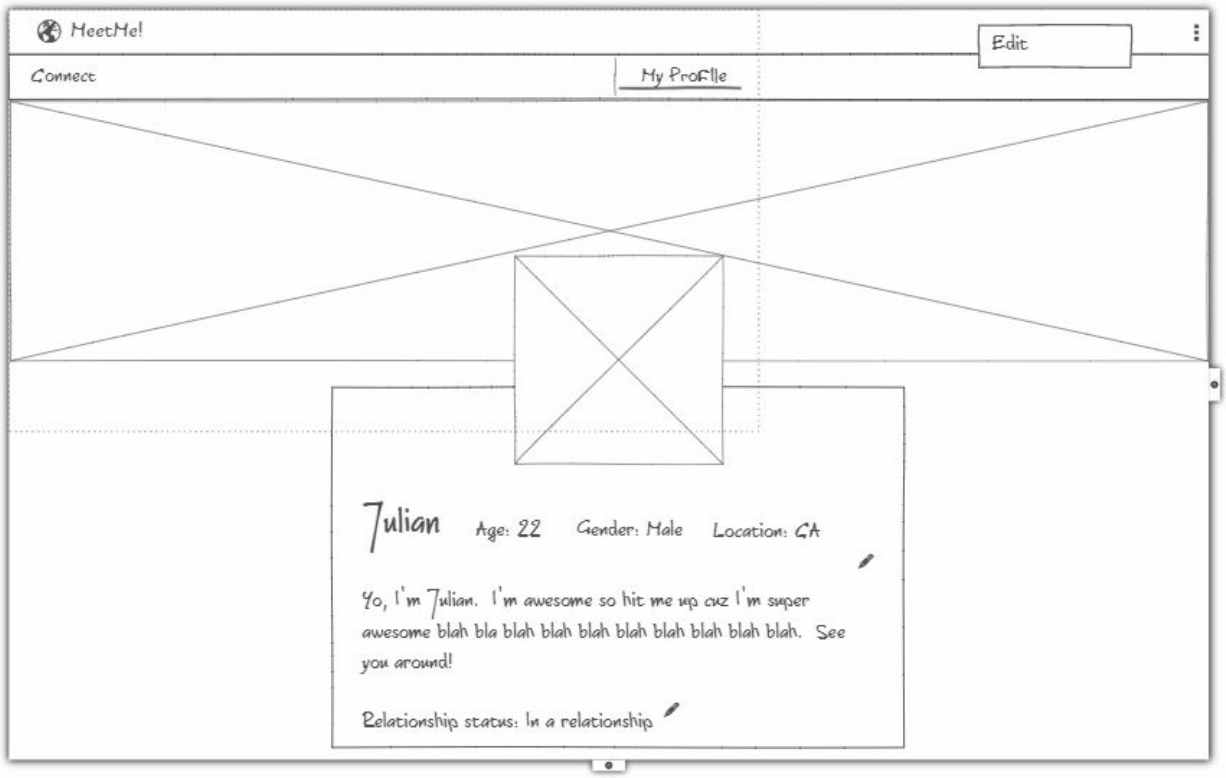


The main screen will include a ViewPager that allows users to navigate between two fragments: Connect (profiles) and My Profile.

The first fragment, Connect, displays a list of cards that display user profiles. The user can click a card to view the user's full profile, message, favorite, or send a friend request to the selected user. I want to animate the cards so that they switch between displaying the user's image and their information..

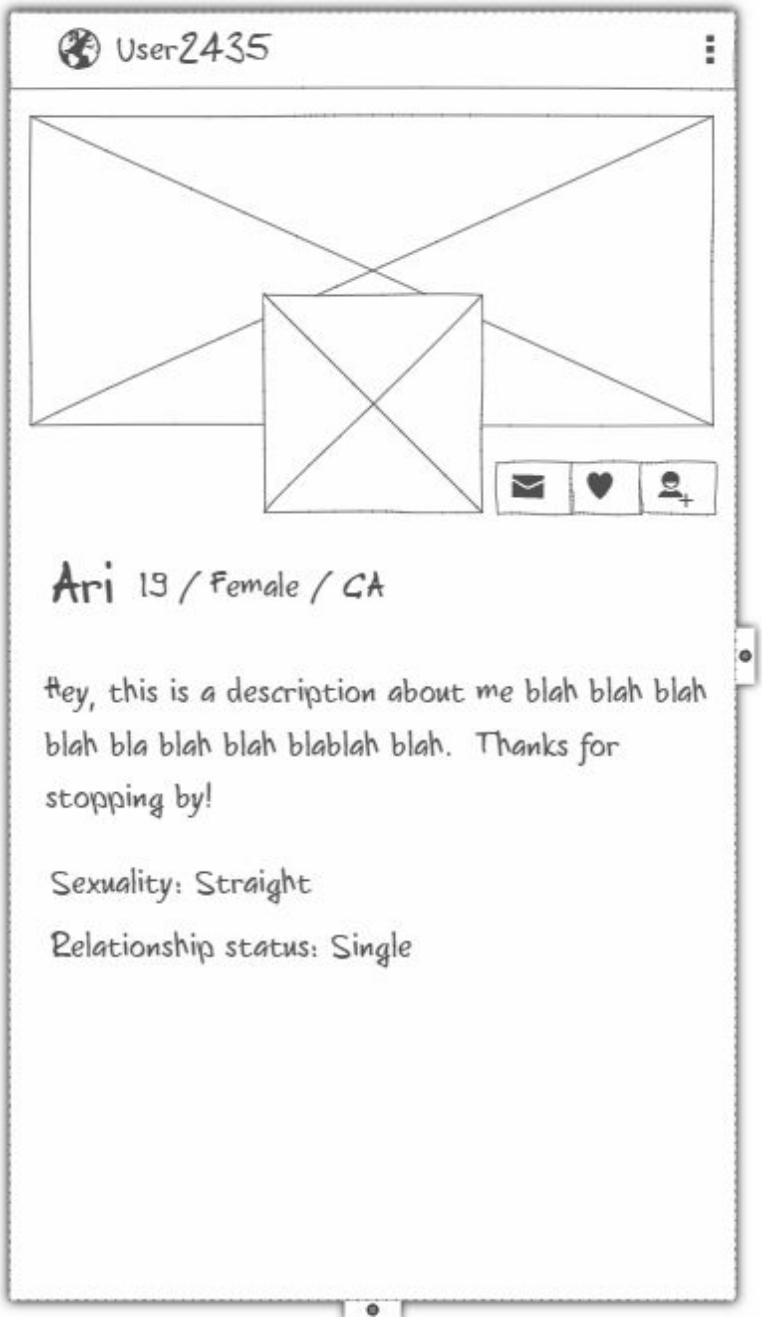
Screen 4

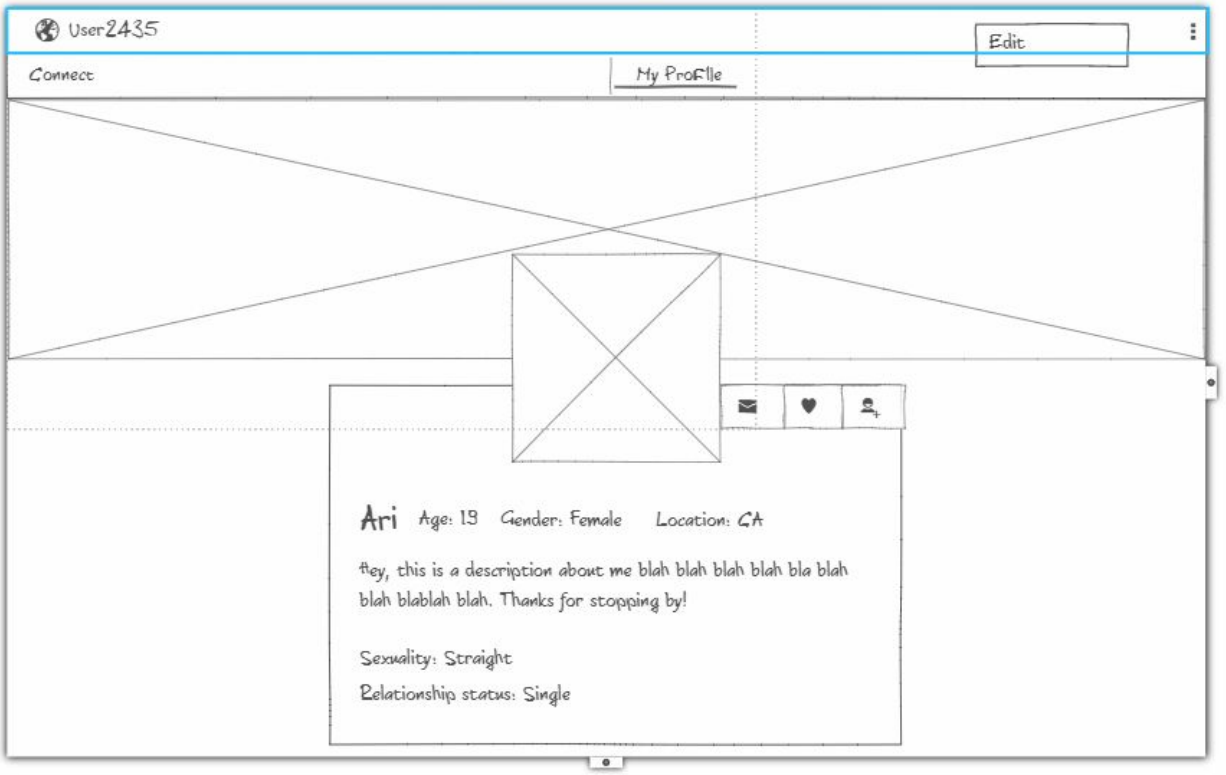




The second fragment, My Profile, displays the user's profile information.

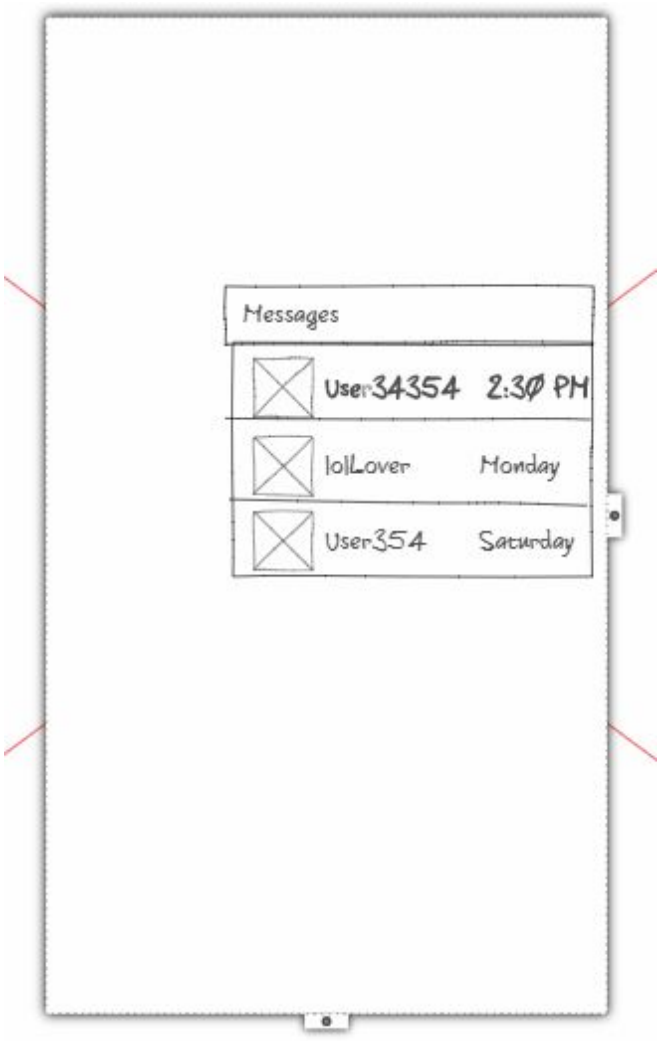
Screen 5


User2435
Ari 19 / Female / CA
Hey, this is a description about me blah blah blah blah bla blah blah blablah blah. Thanks for stopping by!
Sexuality: Straight
Relationship status: Single



A simple activity to display a user's profile. The active user can message, favorite, or add a person.

Screen 5



A widget to display the user's messages.

Key Considerations

How will your app handle data persistence?

I will use SharedPreferences to save the user's search result preferences in the profiles. I will use a Content Provider for an SQLite database to save a list of users the active user has favorited or friended. My list of all users will be saved in a Firebase database.

Describe any edge or corner cases in the UX.

The login prompt should only appear if the user is not already logged in. If they are already logged into an account, it should display the main screen with the pageviewer.

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

I will use Picasso for images and Butterknife for data binding.

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

I will use admob to display ads in the app and location services to help users find others in their area. I may also include google Identity, or I may use only Firebase Authentication.

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

- Configure libraries
- Create models for the data
- Configure database and content provider

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Login/SignUp prompt screen
- Build UI for Login screen
- Build UI for Sign In Screen
- Build UI for Main Screen
- Build UI for Connect Fragment
- Build UI for My Profile Fragment
- Build UI for View Profile Activity

Task 3: Implement Login

Implement the login functionality

- Use Google Identity to allow users to login from a Google account
- Allow users to create an account with Firebase Authentication
- Save all new profiles to the user DB with Firebase Realtime Database

Task 4: Populate User Profile data

Populate the user's profile data to their profile page.

- Get the user's data from the DB using a Loader
- Save the data to the correct fields

Task 5: Populate Profiles List

Populate the list of profiles with the data from the Firebase Realtime Database

- Use an AsyncTask to fetch the data from the firebase database
- Save the data to the correct fields

Task 5: Messaging

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

- Set up Firebase Cloud Messaging

Task 5: Create widget to display message inbox

- Create widget layout
- Populate data to widget
- Update widget to fetch new messages using Firebase Job Dispatcher
- Display app when message is opened