How to Use this Template

1. Create a new document, and copy and paste the text from this template into your new document [Select All → Copy → Paste into new document]
2. Name your document file: "**Capstone_Stage1**"
3. Replace the text in green

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Happy meal

Description

We all want to eat healthy and keep fit. But how to know which nutrients the food contains. Food plays an important role in health as well as in disease. Before eating, you can use this APP to measure the calories and nutrients in the food.

Intended User

Whether your goal is to get fit, lose weight or gain weight, use this APP to measure the food so that you know what you will be eating.
The targeted audience age range is 25-40 years old.

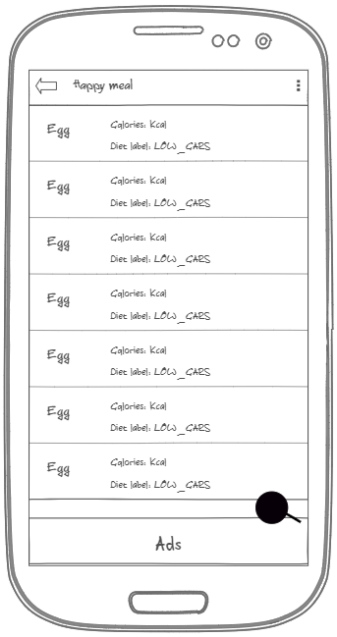
Features

- Measure the nutrients in the food
- Measure the calories contained by the food
- Homescreen widget
- Support for RTL layout switching in all layouts

User Interface Mocks

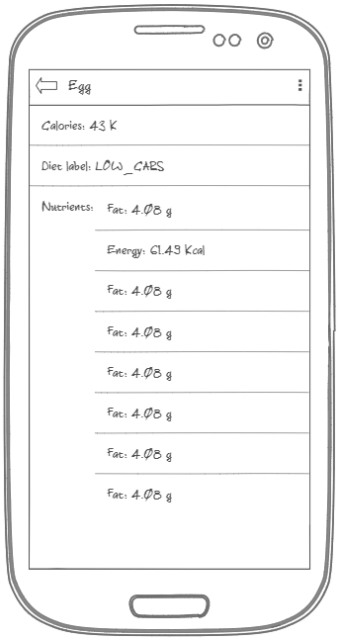
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1



Main screen of the App: list of the saved food

Screen 2

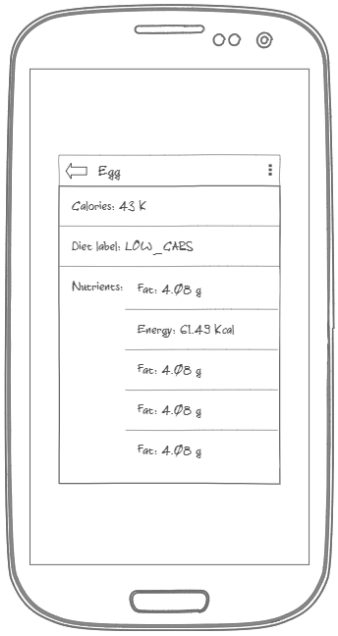


Detail page of the food

Screen 3

Search page launched by the search button on the main page

Screen 4



Homescreen widget

Key Considerations

How will your app handle data persistence?

Room data Database

Describe any edge or corner cases in the UX.

If can't find result for the search, then display a toast. In case of not having an Internet connection, an alternative to Toast would be showing a Snackbar with an option to retry the request, or an empty state with a message indicating the user along with a button to retry.

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

Retrofit to fetch Data from API

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

Admob on the main screen,
Firebase Crashlytics or Analytics

Other requirements

The app will be written solely using the Java language.
App utilizes stable release versions of all dependencies, Gradle, and Android Studio.
Using an IntentService to update the app widget

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

Request an API key on the website: https://developer.edamam.com/edamam-docs-nutrition-api

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for DetailActivity
- Build UI for Search Activity

Task 3: Fetch from API

Fetch data from the API and display the information on the detail page

Task 4: Implement database

Implement Room database to save the food

Task 5: Implement Google play service

Implement Google play service: Admob, firebase crashlytics or analytics

Task 6: Implement homescreen widget

Implement the widget to display the latest food

Here's also a list of resources that could be useful:

ACCESSIBILITY

- Make apps more accessible
- Test your app's accessibility
- Making Apps Accessible (Android Development Patterns Ep 10)
- Enable D-pad navigation

RTL SUPPORT

- RTL Support on Android. Here is all you need to know
- Native RTL support in Android 4.2

Submission Instructions

- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
  - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"