

How to Use this Template

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Submission Instructions

1. After you’ve completed all the sections, download this document as a PDF [File → Download as PDF]
2. Create a new GitHub repo for the capstone. Name it “**Capstone Project**”
3. Add this document to your repo. Make sure it’s named “**Capstone_Stage1.pdf**”

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Resell

Description

Sometimes there are pieces in your closet that you no longer wear as they never quite fit right, or you’ve worn them enough times that all your friends and family have seen you in it. Resell would allow seller to put their pieces to sell and buyers to find the hidden gems.

Items appear according to your location to guarantee that you can call the sellers directly and them to make sure the piece really works for you.

Intended User

People who want to sell their used clothes and make some investment.
Person who loves to find great pieces with less cost.

Features

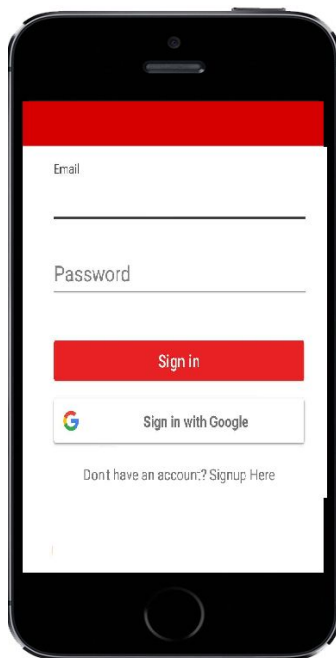
List the main features of your app. For example:

- Saves the user's account information after signing in with google or filling a form
- Upload item price, size, image as a post
- Develop profile for the sellers; Profile owners can edit their profile
- provide an app widget

User Interface Mocks

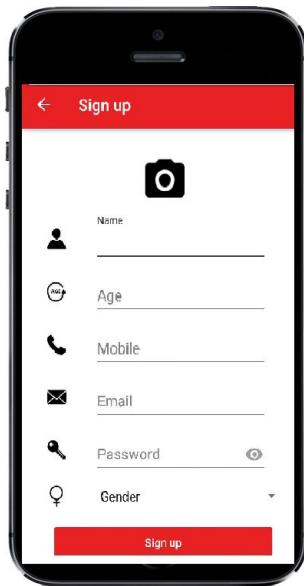
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



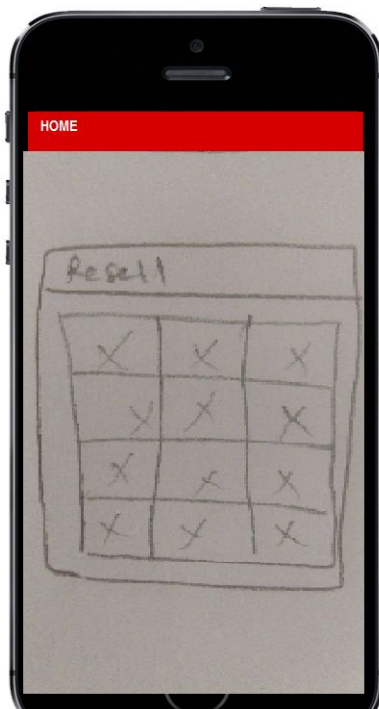
screen for user to sign-in either by google account or by mail when the user first install the app.

Screen 2



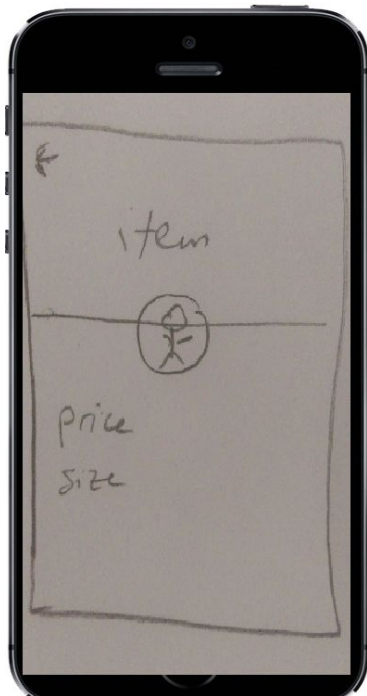
Sign-up form if the user don't want to sign with the google account

Screen 3



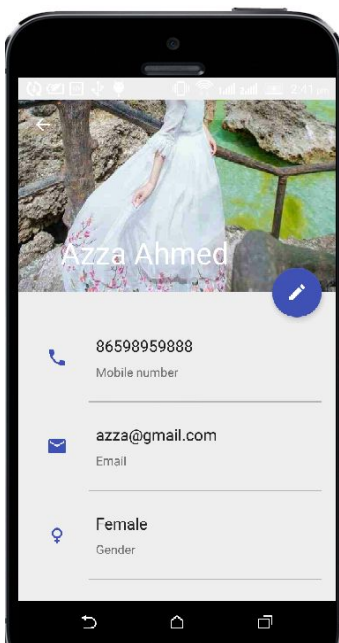
The home screen where the items uploaded is shown in GridView; Items are clickable to go to the details screen

Screen 4



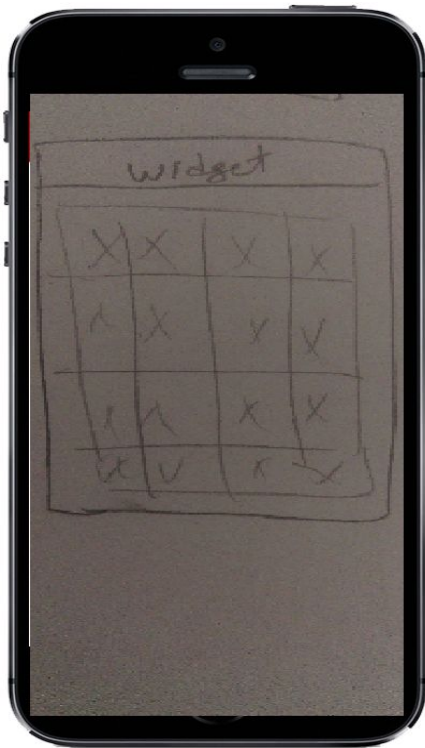
Item details view where item information is provided along with the access to the profile of the owner

Scene 5



Buyers can see the seller's profile in order to call him while the fab is added if the profile's owner is the one accessing the profile to be able to edit it

Scene 6



app widget UI

Key Considerations

How will your app handle data persistence?

Firebase Would be used as the database

Describe any corner cases in the UX.

Fab button is shown in the profile view if the one accessing the profile is the owner in order to be able to edit the information. If the one viewing the profile is a buyer viewing a seller's profile the Fab button would be invisible

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

Picasso to handle the loading and caching of images.
Support Design to handle the Card and Recycle views.

Describe how you will implement Google Play Services.

Google Sign-in Api so users would be able to sign-in with their google accounts.
Firebase to handle to backend requests, authentication of users and to handle the images storage.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

Task 1: Project Setup

- Create a firebase project from Firebase console
- Download the google-services.json file
- Edit the Gradle files and add google-services plug-in
- Configure Firebase libraries for authentication and storage
- Configure play service libraries
- Add the suitable permissions in the manifest

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Sign-in Activity
- Build UI for Sign-up Activity
- Build UI for Home Activity
- Build UI for profile Activity
- Build UI for ItemDetails Activity

Task 3: Implement the signing process

- Implement signing in with google
- Implement signing in via email and password
- Implement sign out
- Implement sign-up through a form using Firebase as the database

Task 4: Retrieve information for profile Activity

- Create profile layout
- Retrieve data from the database and view it in the layout
- Implement an intent for the phone number when clicked to open the phone keypad

Task 5: Implement Edit profile

- Edit the profile layout to be editable
- Implement edit method to save the new information

Task 6: Upload item

- Create itemUpload layout
- Handle the storing process of the item in the database
- Handle how to retrieve the items in the Home Activity

Task 7: provide an app widget

- Create widget layout
- Implement widget provider
- Implement Remote view service

Task 8: Provide a loader

- Provide a loader fetch and load a welcome image when user first sign in

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