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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: jyjeanne

Study & Cook

Description

This application is here to explain the way student can cook quick and easy meals that save time for studying and save money. In this application you will find many recipes that can be made in 10 minutes or less. It also include nutritional informations and tools.You can record your own recipes and mark your favorite. And when you have more time and a little more practice, you can whip up a meal in no time flat. All you need are a few basic ingredients and his helpful cookbook app and you will be enjoying your own home cooking and back to studying in a flash..

Intended User

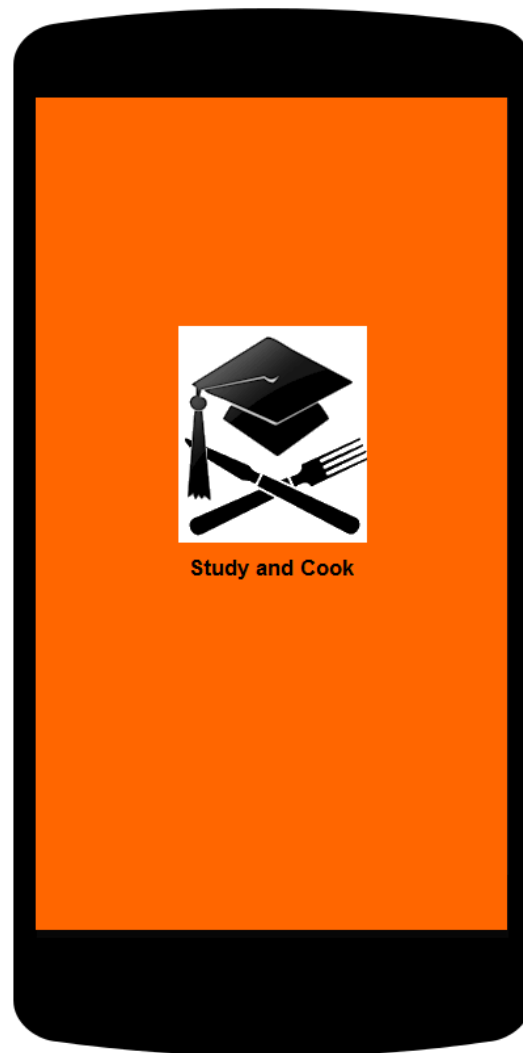A must-have for all student to improve cooking easier and save money.

Features

List of the main features of this app :
- Smart interface using Material design
- Create and saves your own recipes
- Mark your favorite recipes
- Share your recipes with your friends
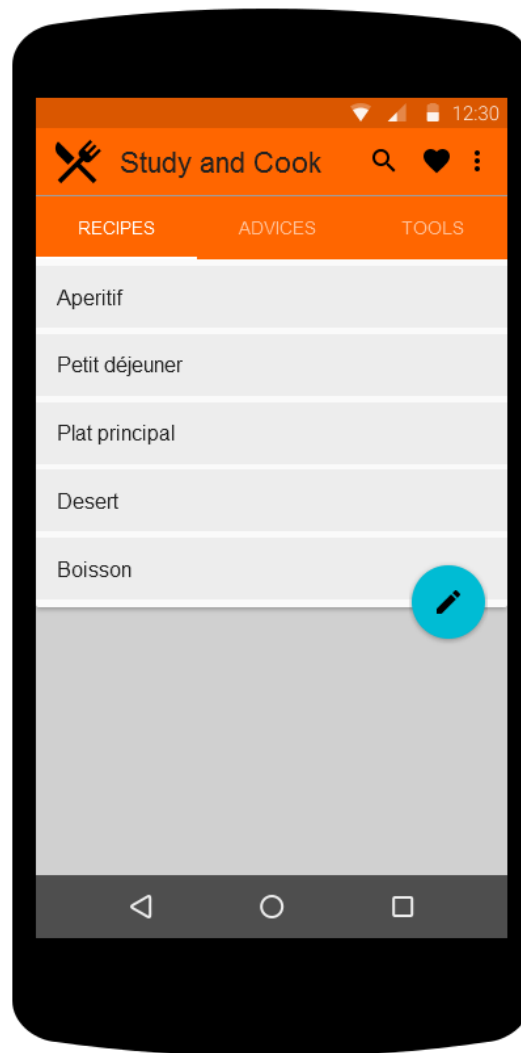- Search recipe by keywords
- Can work Offline
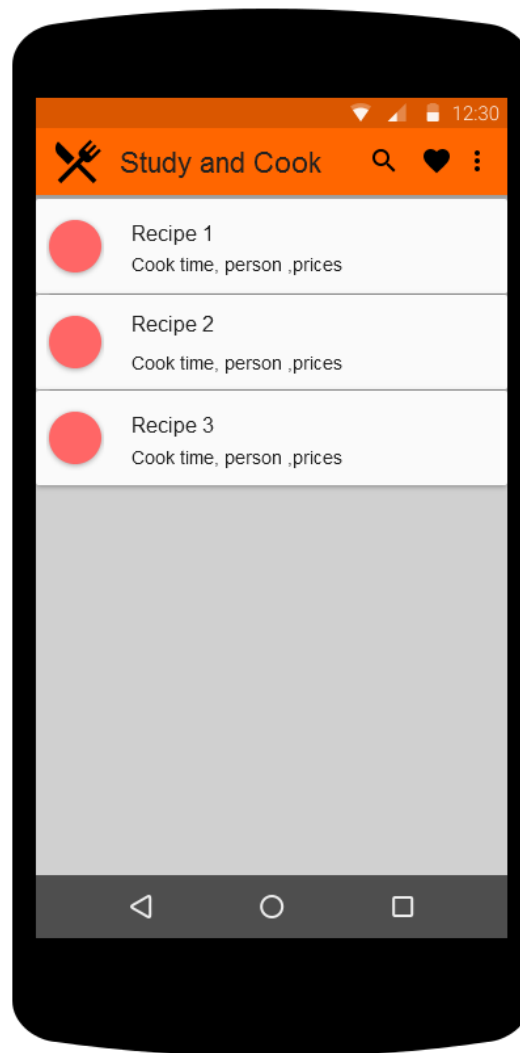
User Interface Mocks

Splash screen

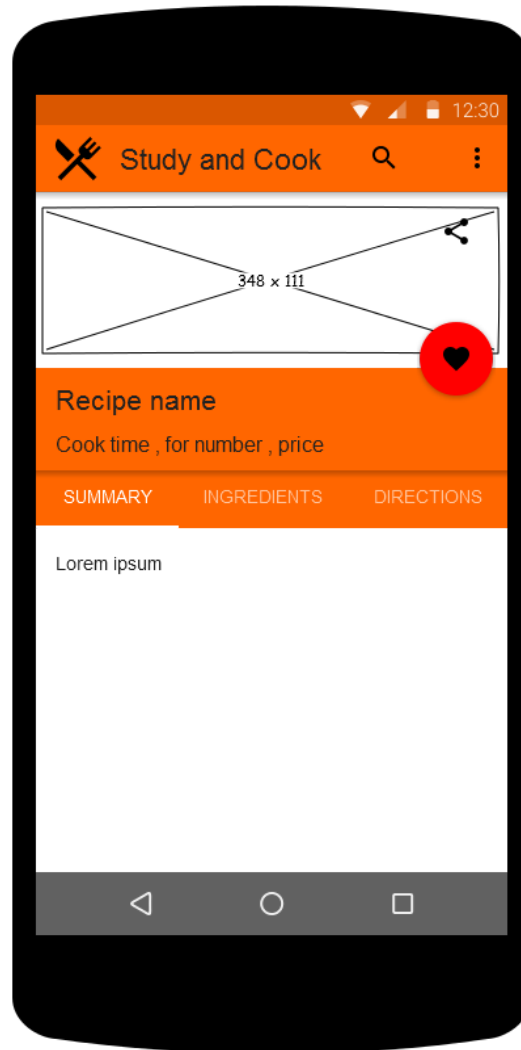This screen will fetch the application logo and author

Home screen

This screen will list the different categories of recipes, nutritional advices and tools
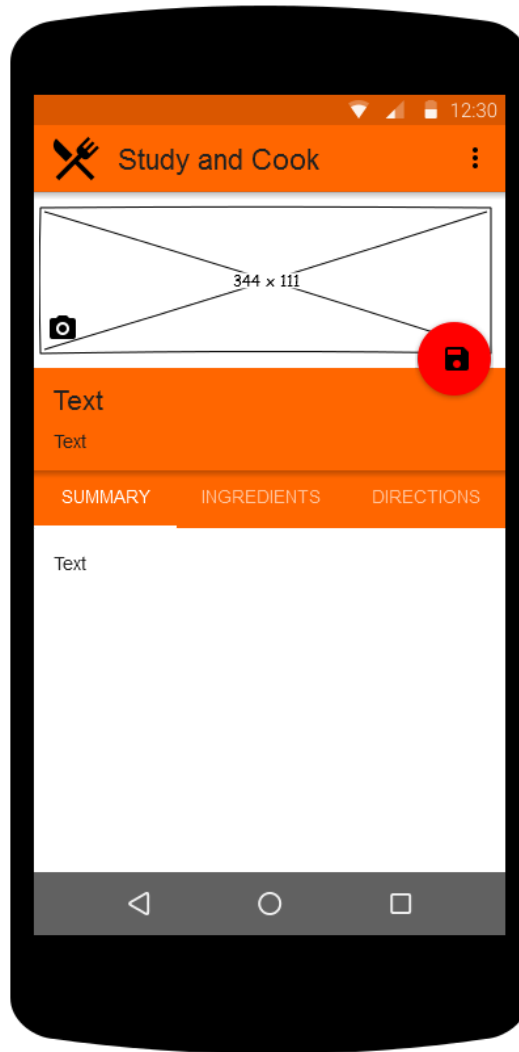
Recipes list Screen

List all recipes by categories.

Recipe details

It describes a recipe with a brief summary , ingredients and directions

Recipe creation

Record new recipe.

Key Considerations

How will your app handle data persistence?

The app will be having offline offers.So user will have an option to save offline
offers. These offers will be saved in a local Sqlite database and will
be shared using Content providers.

Describe any corner cases in the UX.

The app will start with the splash screen which will load all the configuration of the applications
and once that process if complete it will either jump to home screen.

The home screen will be comprising of two tabs containing offline and online offer respectively
and a navigation drawer for additional features like profile, FAQ .
The profile screen will display the basic information about the user which can be modified.

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

Following set of libraries will be used

Google play services for ads
Material design libraries

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

The first step is creating the base Android Studio project.
This will include:
- Set the minSdkVersion of api 18, this should account for 75% of the Android population Approximately.
- Configure libraries
- Creating a project in the Developer's Console
- Noting the project ID for inclusion in the Project.

I will also determine a rough idea of what a model will entail and begin designing the data model.

Task 2: Implement UI for Each Activity and Fragment

- Build the Splash UI
  - This UI will be under a 'SplashActivity', it will serve as the main branding of the Application.

- Build the HomeActivity UI
  - This UI will be comprised of a TabLayout with two available Fragments that will serve as the container for the categories of recipes.

- Build the DetailActivity UI to display detail Recipe activity and fetch data from database

- Build the CreateRecipeActivity UI to Create detail Recipe activity and save data in database

- Build the SearchActivity UI to search Recipe by keywords
- Build the AboutActivity UI to give information about the app(version, author)

Task 3: Create database

- Create the data model
- Create util to create database and check it

Task 4: Add contents

- Add recipe informations
- Add pictures and text in the app

Task 5: Refine

At this point, I should be able to test and refine this app to find any missing/useful features.

Add as many tasks as you need to complete your app.

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