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# Project name: Place Picker

## Description

This app will allow the user to select a location.

User can then search for nearby points of interest or essentials like Gas, Food, Bars, Casinos and more.

This app also allows user to favorite a location if needed to be retrieved later.

## Intended User

This app is of use to travellers, explorers, people who maintain a “*Places To Visit*” list planning to visit in future.

## Features

- Allows user to select a location on map.
- User can select points of interest or essentials near the selected location

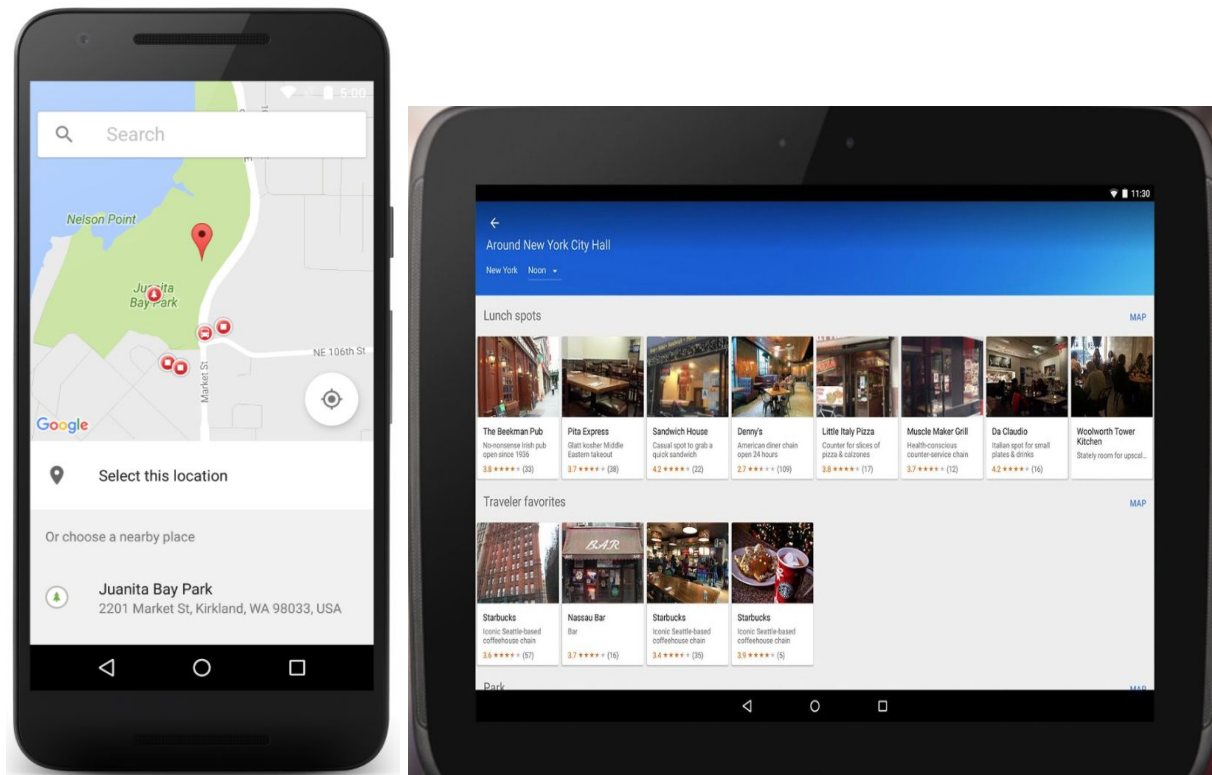
- Allows user to favorite a location and relevant details are stored locally for offline display.

## User Interface Mocks

### Screen 1

Activity allowing user to select a location to proceed.

(Source : Pic taken from Places API documentation for idea and reference)



### Screen 2

Activity which displays nearby main locations based on selection. Looks something like this.

(Source: Pic taken from Google Maps for idea and reference)

## Key Considerations

How will your app handle data persistence?

Favorited places will be stored locally using a Content Provider

### Describe any edge or corner cases in the UX.

Initial selection of the location will be users current location by default. User doesn't have to click current location every time if searching nearby.

If user doesn't have network, favorites will be displayed, letting the user know that network's not available.

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

Planning to use:

- Picasso to handle the loading of images.
- Retro fit to handle Network requests
- Butter Knife to handle view binding

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

- This app will use the Google's Place Picker to allow the user to select a location.
- Uses Google's Places API to retrieve relevant locations and display to the user.

## Next Steps: Required Tasks

### Task 1: Project Setup

- Get API Key required for this app
- Configure libraries
- Develop more detailed layouts.

### Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity with fragments
- Build UI for user's selection criteria and displaying results

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### 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**"
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