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Submission Instructions

1. After you've completed all the sections, download this document as a PDF [File → Download as PDF]
2. Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
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GitHub Username: jonathanvdwatt

MzansiTravel

Description

MzansiTravel makes it easy to find hotels, restaurants and points of interests in South Africa. The app enables the user to read reviews and find contact information of the best hotels and restaurants which are near to you. The app also enables the user to discover nearby points of interest such as shopping malls, etc.

Intended User

Tourists visiting South Africa.
South Africans who are looking to explore their own back yard.

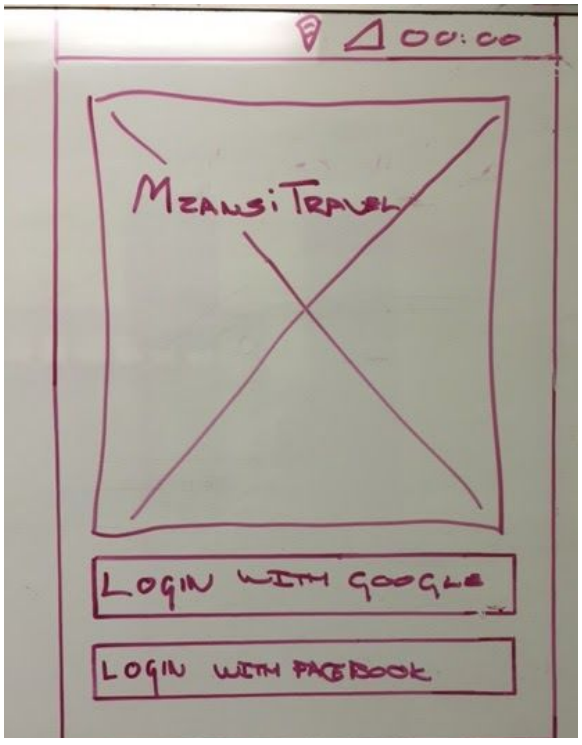
Features

- Locates restaurants, accommodation and tourist attractions
- Allows user to save favorite restaurants, accommodation and tourist attractions
- Displays maps to restaurants, accommodation and tourist attractions

User Interface Mocks

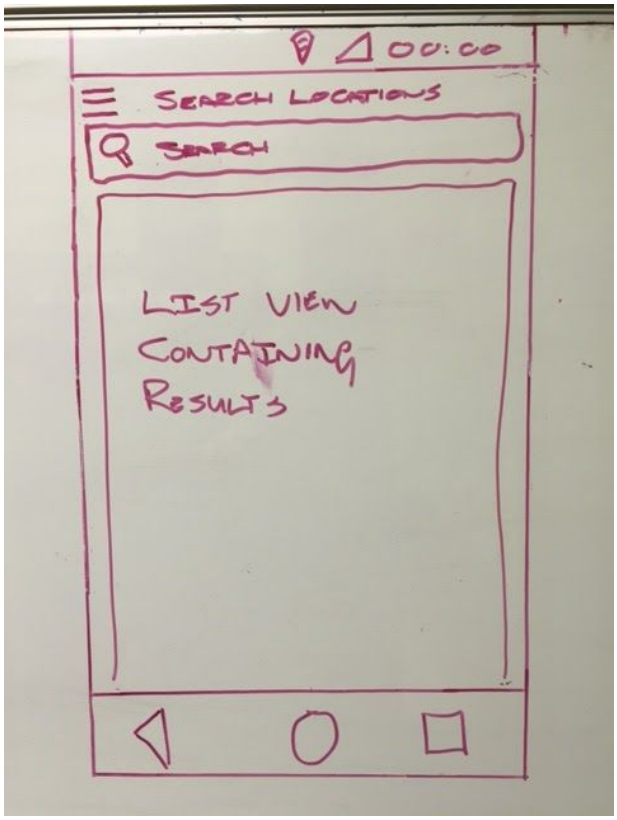
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



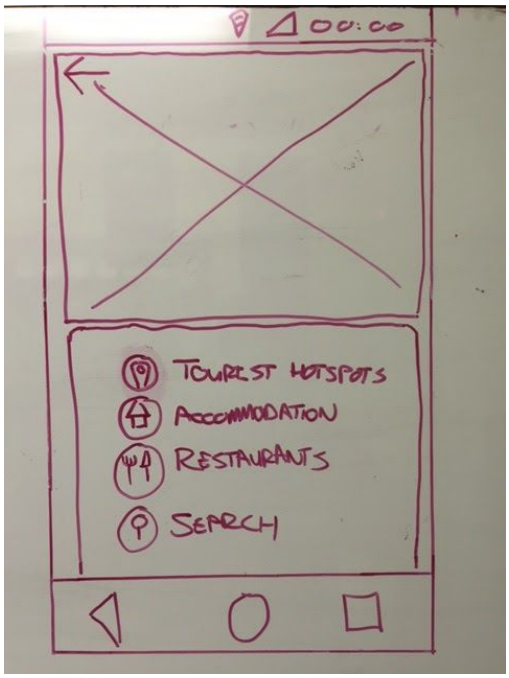
Login screen

Screen 2



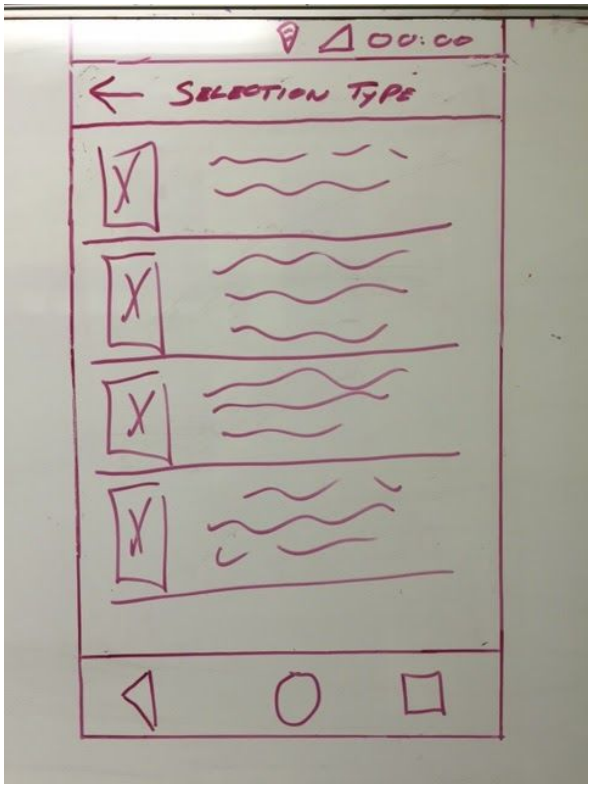
Search Location screen

Screen 3



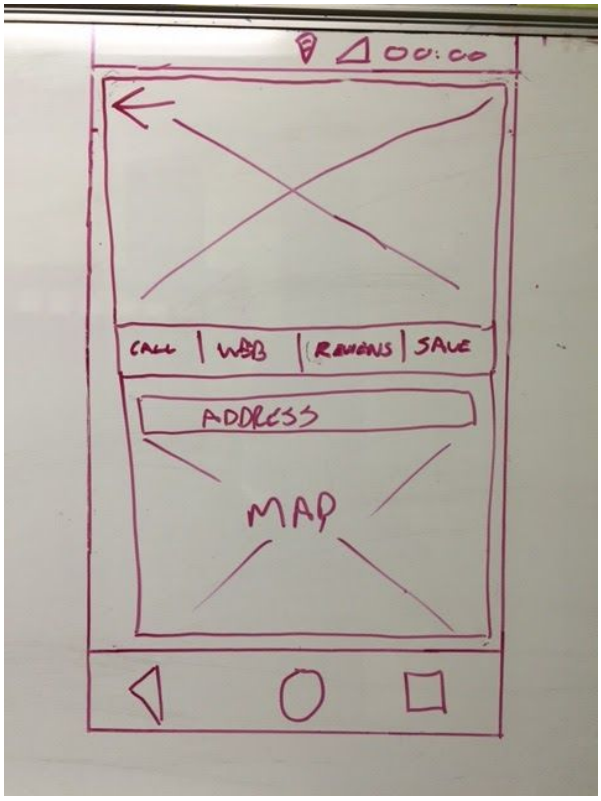
Location options screen

Screen 4



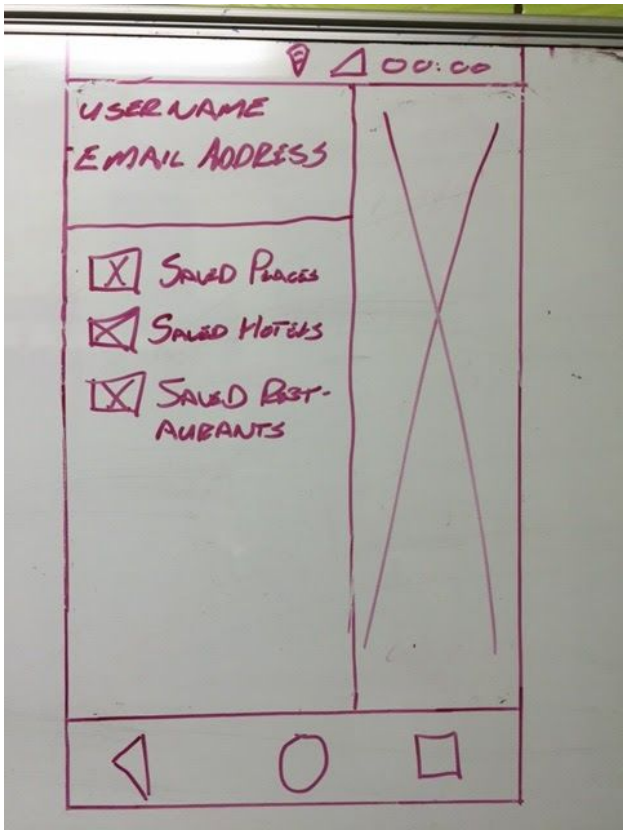
Selection (Tourist hotspot, Restaurant, etc) locations list screen

Screen 5



Location Selection (Tourist hotspot, Restaurant, etc) details screen

Screen 6



Screen showing user's drawer (Saved locations, logout, etc)

Key Considerations

How will your app handle data persistence?

The app will store user's saved locations in a database using a ContentProvider.

Describe any corner cases in the UX.

I don't foresee any corner cases.

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

I will be using the ButterKnife and Picasso libraries. I will use ButterKnife to simplify the injection of views so as to keep my code clean. I will Picasso for image caching. I will also be using the Facebook SDK to enable users to authenticate using their Facebook accounts.

Describe how you will implement Google Play Services.

Google Play Services: Admob
Google Play Services: Google Sign-In for Android

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

I will add the appropriate libraries to build.gradle

- Configure libraries

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for LoginActivity
- Build UI for MainActivity
- Build UI for LocationSearchActivity
- Build UI for LocationOptionsActivity
- Build UI for LocationSelectionActivity
- Build UI for UserDrawerActivity
- Build App Widget Layout

Task 3: Implement Google Play Services

- Implement Admob
- Implement Google Sign-In For Android

Task 4: Implement APIs

- Implement Google Places API
- Implement Google Sign-In API
- Implement Facebook Login

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