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TravelBuddy

Description

When you are travelling to a new city (or even in your local city), TravelBuddy will help you find locations nearby to stay, eat, visit near by places.

TravelBuddy has following features,
1. Uses your location to find nearby attractions.
2. Check air ticket availability.
3. Find nearby restaurants with reviews, photos, etc for dining.
4. Read reviews & rating for staying in hotels.
5. Discover new places to visit.

Intended User

Travelers, Buddies who want to explore new attractions near by.
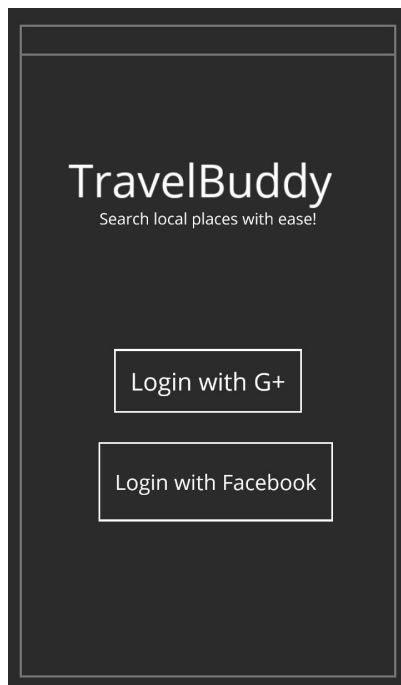
Features

List the main features of your app. For example:
- Find hotels, restaurants nearby.
- Save places for future reference.
- Locate nearby attractions.
- Flight availability.

User Interface Mocks

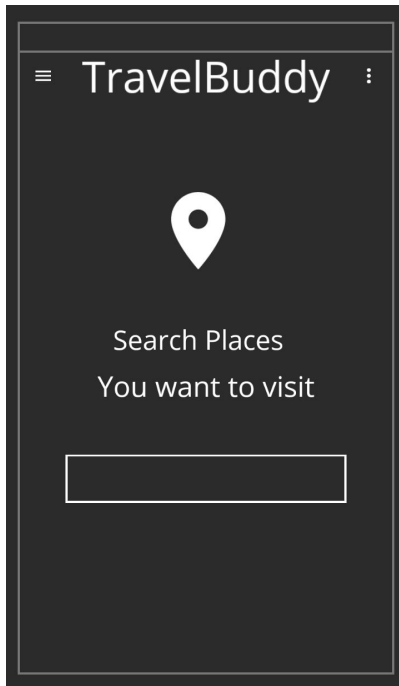These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.
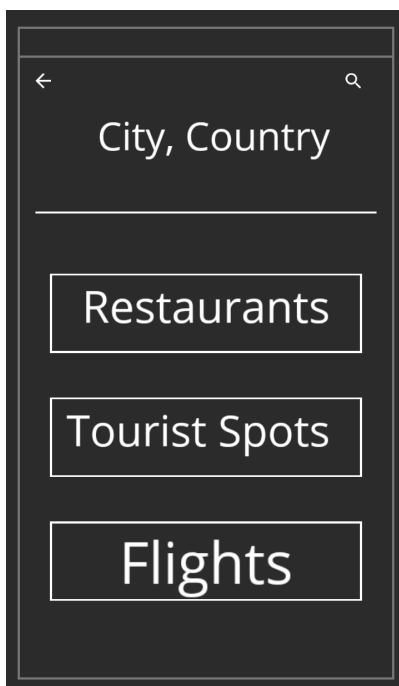
Screen 1

This screen allows the user to login using G+ or Facebook.
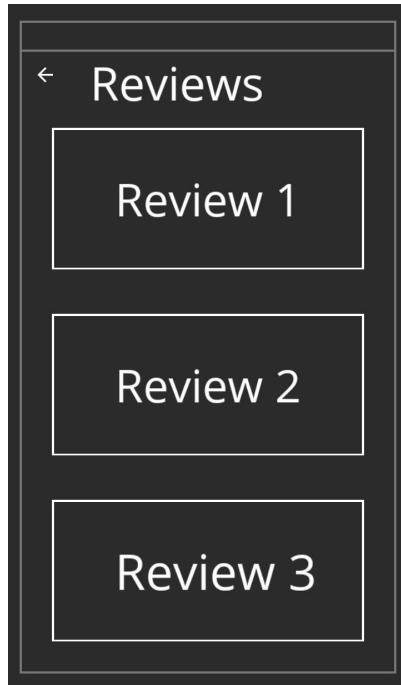
Screen 2

After login, user can search the place using search box or use device GPS to location his current location. This will have Google Places APIs autocomplete view.

Screen 3

Once the location has been found, and users are provided with options to look for nearest Restaurants, Tourists spots, etc. Also, users can search for flights.

Screen 4

This screen allows users to read reviews.

Key Considerations

How will your app handle data persistence?

Database will be used to store cache information. For offline use, images will be saved in sdcard.

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

1. Design support library.
2. Volley to fetch data in background.
3. Picasso to handle the loading and caching of images.

Describe how you will implement Google Play Services.

1. AdMob will be used to show Ads
2. Google analytics to analyze the app & users.

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

- Search and set up libraries required for the project
- Design the project flow
- Setup Google Places API

Task 2: Implement UI for Each Activity and Fragment with App Theme

- Design UI for Login screen
- Build UI for MainActivity
- Build UI for each activity
- Build UI for fragments - Restaurants, tourists spots
- Build UI for Reviews
- Build UI for locally saved places
- Apply App Theme uniformly to all activities

Task 3: Implement Core APIs

- Implement Google G+ API for login
- Implement Google Places API for searching local places
- Implement Google Flight API for searching flight information
- Parsing of different JSON responses from each APIs
- Design layout to display the parsed results

Task 4: Design Database

- Design database and tables for displaying cached data

- Add support for storing images locally
- Saved places (which will be available for offline use)

Task 5: Optimize App for Tablets, Support for RTL & Accessibility

- Optimize the layouts for Tablets
- Enable support for RTL
- Check compatibility with different phone screen sizes

Task 6: Implement Google Play Services

- Generate AdMob API key
- Add Ads to the activities
- Add Google Analytics to analyze app

Task 7: Testing & Debugging

- Write testcase and perform testing
- Analyze and fix bugs