

How to Use this Template

1. Make a copy [File → Make a copy...]
2. Rename this file: “**Capstone_Stage1**”
3. Replace the text in green

Submission Instructions

1. After you’ve completed all the sections, download this document as a PDF [File → Download as PDF]
2. Create a new GitHub repo for the capstone. Name it “**Capstone Project**”
3. Add this document to your repo. Make sure it’s named “**Capstone_Stage1.pdf**”

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Reached

Description

This application solves one of the most basic use case of our life in which we have to inform our friends, family members or colleagues that we have reached the place we intended to go

Intended User

This app can be used by anyone who travel from one place to another and needs to inform someone about that.

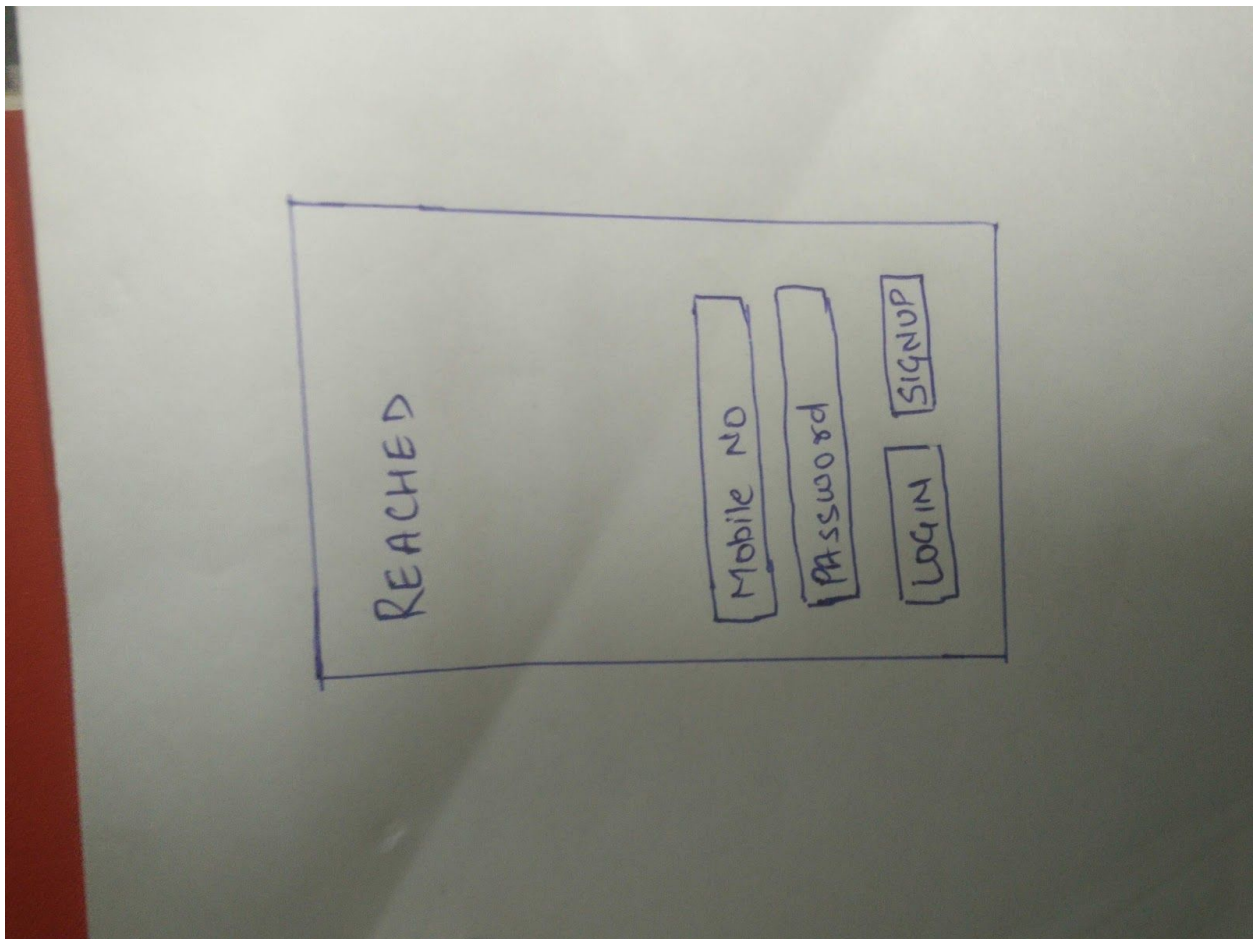
Features

- Saves a list of people you need to inform(Creates groups accordingly, like work,family etc)
- Keeps track of your location
- Send Notifications

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 Photoshop or Balsamiq.

Screen 1



This is the login screen of the app which takes users mobile no and a password for the login. User can also create a new account by clicking on signup.

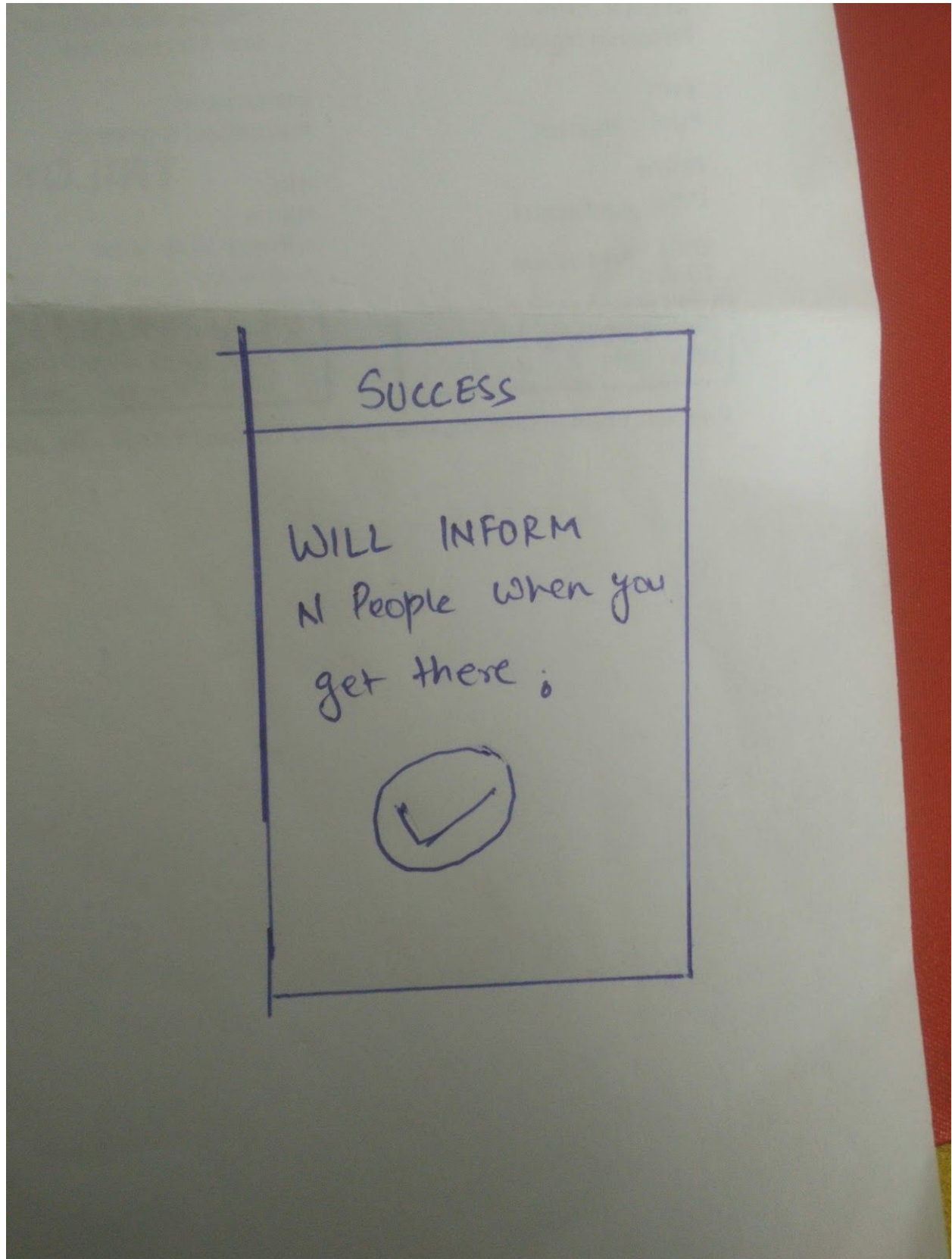
Screen 2

A hand-drawn wireframe for a screen titled "Whom To Inform". The screen is represented by a large rectangle. Inside, at the top, is a title bar containing the text "Whom To Inform". Below the title bar, there are two identical input fields arranged horizontally. Each input field is a smaller rectangle containing the text "Name" on the top line and "Mobile No" on the bottom line.

Choose the list of people you want to inform.

A hand-drawn wireframe of a form on a piece of paper. The form is a large rectangle with a double-line border. At the top, the title "WHERE YOU HEDED" is written in capital letters. Below the title, the instruction "Type First 2-3 letters of the place you are going" is written in a cursive-like font. Underneath the instruction is a smaller rectangular box with a single-line border, containing the text "Enter Location.".

Enter name of location you want to go by typing first 2-3 letters.



Success page to inform user operation completed.

Key Considerations

How will your app handle data persistence?

I will create a mysql data base to maintain the list of the people to inform and their push tokens to send notifications

Describe any corner cases in the UX.

This app will contain a ux for creating groups of people related to me like work and Friends.

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

I will be using Volley for network calls

Facebook UI kit for login

Picasso for image loading

FireBase For client to client notifications

Describe how you will implement Google Play Services.

I will use GCM (for Notifications)

Google place Ui for auto complete of locations

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

Task 1: Project Setup

Create a project in android studio

Setup Project in google console for GCM

Create Project for facebook Ui Kit

Task 2: Implement UI for Each Activity and Fragment

- Make Ui for all the 4 screens listed above.

Task 3: Your Next Task

Implement Facebook Ui kit and firebase for notifications.
Google places auto complete.

Task 4: Your Next Task

Making server implemnation for getting the list of friends.

1.