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**GitHub Username:** bayboraoren

## Delivery Route

### Description

The application helps restaurants' drivers to deliver customer's orders efficiently in time through a map. Also, restaurant manager can check that where a driver is going. On the other hand, a client can check where is his/her order in real time. In this way, order process can be tracked, documented and examined.

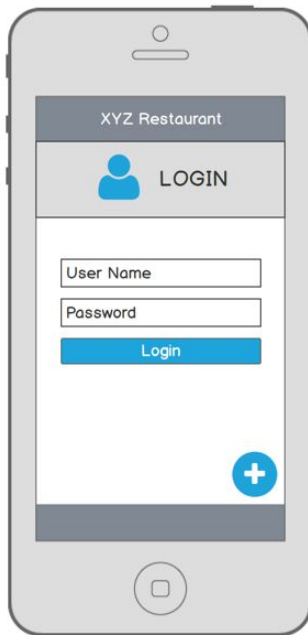
### Intended User

This application for restaurant managers, drivers and customers who order products.

### Features

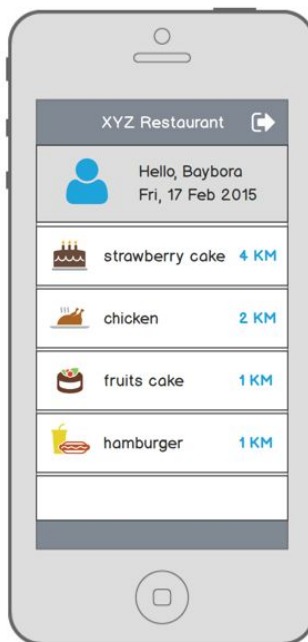
- Order data saved
- Order data can be shown on map
- Map data saved

## User Interface Mocks



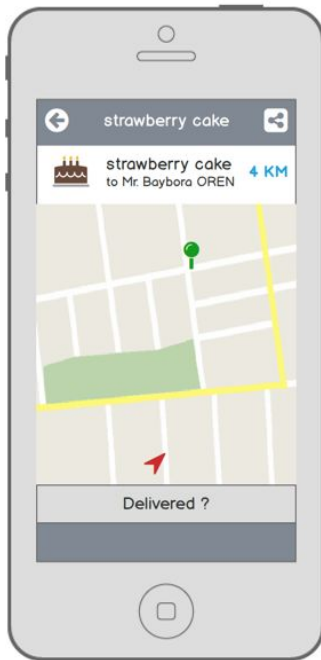
### Screen 1 : Login

User can login to system.



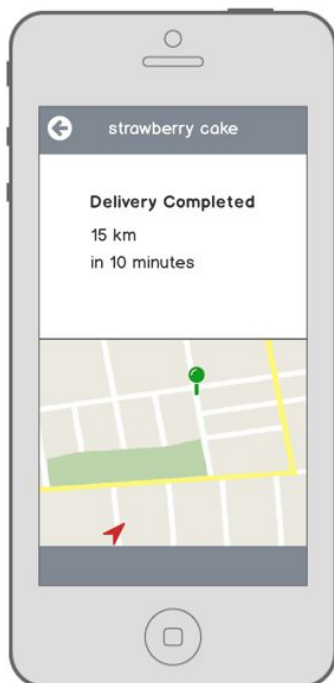
### Screen 2 : Main Screen

When Driver User login to the system, Main Screen can be shown. On that screen Driver User can see the place on the map that order will deliver. Also, he/she can evaluate that how close that place



### Screen 3 : Route Screen

On that screen Driver User can see the address of customer order on the map. He/She can drive to that address by map assistance.



### Screen 4 : Result Screen

On Result Screen, Driver User has been informed about that he/she delivered product.

## Key Considerations

**How will your app handle data persistence?**

ActiveAndroid with Content Provider

**Describe any corner cases in the UX.**

*For Screen 2*

- The user signs out system via logout button.

*For Screen 3*

- The User returns to the Main Screen when he/she clicks back button.
- The User share own location data with anyone through clicking the share button.

*For Screen 4*

- The User returns to the Main Screen by clicking back button.

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

- Picasso, to handle the loading and caching of product images
- EventBus, to connect between activities
- Retrofit, to use restful web services
- ActiveAndroid, ORM library to use SQLite
- ButterKnife, to inject view
- Gson, Java Objects into their JSON representation or convert a JSON string to an equivalent Java object
- Firebase, mobile backend

## Next Steps: Required Tasks

### Task 1: Project Setup

- Create Android Project
- Add Libraries

## Task 2: Implement [Login Screen](#)

- Build UI for Login Screen Activity
- Implement [Firebase](#) for login
- Implement Register Screen Activity
- Implement [Firebase](#) for register

## Task 3: Implement [Main Screen](#)

- Build UI for Main Screen Activity
- Design [Firebase](#)
- Implement Content Provider via [ActiveAndroid](#)
- Build UI for RecyclerView
- Implement [Picasso](#)
- Implement [Google Map Service](#)

## Task 4: Implement [Route Screen](#)

- Build UI for RouteFragment
- Implement [Firebase](#)
- Implement [Google Map Service](#)

## Task 5: Implement [Result Screen](#)

- Build UI for ResultFragment
- Implement [Firebase](#)