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Waso

Description

Waso app helps users to get the information of popular cities in Myanmar. It will show the weather information, best places to visit, and photo of each city.

Intended User

This app is intended for everyone who wants to travel in Myanmar.

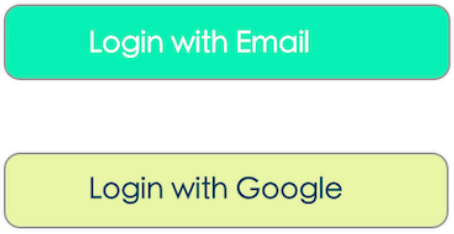
Features

Main features:

- Show weather information
- Retrieve travel related data from real time database
- Save favourite place information in local

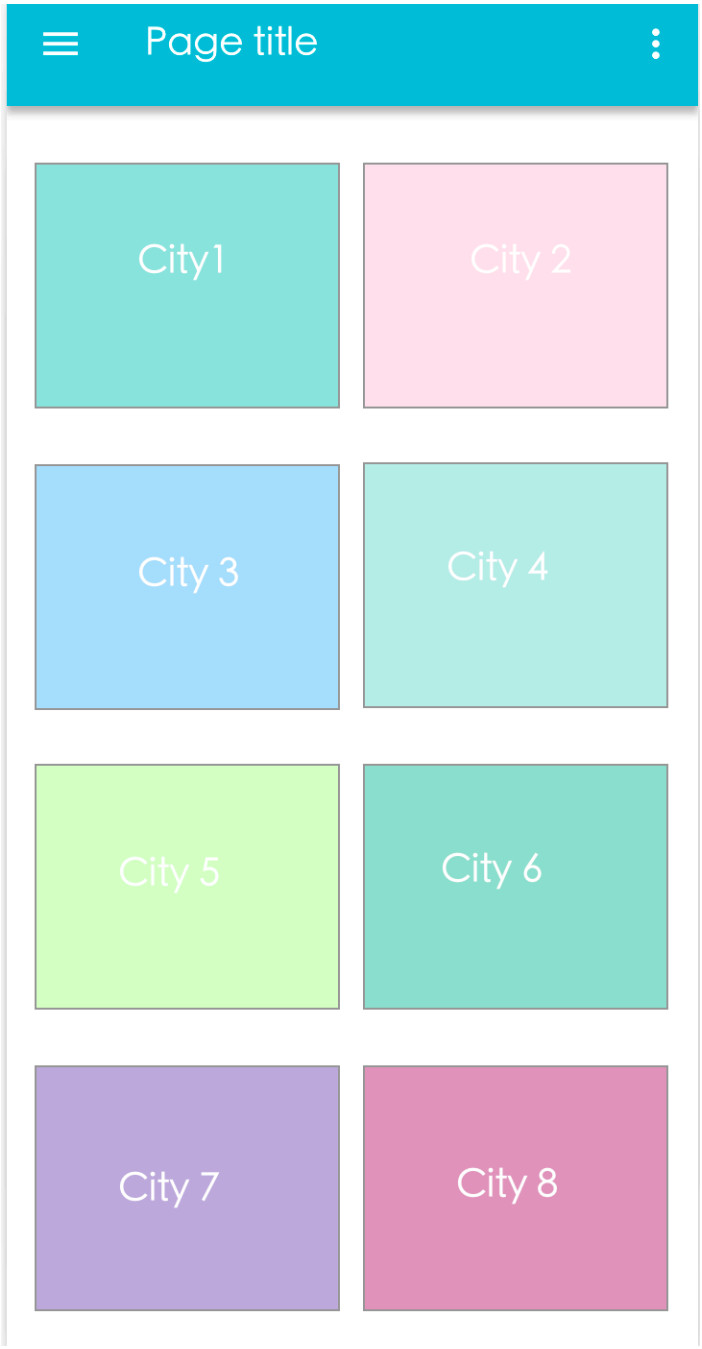
User Interface Mocks

Screen 1



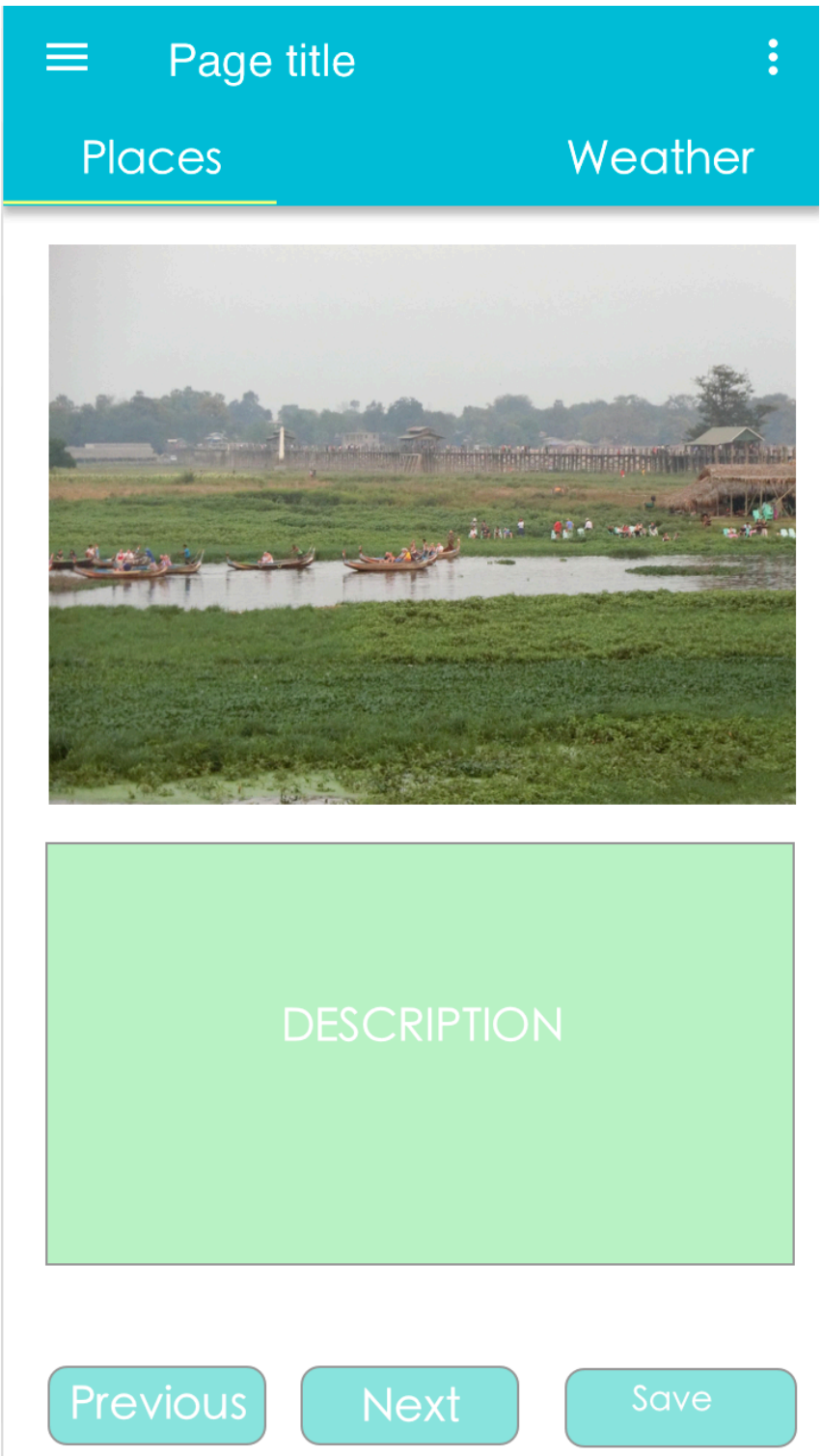
LOGIN

Screen 2



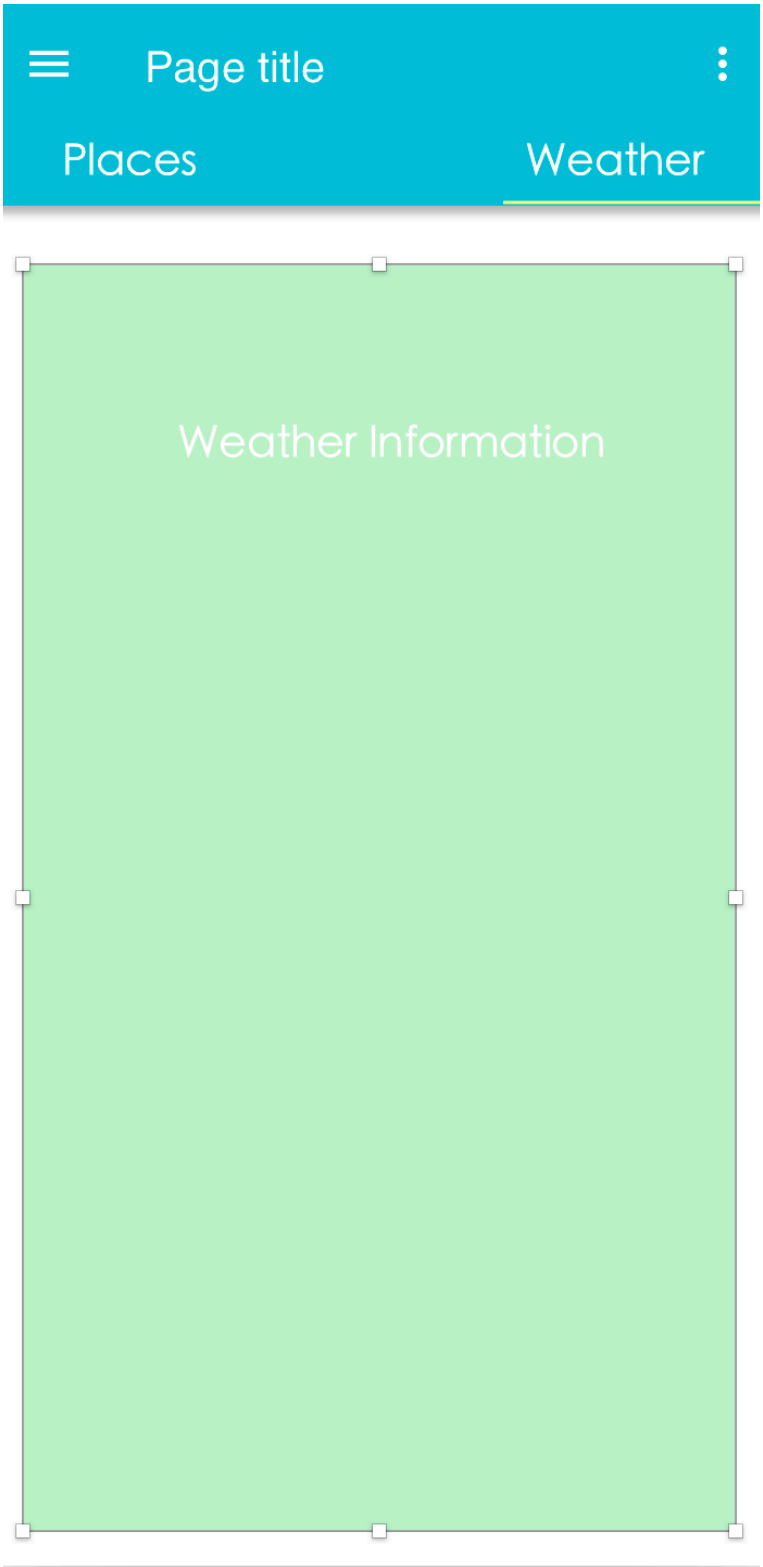
MAIN

Screen 3



CITY

Screen 4



WEATHER

Screen 5

WIDGET

KeyConsiderations

I will be using Java programming language, stable Gradle and libraries version. All the information will be stored in Firebase Realtime Database.

Describe any edge or corner cases in the UX.

After the login process, user will see all the city list. If the user hits each city view in Main screen, the app will show the places information of that city. If the user hits the back button, it will navigate to Main screen.
In the detail screen, user can hit ‘previous’ and ‘next’ button to see all the places information.
User may hit ‘save’ button to save as favourite place in local.
When the user hit the ‘weather’, the weather information of that city will be displayed.
User can hit ‘sign out’ or ‘favourite’ in the menu bar.

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

I’ll be using stable libraries version of Glide to help load images and Butterknife to bind View elements.

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

The Waso App will implement Firebase authentication for user authentication. Real time database will be used to store travel related information.

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

- Create Android Project (Java programming language) in android studio and configure firebase setup
- Add Butterknife, Retrofit, Glide and RecyclerView dependencies in Gradle Build file

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity (recycler view grid layout)
- Build UI for Place fragment
- Build UI for weather information

Task 3: Implement Firebase Realtime Database

- Implement Firebase authentication
- Insert city information, photo in Firebase Realtime Database via firebase console
- Retrieve data and display in MainActivity

Task 4: Save Data & load data from Weather API

- Save the favourite places in local
- Use AsyncTask to load Weather data from open weather API

Task 5: Create Widget and handle Error Cases

- Create widget to show the favourite place
- Handle error cases
