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GitHub Username: meggamind

TravelLog

Description

Find and share travel logs with your friends and the world. Let them know the places you visited and the path you travelled on the map. You can also save the Air trips, road trips on map to view later.

Intended User

Travelers

Features

List the main features of your app. For example:

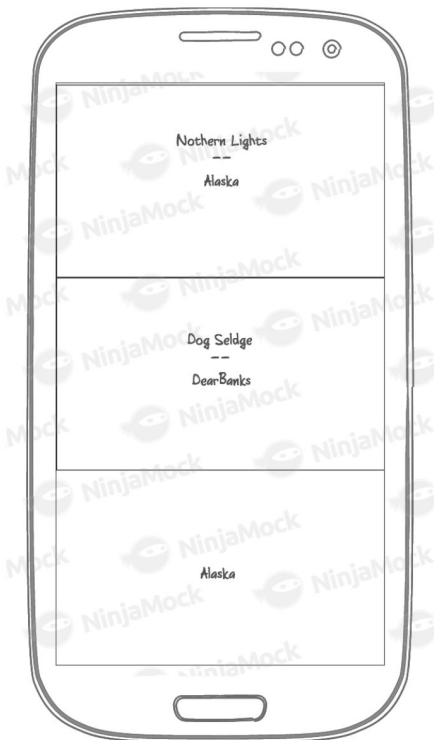
- Saves Travelling information
- Takes pictures

- Information of the best things to do around
- Provides you information of things people have done before.
- The cost of the things people did along with their travel dates (only month is important)
- Help you create a todo list and plan the trip.
- Share pictures

User Interface Mocks

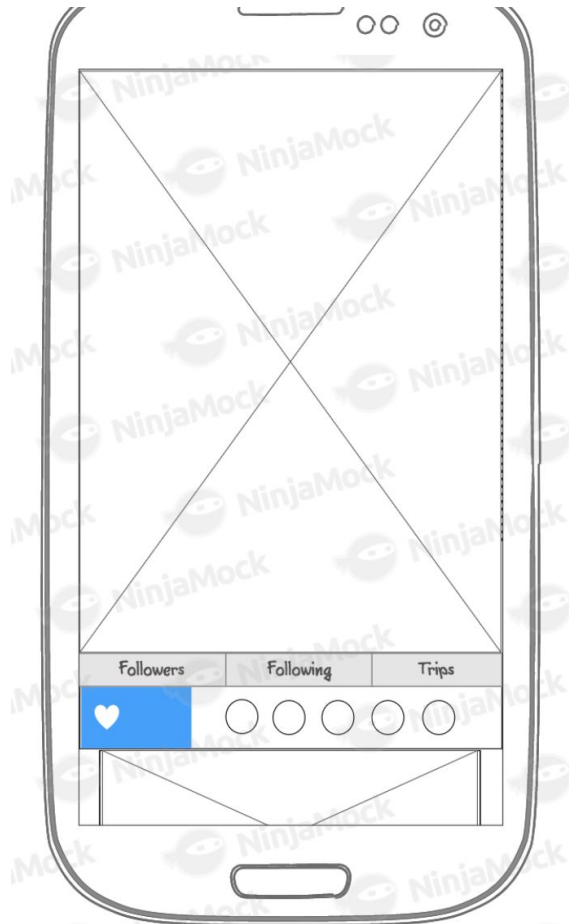
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1 Things to do



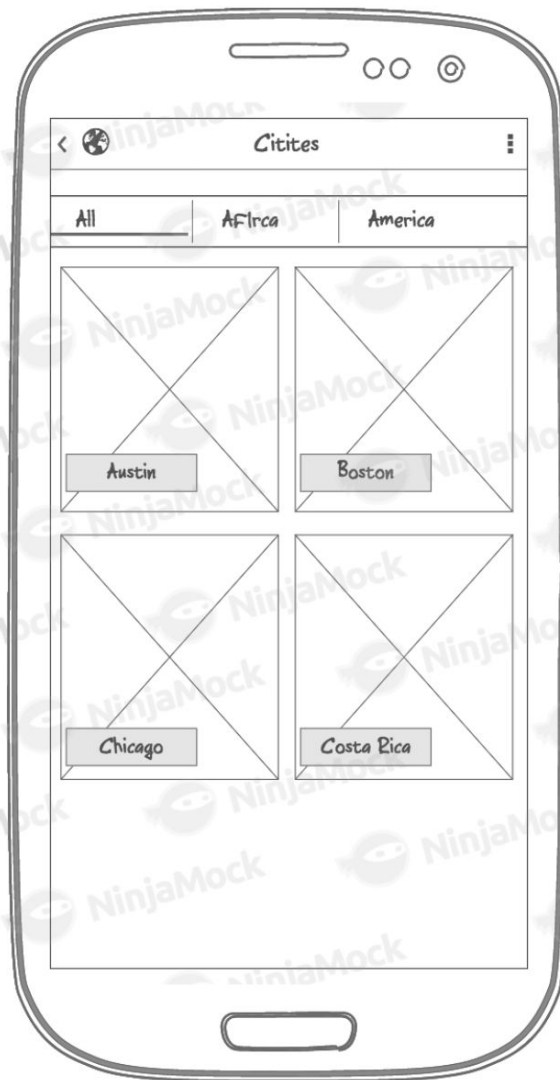
This Screen would provide description of the things/Events to do along with pictures, money and other details.

Screen 2 Profile Screen



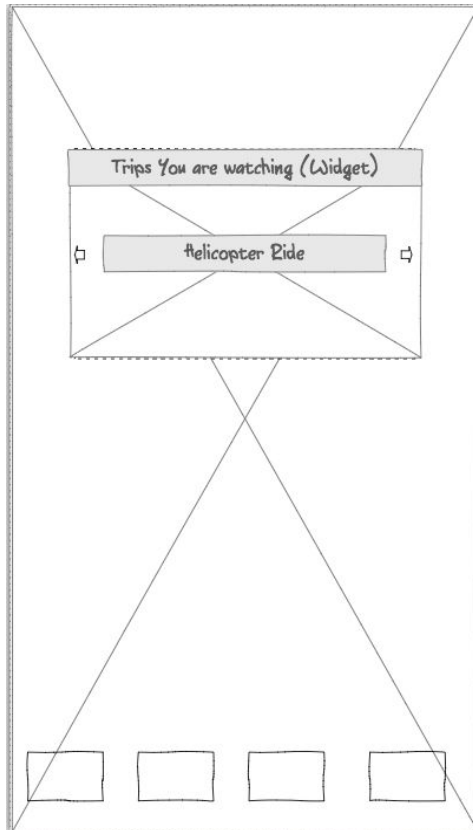
This is the profile screen which would contain number of people following, your followers, trips your uploaded and other preferences

Screen 2 Explore Screen



This is the explore screen which would contain number of cities that people would have uploaded their trips and things to do.

Screen 2 Widget



This is widget which would contain a slideshow of images of new places added by other users. On clicking it will open the app with the more info of the particular location that was clicked on.

Key Considerations

How will your app handle data persistence?

The user preferences and data will be stored using Firebase Realtime Database.
And SQLite for offline data storage

Describe any edge or corner cases in the UX.

- User will be asked to register or check their login credentials again if an incorrect login/passwords is entered?
- If the network is unavailable during login, the user won't be able to login.
 - If the user is already logged in and did not log out, offline saved data will be displayed.
 - If there is no offline data the app will notify about the same and not display anything.
- Will you provide any difference in the layout for large screens or landscape orientation?

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

Picasso,
Timber,
RxJava,
OkHttp3,
Lottie,
StyleableToast,
Store(maybe),
CoordinatorLayout (maybe),
Android-ReactiveLocation (Maybe)

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

Describe which Services you will use and how.

- Google Maps
- Google Mobile Ads
- Google Places
- Google Nearby
- To pull or send data to/from a web service or API app will use an IntentService to do so

- To performs short duration, on-demand requests(such as search), app uses an AsyncTask.

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

- Configure Google map, facebook, instagram libraries
- Configure firebase backend server to handle travelled likes and various other features in a user profile.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Main Profile Screen
 - A List of images of places travelled
- Configure FAB for adding new trips.
- UI for publicly shared Travelled tips.

Task 3: Layouts

- Create layout for landscape and portrait mode
- Build a paid version and free version of the app

Task 3: Widget

- Create a Widget which would contain a slideshow of images of new places added by other users.
- On clicking it will open the app with the more info of the particular location that was clicked on.