GitHub Username: https://github.com/eugenmarcu/

Pet My Pet

Description

Did you wanted to go on a vacation but you can’t because you don’t have anyone to leave your pet to? Are you tired in the morning and you are not up to go to take your dog for a walk? Are you a pet lover but you can’t have a pet full time but do you want to spend a little time with a fluffy one? This is the app for you. With **Pet my pet** you can post an ad of your pet and a timeline when you want you want someone to take care of your little loved one while you are busy. Also if you are a pet lover you can search a pet that you want to play with in your spare time.

Intended User

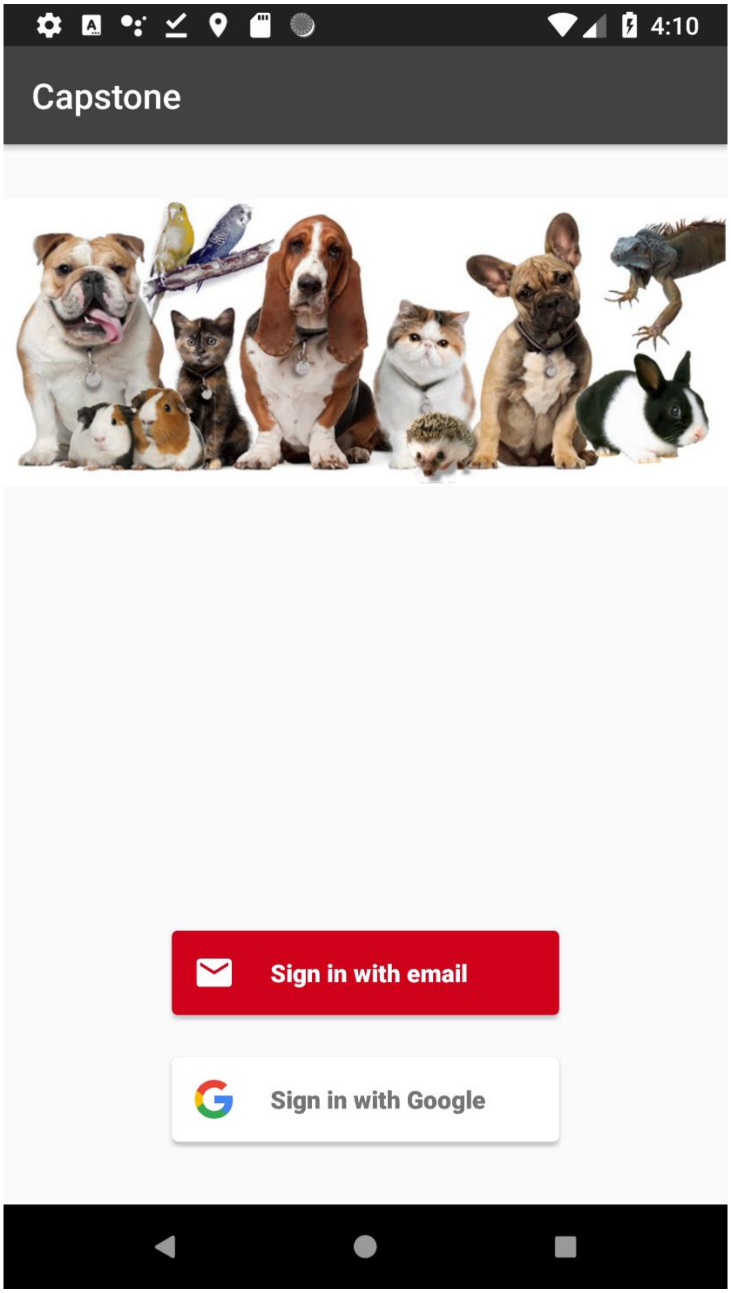
This app is for pet owner and pet lovers to help them meet.

Features

- Displays a list of pets with all the information needed to get in touch with the owner
- Adds a pet ad for when you want to find someone to take care of your pet
- It stores all your pet ads where you can edit/delete them.

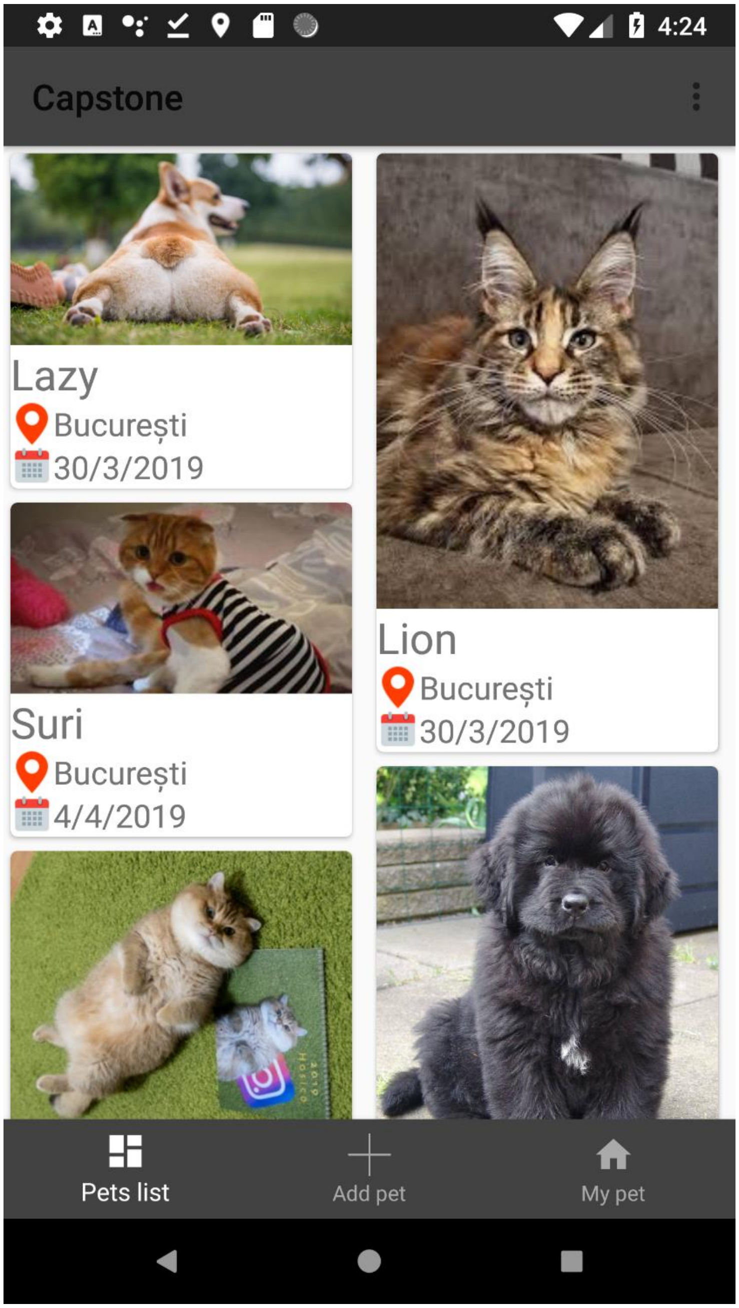
User Interface Mocks

Screen 1



This is the login screen where the user can choose to sign in via an email or a google account.

Screen 2



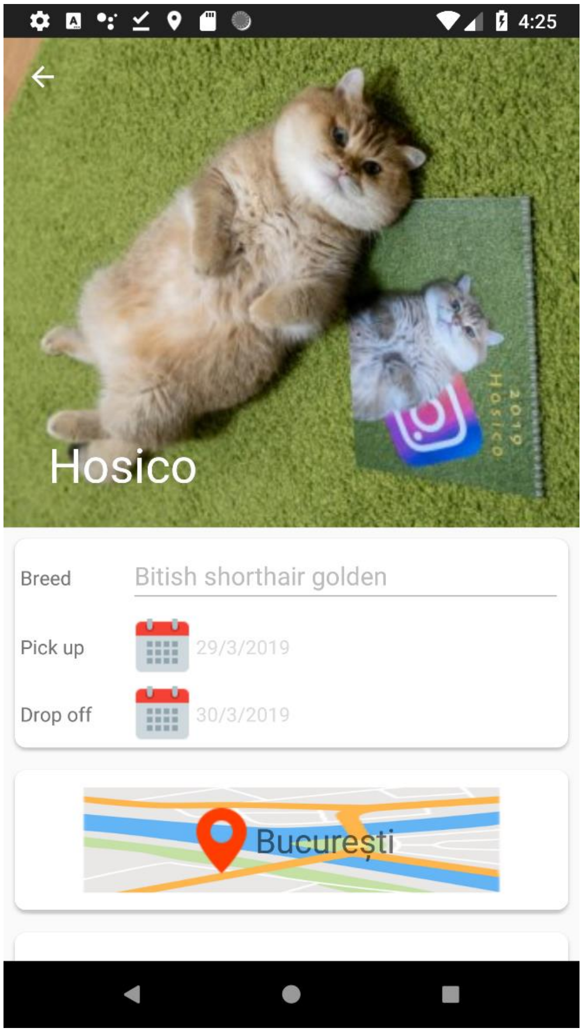
Lazy
București
30/3/2019

Lion
București
30/3/2019

Suri
București
4/4/2019

This is the main pet list screen where the user can scroll between the ads of pets and tap on them for details.

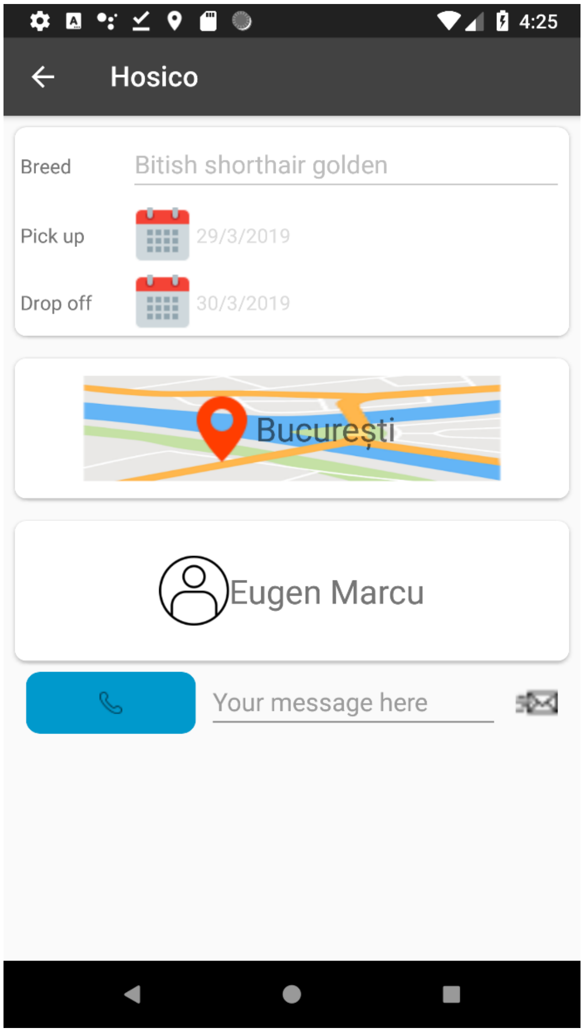
Screen 3



Breed Bitish shorthair golden

Pick up 29/3/2019

Drop off 30/3/2019



Breed Bitish shorthair golden

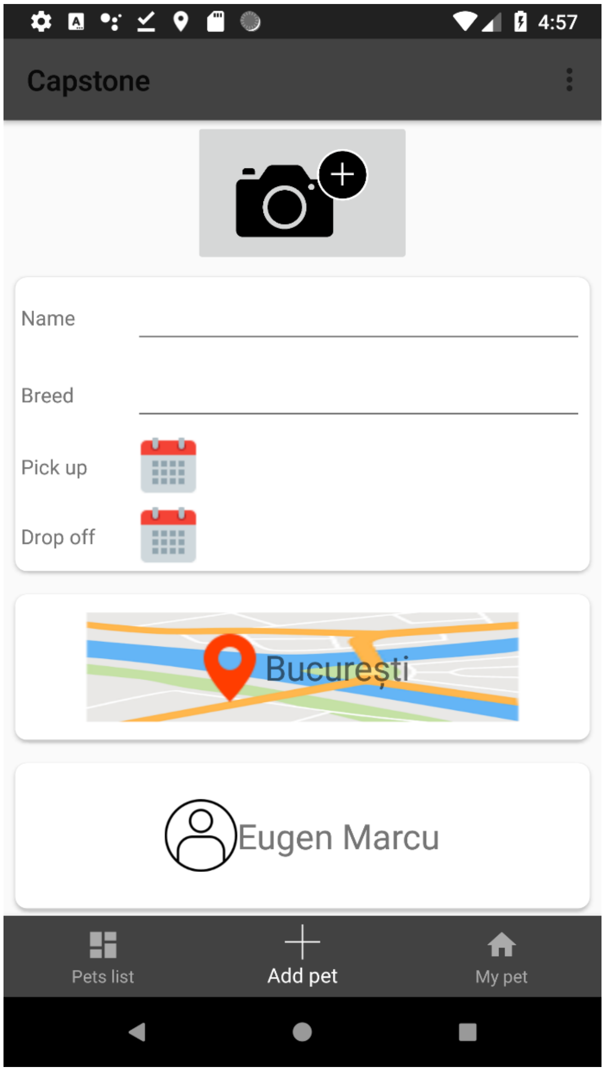
Pick up 29/3/2019

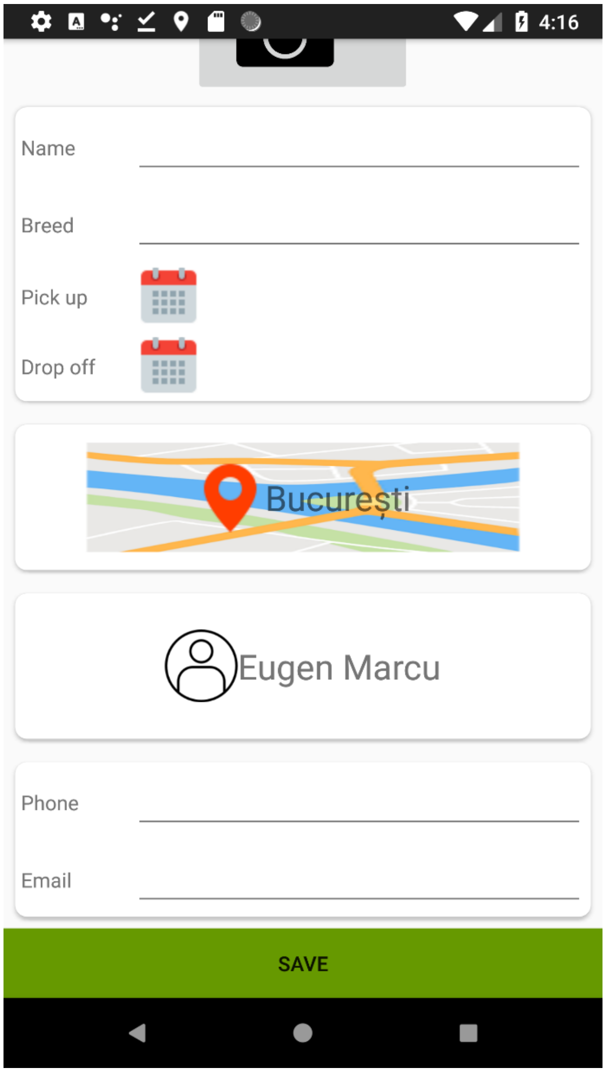
Drop off 30/3/2019

Your message here

This is the Details screen when the user can see all the information about the pet and can call or send an email message to the owner to get in touch with.

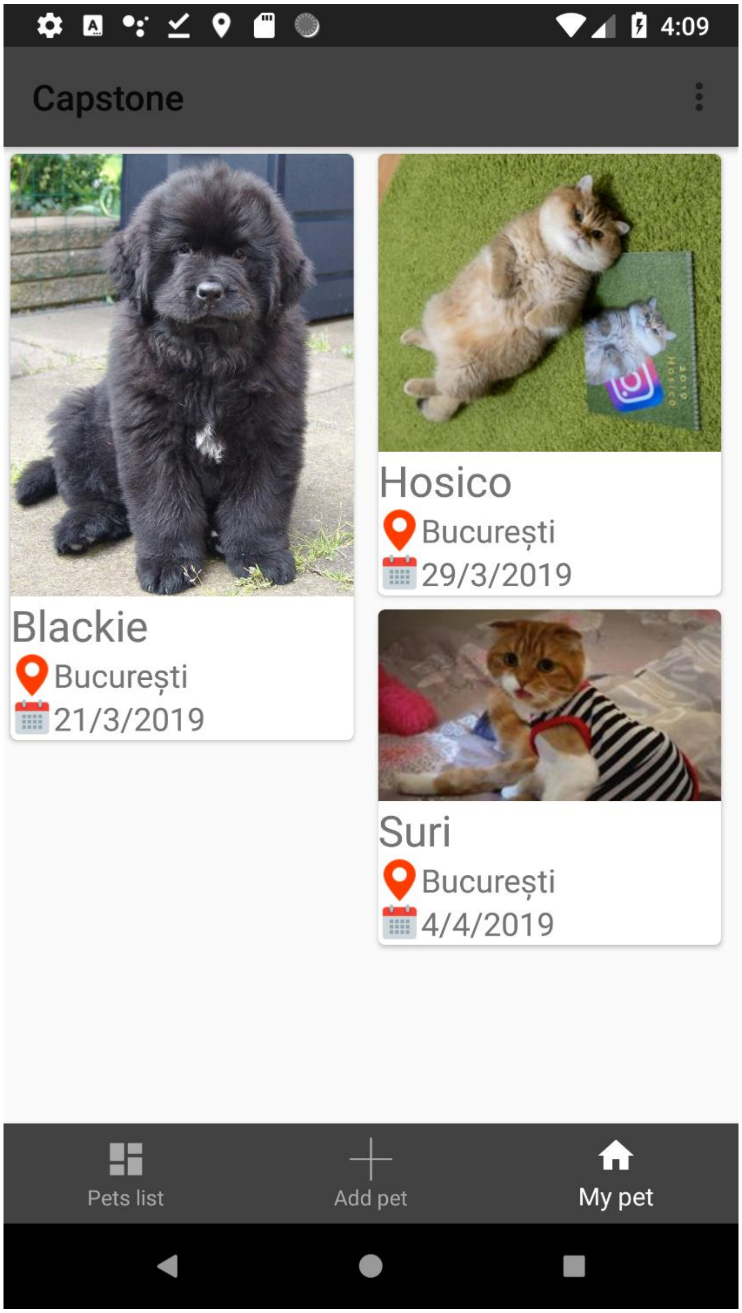
Screen 4





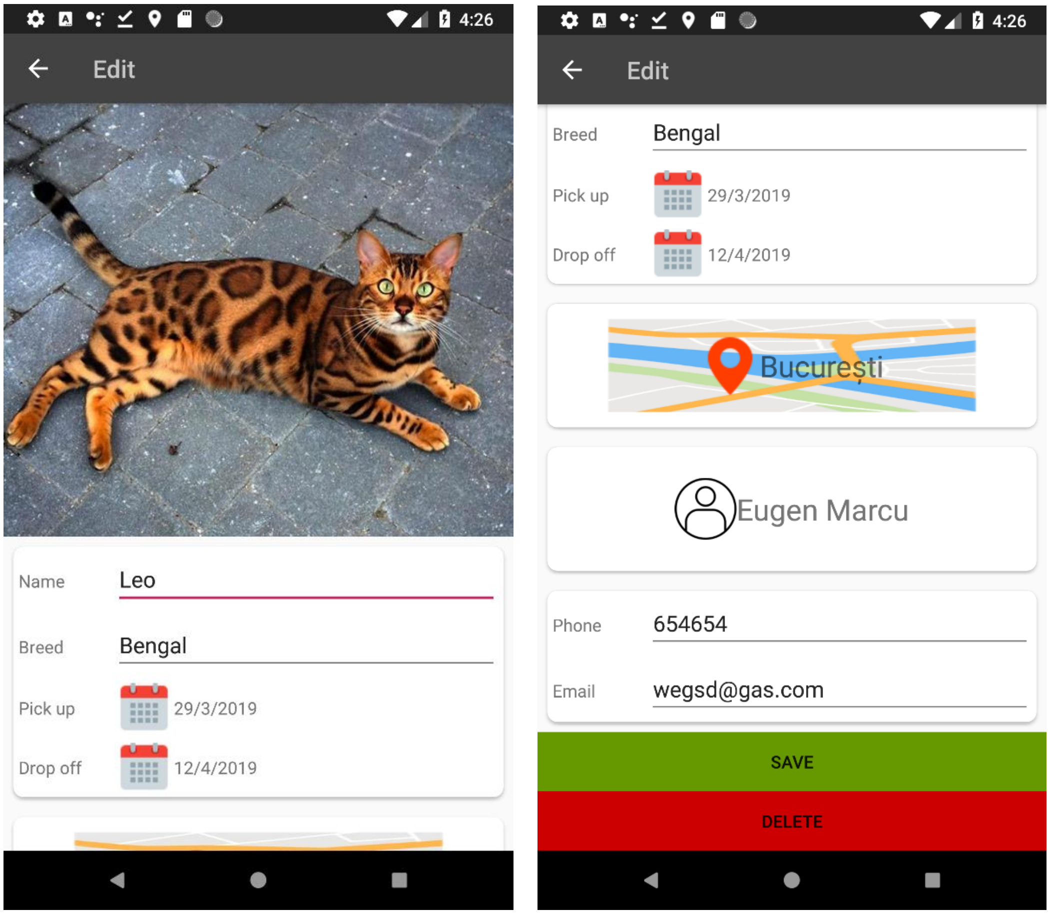
This is the add pet screen where the user can enter a new pet add with all its details. It has a button that can be clicked to choose an image that is stored on the device, edit texts for the name, breed and two buttons that opens date pickers to choose the dates for pick up and drop off the pet, the owners current location and the name is automatically entered and finally 2 field for entering the owner's phone number and email address.

Screen 5



This is the My pet screen where the user can see all his pet adds.

Screen 6



Name Leo

Breed Bengal

Pick up 29/3/2019

Drop off 12/4/2019

Breed Bengal

Pick up 29/3/2019

Drop off 12/4/2019

București

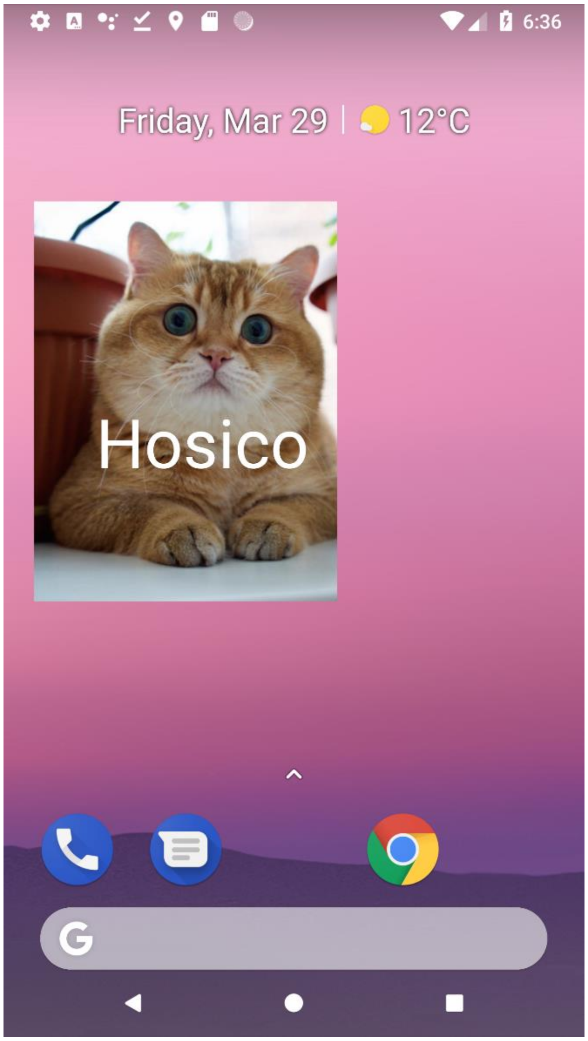
Eugen Marcu

Phone 654654

Email wegsd@gas.com

This is the edit pet screen where the owner can edit the pet’s details or delete the entire add.

Screen 7



This is the app’s widget that show the last added pet image and name.

Key Considerations

How will your app handle data persistence?

All the pets information will be store using Firebase Realtime Database and Firebase Storage for the images.

Describe any edge or corner cases in the UX.

Inside the Edit Activity when the user edits any of the fields and clicks the back button and alert dialog will be shown asking him if he wants to exit the activity without saving.
If there is no network connection the app will display a message that in order to use it functions it needs an internet connection.

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

The app is solely written in Java Programming Language.
Glide(**com.github.bumptech.glide:glide:4.8.0**) to handle the loading and caching of images.
Butterknife(**com.jakewharton:butterknife:8.8.1**) for view bindings.
Firebase authentification(**com.google.firebase:firebase-auth:16.1.0**, **com.firebaseui:firebase-ui-auth:4.3.0**) storage for singin in the user.
Firebase database(**com.google.firebase:firebase-database:16.1.0**, **com.google.firebase:firebase-core:16.0.7**) for storing the pets information.
Firebase storage(**com.google.firebase:firebase-storage:16.1.0**) for storing the pets images.

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

Firebase Authentification for signin in the user.
Firebase Realtime Database to store all the data for each pet.
Firabase Storage to store the pe

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

Configure all the libraries for the UI, loading images, view binding and firebase.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity

- Build UI for Home Fragment
- Build UI for Add pet Fragment
- Build UI for My pets Fragment
- Build UI for Details Activity
- Build UI for Edit Activity

Task 3: Add firebase authentication screen

- Create new project on Firebase console and link it to the app.
- Add authentification options for email and Google account sign in.
- Customize screen with an image logo.

Task 4: Implement MainActivity

- Check and request location permission
- Get the city name and the location coordinates.
- Create the Bottom Navigation view and its fragments.
- Add a sign out options button.

Task 5: Implement HomeFragment

- Create a RecyclerView layout for the that will use pet list item layout
- Create a click listener that will open the Details Activity
- Create an empty view for an empty list of pets

Task 6: Implement AddFragment

- Create a click listener and open Image chooser from the device
- Create a click listeners for the pick up and drop off dates that will open a date picker dialog
- Add a save button

Task 7: Implement MyPetsFragment

- Create a RecyclerView layout for the that will use pet list item layout
- Create a click listener that will open the Edit Activity
- Create an empty view for an empty list of pets

Task 8: Implement HomeFragment

- Create a RecyclerView layout for the that will use pet list item layout
- Create a click listener that will open the Details Activity
- Create an empty view for an empty list of pets

Task 9: Implement EditActivity

- Load all the pet date into the views
- Create click listener for the pick up and drop off button that will open a date picker dialog.
- Add save and delete buttons.

Task 10: Add firebase database and storage

- Create a realtime database on Firebase console
- Create a storage and a photos folder on Firebase console
- Add firebase database to HomeFragment to load the last 20 pets
- Add firebase database to AddFragment to store the pet to the database and the image in the Firebase storage
- Add firebase database to MyPetsFragment to load all the pets that are stored by the current logged user
- Add firebase database to Edit Activity to save and delete the current pet into the database.

Task 11: Add a widget

- Create a 3 x 3 widget
- Create the widget layout
- Get the last added pet form the Firebase and display it into the widget

Task 12: Polish and test code.

- Store all hard-coded string into the strings.xml resource file and enable RTL layout switching on all layouts.
- Include support for accessibility.
- Test and debug code.