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Eventasy

Description

This is an event based app which will help users to find popular events being organised in any part of the world whether it be a food-festival, a music concert, a conference or a sports event. Users can search according to categories and location and get the details of the desired event.

Intended User

This app is intended for users who are fond of participating in events being organised worldwide. As the app includes various categories of events, the app can target a large no of audience including families, professionals, athletes, etc.

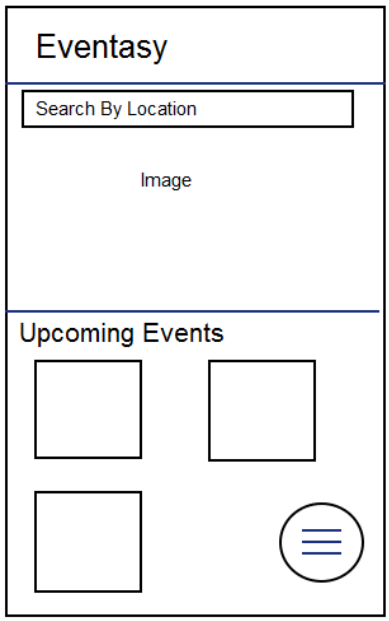
Features

- Displays events according to categories.
- Users can search for events according to their location.
- Users can save information about events they are interested in.
- Users can locate the venue on Google Maps.

User Interface Mocks

Screen 1

Main Screen



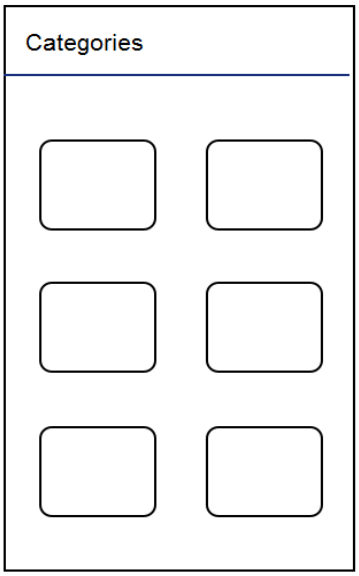
This would be the main screen of the app which would be shown after the splash screen. It will have a search box which would help the users to search an event by location. It will have a list of upcoming events sorted by their popularity.
This screen would also have a floating action button showing 2 menu items:

1.) Categories: This will take user to another screen showing the categories of events.
2.) Favourites: This will take the user to another screen showing the events marked as favourite by the user.

Search by location will direct the user to the 3rd screen without applying the category filter.

Screen 2

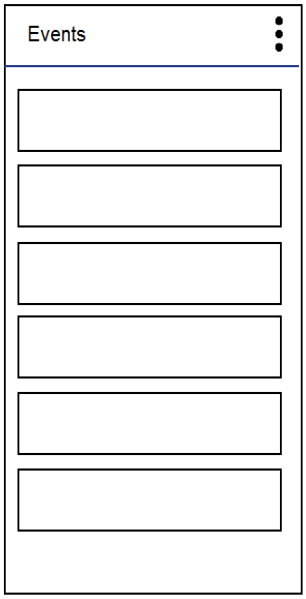
Categories Screen



This would be the screen that will appear when the user will the choose the categories option from screen 1. This will display the various categories of events the users can choose from.

Screen 3

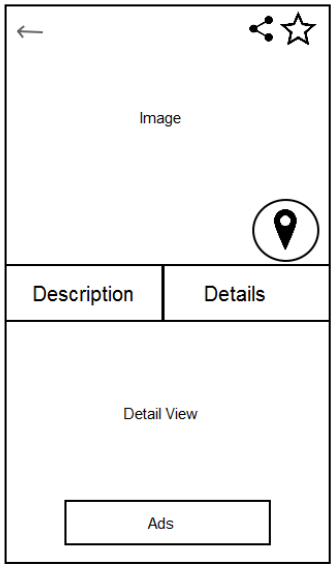
EventList Screen



This screen will show the list of events that belong to a particular category(plus the location filter will also be applied). This screen will have the options to sort the results by date or popularity. Users will have an option to filter the results by changing the location.

Screen 4

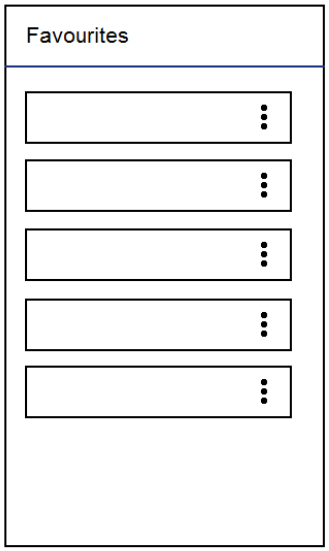
Detail Screen



This screen will show the event information. It will have 2 tabs, 1 tab giving the description of the event and the other one giving important details like the timings, venue information, etc. It will have a star button to mark the event as favourite and a share button to share the event information. It will also have a floating action button which will open the venue location in Google Maps. This screen is also going to contain ads.

Screen 5

Favourites Screen



This screen will be shown when user chooses the Favourite option from screen1. This screen will have a list of events marked as favourite by the user and has an option menu to remove an item from favourite list.

Widget screen

Key Considerations

How will your app handle data persistence?

The app is going to perform on-demand requests and so it will use AsyncTask to fetch the data from Eventful API. For events marked as favourite, the data will be stored in a content provider. Then the favourite activity would use a loader to retrieve data from a content provider.
In both cases, the data retrieved either through AsyncTask or a provider would be sent to a 3rd party library to display data on UI.

Describe any corner cases in the UX.

On every screen, a back button would be present to come back to the parent screen.
If the user searches the events through location, the events would be displayed according to the location. If the user searches through category, events would be filtered according to the category as well as the location(Location would be the primary filter in all searches).

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

Picasso or Glide to handle the loading and caching of images.
Google APIs for implementing material design.
Retrofit to get a view in an easy way.

Describe how you will implement Google Play Services.

This app will use 4 Google Play Services:

1.) AdMob: This service will be used to display ads on the detail screen of the app.
2.) Google Maps: This service will be used to locate the venue on a Map.
3.) Google Analytics: This service will be used to find which part of the app is frequently used by the users and give an insight of user's experience.
4.) App might use App Invite for inviting friends to install the app.

Next Steps: Required Tasks

Task 1: Project Setup

- Create a project in Android Studio.
- Configure the app and package name.

- Configure the minimum and target sdk.
- Adding the libraries in build.gradle file.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Splash Activity.
- Build UI for Main Screen Activity.
- Build UI for Categories Screen Activity.
- Build UI for Favourites Screen Activity.
- Build UI for EventList Activity.
- Build UI for Detail Activity.
- Build UI for widget.
- Build UI for Tablet.

Task 3: Data Handling

- Retrieving data from API using AsyncTask.
- Validating the data.
- Handling exceptions and error cases while fetching the data.
- Creating Adapters and recycler Views and populating them with data.
- Creating Data model for events.
- Creating a content provider and saving data in it.
- Fetching data from a content provider using loader.

Task 4: Handling other UI cases

- Empty Views
- Implement content descriptions.
- Handling error cases related to UI.(For eg: No internet connection.)

Task 5: Implementing widget

- Creating Widget Provider
- Empty View.

Task 6: Implementing Google Play Services

- Implementing AdMob.
- Implementing Google Analytics.
- Implementing Google Maps.

Task 7: Implementing UI for Tablet View

- Creating UI for portrait orientation(Managing the white spaces).
- Creating UI for landscape orientation.
