



CS426 - Mobile Device Application Development

MIDTERM PROJECT

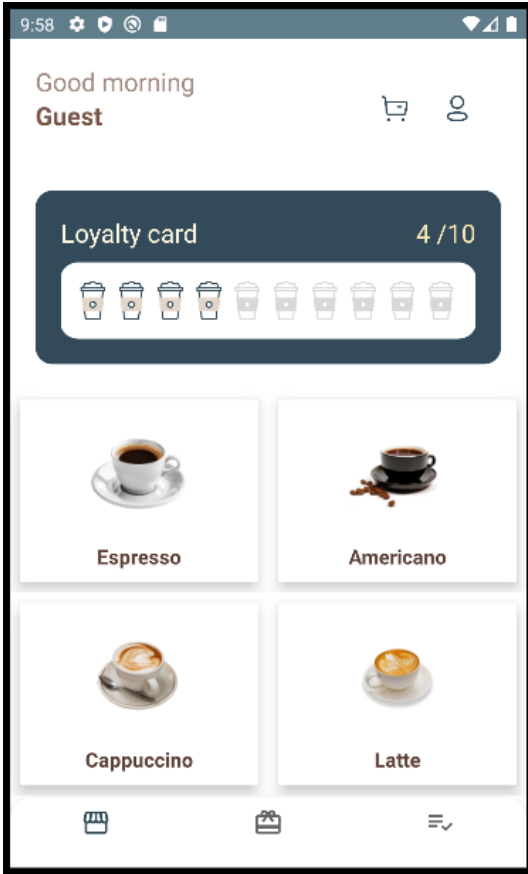
Report

Student Information

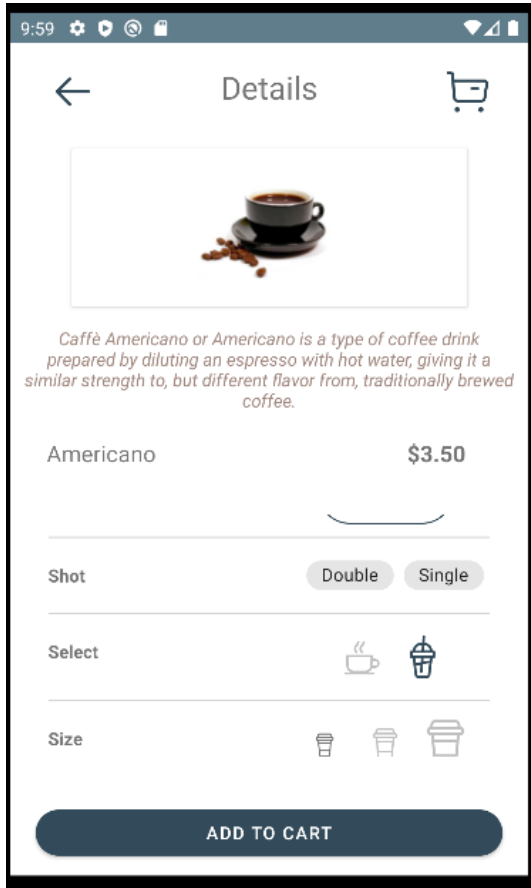
- Name: Nguyễn Minh Quang
- Student ID: 21125060

Project Self Assessment

- ☒ ~~Self-assess your score in the evaluation column~~
- ☒ ~~Replace the app design images with your app screenshots~~

Requirements	Score	Evaluation	
Home Screen			
	Basic layout	2	2
	Header	2	2
	Bottom navigation	5	5
	Listview Loyalty Card	5	5
	Listview Coffee List	5	5
	When clicking on one of the coffee cups in the list -> switch to the coffee selection (Details) screen.	5	5

Details



Allows customizing a cup of coffee at the screen

5

5

Click on Add to Cart to add the current customized cup to the cart and move to **My Cart** screen

5

5

Click on the cart icon to see the current shopping cart (not counting the current customization)

2

2

Update the total value when there is a change in the quantity, or the corresponding custom.

5

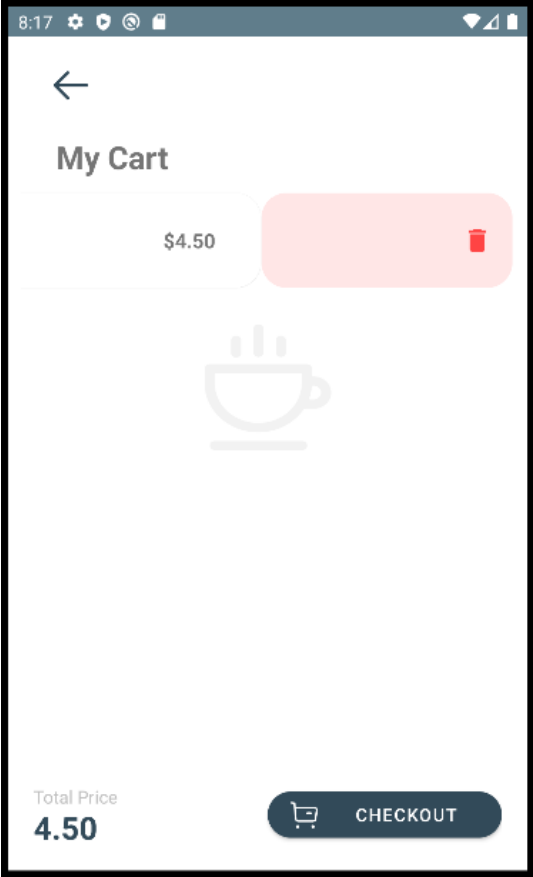
5

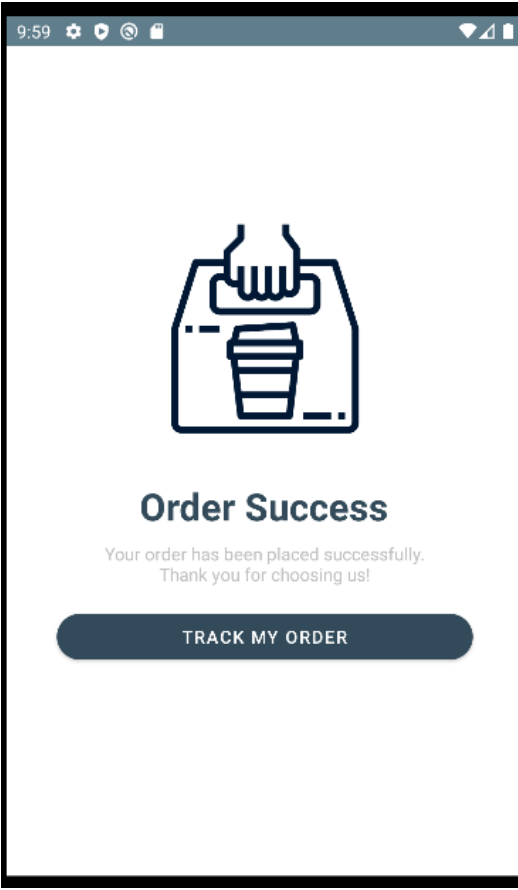
Press the back icon or navigate back to return to **Home Screen**.

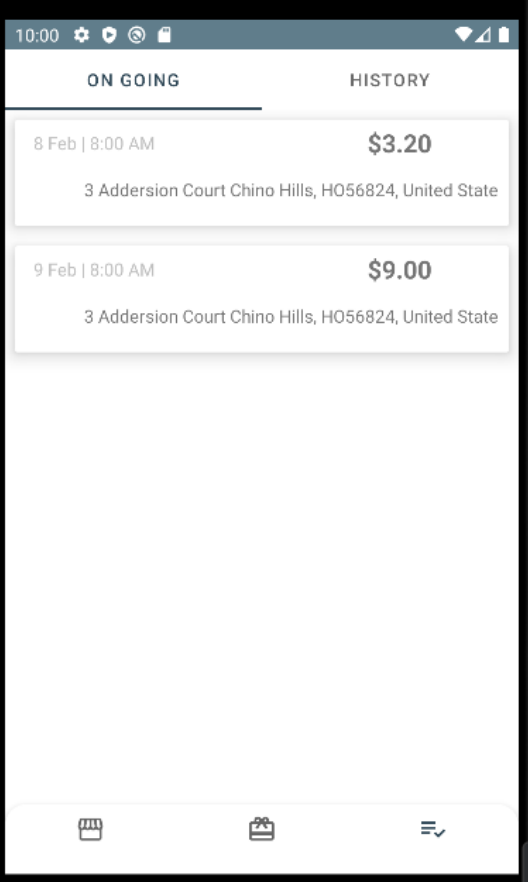
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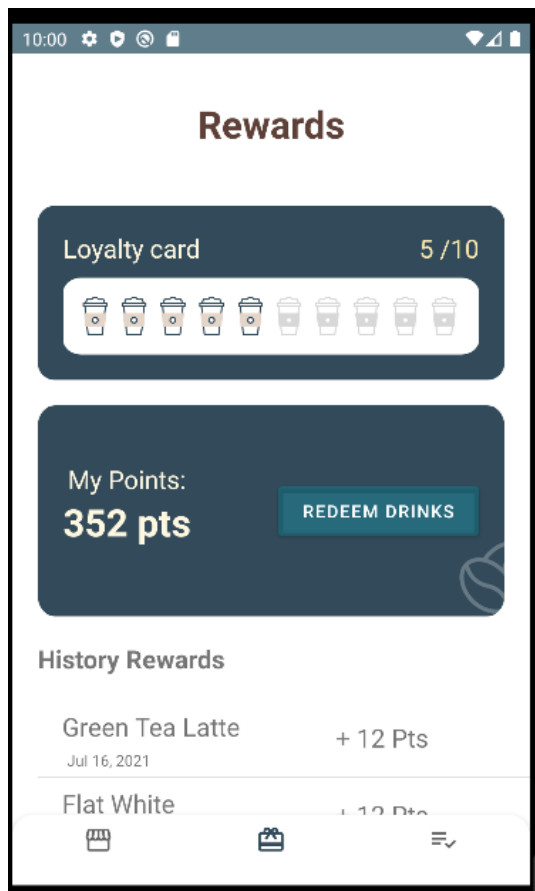
2

My Cart

	Basic layout	2	2
	Displays a list of selected coffee cups	10	10
	Displays the total price of the cups	5	5
	Swipe left to remove.	5	5
	Click checkout to switch to the Order Success screen	2	2
Order Success			

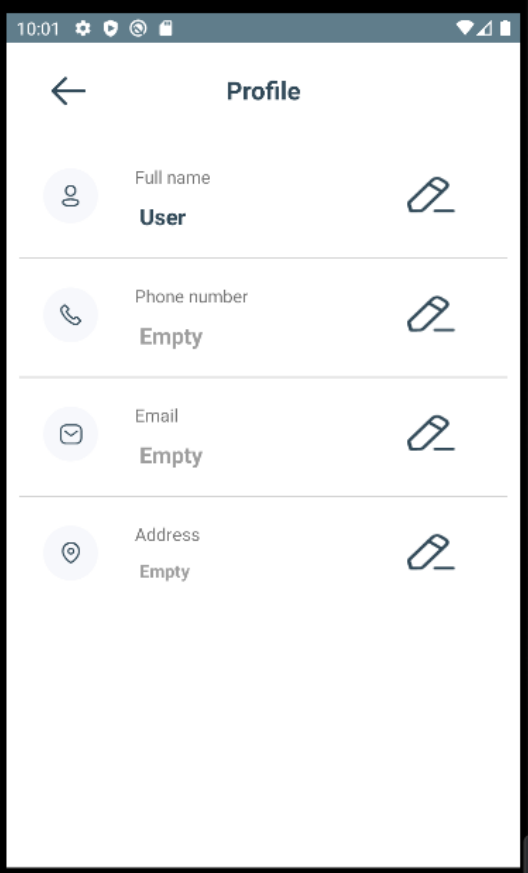
	Basic layout	2	2
	Click on Track My Order to switch to <i>My Orders</i> screen	2	2
My Orders			

	Basic layout	2	2
	Show list of order on going and history	5	5
	Move orders from on going to history when an event is triggered (for example, clicking on that order or swiping right)	5	5
Rewards			



Basic layout	2	2
Loyalty card: each successfully ordered cup will get 1 more stamp, up to 8 stamps.	5	5
When 8 stamps are reached, trigger an event to reset to 0 (for example, click on loyalty card)	5	5
Displays a list of points. With each order reward points based on the total amount of each order.	5	5
Displays the total number of reward points.	5	5
Redeem Rewards		

<div><div><div>8:19</div><div></div></div><div><div><div>←</div><div>Redeem</div></div><div><div><div></div><div><div>Espresso</div><div>Small, Less Ice, Single Shot</div><div>x 1</div></div><div><div>200</div><div>PTS</div></div></div><div><div><div></div><div><div>Americano</div><div>Small, Less Ice, Single Shot</div><div>x 1</div></div><div><div>900</div><div>PTS</div></div></div><div><div><div></div><div><div>Cappuccino</div><div>Small, Less Ice, Single Shot</div><div>x 1</div></div><div><div>800</div><div>PTS</div></div></div><div><div><div></div><div><div>Latte</div><div>Small, Less Ice, Single Shot</div><div>x 1</div></div><div><div>150</div><div>PTS</div></div></div><div><div><div></div><div><div>Mocha</div><div>Small, Less Ice, Single Shot</div><div>x 1</div></div><div><div>500</div><div>PTS</div></div></div><div><div><div></div><div><div>Flat White</div><div>Small, Less Ice, Single Shot</div><div>x 1</div></div><div><div>1000</div><div>PTS</div></div></div></div></div><div>When clicking on the total reward points, it is possible to exchange points for a new cup of coffee and update the total reward points.</div><div>5</div><div>5</div></div></div></div></div></div></div>		
Profile		

	Basic layout	5	5
	Allow editing content when clicking on the allow editing icon	5	5
General application requirements			
	Manage application lifecycle, application state	20	20
	Initialize data for the application	10	10
	New features/requirements added by yourself	15	15
Total	Max(150, Total score of all requirements above)	150	150

Extra Features

List all the new features or techniques you used in the project.

Data storage

- SQLite
- Database Relationship
- Share preferences

Design Adjustment

- Grouping purchases' details
- Allow viewing detail of a purchase
- Adapt to multiple screen layouts.

Transitions and Animations

- Ripple effects
- Animation of reward celebration
- Animated trash icon in features of My Cart
- Transition of components
- Page Transform

Components

- Viewpager2
- Tab layout
- Waiting screen
- Box of notifications

Layouts and views

- Constraint layout
- Cardview

-

References

You should list all source codes and/or references that you use in your project in this section.
Any code fragments or libraries that are not yours **MUST be explicitly declared** in this section.
If you fail/forget to declare those “inherited” resources, you will be considered “**cheating**”!

- [RecyclerViewSwipeDecorator](#)
- [ElegantNumberButton](#)
- [LottieFiles](#)
- [SpinKit](#)
- [ViewPager2](#)
- [Freepik](#)

Demo

[Link youtube](#)