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DealHunting

Description

An elegant application that helps user save their money with discount information. This application provides newest promotions, discount informations and promotional catalogues. This application allow user to take advantage of discounts and sale where they are. It's gonna notify user whenever system has a new promotion. User can search, find or sharing information of promotions for their friends and so on. It's completely free and it just for you. Woohoo.

Intended User

Shopaholic, Foodie who loves promotions, discounts and promotional catalogues, a student or someone like saving, have a sensible approach to shopping.

Features

List the main features of my app:

- List all of stores.
- List all of items, sla and discount by genres.
- Show popular promotions in user country up.
- Easy to find store locations.
- Find, search promotions and sales.
- Other features like:
 - Sharing.
 - Push notification whenever a new promotion is public.

User Interface Mocks

I've create a UI mocks by using Marvelapp, please take a look at [this one](#). Please keep in mind that it can be changed.

Key Considerations

How will your app handle data persistence?

I'm gonna chose SQLite to persist my data and use Content provider to connect app layer with data layer.

Also, I will consider using Realm but only using it when I've finished this app, maybe in maintenance phare.

Describe any corner cases in the UX.

For the UX, I'm gonna apply some animation for this application such as the effect when you go to detail screen, logo of store will be come a background, so on.

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

Basically, I'm gonna use some common android library like:

1. Picasso for fetching and catching images.
2. Retrofit for sending and receiving data from Server side.
3. Butterknife for binding view elements.
4. Google libraries like support design, play services....

Describe how you will implement Google Play Services.

Using Google Play service to use some cool features of Firebase and Google Maps.

1. Google Map: my application will allow user to find nearest store location.
2. Firebase: using it to track, add ads, so on.

Next Steps: Required Tasks

Task 1: Project Setup

There are steps for creating and implementing my application:

- Create a Github repo, then create readme file for it.
- Initialize project by using Android Studio.
- Configure libraries
- Build Server Json for mocking up data.
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Task 2: Implement persistent data layer with Content Provider and SQLite

- Create data schema.
- Create entries for each model.
- Create SQL interface, then create tables with SQLite.
- Define URI for Content Provider.
- Create Cursor Loader.

Task 3: Implement UI for Each Activity and Fragment

- Build UI for splash screen.
- Build UI for mobile main screen (popular promotions) by using fragment.
- Build UI for detail promotion screen on mobile by using fragment.
- Build UI for tablet main screen by using main fragment and detail fragment.
- Build UI for store location with Map UI
- Build UI for detail store screen.
- Build UI for login screen (if user want to bookmark some promotion).
- Build UI for notification.

Task 4: Implement pushing notification

- Create notification.
- Integrate with Firebase for pushing notification.

Task 5: Implement BE side

I decided to build my own BE side by using Rails. I'm currently BE developer, so it's really easy to do this task.

- Create Models.
 - Create APIs.
 - Integrate BE side with Firebase for pushing notification.
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