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

Description

Intended User

Features

User Interface Mocks

Screen 1

Screen 2

Key Considerations

How will your app handle data persistence?

Describe any corner cases in the UX.

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

Describe how you will implement Google Play Services.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Your Next Task

Task 4: Your Next Task

Task 5: Your Next Task

GitHub Username: dorren

EventHub

Description

Write a brief summary of what your app does. What problem does your app solve? It's an app to help people to find and organize events. It let users to find events they're interested, and let organizer to reach a broader audience of common interests.

Intended User

Who is your intended user? (For example, is this an app for dog owners? Families? Students? Travelers?)

Anyone with common interests. Like soccer, basketball, opera, foodie, etc.

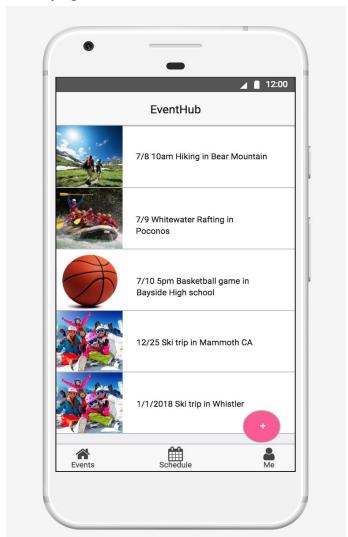
Features

List the main features of your app. For example:

User's stories

- List events
- Save/bookmark events
- Confirm event
- List saved/bookmarked events
- Create event

Homepage



- Homepage of the app, listing all available events.
- User can click each event to go to the detail page.

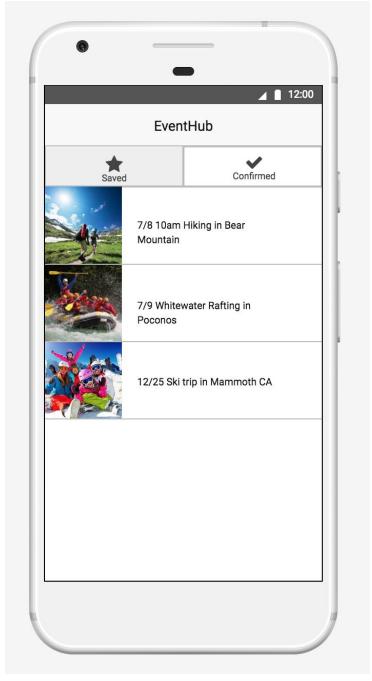
Event Detail



Detail event page.

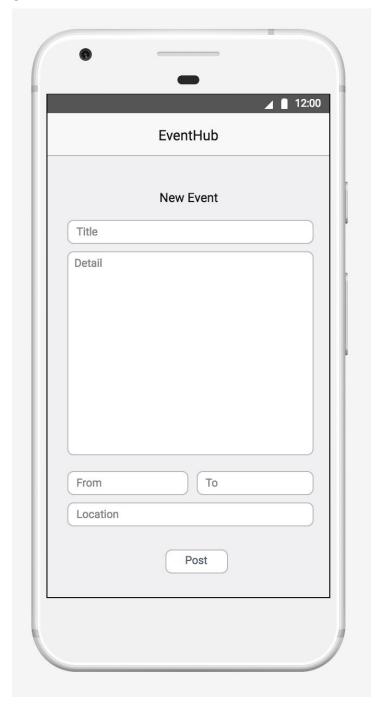
- User can save the event.
- User can confirm participating the event.
- If user is the organizer, it will not have save/confirm button, but will list participants below the map.

My Schedule



My schedule page. List saved and confirm events.

Create Event Form



Form used to create event.

Key Considerations

How will your app handle data persistence?

- Backend will be using RethinkDb as data storage.
- Coupled with node.js app to provide the API data access.
- RethinkDb can do push notification, which will call node.js app, which will call Google Cloud Messaging (GCM), which delivers the message to android app.

Describe any edge or corner cases in the UX.

If user doesn't have any bookmarked or confirmed events. App will provide a link to send them to the event listing page.

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

- App will use Picasso to render image.
- If organizer provides a location, app will display a google map.

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

App will use GCM to deliver real time notification.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup

- Setup new AWS instance for backend API server.
- Install RethinkDb, nodejs, nginx webserver.
- Setup sample data

Task 2:

• Build Content Provider to access API server.

Task 3:

- Build UI for homepage.
- Build Event list fragment.

Task 4

- Build UI for Event Detail Page.
- Research and incorporate Google Map.

Task 5:

• Build UI for My schedule Page.

Task 6:

- Build UI for creating events.
- Research uploading image.

Submission Instructions

- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
 - Make sure the PDF is named "Capstone_Stage1.pdf"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- Create a new GitHub repo for the capstone. Name it "Capstone Project"
- Add this document to your repo. Make sure it's named "Capstone_Stage1.pdf"