

How to Use this Template

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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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Freshd

Description

Share your photos and videos of recipes and drinks made by you with your friends and community. Freshd is the simple way to have all your drinks in one app. Discover accounts from all over the world that are sharing things you love.

Use Freshd to:

- Upload and share photos and videos of recipes with friends
- Discover photos and videos you might like
- Instantly share photos and videos on Facebook, Instagram, Pinterest and other social networks
- Make your drinks favorite by selected the star button and view them later

Intended User

This app is for people who love to drink water and other drinks. Since all the drinks containing water they will love the app freshd in which they will find good recipes for fresh juice. This app allow user to find the trending, detox and new fresh juice recipes.

Features

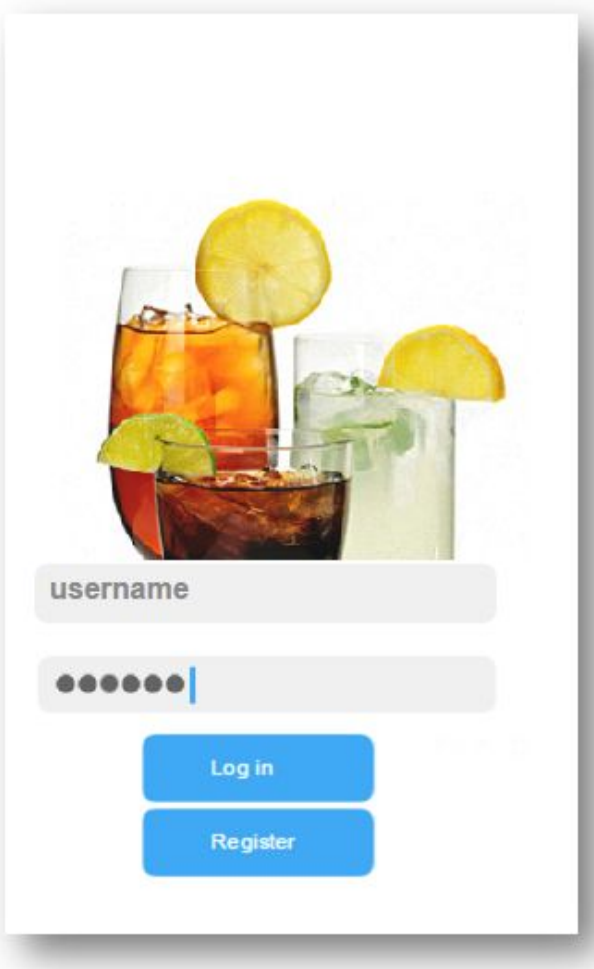
The user of this app will :

- Log in
- Register
- Discovery trending, detox or new drinks
- Add images and videos of drinks
- Made drink favorite
- Share drinks in social networks

User Interface Mocks

I have created mockups using Fluidi UI online platform www.fluidui.com.

Screen 1-Log in



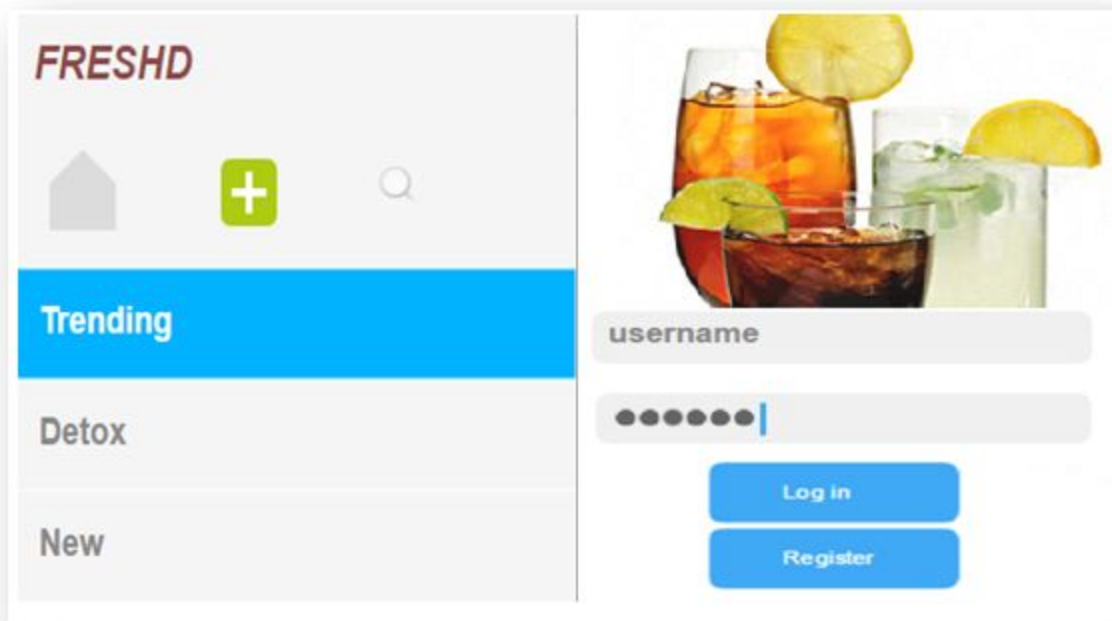
username

●●●●●●●

Log in

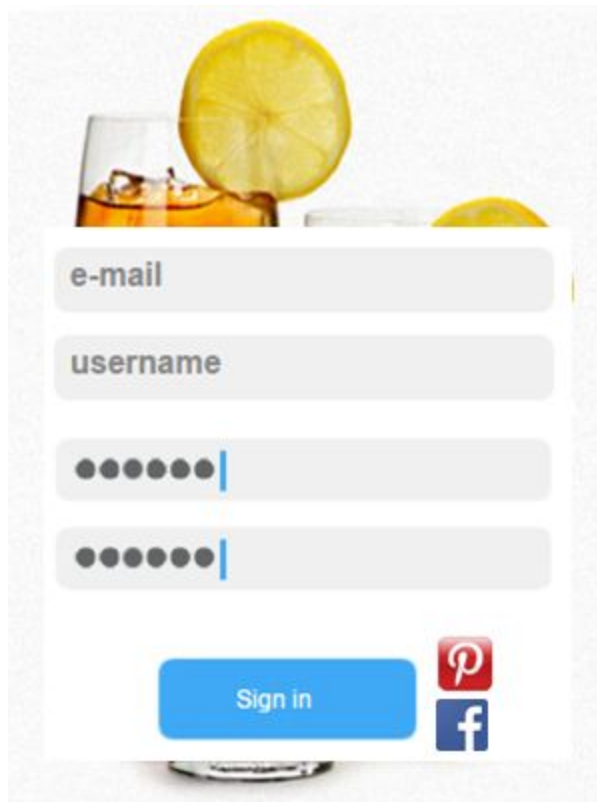
Register

This is the first screen. The user will login with the username and password if is registered otherwise they should register by clicking the register button.
If the username or password is not match then the stack bar will be displayed. It more than 3 time the user will write not matched password will bi asked to reset by email.

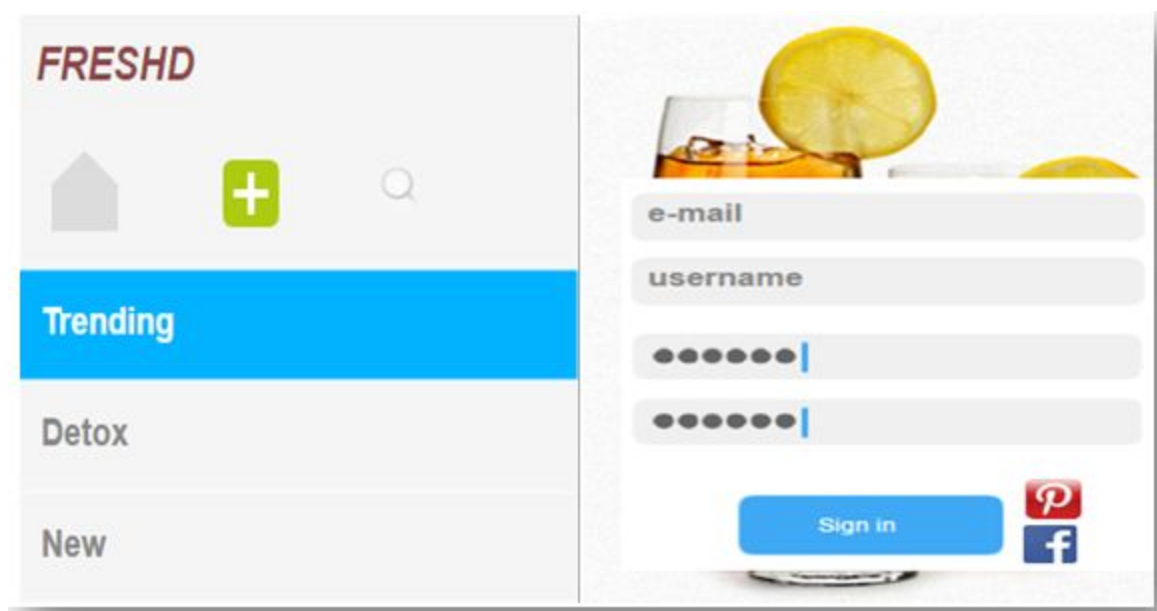


This is the view for the tablet for the screen of login. The user will see the drawable but if is not logged whenever he click will return at login page.

Screen 2- Register

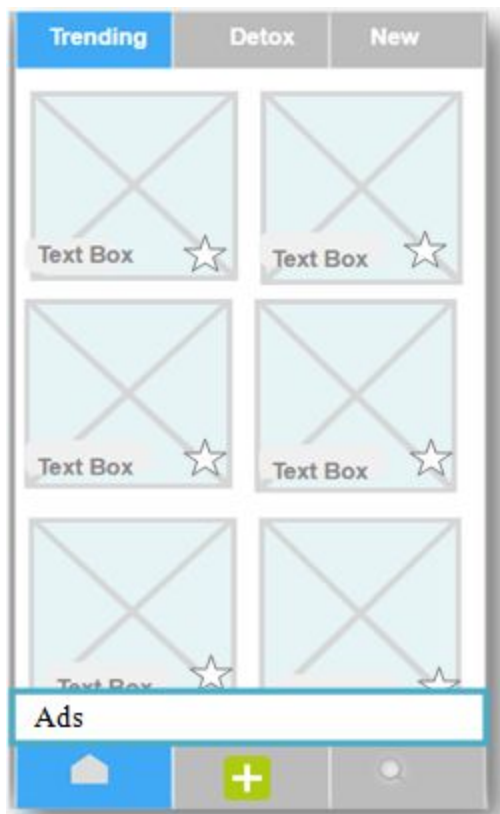
A mockup of a registration screen. At the top is a header image showing glasses of orange juice with lemon slices. Below the header is a white registration form with four input fields: 'e-mail', 'username', and two password fields (each with a series of dots and a blue cursor). At the bottom of the form is a blue 'Sign in' button, a red Pinterest logo, and a blue Facebook logo.

The register view is the view which will be displayed when the user want to register in our app. User can register with email, username and password. If the passwords are not matched then the stack bar will be displayed. The password will be validated to have a min 5 characters in it.

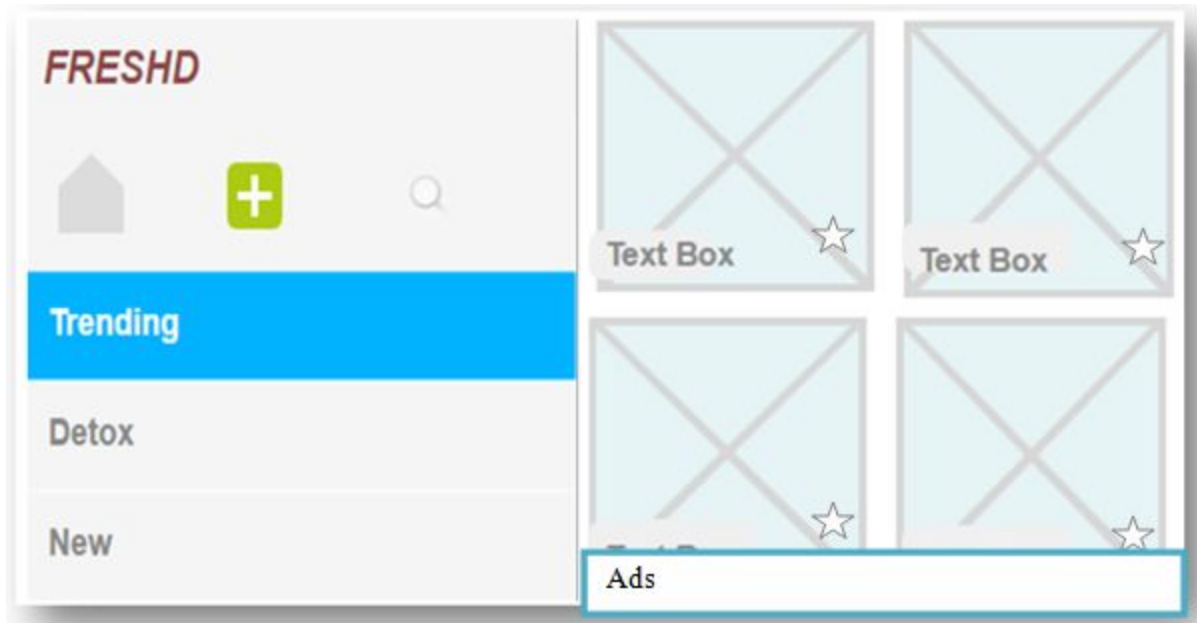
A mockup of an app's home screen with a registration overlay. The home screen has a header with the text 'FRESHD' in red. Below the header are three icons: a grey house icon, a green square with a white plus sign, and a grey magnifying glass icon. A blue bar with the text 'Trending' is below the icons. Below the blue bar are two more sections: 'Detox' and 'New'. The registration overlay is a white form with the same fields and buttons as the previous screen, positioned on the right side of the home screen.

This is the view for the tablet for the screen of registration. After the user decide to register and clicked the button register from log it it will be displayed the view above.

Screen 3- Main form, trending

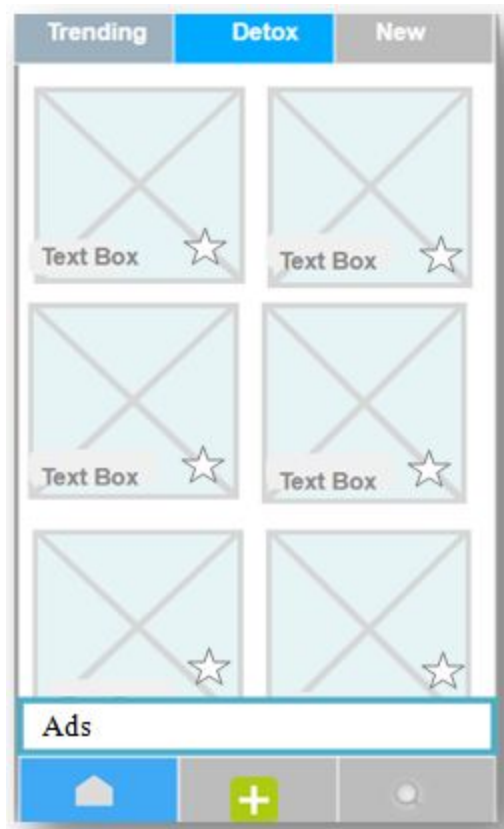


In this view the user will see the data that are in app as image and details for that image. The user can sort the data by selected the tabs trending, detox or new.

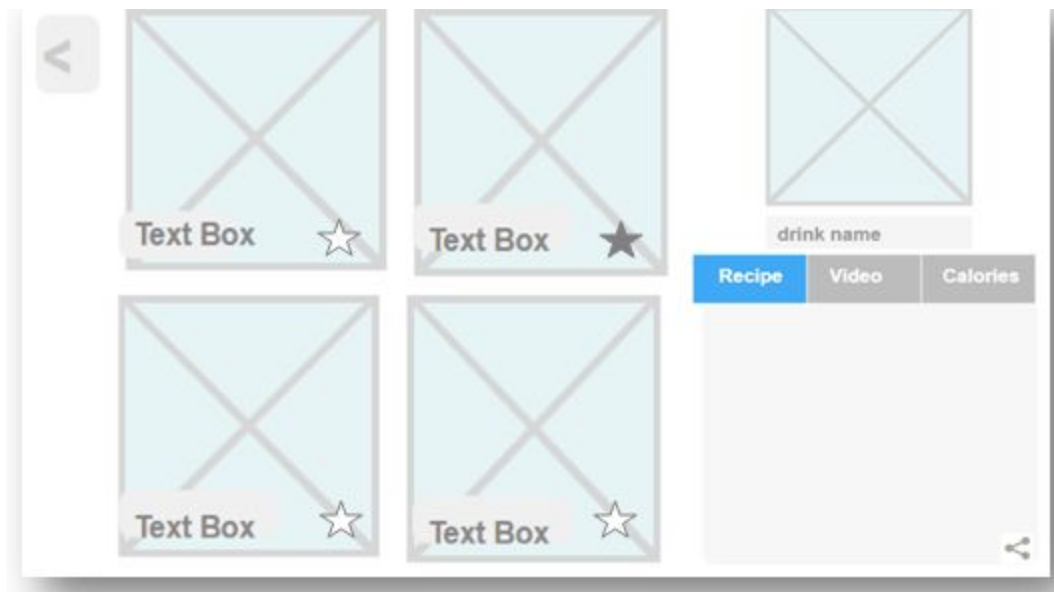


The above view is view when the user is logged and he can see the trending data displayed.

Screen 3.1- Main form, detox

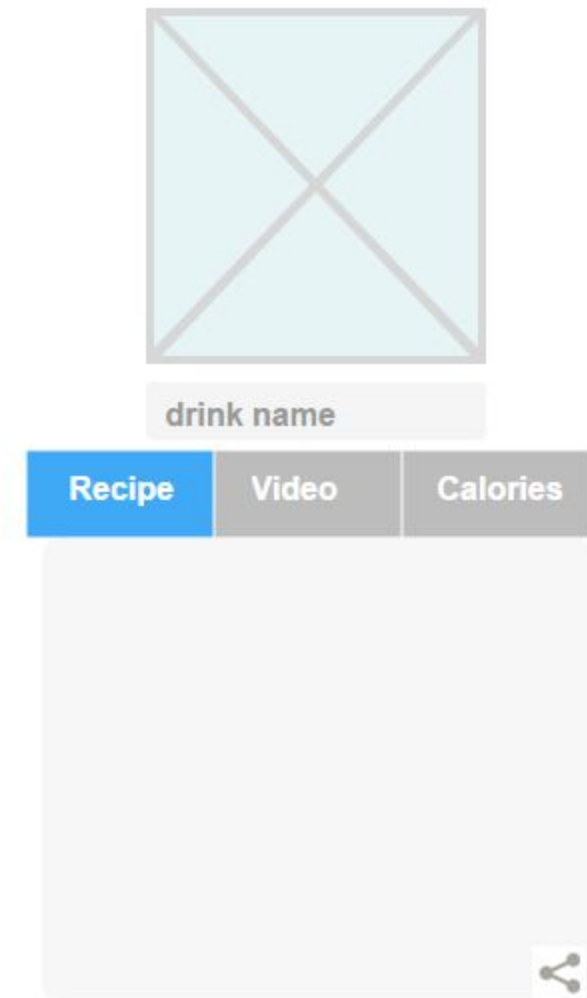


In this view the user will see the data that are in app as image and details for the data that are defined as detox. The user can sort the data by selected the tabs trending, detox or new.

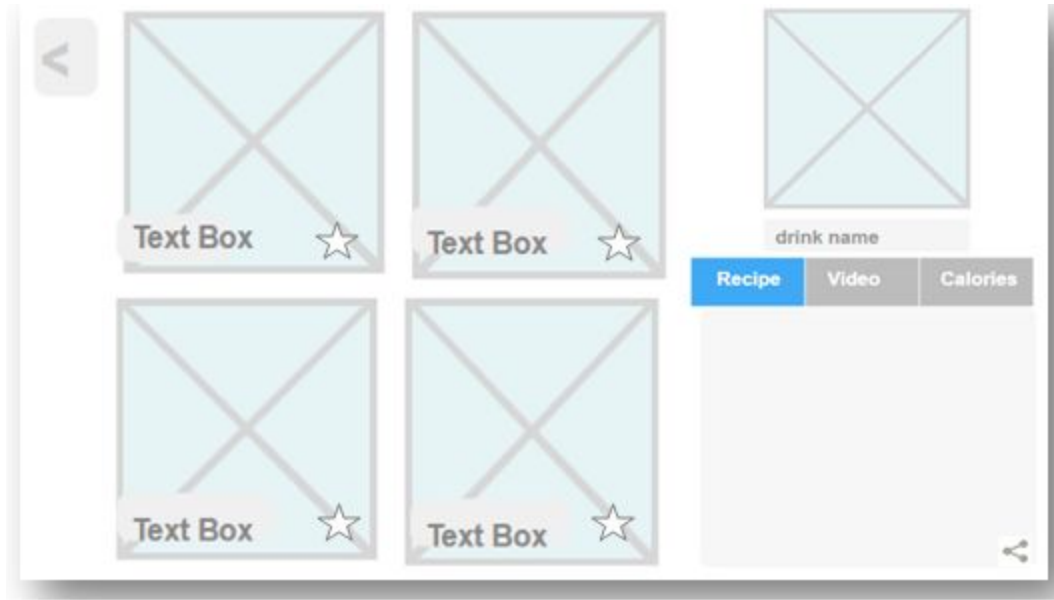


This is the view for the tablet when the user click the tab Detox then the images will be displayed as above. If the user has made the drink favorite it will be displayed in other color.

Screen 4-Details

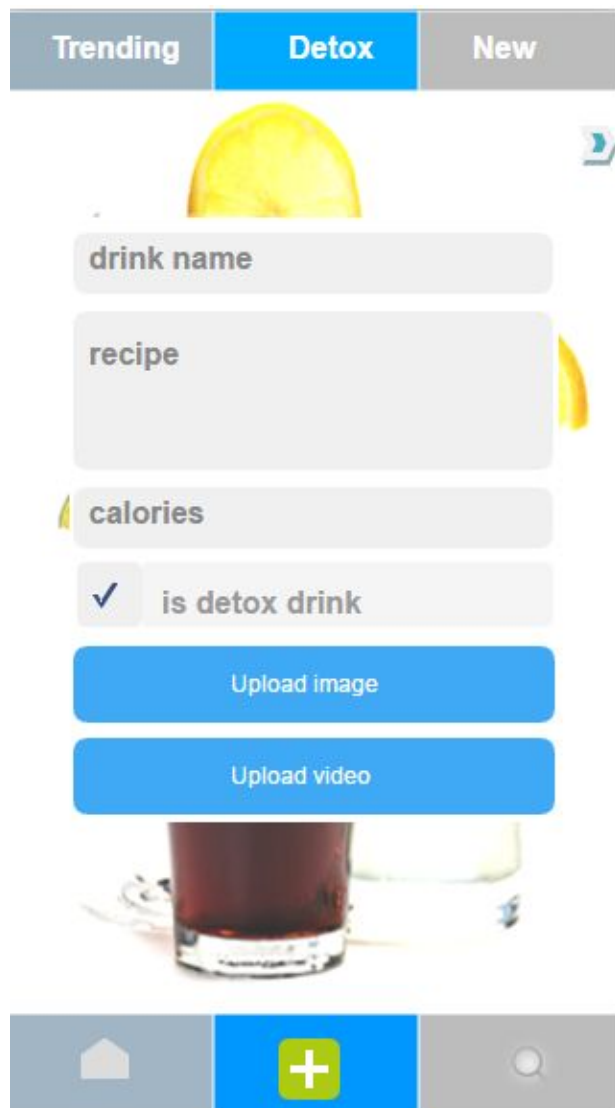


In this view the user can view the details about the clicked image. The recipe and video will be displayed when the view is clicked. The other images will be displayed after the user click the image. In status bar will be added the button to share or send the image or recipe.



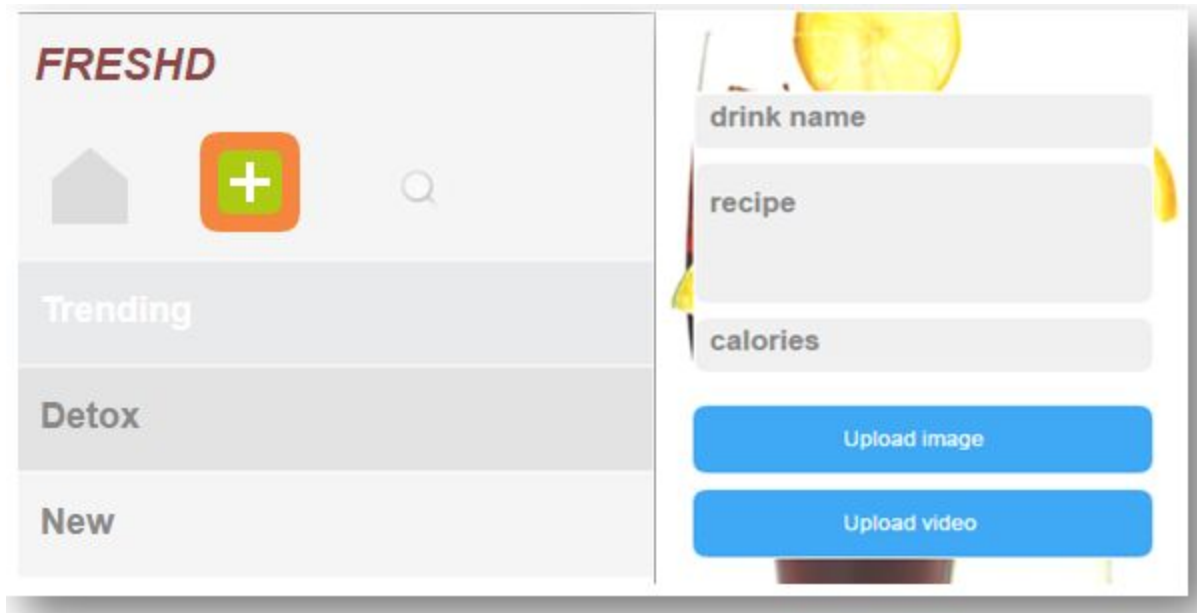
This is the mockup for the details view where the user has selected one image and the details for it are displayed.

Screen 5 - Upload drink



In this view the user will upload the new drink details by filling the data for the name, recipe, calories and will decide if the drink is detoxed drink. Also the user can upload the images and videos by this form.

In the view we will validate the name and image as required.



This is the view for adding the drink in the tablet format.

Key Considerations

How will your app handle data persistence?

I am planning to use Content provider to find friend in other networks. Also to share data with the other. I am planning to use the API of instagram and pinterest to get the new posts for the fresh drinks and provide them to my user.

Describe any corner cases in the UX.

The user will be switched from image to video and recipe with tabs. If the video was playing it will be stop.

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

I will use Picasso or Glide to handle the loading and caching of images. I will use other libraries if I will need.

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 am planing to use:

- libraries for loading the images
- the app use the sqlite to save favorite data local
- the app will have banner ads
- the ads will be displayed after the user is logged and after he have added 2 drinks
- to track the user activity I will use some modules of Google Analytics like Real time and Behavior
- the app will be for mobile and tablet

Task 2: Implement UI for Each Activity and Fragment

- Build UI for LoginActivity
- Build UI for RegisterActivity
- Build UI for MainActivity
- Build UI for NewDrinkActivity

Task 3: Create layouts with test data

- Create layout for Views
- Add test data for the views
- Test the ads if they are displaying right
- Test in mobile and tablet

Task 4: Implement back functionality

- Implement Content Provider with sqlite
- Implement picasa to load images
- Add API requests
- Implement the widgets

Task 5: Implement functionality

- Implement video player

- Share functionality
- Reset password
- Add favorite drinks
- Load those drinks that are favorite with filled star

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

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