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JustTravelAway

Description

This application allows users to view a list of the most desired locations to travel in some continents of the world, also details and important information about all of them.

Intended User

Travelers.

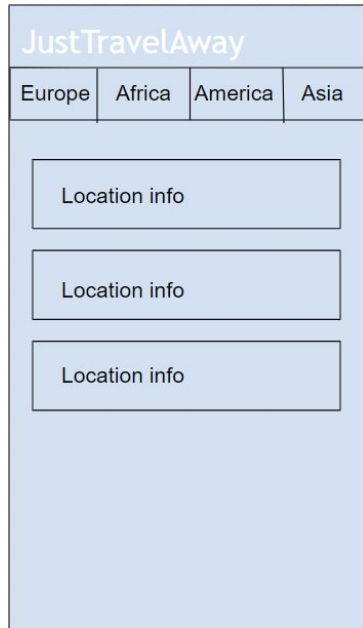
Features

App Features:

- Show list of locations to travel per continent
- Show detail of a location
- Show in app widget last location seen in application

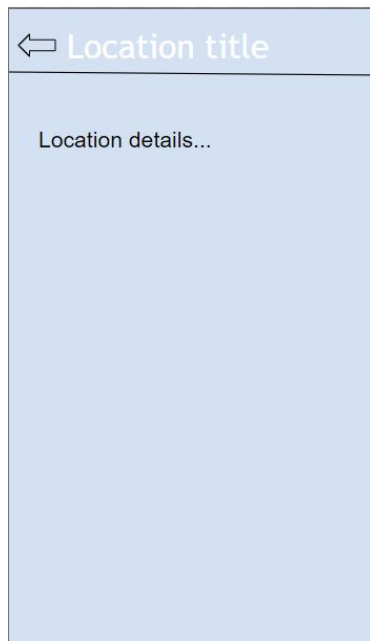
User Interface Mocks

Screen 1



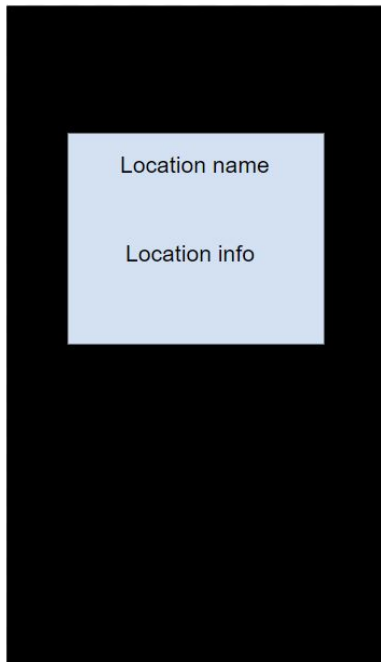
List of locations in a view pager tabbed

Screen 2



Selected location details

Screen 3



App widget showing last location seen

Key Considerations

How will your app handle data persistence?

Use SharedPreferences to remember last tabbed section of locations seen. (Which continent tab was last selected/seen).

Describe any edge or corner cases in the UX.

Navigation utils, like in toolbar up/back button in location details, to return to Locations List activity, as parent activity.

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

To show pictures/images of locations i will use Picasso.

RecyclerView to show list of locations;

AndroidX support is used too.

Also will use Data Binding and Material Design and Constraint layout.

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

I will implement a service/loader to get information from the Travel API i will be using and extract data as JSON. We use a KEY_API to get access to API info.

Next Steps: Required Tasks

Task 1: Project Setup

First add needed libraries to setup the project.
Then implement API_KEY variable to access the API.
Implement styles and app theme.
Language used is JAVA.

Task 2: Implement UI for Each Activity and Fragment

Create main activity with view pager to show a fragment for each continent data.
Use network to get data as JSON, and show list of location in a recyclerview.
On click of an item, go to detail activity.
In detail activity show location information and allow user to get back to main activity in up button.

Task 3: Implement UI for App Widget

Create a widget, starting with no info and content, then update it with information of the last seen location. Then it always updates when the user sees a new location on its device.
