How to Use this Template

1. Make a copy [File → Make a copy...]
2. Rename this file: "**Capstone_Stage1**"
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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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Yabi

Description

Yabi is here to change the way you shop online. It is a digital assistant that integrates with all the shopping apps on your device. It will help you get the best deals & get coupons for online shopping. While you continue to shop the regular way on your favourite app, Yabi interacts with that app to tell you the the Best Coupons across all shopping, cabs, recharge & food delivery apps - All these features within your favourite apps.

Intended User

A must-have for all smart online shopaholics to make shopping easier, more convenient, efficient and fun!

Features

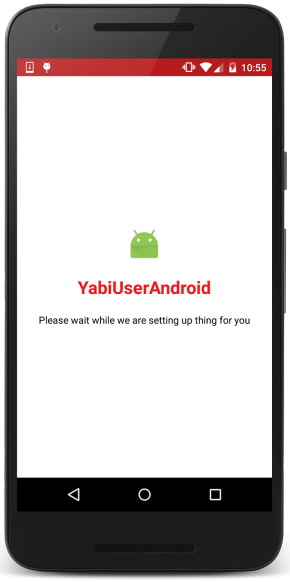
List the main features of your app. For example:

- Offline Coupons
- Online Coupons
- Auto assist best offers

User Interface Mocks

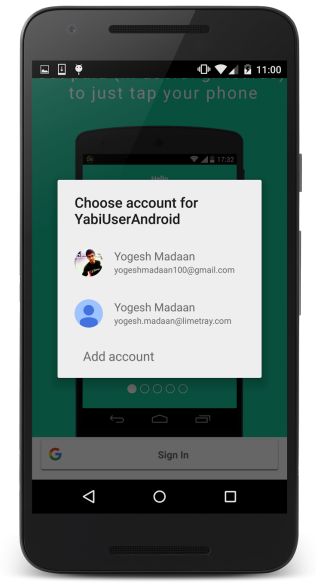
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Splash Screen



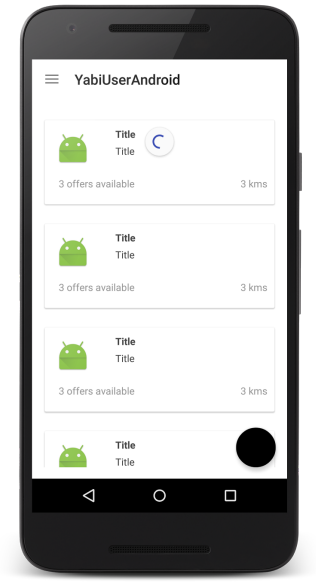
This screen will fetch the latest configuration from the server and will adjust the ui accordingly.

Login Screen



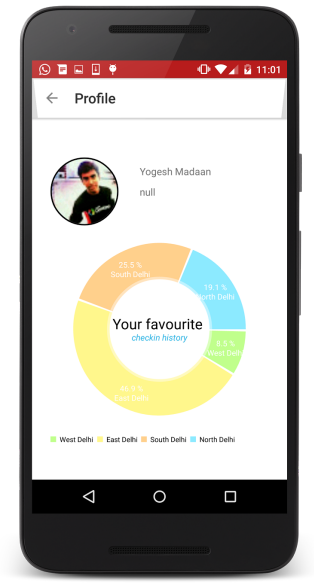
This screen will allow user to complete the login process through G+ .

Home Screen



This screen will list the different offers and coupons that are active and fetched from the server.

Profile Screen



This screen will show the user profile information like name and email.

Key Considerations

How will your app handle data persistence?

The app will be having both online and offline offers.So user will have an option to save offline offers comprising of Dine in offers. These offers will be saved in a local Sqlite database and will be shared using Content providers.

Describe any corner cases in the UX.

The app will start with the splash screen which will load all the configuration of the applications and once that process if complete it will either jump to login screen or home screen dependending on the user login state.

The login procedure of the user will be accomplished using G+ and basic profile information will be fetched and saved in shared preferences.

The menu screen will be comprising of two tabs containing offline and online offer respectively and a navigation drawer for additional features like profile, FAQ .

The profile screen will display the basic information about the user which can be modified.

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

Following set of libraries will be used

Google play services - for google analytics, g+ login and geo location
Glide - for image caching
RX Java with Ok Http - for api calling and reactive programming
Material Drawer - for navigation drawer in the app with multiple user login

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

The first step (after creating the base Android Studio project) will be to set up a cloud endpoints library to permit me to write against the web based project.

This will include:

- Creating a project in the Developer's Console
- Enabling the APIs for google login and any other APIs I need to enable to use cloud endpoints.
- Noting the project ID for inclusion in the Project.

I will also determine a rough idea of what a model will entail and begin designing the data model.

Task 2: Implement G+ Login.

In this task user login will be done through Plus api :

- Configure the project with GDC
- Implement the login functionality

Task 3: Implement UI of each Activity and Fragment

In this step basic layout will be drawn using recyclerview and containers.

- Create home screen and set data using dummy values
- Create profile activity and fetch data from shared preferences

Task 4: Implement the Networking Code

This task will include the designing the business logic of the application which will include

- Interacting with server to access online and offline offers
- Requesting server to get offers for a specified application

Task 5: Refine

At this point, I should be able to test and refine this app to find any missing/useful features.