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# Plan My Wedding

## Description

This is an android mobile application that helps a user organise their wedding planning details and stores this information through the entire process.

## Intended User

This is an app for couples planning their wedding or for a wedding planner to keep track of the entire wedding planning process.

## Features

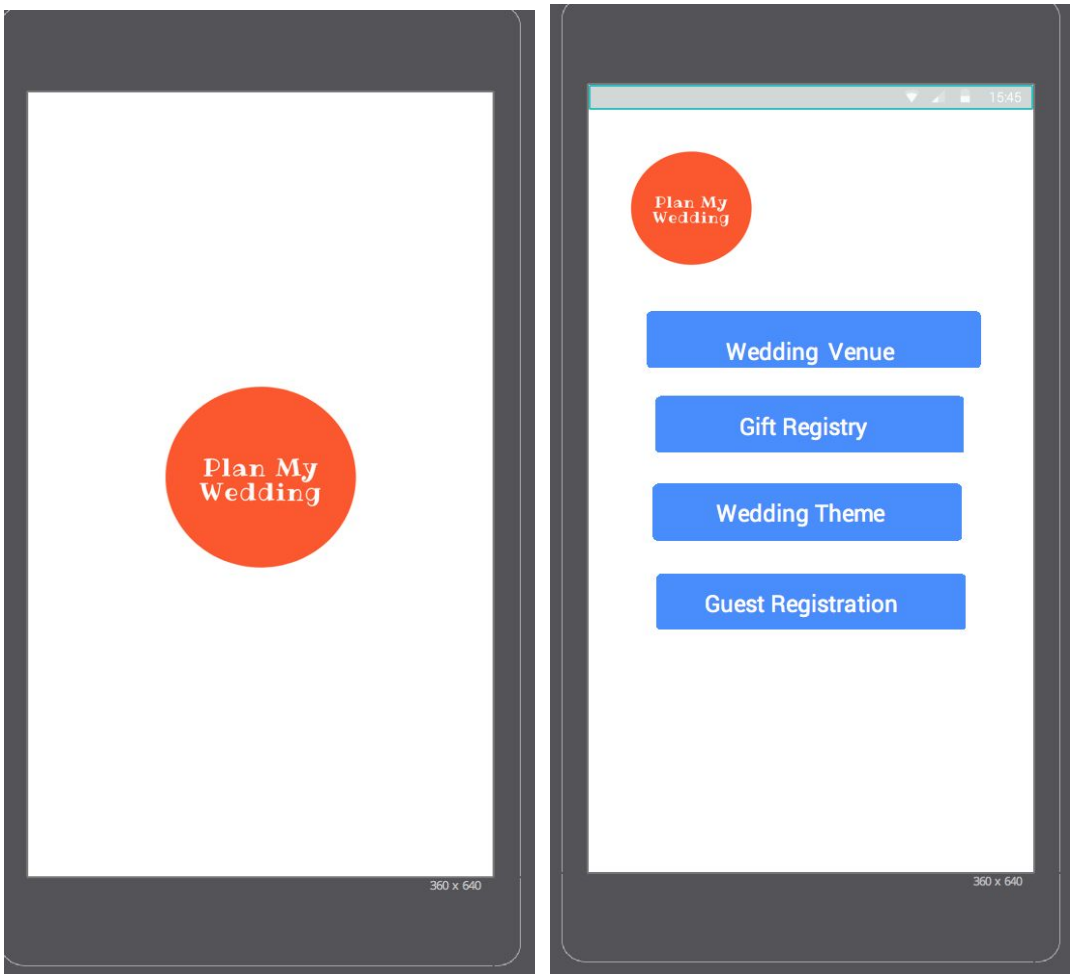
- Register guests
- Add gifts to a registry.
- Edit/Delete stored items on the various list.
- Uploads photos.
- Use google maps to show location.

## Development Tools

- Java programming Language - JDK Version 1.7
- Android SDK - Compile Version 27
- Android Studio - Version 3.0.1
- Gradle Build - Version 3.0.1
- Android Support Libraries - Version - 27.1.1

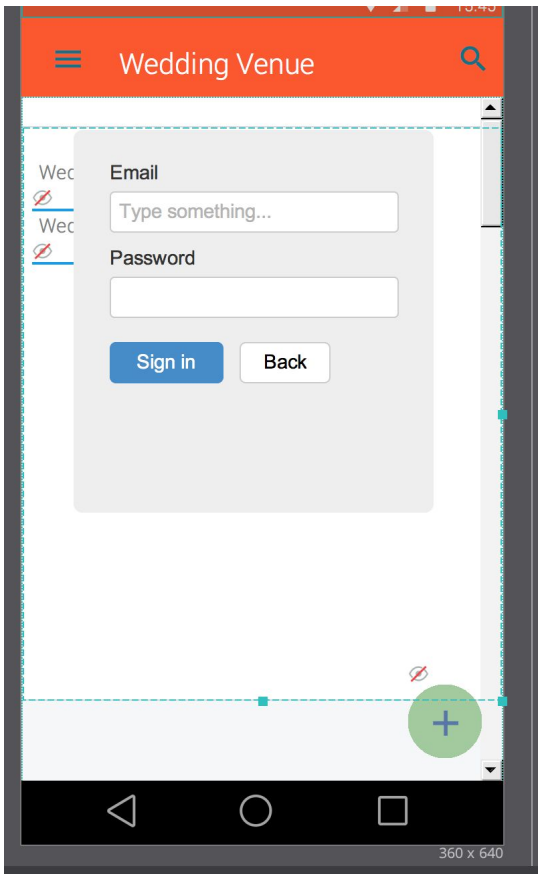
# User Interface Mocks

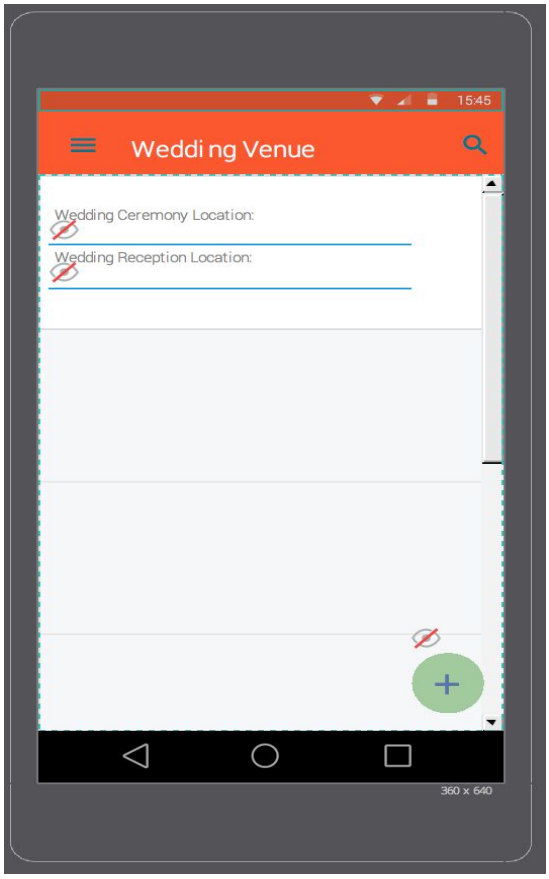
## Screen 1 & 2




The user views the splash screen then a dashboard with the categories of items available on the application.

## Screen 3 & 4




For example, when the use selects on the wedding venue option, they are required to login/signup then when successful he/she can see the details stored.

Widget Screen


# Key Considerations

### How will your app handle data persistence?

Using the Room Persistence Library to store data in the mobile device.

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

- Using the back button to navigate away from the main screen.
- One can use the navigation drawer to easily access the dashboard categories.

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

- Using Picasso handle the loading and caching of images once captured by the user.
- Using Recyclerview and cardview

- Using Android Design
- Using Room

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

Using the Google Sign In Service to authenticate users in order to allow sharing/collaboration of the data stored.

# Next Steps: Required Tasks

## Task 1: Project Setup

- Create a new project on Android Studio.
- Add in the application images and logo.
- Set the theme and style using the material design palette.
- Set up the android widget for the application
- Configure all the necessary libraries that will be required in the project i.e room, google play services etc.
- Set all the strings and values in the correct xml file.

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

- Build the various activities to show the screens as required.
- Include layouts for larger screens i.e Tablets
- Setup internal database storage using room.
- Setup external APIs for data collaboration.

## Task 3: UI tests

- Implement the unit tests using sample code on Android studio
- Check functionality in different screen sizes.

## Task 4: Handle Errors missed during implementation

- From the tests in the previous tasks, make the necessary corrections to handle any errors faced.

## Task 5: Clean up Code

- Remove unnecessary logging.