GitHub Username: muhammadv2

Going somewhere? Travel planner

Description

Help you out planning your next trips by taking notes and don't miss anything and also a great way to choose places to go and plan how long each place will take from your time

## Intended User

Travelers
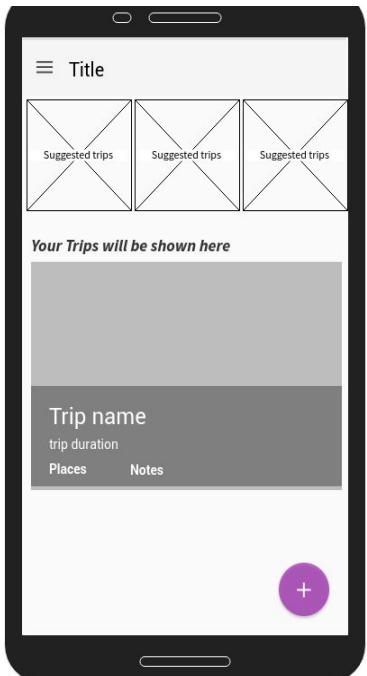
Features

List the main features of your app. For example:
- Saves notes
- Time planning
- Find interesting places
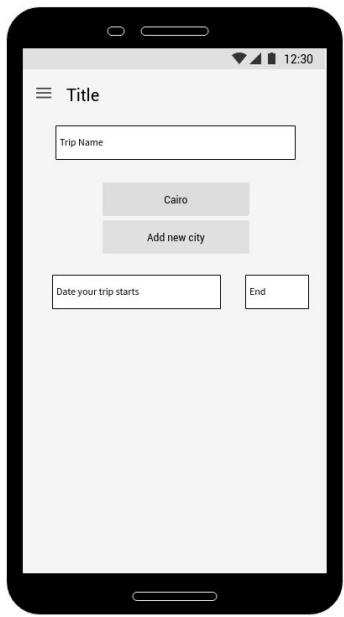
User Interface Mocks

Screen 1
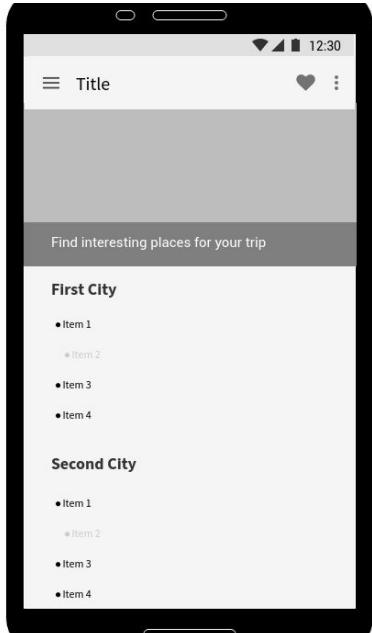
The main screen of the application shows the current trips for the user with a list of suggested trips along with a fab to allow the user add more trips

Screen 2

Add a new trip screen ask the user for the name of the trip and the cities will visit and also the duration of the trip

Screen 3
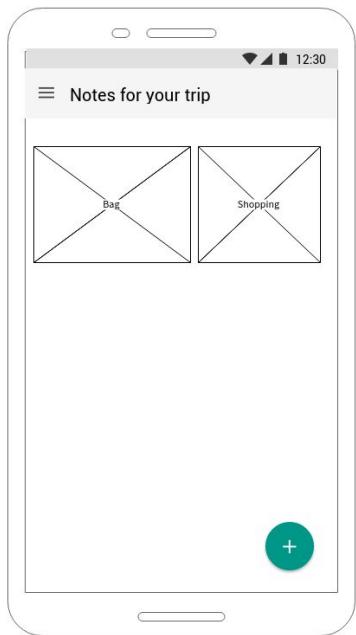
Trip details screen will show the places of every trip Break up into cities section every city has its own places plus there will be duration planner to let the user plan every place stay duration ,, Also will allow the user to find interesting places about a specific city

Screen 4
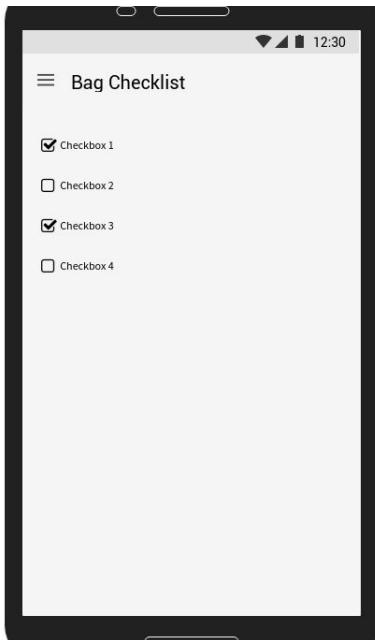
A dialog to let the user add a new place under a specific city and also a button sends him to place picker if he want to see the place on the map and decide

Screen 5
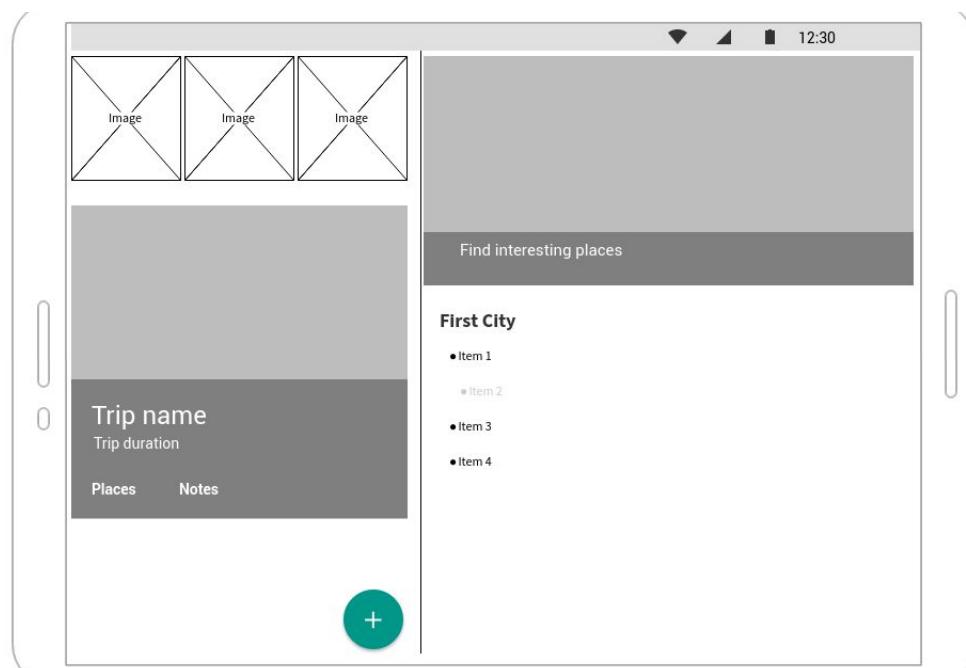
Note taking for every trip allow the user to make a checklist for items he want to take with or items wanna buy or add his own notes

Screen 6
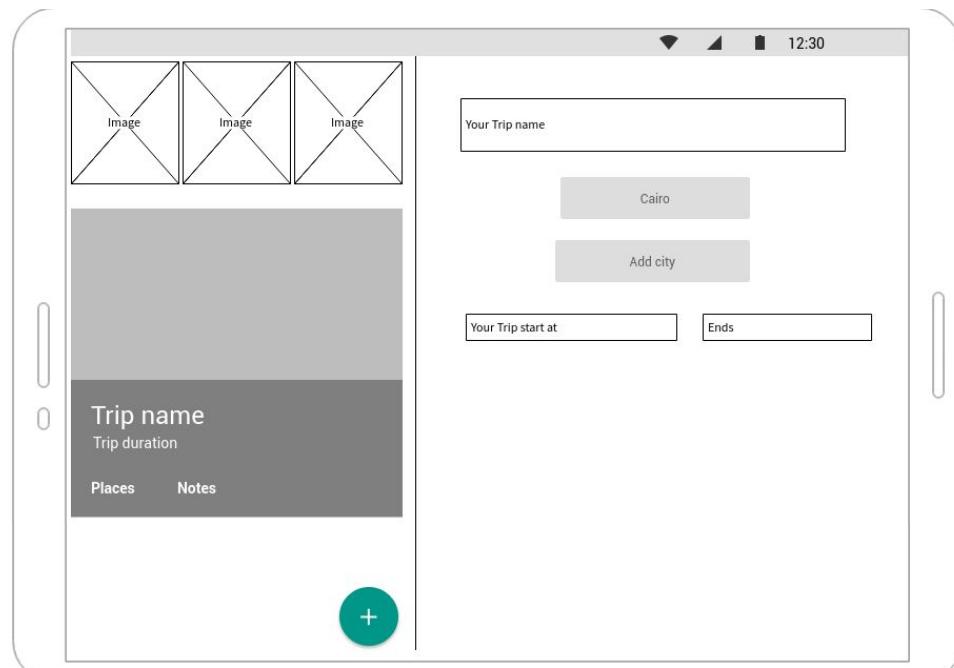
Note taking is a simple checklist note

Screen 7
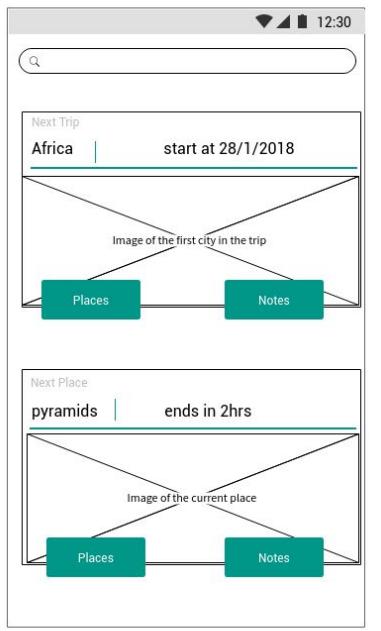
Design for tablet screen as multi pane screen gathering the main screen along with the trip details screen

Screen 8

A second multi pane window show the main screen along with add a new trip screen

Screen 9

Widget UI for 2 cases one when the user have a coming trip or if he's already in current one

Add as many screens as you need to portray your app's UI flow.

Key Considerations

How will your app handle data persistence?

Will create sql database for that with these steps
1. First step is creating a **contract** class that will define the structure of our database and how the rest of the application sees it.
2. Then create the actual database specifying the table schema and the data types of each of the columns in the database.
3. Once we get our database up and running we'll get to write quires to retrieve all the records stored in database and will use the help of content provider to wrap the database and export its methods to be used rather than directly query the db.

Describe any edge or corner cases in the UX.

In cases like no network available, will show the user data from the local database , so he can access the places or trips he already added also the notes he took, also adding a new trip will not need internet connection he can type his cities and places to a trip and when back online he can use the other features.
In addition, when the user have no trips in his list will show him a placeholder that tells him to add trips that will appear in the main screen.

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

Glide to handle the loading and caching of images.
Timber for logs
Okhttp to handle networking
Butterknife for injecting the views
Pugnotification to create notification for android
Parceler to serilaize java objects between context

Maybe and maybe not
Dagger for injection
EventBus for sub and unsubscribing

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

Google mobile ads to show ads in my application
Google Places to show and retrieve places to the user

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 libraries
- Create all POJO classes the project needs

Task 2: Implement UI for Each Activity and Fragment
- Build UI for MainActivity
- Build UI for managing places activity
- Build UI for Note taking activity
- Build UI for Add new trip activity
- Build UI for Tablet

Task 3: Build local db and content provider
- Using the steps to build sql db as build local db
- Wrapping the db with content provider

Task 4: Implement Google play services (Mobile ads , Places API)
- Use places api to help the user find interesting places and decide where to go
- Show ads to the user using admob
- Use the loader and loader callbacks to deliver the data from places API to the views
- Because the application performs short duration on demand requests (such as search) will use AsyncTask to do this job on a background thread

Task 5: Build up the widgets the app need
- Build UI for the widget
- Add all the function that allow the widget to work

Task 5: Connecting everything up
- Connect the content provider with the different activities
- Connect the relation between activities and fragments with each others

Add as many tasks as you need to complete your app.

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**"