#### How to Use this Template

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#### **Submission Instructions**

- 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"
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**Description** 

Intended User

<u>Features</u>

<u>User Interface Mocks</u>

Screen 1

Screen 2

Screen 3

Screen 4

### **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.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Query the Uber API

Task 4: Persist Data

Task 5: Include Google Maps

Task 6: Create the Search Activity

Task 7: Connect the Widget

GitHub Username: gordonyoon

# When To Ride

# Description

Search for and save all your favorite locations. Then, open the Uber app to take you there! When To Ride solves the problem of having to enter the same addresses over and over when you want to call an Uber.

### Intended User

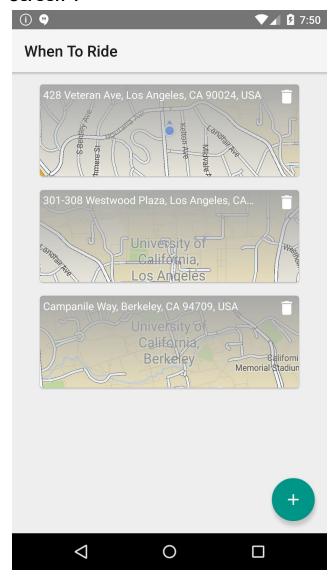
When To Ride is intended for Uber users regularly commute to the same addresses and are tired of typing those addresses into the Uber application.

### **Features**

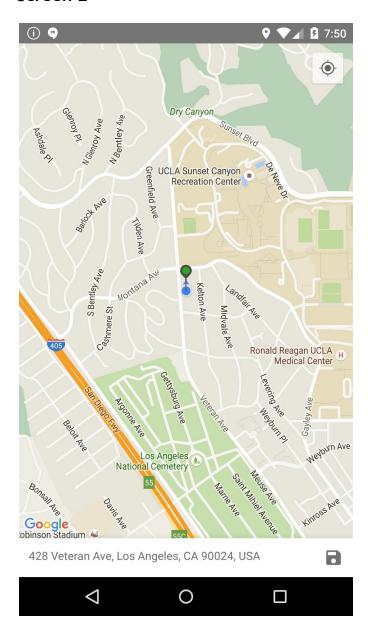
- Save your favorite locations
- Provide a map for you to easily create new locations
- Open the Uber application with the destination address already set

# **User Interface Mocks**

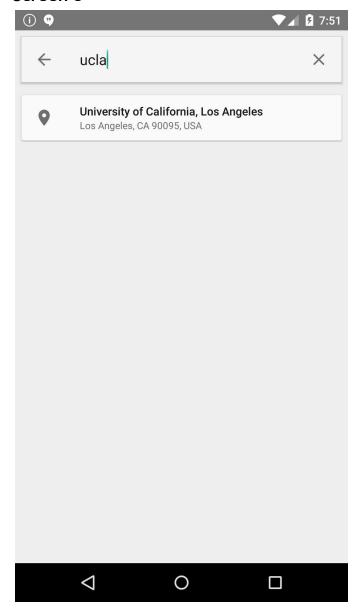
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.



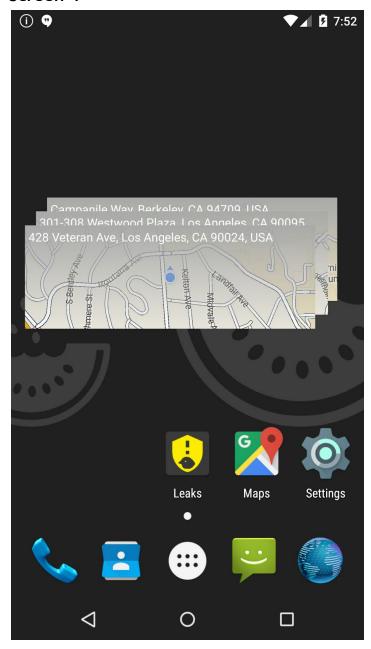
A list of favorite locations. Click a favorite to open the Uber application with the destination set as the displayed address. Click the trash icon in the top right of the favorite to delete it. Click the + FAB to add new favorite locations.



After clicking the + FAB, you are taken to screen 2, where you can select a new location to add as a favorite. Move the map around and the address displayed at the bottom will change. Click the address to search. When you are satisfied, click the save button in the bottom right of the screen.



When the address is clicked in screen 2, you are taken to screen 3 where you can search for a specific address or the name of a location. Clicking on a search result will take you back to screen 2 which will be centered on the chosen address.



The widget displays all your favorites in a rolodex like view. Clicking on an item will directly open the Uber application with the destination set as the address.

# **Key Considerations**

How will your app handle data persistence?

When To Ride will have an internal database to store saved locations and other relevant information.

Describe any corner cases in the UX.

When a location is searched by name, some results may not appear or the order may be unexpected.

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

- RxJava for improved utility around the application
- Realm for data persistence
- Dagger 2 for dependency injection

# **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

Add the following lines to your build.gradle file:

```
dependencies {
   // your app's other dependencies
   compile 'com.android.support:appcompat-v7:23.1.1'
   compile 'com.android.support:design:23.1.1'
   compile 'com.android.support:cardview-v7:23.1.1'
   compile 'com.android.support:recyclerview-v7:23.1.1'
   compile 'org.solovyev.android.views:linear-layout-manager:0.5@aar'
   compile 'com.google.android.gms:play-services-maps:8.4.0'
   compile 'com.google.android.gms:play-services-location:8.4.0'
   compile 'io.reactivex:rxjava:1.0.14'
   compile 'io.reactivex:rxandroid:1.0.1'
```

```
compile 'com.jakewharton.rxbinding:rxbinding:0.2.0'
  compile 'com.jakewharton:butterknife:7.0.1'
  compile 'com.google.code.gson:gson:2.4'
  compile 'com.facebook.stetho:stetho:1.2.0'
  compile 'com.facebook.stetho:stetho-okhttp:1.2.0'
  compile 'io.realm:realm-android:0.87.4'
  compile 'com.uphyca:stetho_realm:0.8.0'
  apt 'com.google.dagger:dagger-compiler:2.0.2'
  compile 'com.google.dagger:dagger:2.0.2'
  provided 'org.glassfish:javax.annotation:10.0-b28'
}
```

Follow directions <u>here</u> to get a Google Maps API key for the project.

Register for the Uber API here.

### Task 2: Implement UI for Each Activity and Fragment

- Build the UI for the Favorites Activity
  - o Build the UI for each list item
- Build the UI for Google Map Activity
- Build the UI for the Search Activity
- Build the UI for the Widget

## Task 3: Integrate the Uber API

• Deep link the Uber application to open the Uber application with a preset destination

Refer to the docs for tutorials on using the API.

#### Task 4: Persist Data

- Store relevant information for favorites in a Realm database
- Provide methods to delete, modify and add favorites

Refer to this page for usage.

### Task 5: Include Google Maps

Create the Map Activity logic

- Capture images of the map to store with favorites
- Save the selected location

# Task 6: Create the Search Activity

- Create the Search Activity logic
- Display search results in a list

# Task 7: Connect the Widget

- Create a StackView widget to display favorite locations
- Connect the widget to the database to update on changes

Add as many tasks as you need to complete your app.

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