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Online Ordering E-commerce App

Description

This is a sample ecommerce app from which people can place orders and get their products delivered at the home/office

Intended User

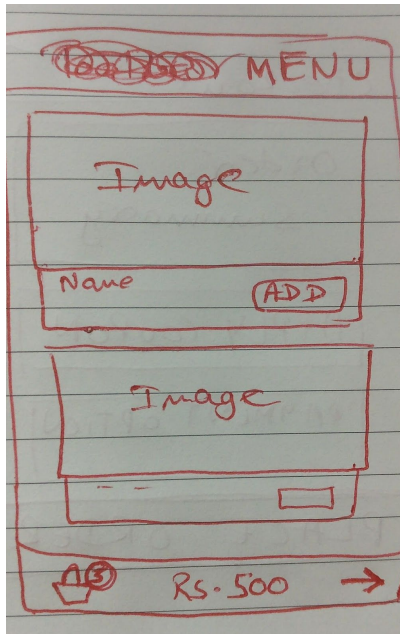
This is an app for someone who buys stuff(food/clothes) online.

Features

- Location Detection
- Push Notification for user targeting
- Online order placement
- Online payment
- Real-time order tracking/updates

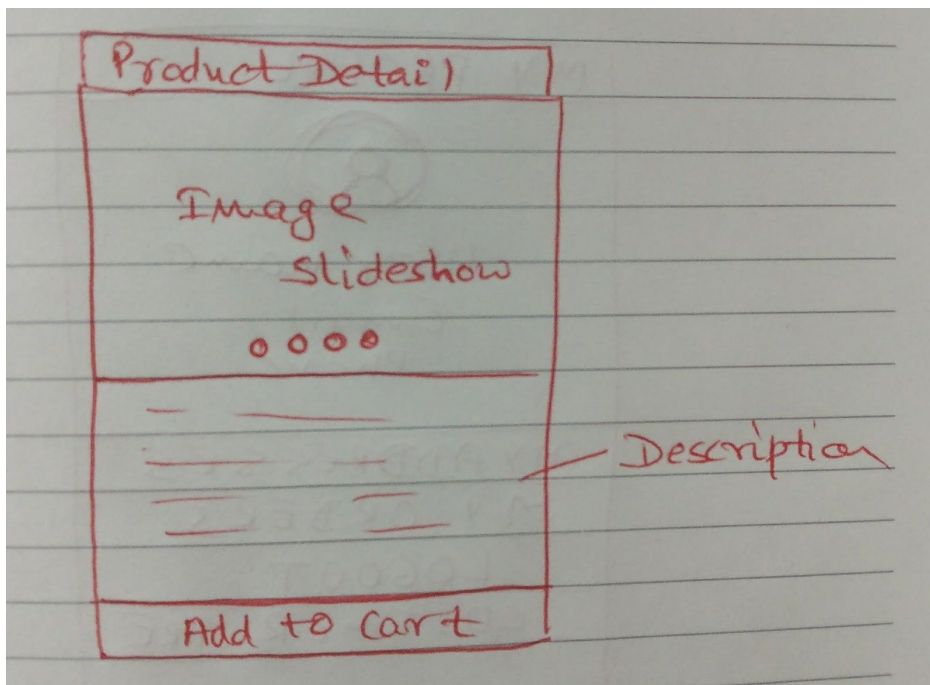
User Interface Mocks

Screen 1

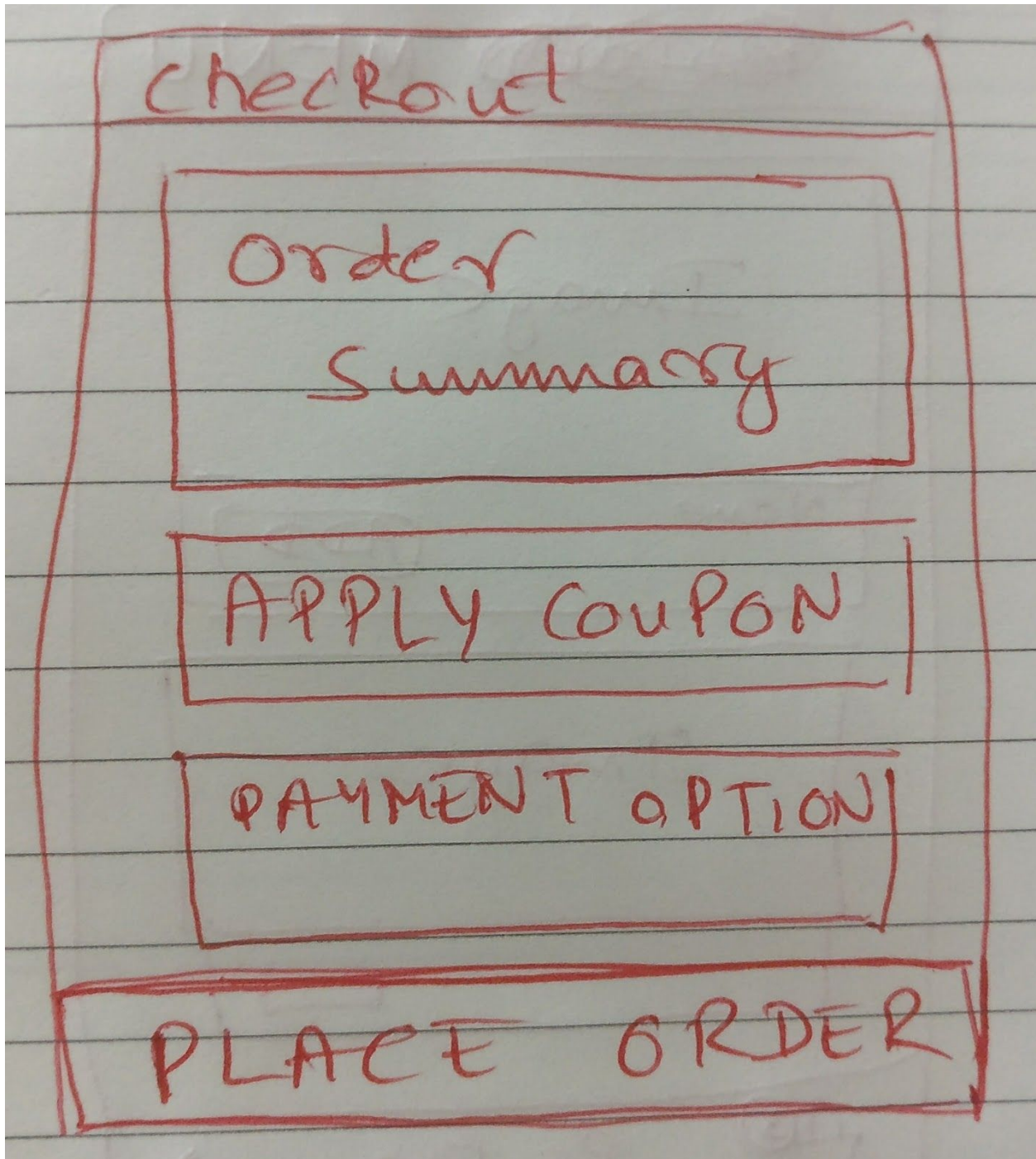


The above screen shows menu screen/home screen of the app which will be shown to the user after he signups/login on the app.

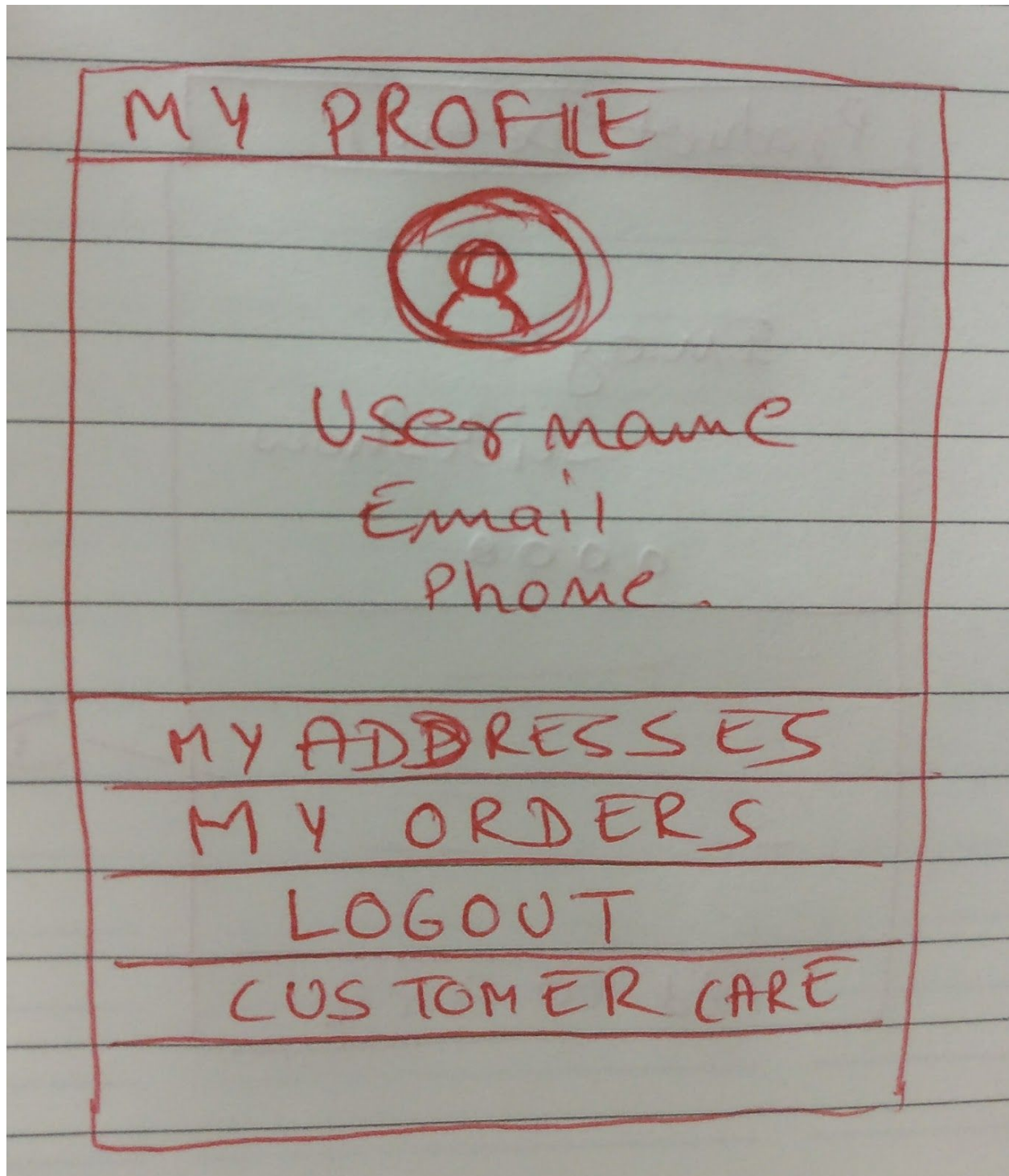
Screen 2



The above image shows the product detail screen which opens when user taps on a product.



This screen shows the checkout screen of app which has the order summary, apply coupon section, payment options(COD, Wallets, Online Payment) and a place order button.



This screen is the profile screen for user which shows link to various screens and user details.

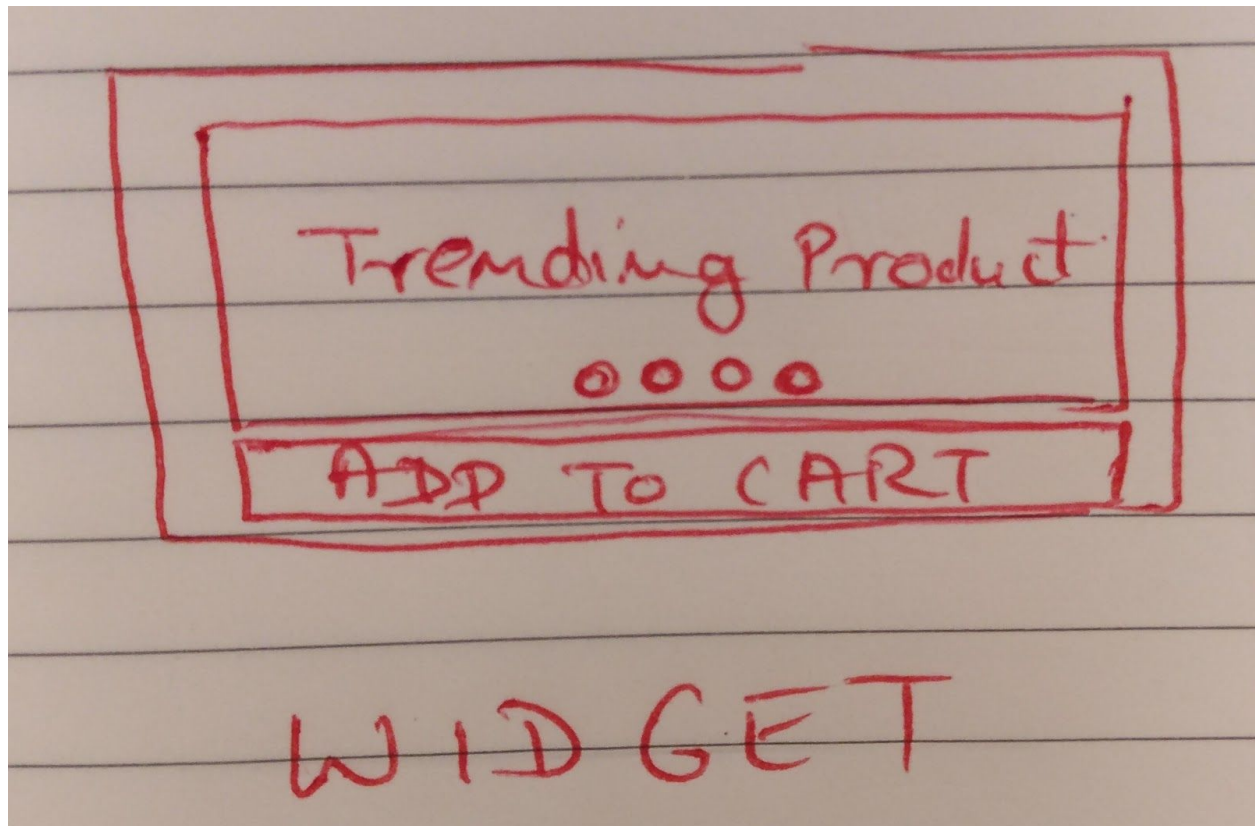


Image showing Widget Implementation.

Key Considerations

How will your app handle data persistence?

Local DB and Shared Preferences

Describe any corner cases in the UX.

User cart items will be maintained whenever user resumes the app.

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

Glide to handle the loading and caching of images.

Firebase Database for Real time Database

Firebase for Push notifications

Saripaar for Form Validation

Twitter digits for mobile number verification
SlidingUpPanel for Cart View

Describe how you will implement Google Play Services.

I'll be using Location services from Google Play Services to fetch user location in order to show him relevant data

```
com.google.android.gms:play-services-location:10.2.1
```

Next Steps: Required Tasks

The following are the list of tasks to be performed :

Task 1: Project Setup

- Setup blue-print and finalize app flows
- Setup libraries
- Update Android SDK Tools and download latest repositories

Task 2: Implement UI for Each Activity and Fragment

- Implement UI for HomeActivity
- Implement UI for Login/Signup
- Implement UI for Cart
- Implement UI for Checkout Screen
- Implement UI for My Account Screen

Task 3: Implement Login/Signup Flow

- Setup login and signup screen
- Implement validation

- Implement OTP verification via mobile number
- Save login/info so user doesn't need to login again n again for every session.

Task 4: Implement Home Screen, Product Screen and Address Screen

- Setup firebase realtime db to get list of products available from server.
- Setup viewpager for slideshow of images on product details screen
- Implement cart using Singleton Design Pattern so it can be accessed across app.
- Setup validation on address form screen and save to user table

Task 5: Setup checkout screen and Payment options

- Implement coupon system.
- Show all info about order, address on checkout screen.
- Show a list of available payment options
- Place order

Task 6: Setup User Profile, My Orders, My Addresses

- Show user information with option to edit name.
- Show all orders placed by user with status.
- Show all addresses of user with option to remove/edit.
- Logout option
- Help and Support option