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## StartPack

### Description

This App ensures that you don't forget anything you planned to travel with. Once your packlist is built, this app will save it for you and remind you atleast daily to pack all the items in your packlist.

The App also has a feature to get the direction of your intended destination from your current location.

Additional notes:

- App will be written solely in the Java Programming Language.
- App will utilize stable release versions of all libraries, Gradle (version 4.6), and Android Studio (version 3.1.4).

- App will keep all strings, colors, dimens, etc in the equivalent resource folders.
- App will include support for accessibility. That includes content descriptions, navigation using a D-pad.
- All app dependencies will be managed by Gradle.
- Room will be is used with LiveData and ViewModel, and no unnecessary calls to the database will be made.

The below Table shows the stable versions of the library that will be used

Library	Stable Versions
Android Support Library	implementation 'com.android.support:appcompat-v7:28.0.0'  implementation 'com.android.support.constraint:constraint-layout:1.1.2'  implementation 'com.android.support:recyclerview-v7:28.0.0'  implementation 'com.android.support:cardview-v7:28.0.0'  implementation 'com.android.support:design:28.0.0'
Room and AAC components	implementation "android.arch.lifecycle:extensions:1.1.1"  annotationProcessor "android.arch.persistence.room:compiler:1.1.1"  annotationProcessor "android.arch.lifecycle:compiler:1.1.1"  implementation "android.arch.persistence.room:runtime:1.1.1"
Firebase Job Dispatcher	implementation 'com.firebase:firebase-jobdispatcher:0.8.5'

## Intended User

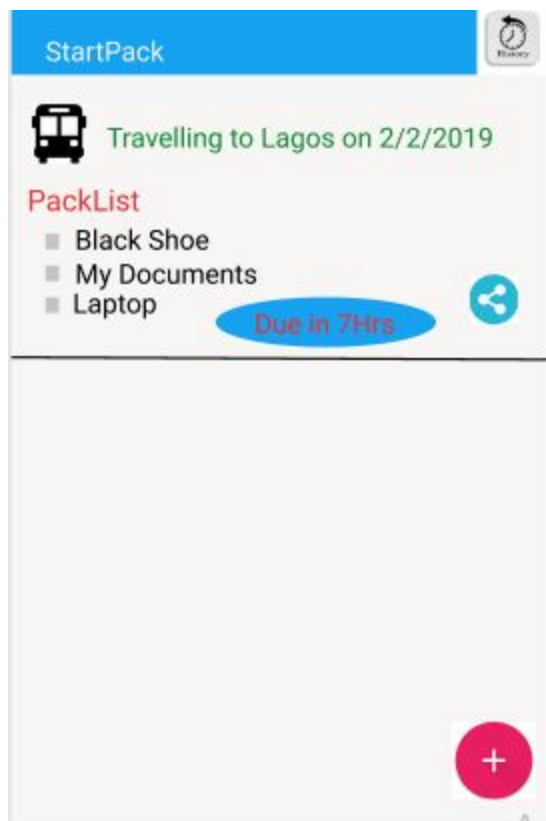
This App is intended to be used by Travellers or those not really travelling to a far place but need to be reminded of the items they will needing when they finally get to their destination

## Features

- Saves users packing list
- Schedules a reminder notification for the user
- Allows user to get the direction of their intended destination
- Allows users to mark off items they have packed
- Saves registered users packing list history to firebase database
- Sharing item packing list with friends.

## User Interface Mocks


### Screen 1




This is the mainActivity screen that displays the users Travel destination and intended travel items from here the user can launch the AddItems Activity Screen

## Screen 2




Travel Purpose \_\_\_\_\_


Destination \_\_\_\_\_ 

Travel Mode \_\_\_\_\_

Pick Travel Time 

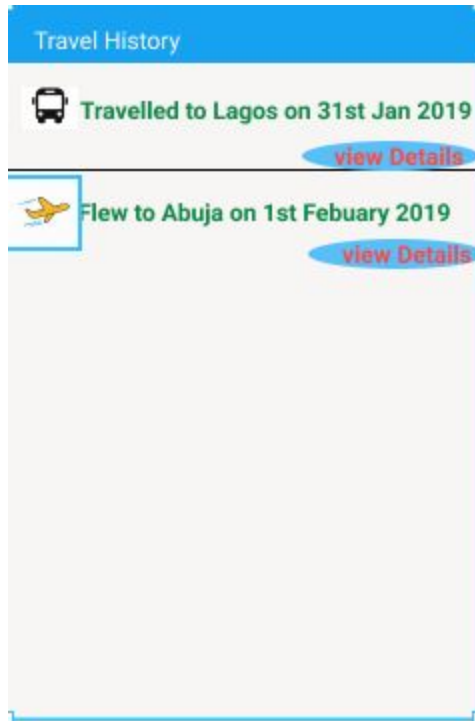
Enter Items to Travel With \_\_\_\_\_

Laptop  Black Shoe  



This is the AddItemsActivity where the user Enters his travel destination,time,items to travel with etc.

### Screen 3



This is Travel History Activity which shows the user the list of places he has travelled to and clicking on view Details will show the items the user travelled with. This history is persisted to online firebase database

### Screen 4



This is the App Widget for the App which will display the list of the users travel items and provide the user quick access to them

## Key Considerations

### How will your app handle data persistence?

This app will persist data offline using Room Database and online using Firebase Cloud Firestore Database

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

The user will be shown an error toast message when he/she tries to schedule a packing reminder or save his entry without adding any item to the list

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

Firebase - for online data persistence

Timber - for easy and smart Logging

FirebaseJobdispatcher - for scheduling reminder notifications

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

Google places api will be used in this project to get the name and Address of the user selected destination from Google Map.

This Service will be implemented by going to Google Cloud Platform Console, Creating and registering the project there and Signing up for an Api key

## Next Steps: Required Tasks

### Task 1: Project Setup

You may want to list the subtasks. For example:

- Configure libraries (Add Room, Timber )
- Register and set up project on Firebase
- Register and set up project on Google Cloud

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

- Build UI for MainActivity(which displays travel pack list)
- Build UI for AddItemsActivity
- Build UI for TravelHistoryActivity

## Task 3: Set up Room Database

- Create DAO, Entities and Database for the App
- Add AppExecutor to be used to handle querying off the main UI thread and DateConverter class to enable saving dates into the database

## Task 4: Work on the AddItemsActivity

- Create the layout
- Add the feature of picking travel destination place the map
- Enable the add Item button to save items to Database

## Task 5: Work on the MainActivity

- Creates an Adapter that will display the users Travel destination and travel items in a recycler view
- Schedules a Notification reminder for the user to pack his travel items
- Work on the feature to delete users Travel destination and travel items that has expired and saves it in database as Travel History from here it can be synced to firebase online database (This will be Handled asynchronously using an AsyncTask)
- Add a feature for the user to open map and see direction to his/her destination

## Task 6: Work on the TravelHistoryActivity

- Creates an Adapter that will display the users Travel history
- Add firebase Login to enable logged in users see their travel history

## Task 7: Implement Widget

- Creates layout for the widget that will display a list of users travel items
- Create a Widget Provider (Creates a pending Intent inside the onUpdate method of the AppWidget provider which will launch the MainActivity )

## Task 8: Polishing the UI

- Starts polishing the UI and also adding material design to the App to have a nice look for the users
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