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GitHub Username: lamrak

Fishing Diary

Description

The fishing is one of the world's fastest growing hobby, with more than 58 million men, women and children involved in fishing. The following applications provides a wide range of the information for fishers: fishing diary, calendar and maps, weather information, social networks sharing. This is a simple and convenient logbook for creating notes and log fishing catches. Also application provides a information - weather, location, photos.

Intended User

This is app for fishers.

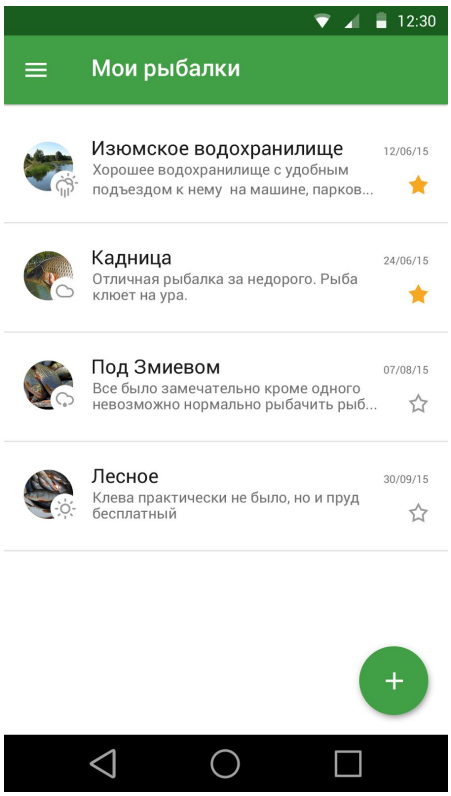
Features

- Create notes about fishing
- Catch information - place, price, bair, feed, photo, weather and other details.
- Takes photo
- Fishing location and Google Map
- Weather information

User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

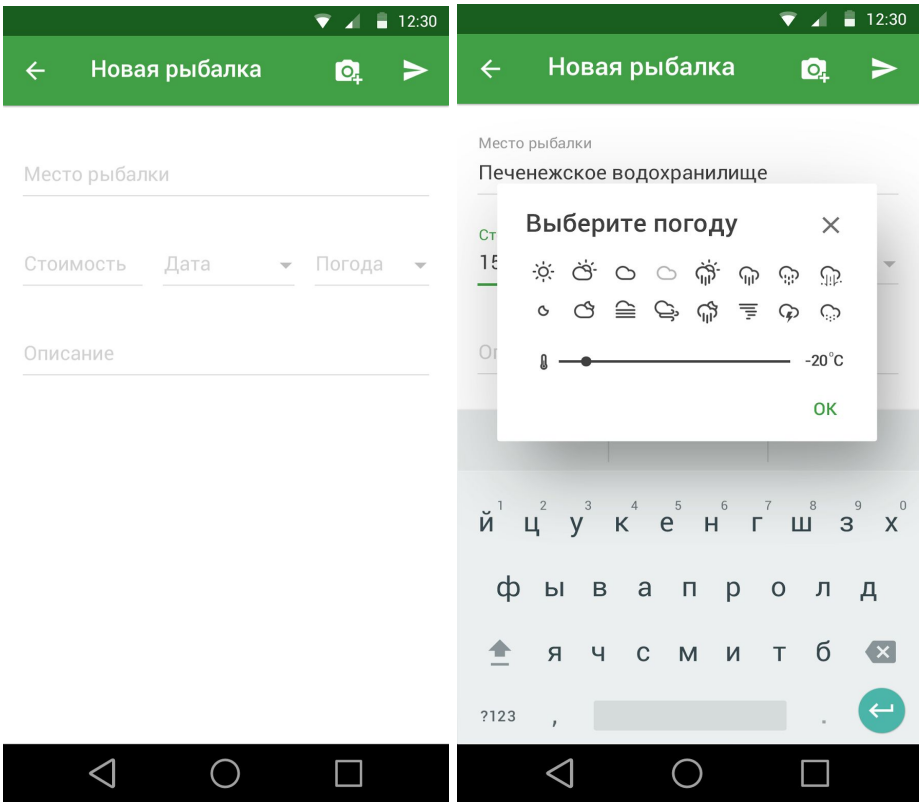
Screen 1



This main screen of application with list of fishing. User could add new fishing note, open one of created item in detailed view or change preferences via Settings in Toolbar menu. Each fishing item contain main photo icons, fishing title and short description, weather icon and fishing date

Technologies: Activity, Fragment, RecyclerView, Transition Animation, Floating Action Button with custom behavior, Settings, Loaders, ContentProvider.

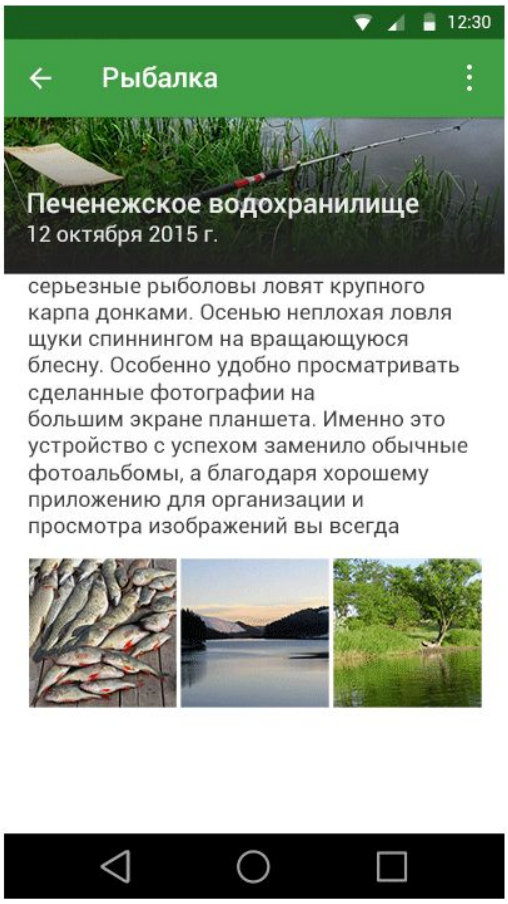
Screen 2



This Add new Fishing screen. User can add new fishing note and log all necessary information: Fishing place, date, description, catch, photo.

Technologies: Activity, Fragment, Transition Animation, Fragment dialogs, Weather Api, Location, Google map, Loaders, ContentProvider.

Screen 3



Detailed screen. User can review fishing details: place, date, description, catch, photo, weather, map and other information. From this screen user may delete item or edit (via Add New Fishing screen).

Technologies: Activity, Fragment, Transition Animation, Fragment dialogs, Weather Api, Location, Google map, Loaders, ContentProvider.

Key Considerations

How will your app handle data persistence?

Application handles data with ContentProvider and SQLite database.

Describe any corner cases in the UX.

From the Main screen user can create new note (go to AddNewFishing screen), go to Setting screen via menu and review created note - Detailed screen. In AddNewFishing user can create new note and/or return without saving on Main screen. From Detailed view user can return to main Screen with back button and edit item - go to AddNewFisging screen in edit mode.

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

```
compile 'com.jakewharton:butterknife:7.0.1'
```

Library for replacing findViewBy by annotation binding.

```
compile 'com.squareup.picasso:picasso:2.5.2'
```

Library that handles loading and caching images

```
compile 'com.android.support:support-v4:23.1.1'
compile 'com.android.support:design:23.1.1'
compile 'com.android.support:gridlayout-v7:23.1.1'
compile 'com.android.support:recyclerview-v7:23.1.1'
compile 'com.android.support:cardview-v7:23.1.1'
compile 'com.android.support:appcompat-v7:23.1.1'
```

Google libraries provide a variety of technologies and features for creating modern application in the Material Design.

```
compile 'com.google.android.gms:play-services:8.4.0'
```

Library to handle location and google map.

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

- Setup project environment - Android Studio, Git and useful tools like a LightShot.
- Setup account for tracking tasks status (Trello or JIRA)
- Create project template, choose project name and packages.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity with RecyclerView
- Create xml layout for activity and RecyclerView items.
- Create scrseen AddNewFishing with an activity and fragment;
- Add xml layout for AddNewFishing screen
- Create Detail screen activity with fragment and xml layout.
- Detail screen and Main screen: transition animation

Task 3: Base logic and damn data

- Implement model class for fishing
- Create damn data for MainActivity
- Connect all activity and fragment with intents. Setup item’s listeners for RecyclerView

Task 4: Implement DataBase

- Implement model class for fishing
- Setup ContentProvider
- Update UI with loaders

Task 5: Handling Photo

- AddNewFishing screen: Take photo from camera
- AddNewFishing screen: Pick photo
- Detail screen: Toolbar with photo

- MainScreen: create preview sized icons from photo and add in list
- Manage bitmap efficiency

Task 6: Implement Google Play Service

- AddNewFishing screeen: Get location
- Detail screen: setup Google map

Task 7: Handle list items

- AddNewFishing scrren: Edit mode
- Detail screen: delete item
-

Task 8: Weather Api

- Add weather api networking functionality
- Add weather dialog with icons

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