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Submission Instructions
1. After you've completed all the sections, download this document as a PDF [File → Download as PDF]
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GitHub Username: chris-shum

Loaded Burgers-N-BBQ

Description

This app will allow users to order food from and pay Loaded Burgers-N-BBQ. It will also allow the owners/employees of Loaded BBQ-N-Burgers to receive and accept payments of food orders.

Intended User

Customers of Loaded BBQ-N-Burgers.
Owners/Employees of Loaded BBQ-N-Burgers.

Features

- Displays Loaded BBQ-N-Burger information (Menu, locations, phone numbers, etc.)
- Allows users to order and pay for their meal
- Displays customer information and orders to Loaded BBQ-N-Burgers

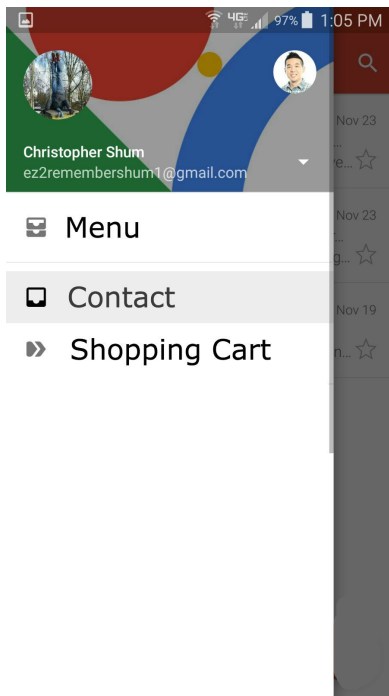## User Interface Mocks

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.
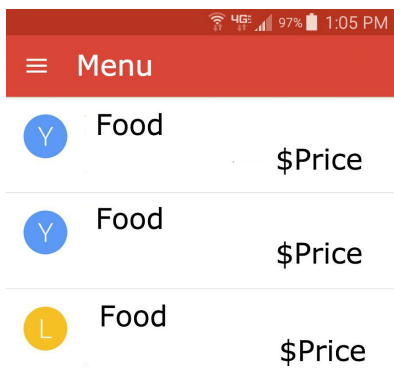
Main
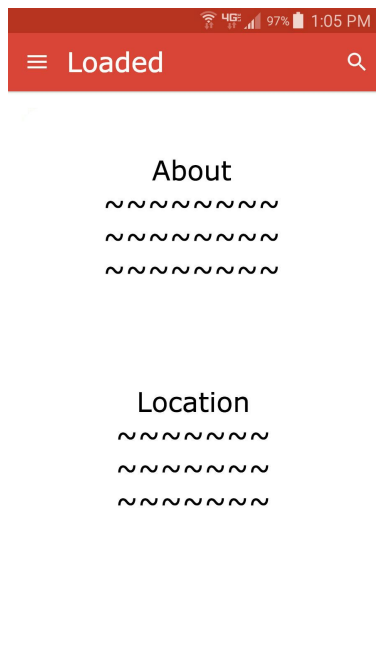
Main screen housing general information and navigation drawer.

Navigation drawer

Navigation drawer housing links to all activities/fragments

Menu

Menu will house firebase data (menu objects) in recyclerview.

Details

← Details

Image   Food

Price

Description

Add to cart

Detail of menu item with an add to cart button.

Cart

☰ Cart

Y   Food
$Price

Y   Food
$Price

L   Food
$Price
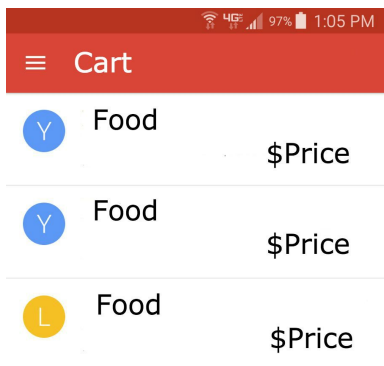
Total: $Price

Order

Cart will house all items added to cart in recyclerview and allow you to order.

```
---------------------------
|                         |
|   Loaded is open    |
|  We are out of BBQ |
|                         |
---------------------------
```

Widget will display store hours(?) or possibly just if it's open or closed. It may also display food item statuses, ie. whether BBQ is available and/or they're out?

Key Considerations

How will your app handle data persistence?

I plan to use Firebase to hold the menu objects as well as the orders and user information. I may possibly sharedpreferences to hold the shopping cart order/user information and/or Realm.

Describe any corner cases in the UX.

My main concern is what happens during the payment transaction; if the user hits home or back during the payment process. I will need to read into the Paypal library more to understand what I can/cannot do to solve this. I also worry about the shopping cart, but I think I will use sharedpreferences or Realm to save them locally. Finally, I wonder what will happen during periods of no internet activity.

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

I will be using Firebase as my database, github to house images, Picasso to display said images, and Paypal to handle payments. Possibly be using Realm as a quick way to save the shopping cart orders.

Describe how you will implement Google Play Services.

Most likely I will be using analytics to see which item menus are most popular and AdMob. It's possible I will use maps to help with finding restaurant locations.

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

- Build rough Main Activity complete with navigation drawer
- Build rough Menu Activity/Fragment
- Build rough Details Activity/Fragment
- Build rough Shopping Cart Activity/Fragment

Task 2: Firebase

- Implement Firebase
- Add menu objects to Firebase
- Test Firebase objects are received in the app and display

Task 3: Paypal

- Implement Paypal
- Test Paypal

Task 4: Google Play Services

- Add AdMob
- Add Maps

Task 5: Fix UI

- Clean up UI

Task 6: Test App

- Test

Task 7: Owner 'Flavor'

- Create owner version ('flavor') of app which allows them to change menu items as well as see orders and contact users (?)

Add as many tasks as you need to complete your app.

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