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Monin

Description

The MONIN application offers a range of over 300 cocktails. You can surf by universe (What's Hot around the world, Must-have, Signature drinks, Classic cocktails, Occasions, etc.) or make a choice by ingredients (per MONIN flavor, per Spirit, Non-Alcoholic cocktails, etc.).

Intended User

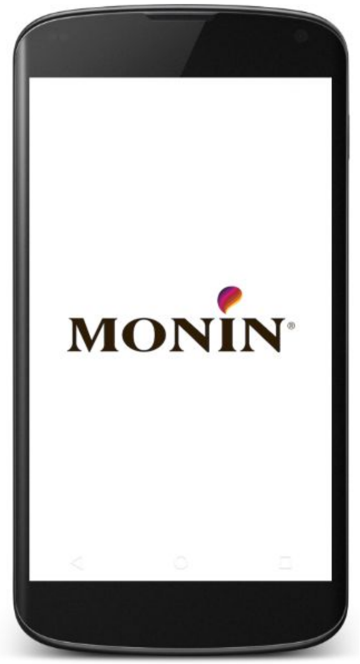
This app is for Bartenders and travelers and any person who likes to know how to prepare different kind of drinks around the world.

Features

The main features of Monin App will be::

- Login via social networks.
- Create recipe by providing some ingredients, direction.
- Share recipe via popular social networks.
- Follow community members.
- Favorite a recipe by marking stars.
- Search recipe from Monin Or My recipes.
- Search recipes using some categories

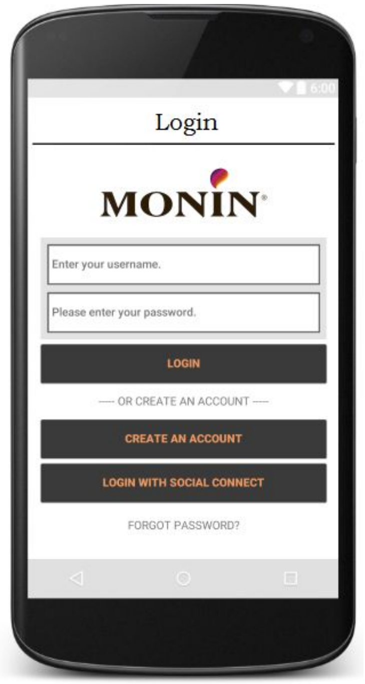
User Interface Mocks



Screen 1 - Splash

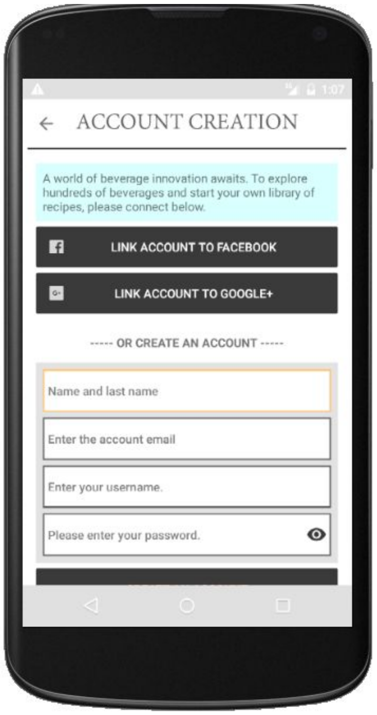
Splash screen must be shown at least for 2.5 secs and then change to Login Screen.

Screen Login

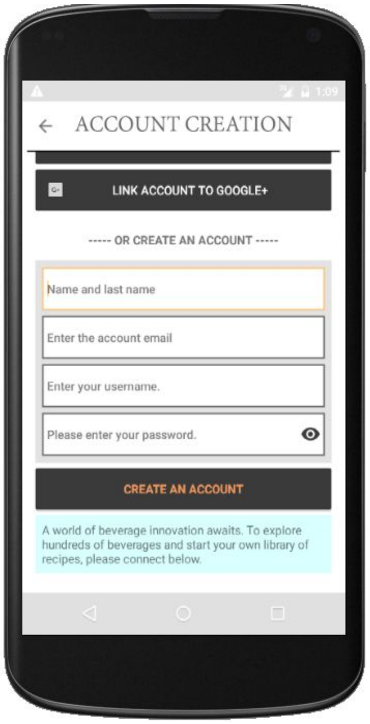


In Login screen you must be able to login with your credentials, if you don't have any credentials you can create an account get them. Also is possible to authenticate using your Facebook or Google account. Also if you forget your password you will be able to recover your password.

Screen Account Creation



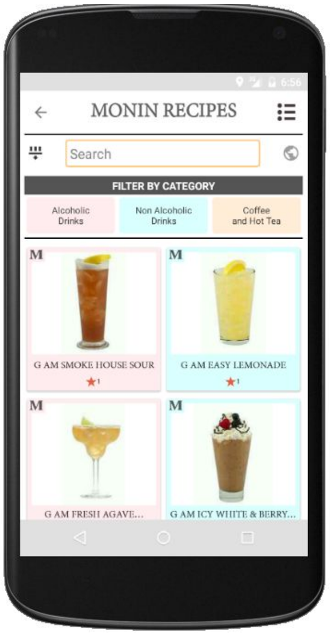
A world of beverage innovation awaits. To explore hundreds of beverages and start your own library of recipes, please connect below.

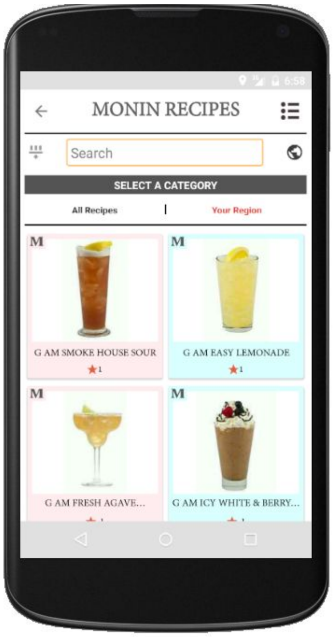


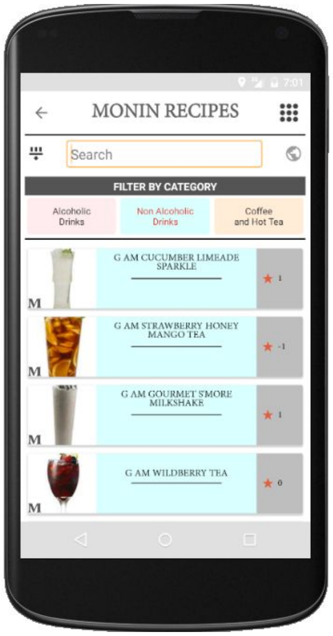
A world of beverage innovation awaits. To explore hundreds of beverages and start your own library of recipes, please connect below.

In Account creation you have the option to link your Facebook or Google plus account and authenticate yourself using those accounts or create a new Monin Account just entering your name, email and setting a password.

Screen Monin Recipes

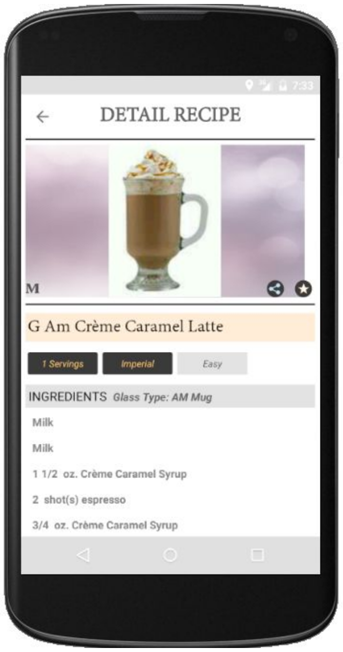






In monin recipes is possible to see the recipes with different filters such as category that has 3 options (alcoholic, non-alcoholic drinks and coffee and tea), also if you select a filter by region you can choose between your region and all regions, the search in this screen will be performed following the current filter applied in the list, and in the icon of right-top side you can switch for a gridview and listview.

Screen Detail



G Am Crème Caramel Latte

1 Servings | Imperial | Easy

INGREDIENTS *Glass Type: AM Mug*

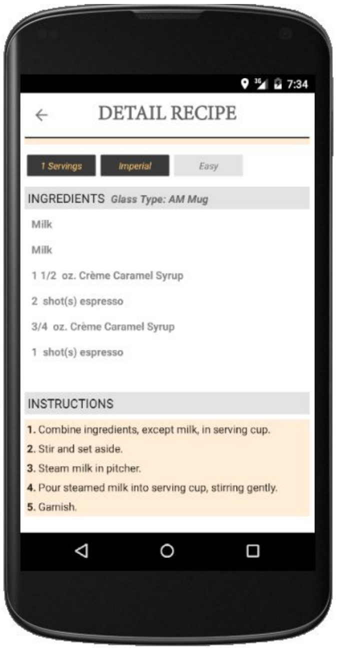
Milk

Milk

1 1/2 oz. Crème Caramel Syrup

2 shot(s) espresso

3/4 oz. Crème Caramel Syrup



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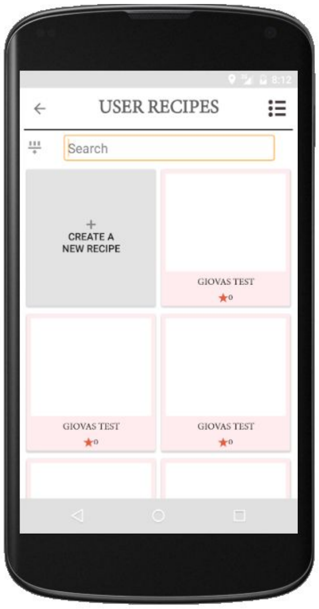
INSTRUCTIONS

1. Combine ingredients, except milk, in serving cup.
2. Stir and set aside.
3. Steam milk in pitcher.
4. Pour steamed milk into serving cup, stirring gently.
5. Garnish.

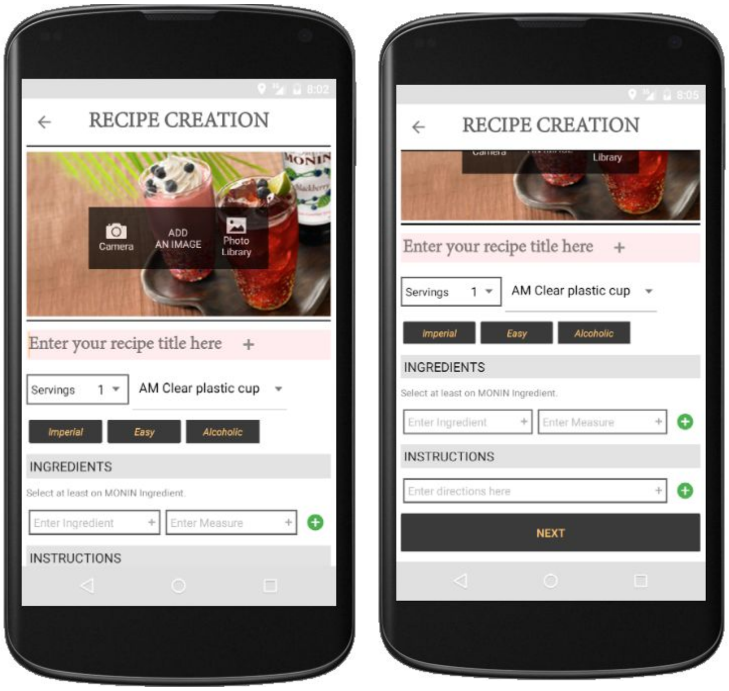
In detail screen you can see the ingredients to prepare that fabulous drink, also the instructions of its preparation, also you have one option to share the recipe in different social networks and select it as favorite.

Screen User Recipes



In User recipes you can create your own recipes and share with other users, in this screen is possible to see all the recipes that you have created, you can also see the recipes filtered by category

Screen Recipe Creation



In the recipe creation screen you can create a recipe attaching an image from the camera or the library, also the ingredients will be added using an autocomplete edittext. The glass type will be added using a spinner to choose one option.

Key Considerations

How will your app handle data persistence?

The app must be capable of storage all recipes that you load, for that reason a content provider must be implemented, a swipeRefreshLayout will be used to refresh the latest recipes included in Monin Recipes Portfolio and an observer must be implemented to sense the last item of the list that will trigger the refresh of more recipes with the current filters (only if there is more pages to read, that flag will be obtained by the backend).

When a user authenticate with another credentials the data of the database will be wipeout.

Describe any corner cases in the UX.

When a Recipe has been created the app must go to previous screen (User recipes).

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

In order to load and download images we will use Glide(https://github.com/bumptech/glide), also for giving support to version 4.0 and above we will use Dialog Plus that help us to create an UI very similar to bottom sheet (https://github.com/orhanobut/dialogplus).

We will use Simple crop view library to crop the images from camera and gallery and reduce the weight of the images for User Recipe creation. (https://github.com/IsseiAoki/SimpleCropView).

Facebook API will be used in order to authenticate with Facebook account and get a token (https://developers.facebook.com/).

Google Play services will be used in order to authenticate with Google Plus account and get a token (https://console.developers.google.com/apis/api/plus/overview?project=luminous-slice-125601).

Also we will use our own REST API where we will be able to get all data of the recipes (http://monin-dev3.azurewebsites.net/swagger/ui/index).

Next Steps: Required Tasks

This is the section is only informative to describe the tasks required to finish the app.

Task 1: Project Setup

In order to login with different social networks as Google and Facebook, you must do this tasks:

- Import third party libraries to Android Project.
- Configure libraries
- Get credentials for each API
- Add those credentials to the project as string resources.

You need to go to each webpage of the API and register the Monin app in each platform to get the credentials that we will use to do an Authentication.

Task 2: Create Each Activity and Fragment

To have a good implementation of the UI we will use one fragment for each activity, thinking in a Tablet implementation later. The only activity that doesn't need a fragment is Splash.

- Create all the Activities (Splash, Principal, MoninRecipes, UserRecipes, Detail) in blank.
- Create all the Fragments(Principal, MoninRecipes, UserRecipes, Detail) in blank.
- Link each Fragment with its Activity.

Task 3: Create a Class to make HTTP connections.

Create a class call "NetworkConnection" that will the one who make all the HTTP calls, this class must be enough general to make different kind of connections like "GET, POST, DELETE, PUT"

The library must have this characteristics:

- Implement Singleton Pattern in order to have only one instance of the class through whole application.
- Must have at least a listener to have a succes method and error method.
- Must handle different connectivity scenarios.
- Error handle is a must.
- The parameters and headers of the connection must be pass as Map<String,String> or hashmaps.
- Also the library must have an option to send JSON objects.

Task 4: Implement UI for Each Activity and Fragment

Implement all the UI for every screen

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- Build UI for Splash Screen
- Build UI for Principal Screen
- Build UI for Account Creation Screen
- Build UI for Login Screen
- Build UI for MoninRecipes Screen
- Build UI for UserRecipes Screen
- Build UI for Recipe Creation Screen
- Build UI for Detail Screen

Task 5: Create Offline functionality

In order to have the offline functionality we need to make several things as:

- Create DataBase and data structure.
- Create Content Provider
- Create the queries for proper call (filters, orders, etc.)
- Create adapter for MoninRecipes and UserRecipes
- Build UI that adapters must use for the list of recipes (list and grid).

Task 6: Implement HTTP Calls

We need to implement the Http calls in each screen according to Monin Recipes REST API described in http://monin-dev3.azurewebsites.net/swagger/ui/index

- Http calls for Login Screen.
- Http calls for Account Creation Screen.
- Http calls for Principal Screen.
- Http calls for Monin Recipes Screen.
- Http calls for User Recipes Screen.
- Http calls for Detail Screen.
- Http calls for Recipe Creation Screen.