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Capstone Project

Description

Bingrrr is a food ordering app currently aimed at residents of Siliguri, West Bengal (extendible to other cities as well). Currently, orders are taken over phone by restaurants and delivered to customers. In a tier 3 city like Siliguri, start-ups like Zomato, FoodPanda have not yet started operating due to the specific challenges of small town economics. This is where Bingrrr comes in. This app help users to select their location, choose the restaurant they want to eat from, and then browse the restaurant menu and order accordingly. Their location is also recorded in the app and delivery persons can check the location in map and deliver it to correct address.

Intended User

Residents of Siliguri who have Android Phones

Features

Main Features are :

- Sign-up and Login on the app (App remembers logged in users unless logged out)
- Clean and catchy Splash and Loading screens
- Choose area and type of food to be delivered (Food, Desserts)
- Know about quick delivery restaurants according their chosen location and select it
- Check menu and filter them accordingly (Veg, Non-veg, Recommended, Italian etc)

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- GPS location is captured
- Complex ordering pages are built using webview
- Navigation Menu allows users to place feedback, contact the developers, read more about the company, etc.

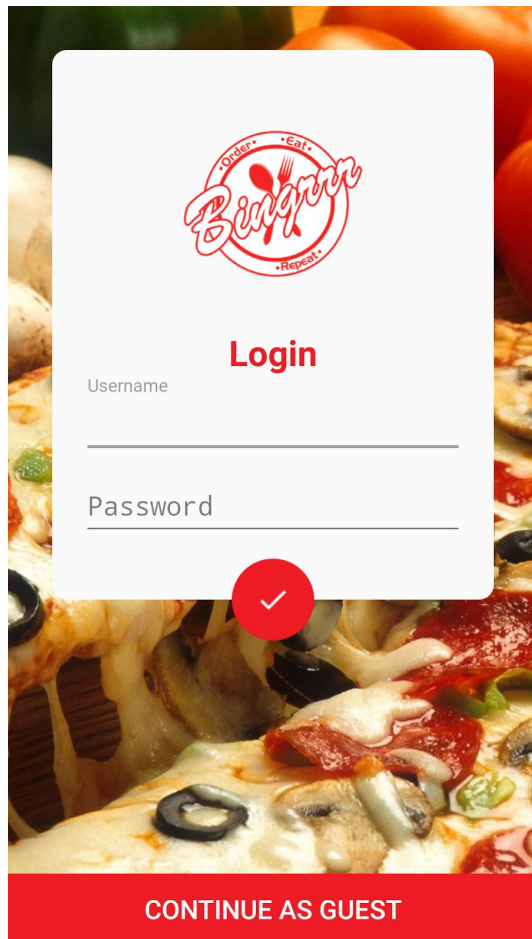
User Interface Mocks

Screen 1 - Splash Screen



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Screen 2 - Login Screen



The login screen features a background image of a pizza. A white login card is centered, displaying the 'Burger' logo at the top. The logo is a red circular emblem with a fork and knife, and the text 'Order', 'Eat', and 'Repeat' around it. Below the logo, the word 'Login' is written in red. There are two input fields: 'Username' and 'Password', each with a horizontal line for text entry. A red circular button with a white checkmark is positioned below the password field. At the bottom of the screen, a red bar contains the text 'CONTINUE AS GUEST' in white.

Burger

Order • Eat • Repeat

Login

Username

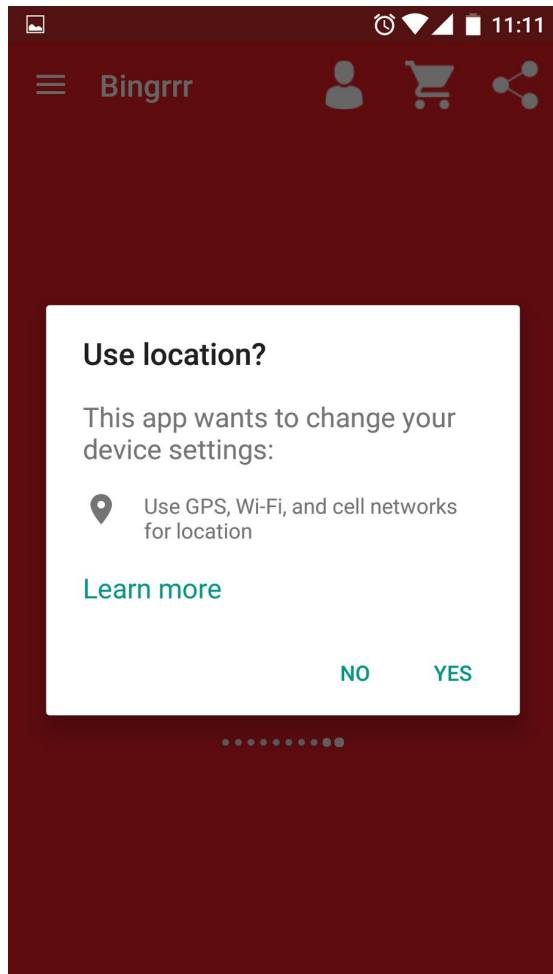
Password

✓

CONTINUE AS GUEST

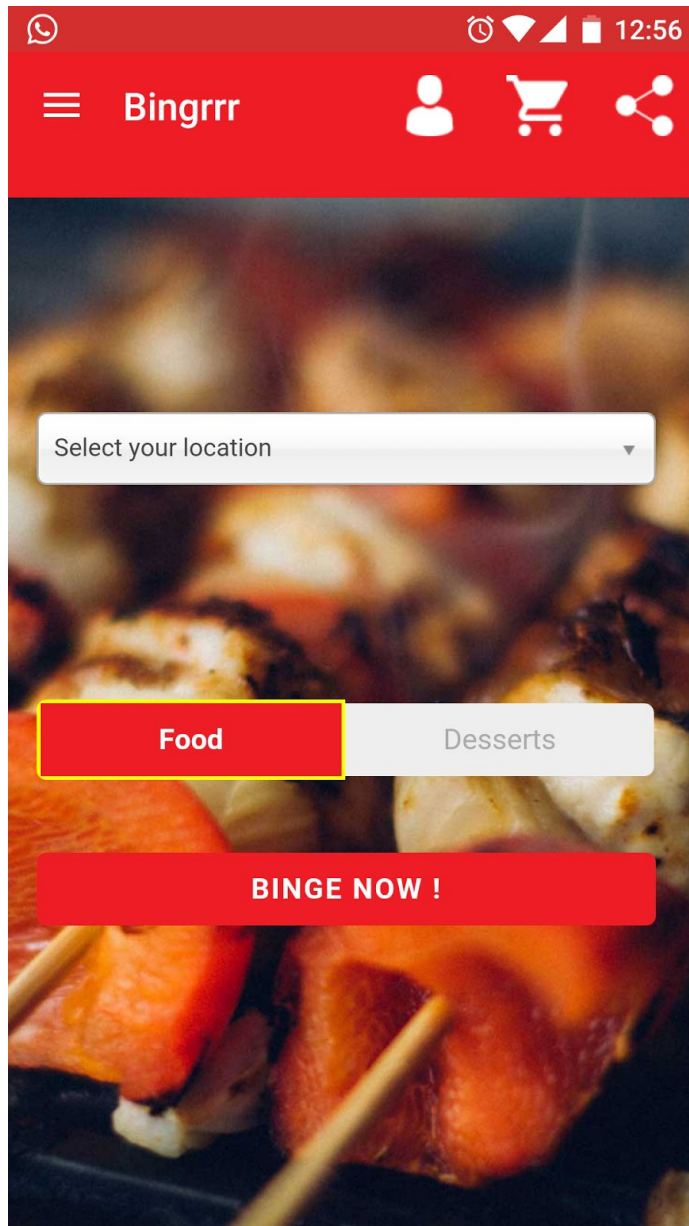
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Screen 3 - GPS Permission asked from User



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Screen 4 - Home Page to Select Area of Delivery and type of food needed (webview)



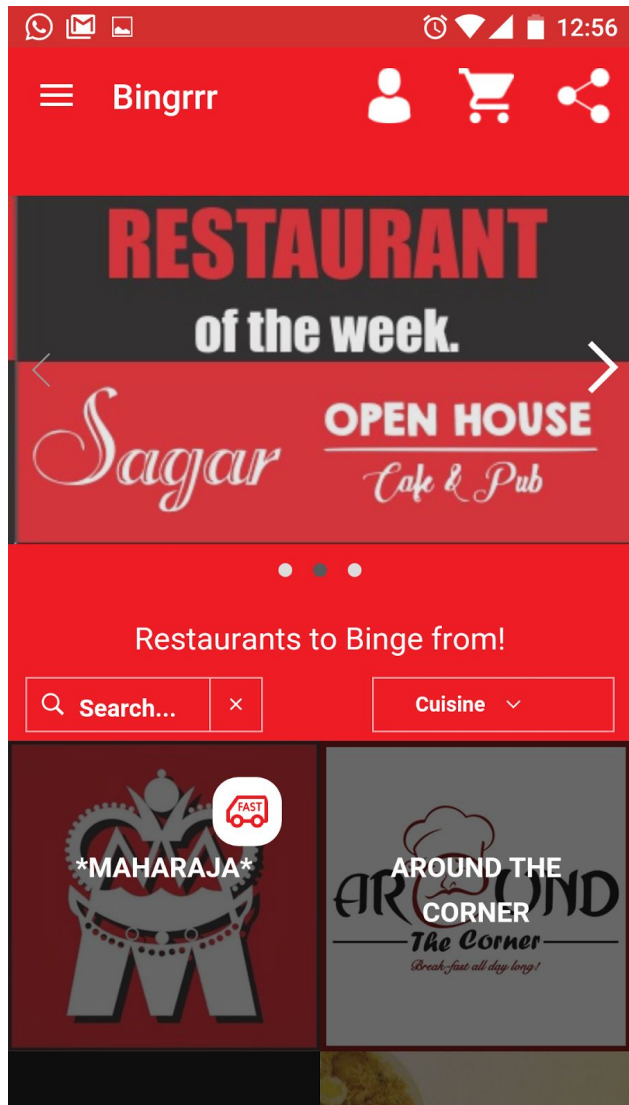
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Screen 5 - Loading Page



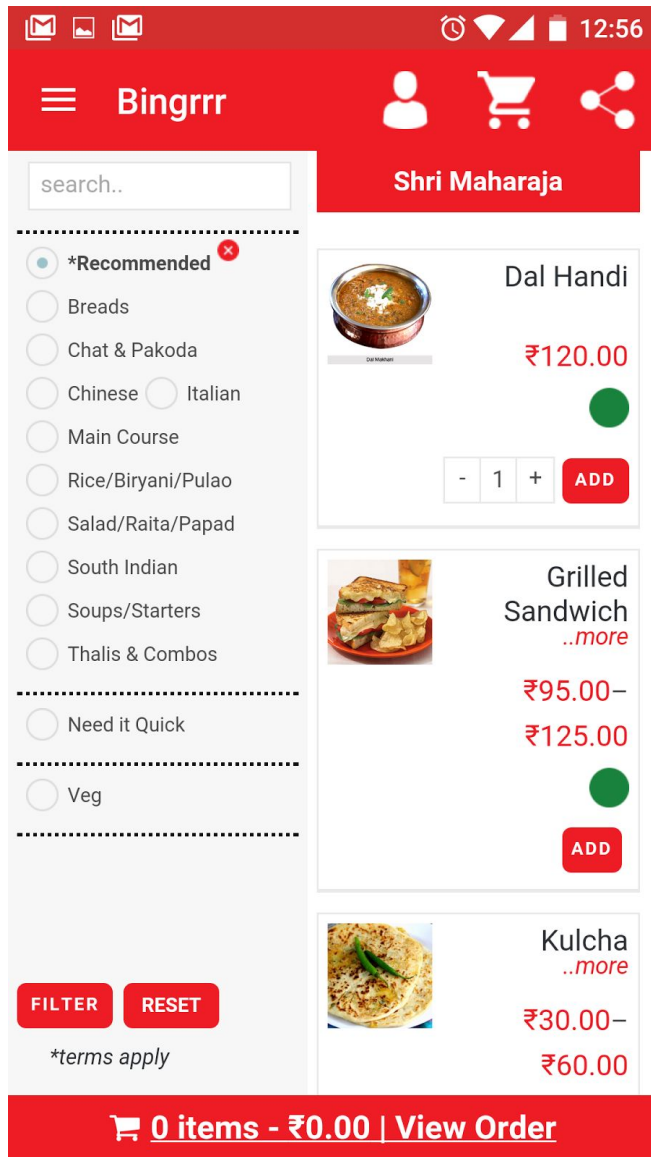
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Screen 6 - Restaurants listing page



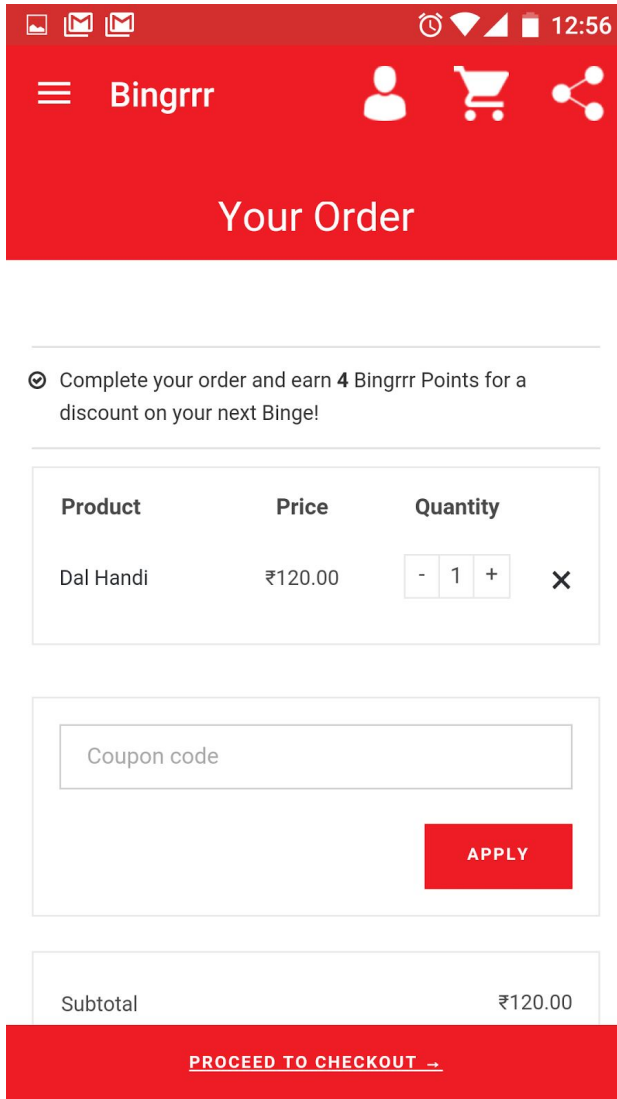
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Screen 7 - Menu Page for the selected Restaurant



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Screen 8 - Cart Page



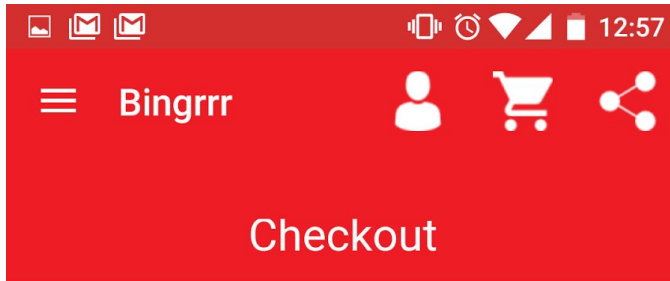
The screenshot shows a mobile application interface for the 'Bingrrr' app. At the top, there is a red header bar with a hamburger menu icon, the text 'Bingrrr', and icons for a user profile, a shopping cart, and a share function. Below the header, the title 'Your Order' is centered. A promotional message states: 'Complete your order and earn 4 Bingrrr Points for a discount on your next Binge!'. The main content area features a table with the following items:

Product	Price	Quantity
Dal Handi	₹120.00	- 1 + X

Below the table, there is a section for a coupon code with a text input field labeled 'Coupon code' and a red 'APPLY' button. At the bottom, a summary row shows 'Subtotal' as ₹120.00. A red button at the very bottom is labeled 'PROCEED TO CHECKOUT →'.

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Screen 9 - Checkout Page



✔ Complete your order and earn **4** Bingrrr Points for a discount on your next Binge!

✔ Have a Bingrrr account? Click [HERE](#) to login

Want to add the following to your cart?

**subject to availability*

Fanta

Choose an option ▼

Coca Cola

Choose an option ▼

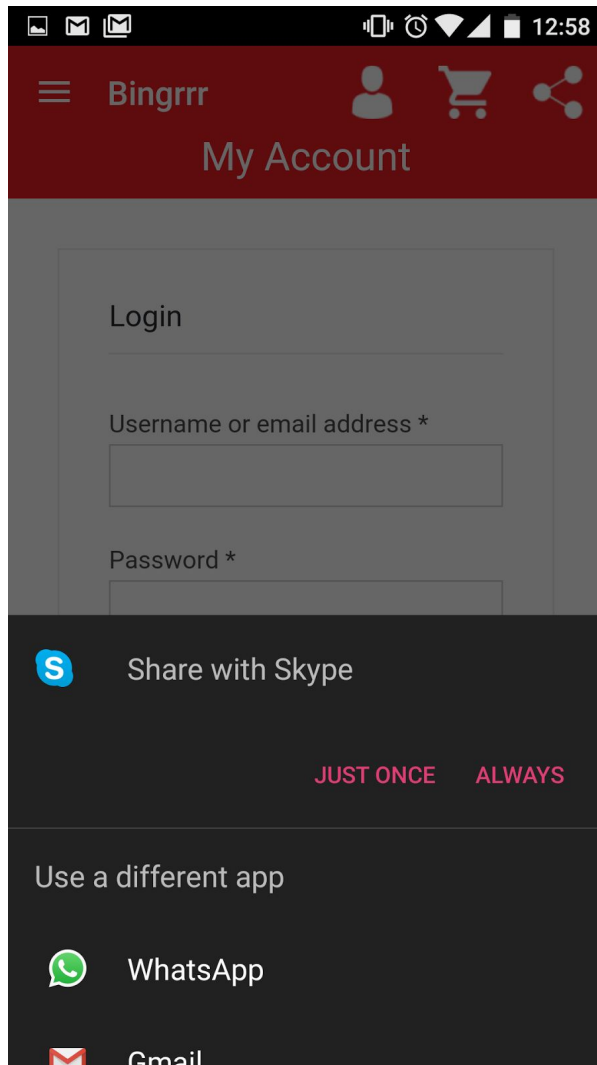
Pepsi

Choose an option ▼

PLACE ORDER

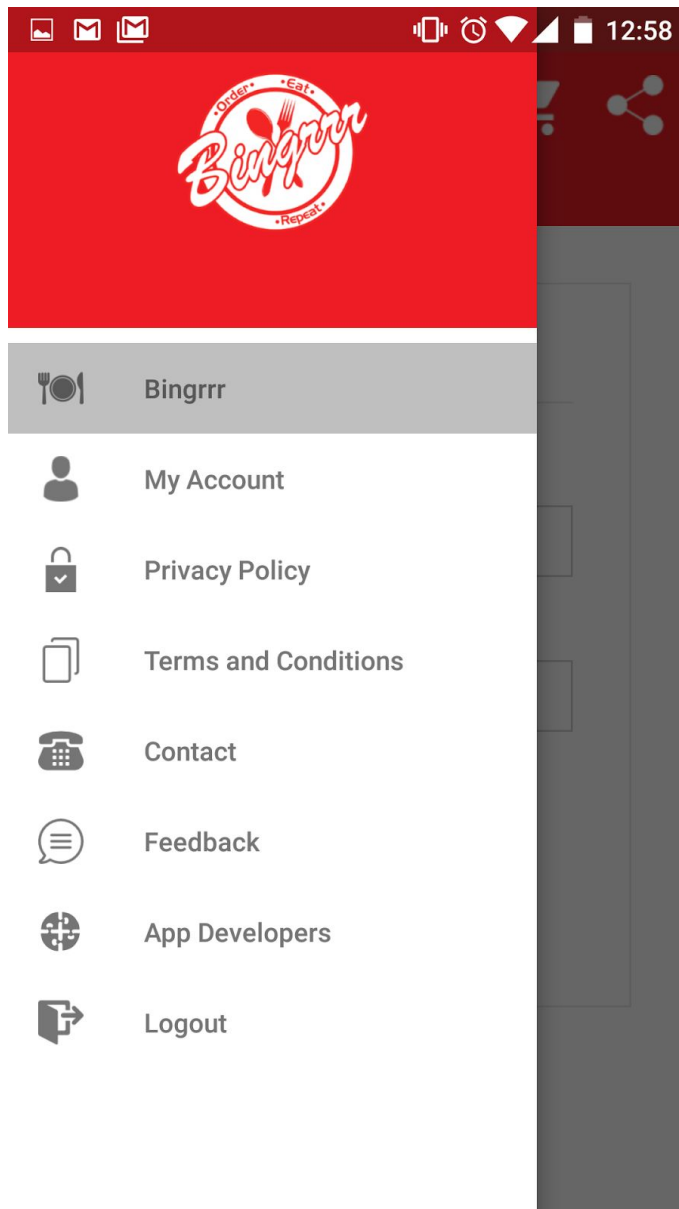
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Screen 10 - Sharing Option Page



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Screen 11 - App Navigation Items



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Key Considerations

How will your app handle data persistence?

Logged in sessions are stored until user logs out. Shared Preference is used to save the logged in/out state. Webview is used for this app. So data will be picked for website built in PHP and MYSQL

Describe any corner cases in the UX.

Navigation menu helps users to return to home page and logout to login screen.

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

One Signal Notifications has been used for sending notifications to all the user who have downloaded the app.

Describe how you will implement Google Play Services.

I have used Google Play Services for location and Analytics.

- Google Analytics and Tracker classes used for handling analytics data.
- LocationRequest and GoogleApiClient classes used for capturing location of user's mobile device.

Next Steps: Required Tasks

Task 1: Project Setup

- Start a new project in Android Studio and setup the SDK versions, gradle files.
- Build an activity for Splash Screen and then redirect it to Login Activity.
- Build the Navigation Menu and set all the links for webview
- Store the user login details in Shared Preference for future reference. User won't need to enter his login details again if he has entered it once.

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Task 2: Interaction of Webview with the App

- GPS location captured is passed on the Wordpress website for storing in the database
- Validation of User - the username and password is validated from the Wordpress table and redirected to proper page based on the message received
- Handling of different error
- Network Problem issues handled.

Task 3: Building the UI

- Create the design for each activity like Splash Screen, Login Screen, Error Screen, Webview Integration
- Handling strings and dimens with styles and colors

Task 4: Publishing the App

- Cleaning the project
- Building the Signed Apk
- Releasing the App

Submission Instructions

1. After you've completed all the sections, download this document as a PDF [File → Download as PDF]
2. Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
3. Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"