How to Use this Template

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GitHub Username: msaenz424

GeoDairy

Description

The app allows users to save thoughts in a meaningful and confidential way. Basically, when the user is in a certain place he or she can take a photo of anything and write any kind of content. When the user is done, the new "geodairy" will be saved in the cloud along with its geographic coordinates. The idea is that later on the user can have a collection of geodaries and be able to go back to them at anytime. There are two ways to go back to them: by showing a gallery of thumbnails, and by opening a map showing all the locations where the user created a geodary.

Intended User

GeoDairy is intented for any user who wants an alternative way to create this type of content in a confidential way, just like it was a dairy.

Features

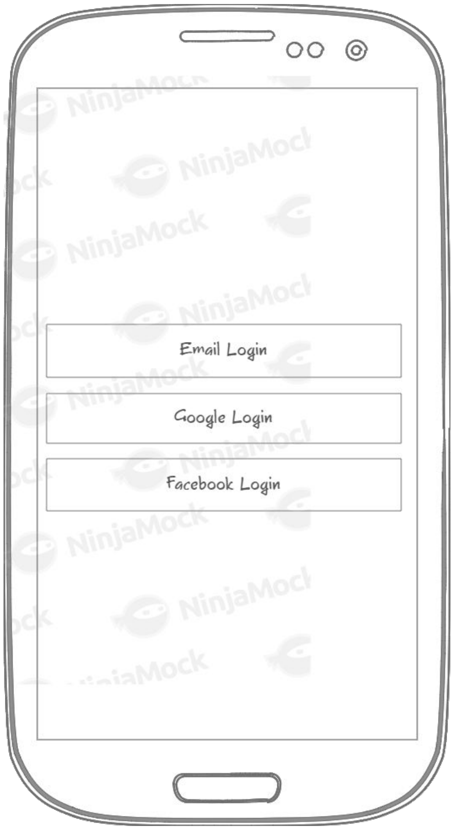
List the main features of your app. For example:

- Stores user's content in the cloud confidentially
- Displays a map of user's contents
- Allows user to manage the contents
- A widget to show a selected image and a short quote

User Interface Mocks

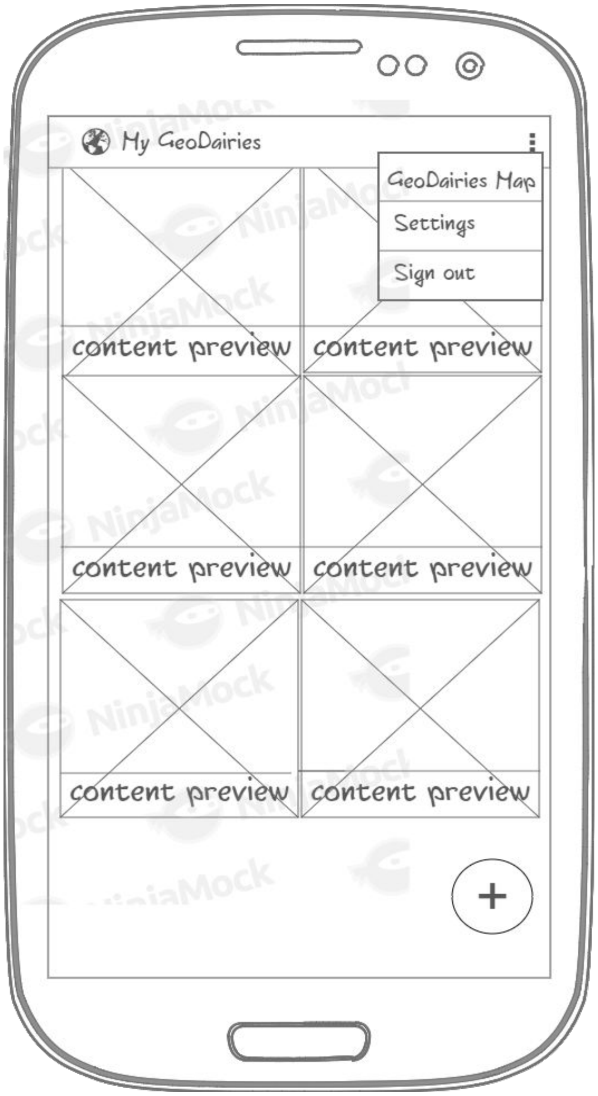
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1: Login Screen



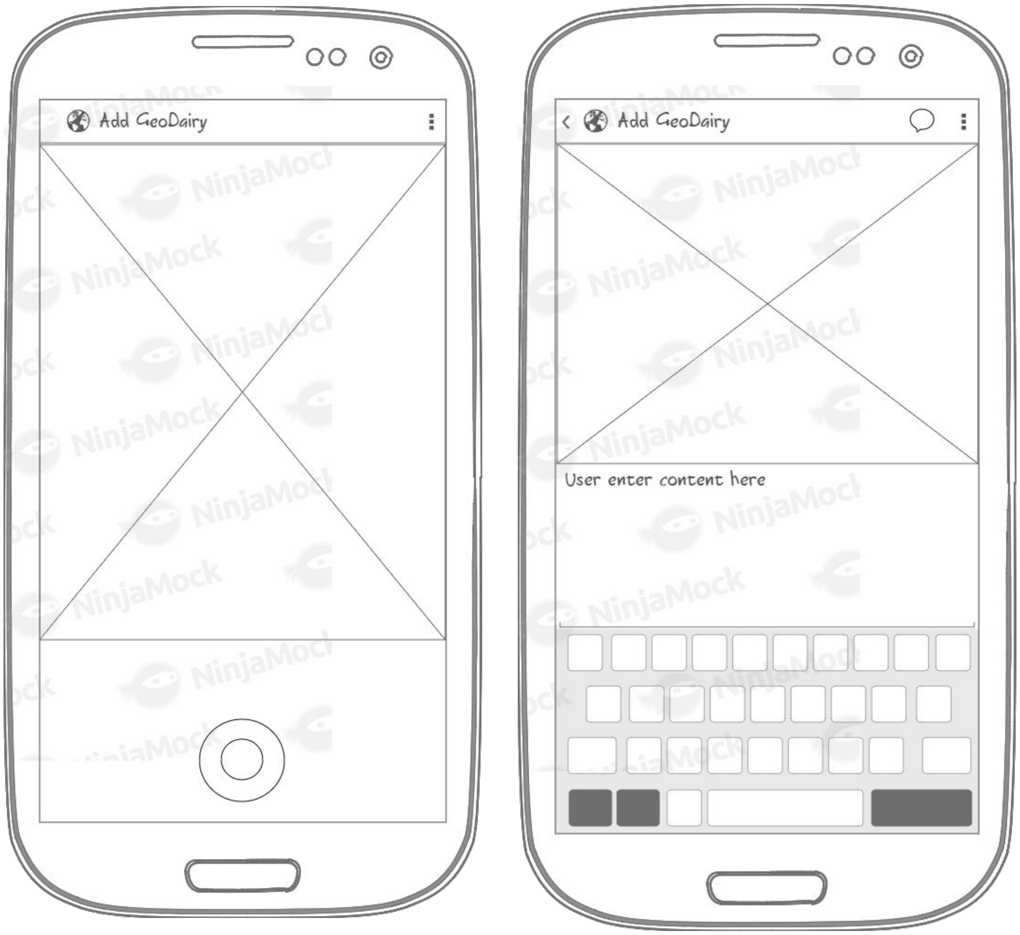
Login screen using Firebase UI

Screen 2: GeoDairy Gallery



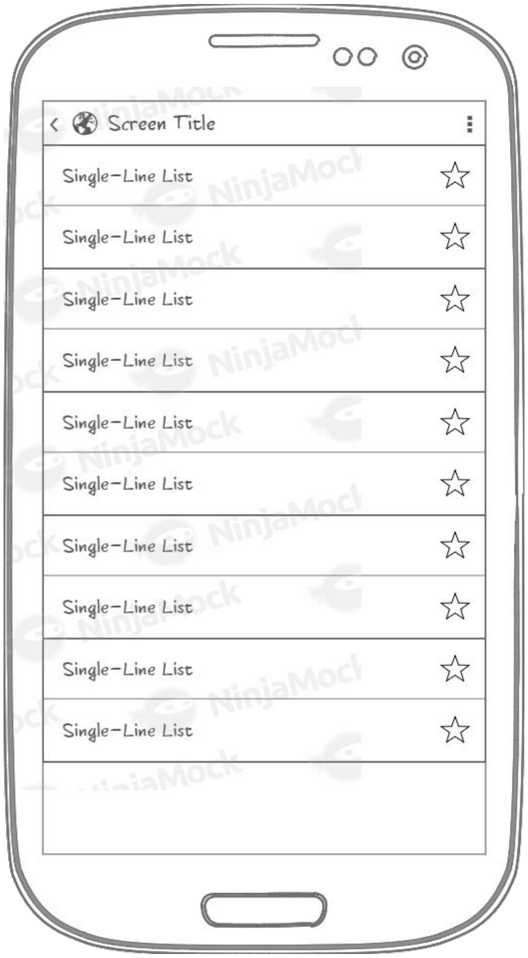
A GridView is fill with user's content which is read from Firebase Database. A FloatingActionButton allows the user to add a new GeoDairy (see Screen 3).
Clicking on any content preview will open its details (see Screen 5).
In the menu options "GeoDaries Map" allows the user to see a map of GeoDaries (see Screen 6).

Screen 3: Add GeoDairy



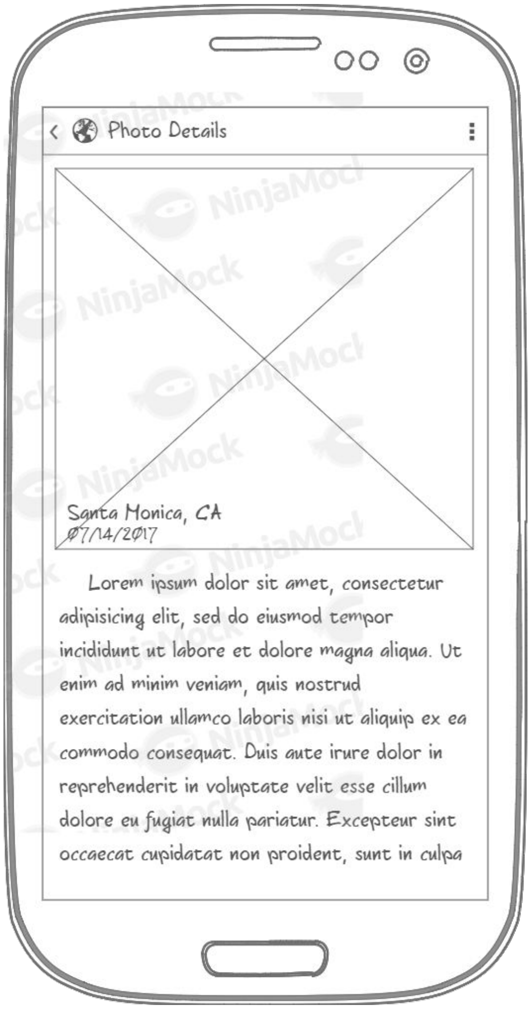
Camera functionality to take a new photo. After the picture is taken a TextField comes up for user to enter content. Alternatively, the user will have the option to insert a quote by clicking on the icon next to the overflow menu. This action will open Quotes Activity (screen 4). Once the user is done, the new GeoDairy is saved in the cloud.

Screen 4: Quotes Activity



This detail screen displays a list of quotes where the user will one to insert as text in the previous screen (Add GeoDairy screen). A quote can be also be added as favorite.

Screen 5: Content Details



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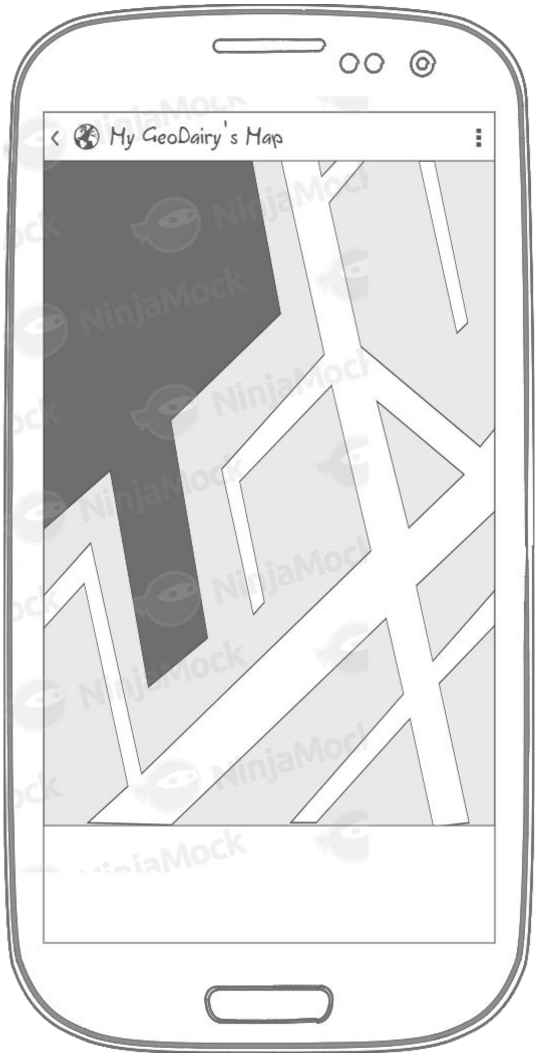
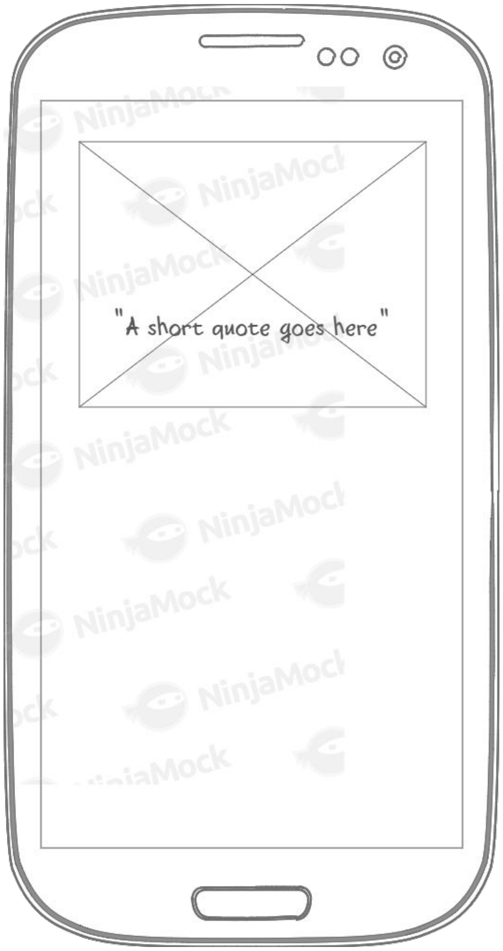
This detail screen displays the photo, the content text, the date and the location it was created. Maybe, a share (only picture) button will be added in this screen.

Screen 6: GeoDairy Map



This screen contains a map that displays the location where the user's geodaries were created.

Widget



The widget will display a selected photo and a short quote.

Key Considerations

How will your app handle data persistence?

App will use Firebase Realtime Database

Describe any edge or corner cases in the UX.

User returns to GeoDairies Gallery (Screen 2) y pressing back button in Add GeoDairy (Screen 3), Content Details (Screen 5), and GeoDairy Map (Screen 6)

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

Picasso or Glide will be used to handle the loading and caching of images.

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

AdMob will be used to display test ad in one of the screen.
Firebase Storage will be used to store photos.
Firebase Database will be used to save user's content and geographic coordinates.

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 internet permission in the Manifest file
- Add Firebase dependencies for Database, Storage and AdMob
- Create Classes and Interfaces using MVP

Task 2: Implement UI for Login and GeoDairy screens

- Use Firebase UI for Login Screen
- Build UI for GeoDairy Gallery screen (Screen 2). Use RecyclerView
- Include a ImageView and a TextView for each item in RecyclerView
- Add a FloatingActionButton
- Use Loader for Views in RecyclerView

Task 3: Implement UI for Add GeoDairy screen

This screen will be used to take a photo and write a text. The TextView won't be visible until the user has taken the photo. After the photo was taken, the TextView will appear for the user to enter a text.

- Add an ImageView for the photo to be shown as a preview
- Add a TextView on bottom of screen
- Add a Button below the TextView

Task 4: Implement UI for Quotes Activity

This screen will display a list of short quotes extracted from web service.

- Create a layout using a RecyclerView and a favorite Button
- Use AsyncTask to pull the data from a web service

Task 5: Implement UI for Content Details screen

This screen will be a read-only Activity where the user's content will be displayed.

- Use CollapsingtToolbarLayout. The photo will be collapsible
- Add a Label to display text content
- Add labels for date and location

Task 6: Implement UI for GeoDairy Map screen

This screen will display a map where the use will be able to see the locations where his or her contents were created. To do that, the latitude and longitude will be read from Firebase Database

- Create layout
- Use AsyncTask to

Task 7: Implement a Widget to display an image and a text

This widget will displays a selected image and short quote that the user will pick

- Create the layout by using an ImageView and a TextView

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**"