Capstone_Stage1

Description

Intended User

Features

User Interface Mocks

- Screen 1 – Main Activity
- Screen 2 – Shopping List
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- Screen 6 - Recipes
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- Widget 1 – Shopping List
- Widget 2 – Single Day
- Widget 3 – Week Planner

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: Implement UI for Each Activity and Fragment
- Task 3: Create Tablet Layout
- Task 4: Test device for no connectivity or no data
- Task 5: Create widgets
- Task 6: Create Build Variants and add ads

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Shop & Cook

Description

The app is a simple way to organize groceries, shopping lists and meals. Keep all your recipes in your phone or tablet, combine them into simple or extravagant meals and create your weekly diet schedule in a few steps. Generate a shopping list from your schedule and add anything else you need. Your groceries can also be grouped together by category or shop (super market, greengrocers, stationery etc.) to limit your time at the shops and maximize your precious free time!

Intended User

From students to mothers and fathers running a household. Everyone who has little time to prepare a shopping list or organize her or his weekly diet schedule.

Features

Use the app to:

- Create a schedule of meals for up to a week
- Automatically fill a shopping list with the week’s groceries
- Easily sort your shopping list by category or shop
- Keep your favorite recipes
- Store meals to re-use in special occasions (festivities, family reunions etc.)
- Share your recipes and meals with your friends

User Interface Mocks

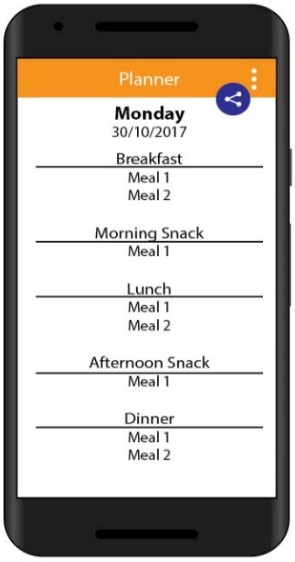
Screen 1 - Main Activity

Main screen in phone mode. The user selects his next screen

Screen 2 - Shopping List

Screen for the shopping list. The list is scrollable. The list supports add/remove operations. A menu allows the list to be sorted and cleared. Through it, the user can also add the items from an existing meal plan.

Screen 3 - Day Planner



Screen with the plan for a single day. This should be in a TabLayout so the user can switch days. Meals can be added/edited/deleted

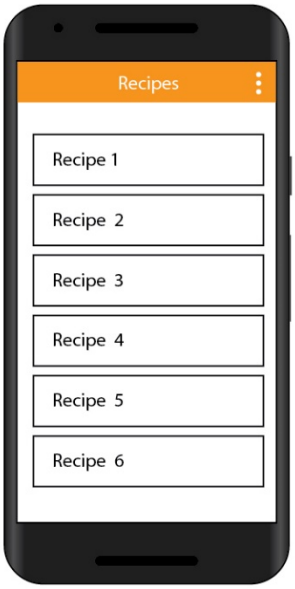
Screen 4 - Meals

Screen with all the saved meals. The user can add/edit/remove meals.

Screen 5 - Single Meal

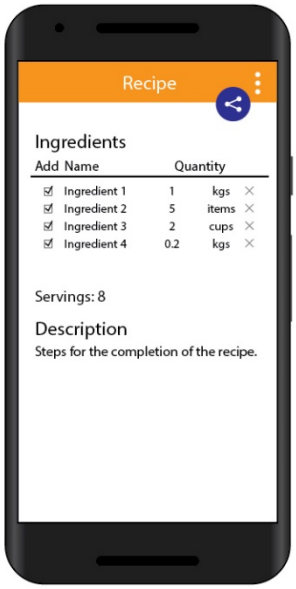
Screen for a single meal. The user can add/edit/remove recipes and also save the meal

Screen 6 - Recipes



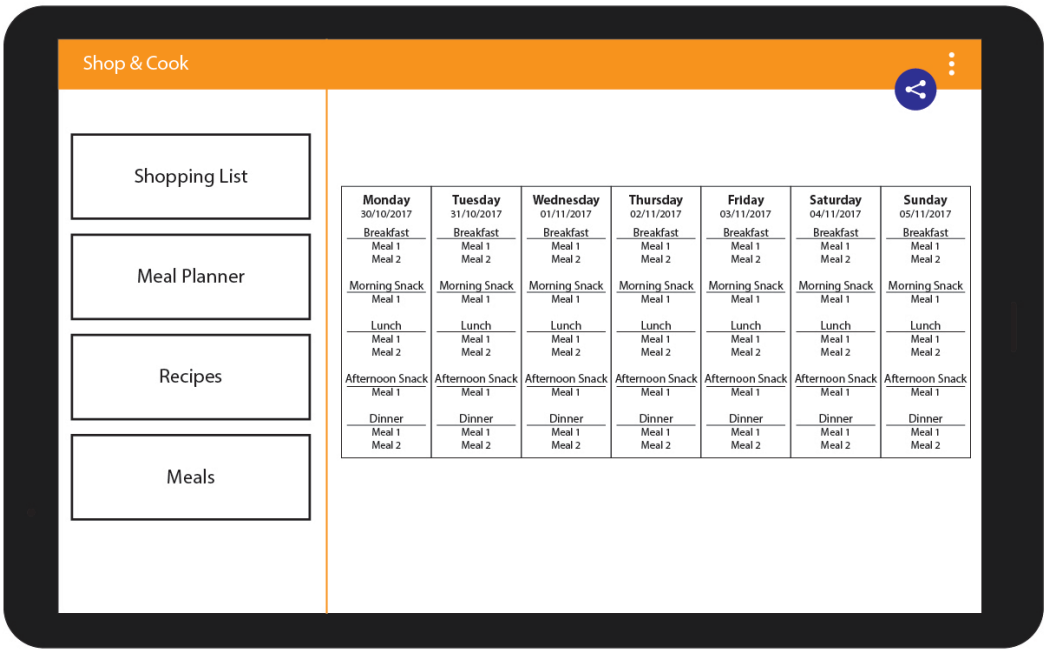
Screen with all the saved recipes. The user can add/edit/remove recipes.

Screen 7 - Single Recipe



Screen for a single recipe. The user can add/edit/remove ingredients and also save the recipe

Screen 8 - Tablet Layout

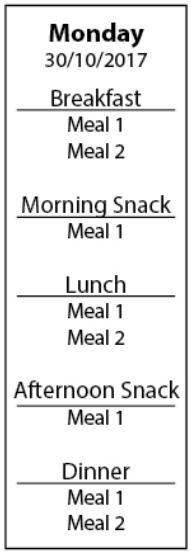


Screen for a tablet. The Main Activity is always on the left side while the additional fragments appear on the right side

Widget 1 - Shopping List

Widget displaying the shopping list. It will be scrollable.

Widget 2 - Single Day



Widget displaying a single day's plan. It will have navigation buttons to allow the user to switch days

Widget 3 - Week Planner

Monday 30/10/2017	Tuesday 31/10/2017	Wednesday 01/11/2017	Thursday 02/11/2017	Friday 03/11/2017	Saturday 04/11/2017	Sunday 05/11/2017
Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
Meal 1	Meal 1	Meal 1	Meal 1	Meal 1	Meal 1	Meal 1
Meal 2	Meal 2	Meal 2	Meal 2	Meal 2	Meal 2	Meal 2
Morning Snack	Morning Snack	Morning Snack	Morning Snack	Morning Snack	Morning Snack	Morning Snack
Meal 1	Meal 1	Meal 1	Meal 1	Meal 1	Meal 1	Meal 1
Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
Meal 1	Meal 1	Meal 1	Meal 1	Meal 1	Meal 1	Meal 1
Meal 2	Meal 2	Meal 2	Meal 2	Meal 2	Meal 2	Meal 2
Afternoon Snack	Afternoon Snack	Afternoon Snack	Afternoon Snack	Afternoon Snack	Afternoon Snack	Afternoon Snack
Meal 1	Meal 1	Meal 1	Meal 1	Meal 1	Meal 1	Meal 1
Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner
Meal 1	Meal 1	Meal 1	Meal 1	Meal 1	Meal 1	Meal 1
Meal 2	Meal 2	Meal 2	Meal 2	Meal 2	Meal 2	Meal 2

Widget showing the entire week's plan

Key Considerations

How will your app handle data persistence?

The data will be stored in two ways:

1. Shared Preferences will be used to store settings
2. A Firebase Realtime Database will be set up to store the following data and allow the users to access their data from multiple devices:
    a. Recipes
    b. Meals
    c. Shopping items

Describe any edge or corner cases in the UX.

The recipe detail view as well as the meal detail view will work both for editing and for creating new recipes or meals. The app will distinguish between the two from the uri attached to the intent which will launch the activities.

In case of network unavailability, a Toast message or a Snackbar will be displayed advising the user. Due to the planned use of Firebase Realtime Database, all data will be available offline.

There will be different layouts for portrait/landscape mode and also one for larger screens/tablets.

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

Picasso will be used to display the image from a url when searching for a recipe in the food2fork API.

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

Google Play Services will be implemented to enable ads.

The app will also use the food2fork API to search for recipes. This will be done using an IntentService and parsing the JSON result.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup

- Setup Google Play Services
- Setup Firebase Realtime Database
- Setup the food2fork API

Task 2: Implement UI for Each Activity and Fragment

Build all the layouts and java files for each Activity and Fragment

- Build UI for MainActivity
- Build UI for DetailActivity
- Build UI for MainActivityFragment
- Build UI for ShoppingFragment
- Build UI for RecipesFragment
- Build UI for SingleRecipeFragment
- Build UI for MealsFragment
- Build UI for SingleMealFragment
- Build UI for PlannerFragment
- Build UI for SingleDayFragment

Task 3: Create Tablet Layout

Create the Activity layouts files for displaying the app in a tablet

- Create xml layout
- Alter dimens.xml as needed
- Add additional code in the MainActivity and DetailActivity java files for the tablet mode

Task 4: Test device for no connectivity or no data

Create error messages in case there is no connectivity or no data

- Create entries in strings.xml with messages regarding no connectivity or no data
- Create TextViews, Toasts or Snackbar to show aforementioned messages
- Add menu item to sync entries

Task 5: Create widgets

Create a set of widgets with the following functionality:

- A widget displaying a scrolling shopping list

- A widget displaying a single day’s meal plan. The widget should have navigation buttons to allow user to switch day
- A large widget displaying the entire week’s meal plan

Task 6: Create Build Variants and add ads

Create a paid and a free variant and add ads in the free one.

- Create paid variant
- Create free variant
- Replicate the Fragments in the two variants
- Add ads in the free variant