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## TripSaver

### Description

it's a travel app that let you discover places for your trips and share it with friends and save you favourit places offline with all the ditalis to keep it with you at the Trip

### Intended User

it's an app for Travelers who want to discover new places and keep it with them all the time when they are offline

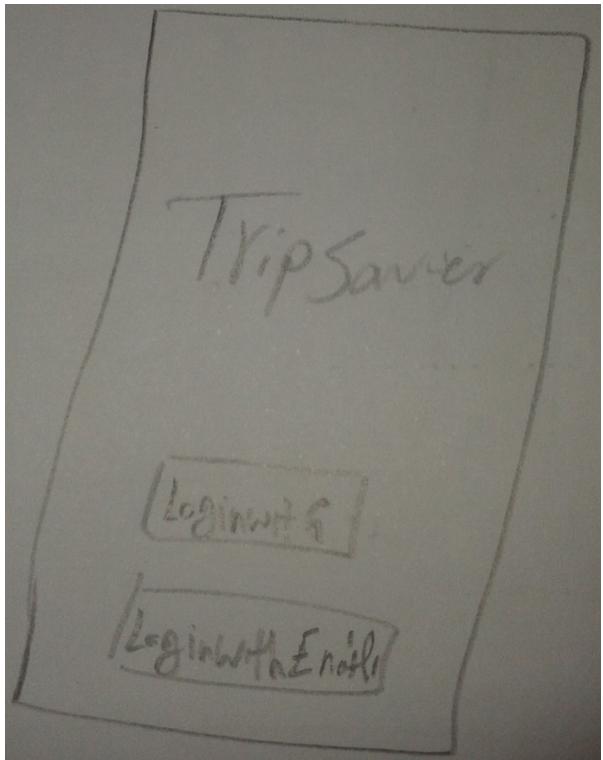
### Features

main features :

- Search for places by keywords
- details of a certain place
- Save favourits offline
- Share places with others
- open your favourit from othe mobile by account

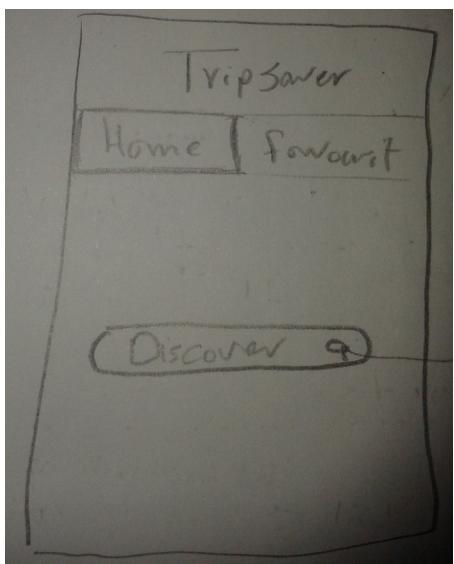
## User Interface Mocks

Screen 1



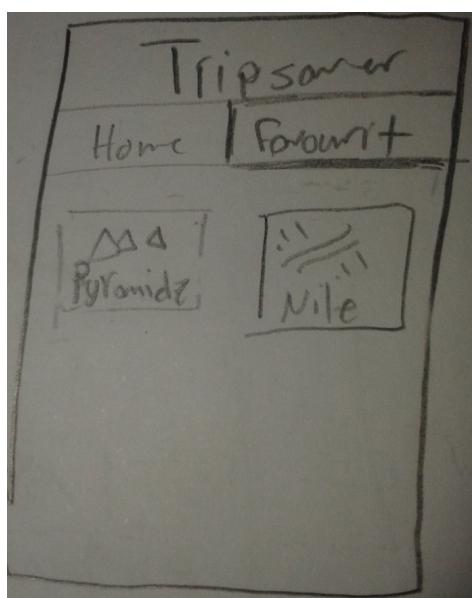
the Start Screen with Login with Email or Google account

## Screen 2



The main Screen with two tabs for home and Favourit and the home has the Search bar to search for places

## Screen 3



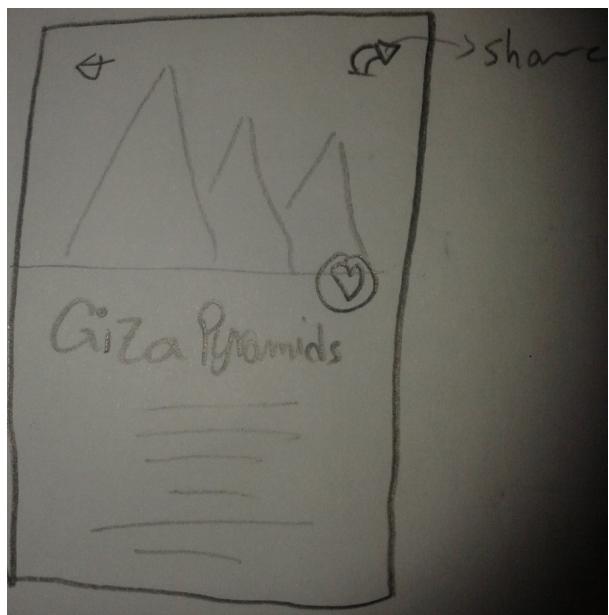
the favourit Tap with the favourit places the have been added

Screen 4



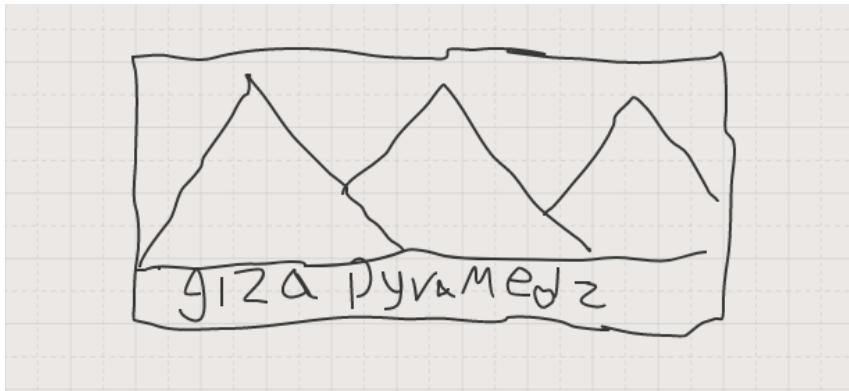
The Seach result from the home screen

Screen 5



The Place Detalis Screen from the Search list or Favourit List

## Screen 6 (widget)



widget shows the Last Place opened from the app and enter the Place details when click it

## Key Considerations

**How will your app handle data persistence?**

The app will take data from Googleplaces Api and save The Favourit at Firebase RealTime database and make it work on offline

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

The user can hit favourit by a floating action button which is obvious and easy for users

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

Picasso for Image loading

Buttuerknife to handle views

Google Play services – for places and maps api and firebase

Firebase Database - User profiles and data

Support Material design and annotations libraries

IntentService for the Network Calls <Get the Search Result from API>

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

Google Play services - Places , maps

Firebase database and authentication libraries

## Next Steps: Required Tasks

### Task 1: Project Setup

- Build project structure with required libraries
- Configure dependencies
- Something else

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

List the subtasks. For example:

- Build UI for MainActivity with Viewpager
- Build UI for search Fragment
- Build UI for Favourit Fragment
- Build UI for Seach result activity
- Build UI for Place Detais Activity

### Task 3: Implement FireBase

- Integrate Firebase Login
- Integrate Firebase Database

### Task 4: Fetch Data from api

- Implement Search bar and fetch Data From Api for Search Result
- Implement Detais of Each Selected Place
- implement Share of each place

### Task 5: Favourit Places

- implement saving favourit places into Firebase Real Time data base
- Make The Database Work offline
- add the widget