

## How to Use this Template

1. Make a copy [ File → Make a copy... ]
2. Rename this file: “**Capstone\_Stage1**”
3. Replace the text in green

## 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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# Travel Perfect

## Description

Are you going on an exotic trip? Or maybe a short city trip? Do you feel overwhelmed with packing your belongings? Are you anxious until you arrive at your destination, in case you forgot something? No more! With travel perfect even the beginning of the trip is relaxing. It will not only help you organize, but also remind you when you should be leaving, last minute check to be sure you didn't forget your toothbrush and assist you packing.

## Intended User

Travelers of all kind.

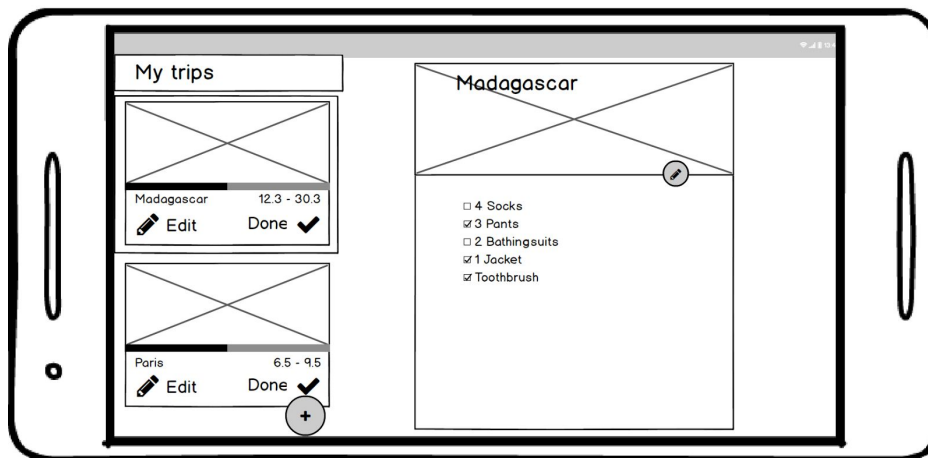
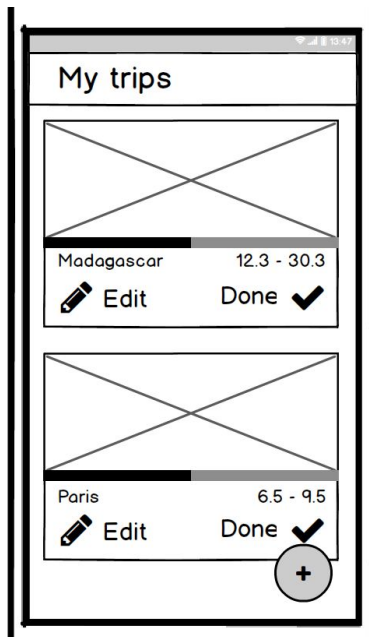
## Features

- Saves to do lists (with checkboxes)
- Creation process easy and fast
- Timely reminders when to leave

## User Interface Mocks

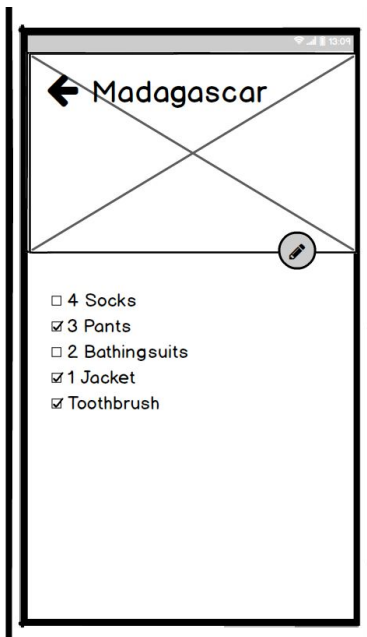
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

## Home



In home you have an overview of all your trips. Each trip has quick actions like edit, to edit directly without going through the detail and a done button. The done button archives the trip.

## Detail



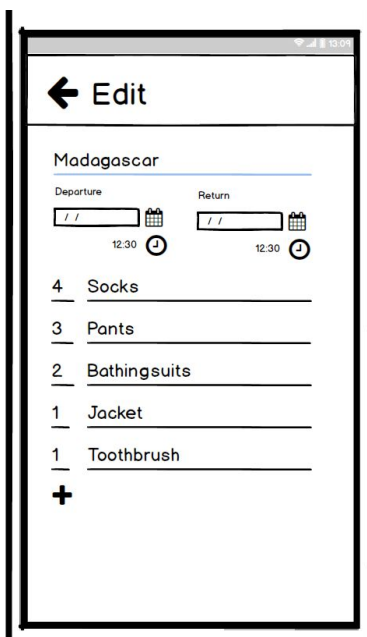
← Madagascar

☐ 4 Socks  
☒ 3 Pants  
☐ 2 Bathingsuits  
☒ 1 Jacket  
☒ Toothbrush

A mobile app screen for a trip to Madagascar. At the top, there is a back arrow and the title "Madagascar". Below the title is a list of items with checkboxes. The items are: 4 Socks (unchecked), 3 Pants (checked), 2 Bathingsuits (unchecked), 1 Jacket (checked), and 1 Toothbrush (checked). A pencil icon in a circle is located to the right of the list.

In the detail view the user can check items off the list as soon they have packed them and get a feel for the progress.

## New/Edit



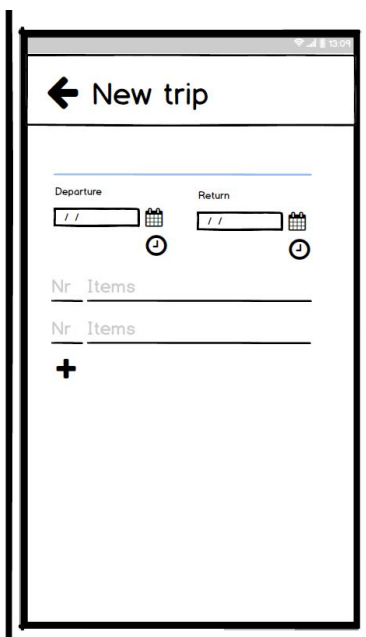
← Edit

Madagascar

Departure: / / 12:30  
Return: / / 12:30

4 Socks  
3 Pants  
2 Bathingsuits  
1 Jacket  
1 Toothbrush  
+

A mobile app screen for editing a trip. At the top, there is a back arrow and the title "Edit". Below the title is the trip name "Madagascar". Underneath are two date and time pickers for "Departure" and "Return". The departure is set to / / 12:30 and the return is set to / / 12:30. Below these are five rows of item counts and names: 4 Socks, 3 Pants, 2 Bathingsuits, 1 Jacket, and 1 Toothbrush. At the bottom is a plus sign (+).



← New trip

Departure: / /  
Return: / /

Nr Items  
Nr Items  
+

A mobile app screen for creating a new trip. At the top, there is a back arrow and the title "New trip". Below the title are two date and time pickers for "Departure" and "Return". The departure is set to / / and the return is set to / /. Below these are two rows of input fields for "Nr" and "Items". At the bottom is a plus sign (+).

The edit and new screen are very similar. The user can input the data for the trip, departure, return name of the place and the items needed during the trip.

## Key Considerations

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

I will create my own content provider.

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

The app should feel small and easy to use. The navigation will always be through home up and back button. If you are in the creation process a “draft” version will be created with your progress.

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

[Joda Time](#), Picasso, a lot of the support libraries

**Describe how you will implement Google Play Services.**

I’ll use AdMob and Analytics.

## 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 project in Android Studio and push it to git.

### Task 2: Create ContentProvider

Implementation of the data layer.

- Create entities
- Create content provider
- Helper for easy access
- Loader to access data

### **Task 3: Implement UI and navigation for MainActivity**

MainActivity implementation

- Implement recyclerview adapter with loader
- Create list items
- Implement the navigation

### **Task 4: Create New- & EditActivity**

Implementation of edit and new activities.

- Create layouts
- Implementation

### **Task 5: Create Detail Activity**

Details view to a trip

- Create layout
- Implementation