
GitHub Username: alfonso-balbuena

Tourist landmark

Description

Discover new places to visit! With this app you can store the places that you love and create routes for seeing.

Intended User

Mainly for travelers

Features

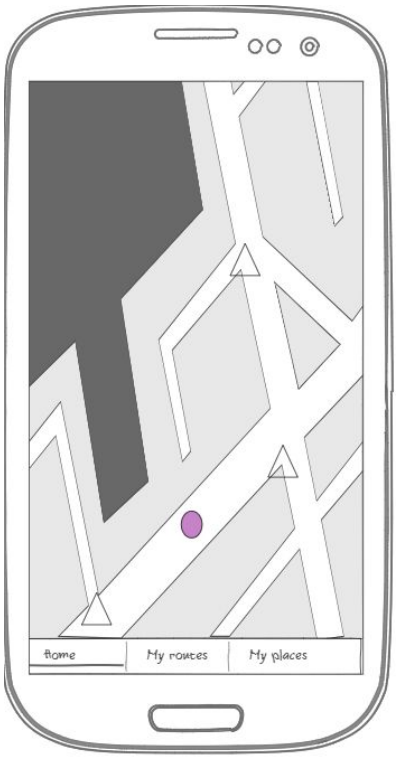
List the main features of your app. For example:

- Show places in a map

- See details of a certain place
- Save favourite places
- Create routes with places to visit

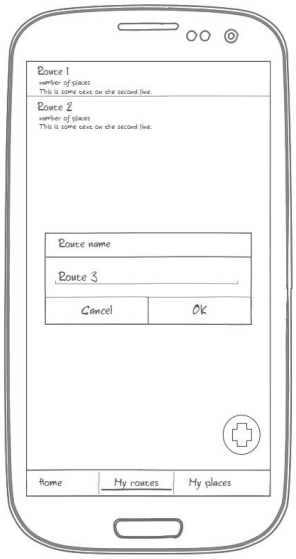
User Interface Mocks

Screen 1



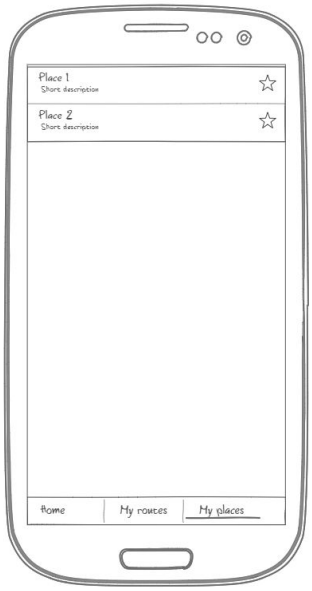
Home of the App. Here the app will show some recommended places depending on the location of the person.

Screen 2



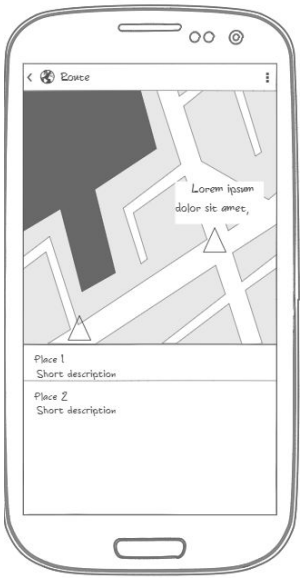
Show the routes that a user has added. Also, the user can add a new route just pushing the button plus and the app will show a dialog asking for the name of the new route.

Screen 3



Show the places that the user has saved as a favorite.

Screen 4



Show a map with the places of a certain route. If the user clicks a place in a map, the app will show a short description. If the user clicks in the list, the app will show a new activity with the details of the place.

Screen 5

Show the detail of a certain place

Key Considerations

How will your app handle data persistence?

The app will use Room to store the data in a sqlite database

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

- Glide: using this library for showing the images for places
- Room: using this library for using a sqlite database
- Dagger: using this library for dependency injection
- Retrofit: using this library to call the api rest

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

- Maps .
- Location: this google play services will be used to determine the current point in a map and with this data show recommendations
- Rest API from https://opentripmap.io/

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
- Configure Google play services for location and maps

Task 2: Implement UI for Each Activity and Fragment

- Build indicators for places in a map and show short description when the user push the indicator
- Build UI for MainActivity
    - Build fragment for Home
    - Build fragment for My routes
    - Build fragment for My places
- Build UI for detail of a place
- Build UI for detail for routes

Task 3: Create the pattern repository to store and consume the api rest

- Design the database (Room)
- Implement fetching data (Retrofit)
- Implement repository

Task 4: Configure classes for Dagger

- Configure dagger
- Setting the classes for dagger

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**"