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Mangiare

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Description

Mangiare it's an app that will help you solve the stressful lunch question, What should We eat? in a very simple and straightforward way it will help you and your co workers/ friends decide where and what to eat, and forever stop the drefull answer “I don't know, you decide”.

Intended User

Business people that usually eat lunch in a restaurant near work

Features

List the main features of your app. For example:

Version 0.5

- Shows pictures of a categories of food served near by
- Shows a map and directions to one restaurant at a time
- Share info via intent to other apps
- Makes auto check in
- Saves your history and ratings
- Save your spending
- Admob banners

Version 1.0 (if time allows before may)

- Google and Facebook login in firebase
- You can create groups of friends
- Real time selection, voting and chatting
    - You can’t select a category until you vote and the category wins majority (when eating in groups)
    - Can chat with friends to decide where to go

User Interface Mocks version 0.5

This is for version 0.5 just for one user
(version 1 will add groups and social interaction in the app).

Low-Fi mockup
https://www.fluidui.com/editor/live/preview/p_74zcv2FDTTgpp825be6kDt5zsMoZcctu.1458099351152

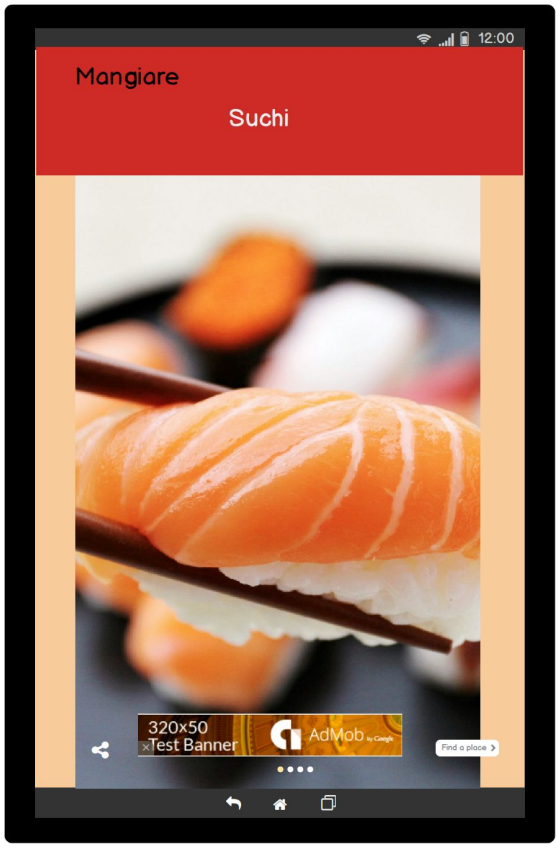
Screen 1 Food category selection

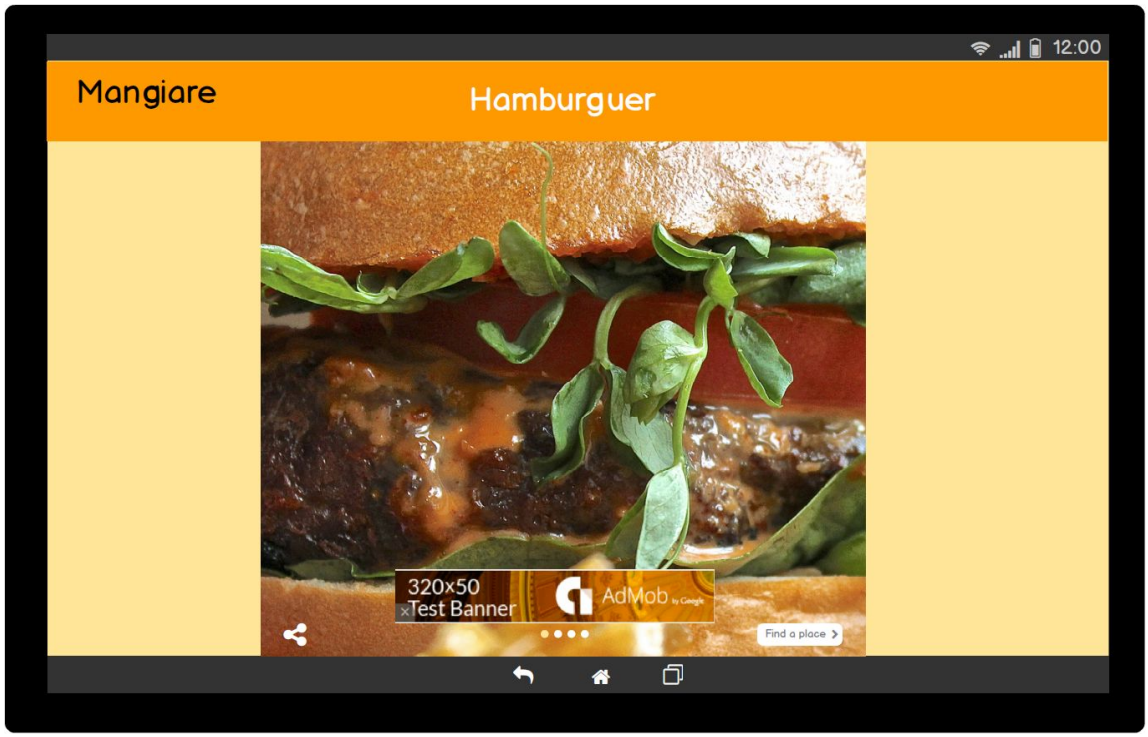
You first see a delicious picture of a food category and can scroll one at a time until you find something of your liking then selected it to find a restaurant near by

The food image is king in this app and everything else is just floating

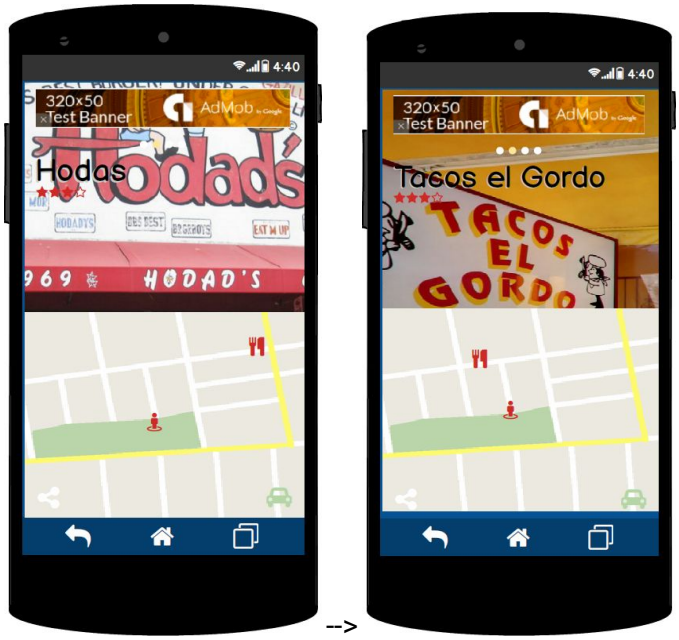
I will use a frameLayout, Appcompact, recyclerView, fab and firebaseUi

Screen 1 Tablet version portrait and landscape





Screen 2 Restaurant Selection



--> --> more options

When you're happy with a category you will then see restaurants matchings nearby, once again you have to scroll horizontally one at a time. Here the screen is split in half, you see a picture, name, category, rating and price range in one part (info from google places api) and also a map, you at the center and the icon of the restaurant. In this screen you can select navigation or share with friends navigation between restaurants just by horizontally scrolling like the previous screen
To go back you use the Android back button

Screen 3 Checkin screen

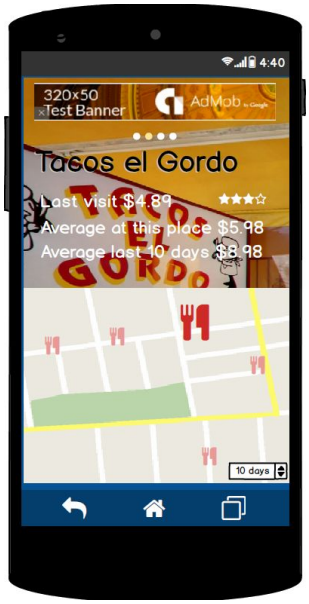
When you are at one of the restaurant 30ft radius (1hr timeout) you auto checkin and can share location and status with friends. If the app was closed you get a notification

I'll use Google location geofence

Screen 4 review screen

When leave a 100 ft radius you get a notification to review the restaurant and to save how much you spend, from here you can see your history or just start over (there will also be a link from the settings menu) I want this feature to like uber, it's very likely the user has closed the app by this time so he'll get a notification if that happens

Screen 5 history



When you go to the history menu you get the last N (settings option default 10) days of icos, the sizes of the icon depends on how many visits you made, you can scroll or just select the place you want to see in detail in the map it has a different color, the info you get is how much you spend there last time, your average spending there and in general, also you current review status for that place

Key Considerations

How will your app handle data persistence?

I will use firebase as a backend data sources, taking advantage of all the platform goodies real time, free offline support, authentication and hosting of my mouth watering images, also this will make it easy to have a webapp counterpart for IOS and Desktop users

Describe any corner cases in the UX.

The flow of the app must be really simple and aligned with how people look for what to eat. So it's really important to have bold images that helps you decide fast and easy, one at a time to making it easier to decided, when the group version is made it should be real time collaboration and decision making

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

Glide to handle the loading and caching of images.
Google play services Location, geofence, activity recognition ,
Design support, appcompact, cardview, palette, recyclerview, coordinatorLayout to handle UX Material
FirebaseUI, FirebaseGeo to handle back end

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 an empty android studio project and add dependencies and permissions:

- Add Google play, Firebase, design dependencies in build gradle
- Edit the manifest for permissions (Internet, Location, etc)
- Add Constants like FIREBASE_URL using BuildConfig

- Configured the API Keys using BuildConfig in the buildTypes.each of the gradle.build
- Create Firebase project

Task 2: Implement UI for Each Activity and Fragment

Prepare the UI XML, String and other resources:

- Build UI for RestaurantCategroy
- Build UI for RestaurantSelection
- Build UI for History
- Build UI for Reviews
- Build UI for Settings
- Create images resources
- Create text strings

Task 3: Implement Background Services Google Places API

Create the services for retrieving location and restaurants:

- Google Play Services Location Manager
- Implement Adapters
- Fused Location Provider
- Geofencing
- Run tests

Task 4: Save user data in Firebase

Create ultra fast data storage:

- Data design for user history (Category images selected, skip, restaurant selected, skipt, ratings, spending, travel distance, travel method walking, biking or car, checkins, shares, starting point work, restaurants and category near starting points from where you start the app)
- Data model for food category images (we need at least 3 -5 images per Category so we can change over time)
- Implement security and anonymous login
- Run tests

Task 5: Put it all together:

- Implement accessibility works RTL
- Implement simple Widget
- Implement notifications
- Implement tablet layout

Task 6: Implement Admob

- Create Admob account
- Replace mockup banner with real test admob banner
- Run test

Task 7: Handle Error

Create good UX error handling, replacing placeholder text with nice informative images :

- No restaurants Found
- No Network or down services
- Bad user Input

Task 8: Upload 0.5 to playstore and GitHub

Put the app to the test with real users

- Add readme file in github
- Prepare app for play store
- Submit to Udacity

Task 9: Start working on version 1.0

- Implement all Udacity feedback
- Enter AdMob Student Contest
- Make my app better