

**GitHub Username:** [ktsiounis](#)

# Near Me

## Description

This app is created for travelers who want to find restaurants, bars and other places near to their location. It is a common problem for every traveler who's looking for interesting places when he's in a new place. This app keeps a clean, minimal and easy interface so as to let the user search for places quickly.

## Intended User

This app is mostly for travelers but every person who's interested to explore new places near to him, he can use it too!

## Features

The main features of this app are:

- Uses user's location
- Search for places around a location
- Search for places based on category
- Shows the places on map
- Saves users favorite places

# User Interface Mocks

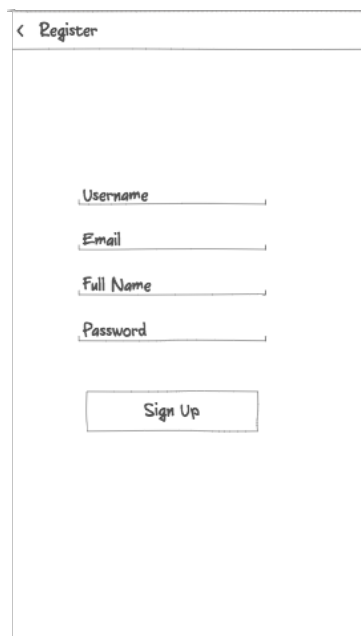
## Screen 1



A mockup of a login screen. At the top, there is a header bar with the word "Login". Below the header, there are two input fields: "Username" and "Password". Below these fields is a "Log In" button. At the bottom, there is a link that says "Don't you have an account? [Create a new one!](#)".

First, the user needs to log in.

## Screen 2



A mockup of a register screen. At the top, there is a header bar with a back arrow and the word "Register". Below the header, there are four input fields: "Username", "Email", "Full Name", and "Password". Below these fields is a "Sign Up" button.

If the user doesn't have an account, he can create a new one.

## Screen 3

Search

What is the location you are interested to?

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You can also explore places near to you by categories!

Restaurants    Bars

Museums    Gas Stations

Coffee shops    Hotels

Search    Favorites

In the main activity, the user can search for places by giving a specific location or by choosing a category. There are also two tabs at the bottom. The first is for search and the second is for the user's favorite places.

## Screen 4

Favorites

Place 1

Place 2

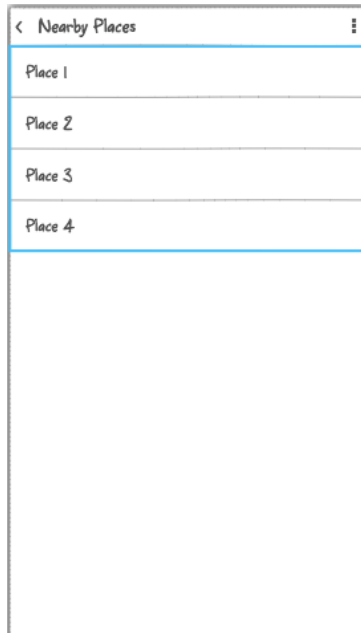
Place 3

Place 4

Search    Favorites

Here is the second tab with the favorite places.

## Screen 5



These are the results from search.

## Screen 6



This is the details activity where the user can see the details for a specific place.

## Key Considerations

### How will your app handle data persistence?

The data will be handled using Firebase Realtime Database. Every user, has to be logged in so as to use the app and to have his own saved favorite places. The login/register will be implemented using Firebase Authentication.

### Describe any edge or corner cases in the UX.

When the user opens the app, he needs to sign in with his personal account or to create a new one. When he is logged in, he has the ability to choose a category and find places near to him or to search with a specific location. Then, a list of places open and he can click on anyone to see more details about the place.

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

The libraries that I'll use are:

- Picasso to load and cache images
- Butterknife for binding views easily
- Retrofit for API calls
- RecyclerView
- CardView for the cards in recycler view
- ConstraintLayout to create a better layout
- Espresso for UI tests
- AdMob for displaying ads

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

I will use Firebase Realtime Database to save data and users, Firebase Authentication to authenticate users, Maps, Places and Location to show places and take current location. I'll also use AdMob to display some ads in free version.

## Next Steps: Required Tasks

### Task 1: Project Setup

- Implement project libraries
- Setup gradle and project dependencies
- Get API key for Maps
- Create Activities and Fragments

### Task 2: Implement UI for Each Activity and Fragment

- Build UI for LoginActivity
- Build UI for RegisterActivity
- Build UI for MainActivity
- Build UI for PlaceDeatilsActivity
- Build UI for PlacesListActivity

### Task 3: Implement Firebase Authentication

- Implement login
- Implement user register

### Task 4: Implement Firebase Realtime Database

- Add favorites places in database
- Remove favorite places
- Retrieve and show them in a view

### Task 5: Implement Admob

- Create ad layout in activities

### Task 6: Implement Maps

- Add maps in activity
- Implement search with location and category
- Show pins for places on map

## **Task 7: Create Free and Paid version of app**

- Add dependencies in gradle for free and paid version

## **Task 8: Implement AppWidget**

Create app widget to show places.

## **Task 9: Espresso Tests**

Write espresso UI tests.