Description

Intended User

Features

User Interface Mocks
- Main screen
- Navigation drawer
- Map item tapped
- Map markee balloon tapped

Key Considerations
- How will your app handle data persistence?
- Describe any edge or corner cases in the UX.
- Describe any libraries you'll be using and share your reasoning for including them.
- Describe how you will implement Google Play Services or other external services.

Next Steps: Required Tasks
- Task 1: Project Setup
- Task 2: User's location
- Task 3: Navigation drawer
- Task 4: Build a server
- Task 5: Gym information

GitHub Username: gustavoknz

Bora Malhar!

Description

Many people like going to open-air (public) gyms, but do not know their localization nor if their equipment is well maintained. Bora Malhar! is a colloborative app, showing all open-air gyms near you, its photos and other information.

Intended User

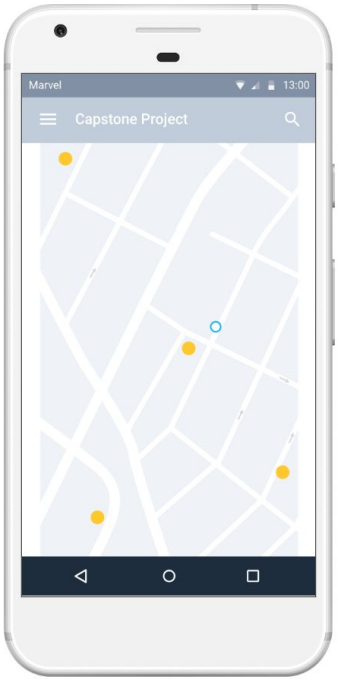
Everyone intended to use or contribute to open-air gym information.

Features

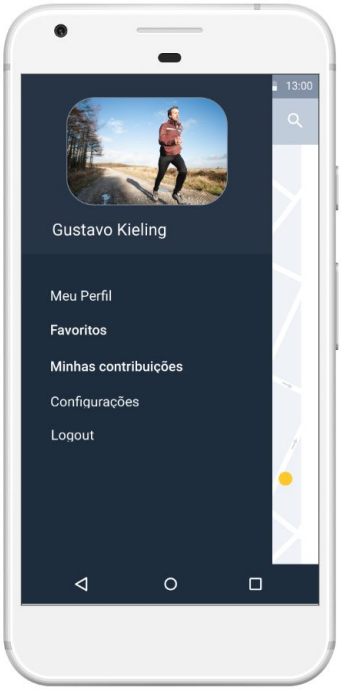
- Facebook login
- See open-air gyms near you on a map
- Takes pictures
- Rate gyms
- Report problems

User Interface Mocks

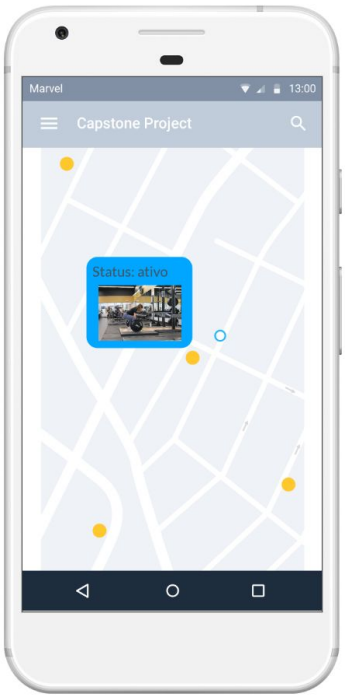
Main screen



Navigation drawer

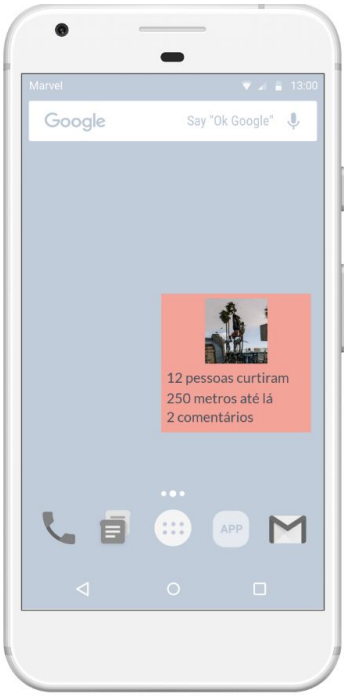


Map item tapped



Map markee balloon tapped

Widget



Key Considerations

This app will be entirely writen in Java.
Accessibility will be supported througth *contentDescription* and RTL tags.
Resources will be storaded in colors, strings, drawables, dimens, styles and themes.
RxJava2 and Retrofit2 will be used for backend communication.

How will your app handle data persistence?

Firebase Realtime Database will be used.

Describe any edge or corner cases in the UX.

No corner case was found for now.

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

DataBinding:N/A, Retrofit2:2.5.0, RxJava2:2.5.0, Timber:4.7.1, Dexter:5.0.0, Play Services Location:16.0.0, Fresco:1.11.0 and FacebookSDK:4.8.1.
Android Studio version 3.2.1.
Gradle version 4.6

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

Play Services Location will be used to retrieve the user's location.

Next Steps: Required Tasks

- Show Google map
- Show the user's location on the map
- Build a navigation drawer where the user can go to other options
- Build a database in Firebase Realtime Database
- Show all gym's location on the map
- Show all information about a selected gym
- Let users take pictures and post on the gym's information page
- Let users vote up and down for a gym
- Let users favourite a gym

Task 1: Project Setup

- Configure libraries
- Build first screen (the Google map)

Task 2: User's location

- Retrieve the user's location and show it on the map, with a proper marker

Task 3: Navigation drawer

- Place the hamburger icon on the main screen
- Create layout
- Facebook login
- Favourite gyms
- My contributions

Task 4: Build a server

The server will maintain information about all registered gyms and logged in users

- Create the server
- Create the database

Task 5: Gym information

When the user clicks on a gym's marker, an activity must be launched, showing all its details

- Create a layout
- Populate information

Task 6: App widget

User can add an widget to his/her Home

- Create a layout
- Populate information when changed