

## 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”**

---

[Description](#)

[Intended User](#)

[Features](#)

[User Interface Mocks](#)

[Screen 1](#)

[Screen 2](#)

[Key Considerations](#)

[How will your app handle data persistence?](#)

[Describe any corner cases in the UX.](#)

[Describe any libraries you’ll be using and share your reasoning for including them.](#)

[Next Steps: Required Tasks](#)

[Task 1: Project Setup](#)

[Task 2: Implement UI for Each Activity and Fragment](#)

[Task 3: Your Next Task](#)

[Task 4: Your Next Task](#)

[Task 5: Your Next Task](#)

**GitHub Username:** padlanau

## Discover Now

### Description

This app connects buyers and sellers. The buyers can see who are offering discounts, promos, etc near them. The sellers can see who are near their stores or on their stores.

## Intended User

Discount lovers and sellers. People who are looking for discounted items they are interested (or might be) to buy NOW. Any sellers, whether companies, outlets or an individual who has a garage sale, can be discovered NOW.

## Features

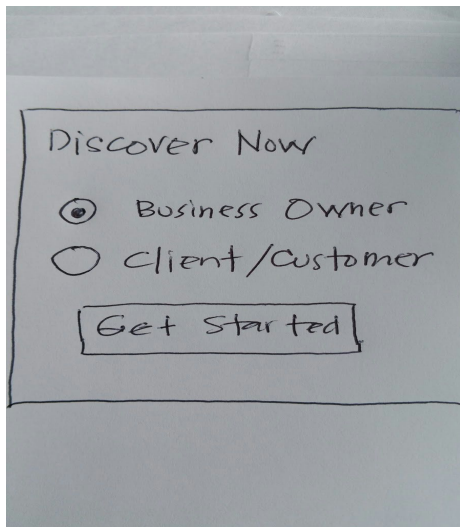
List the main features of your app. For example:

- Saves information of buyers and sellers
- Shows location buyers and sellers
- Share the discount details to friends

## User Interface Mocks

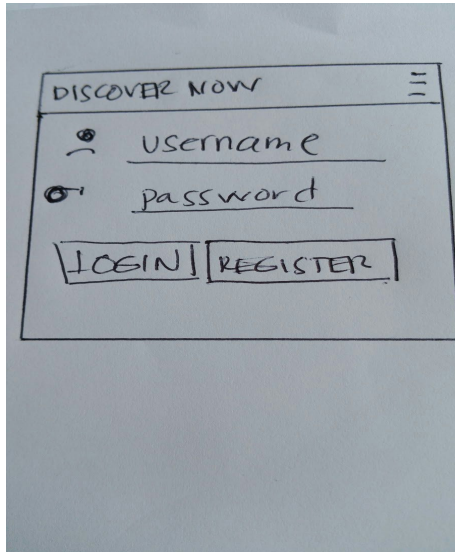
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

### Screen 1 - Type of users



The first screen will determine what type of user you are. The value here will be saved in a shared preference object.

## Screen 2 - Login screen



If login is successful, it will show the appropriate screen for the type of user. For Business, please refer to **Screen 5**. For Client, please refer to **Screen 11**. This will be determined by a type of user field in a DB. The user type is B=business or C=client/customer.

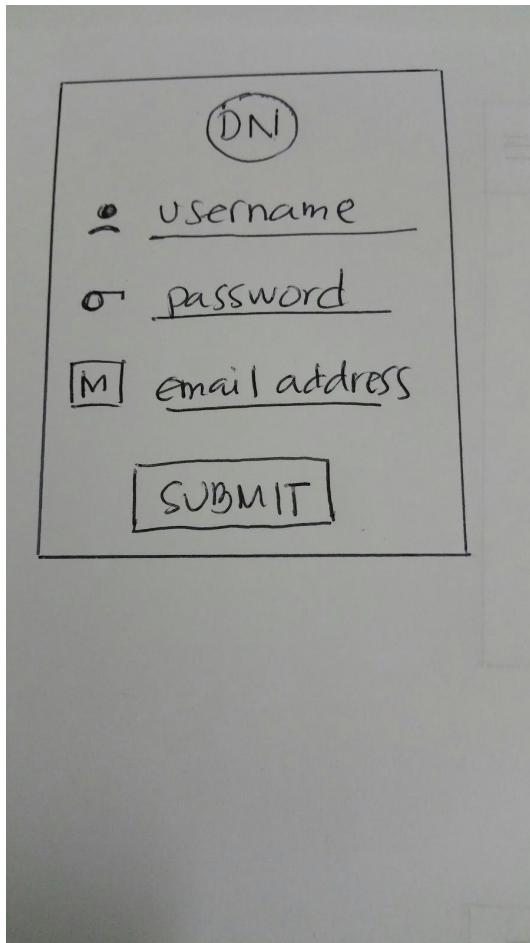
For an unsuccessful login, a message will appear saying "You have not created a profile yet. Please register".

### Screen 3 - Business Registration screen

Hand-drawn sketch of a Business Registration screen. The screen features a title bar with a back arrow and the word "REGISTER", and a menu icon. Below the title bar are seven input fields, each with an icon and a label: a person icon for "username", a key icon for "password", an envelope icon for "e-mail", a house icon for "address", a city skyline icon for "city", a globe icon for "state", and a flag icon for "country". A "SUBMIT" button is located at the bottom of the form.

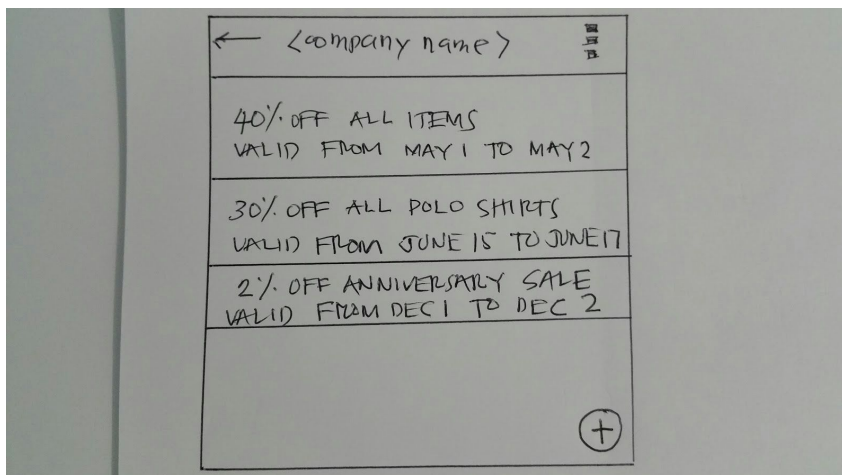
Once finalised and submitted, this will go back to the login screen.

#### Screen 4 - User Registration screen



Once finalised and submitted, this will go back to the login screen.

#### Screen 5 - Business first screen



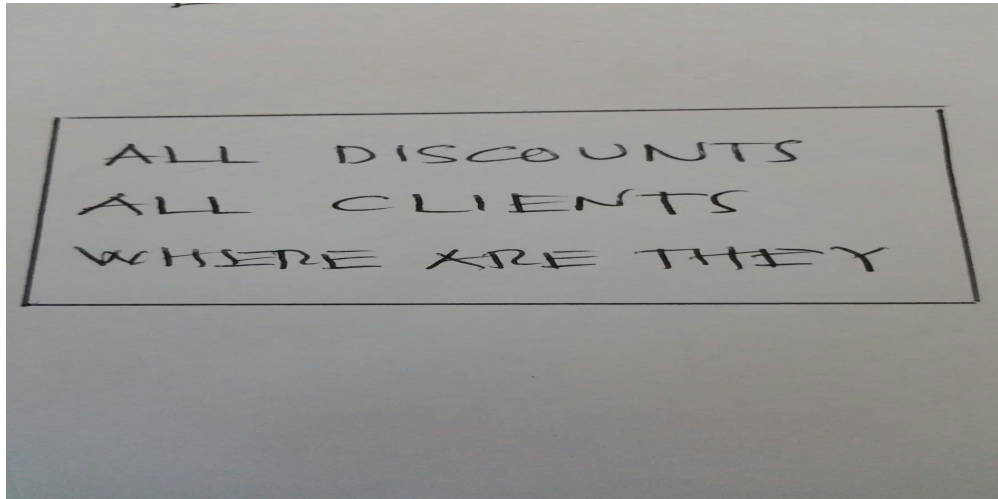
Once business login is successful, this will be its default screen. Options:

Menu - please refer to **Screen 6**

(+) - Add, please refer to **Screen 7**

Selecting the item in a listview, will show the MAIN update screen, please refer to **Screen 8**

## Screen 6 - Business screen Menu

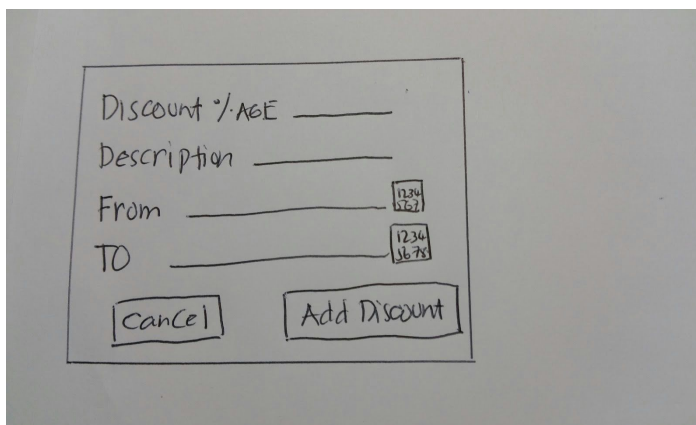


ALL DISCOUNTS - default screen as explained in Screen 5

ALL CLIENTS - a list of current and previous clients who visited the store or the place. Once a client has opened the app and tap the store/place he/she wants to visit, his/her record will be added here once per day. So no duplicate records will appear even he/she has returned more than once in a day.

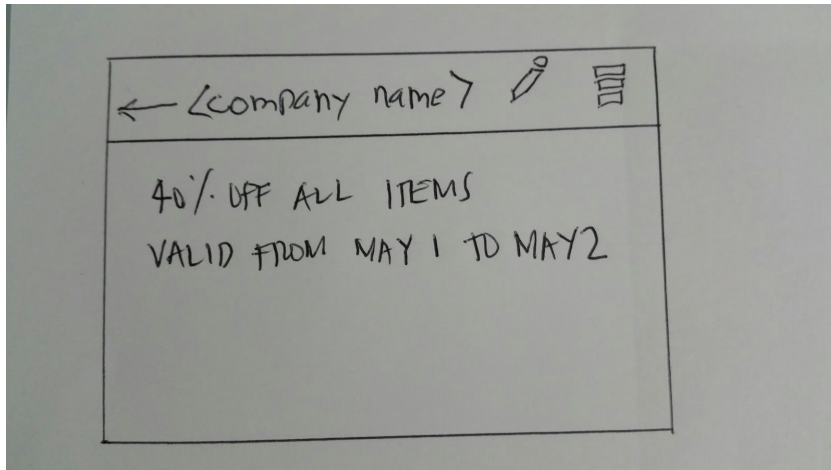
WHERE ARE THEY - this is a MAP showing only ACTIVE client's location. ACTIVE means those who currently login today.

## Screen 7 - Add dialog box



The date range is important to take notice of. ALL past discounts, promos, etc MUST not appear on client's discount screen **Screen 5** if you came from **Screen 12**.

### Screen 8 - Main update screen



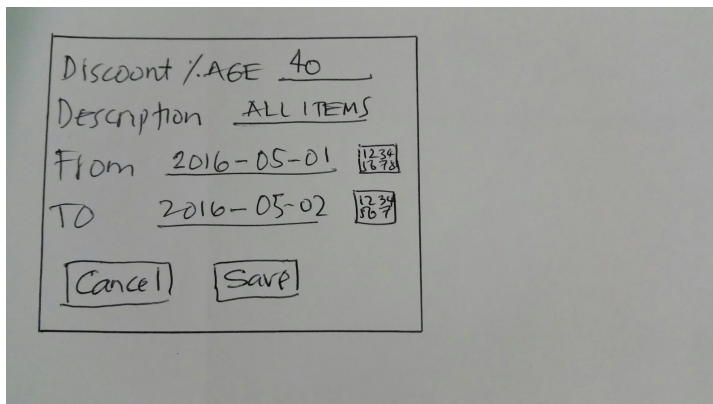
← <company name> ✎ ☰



40% OFF ALL ITEMS  
VALID FROM MAY 1 TO MAY 2

Edit (Pencil) - make changes. Please refer to **Screen 9**

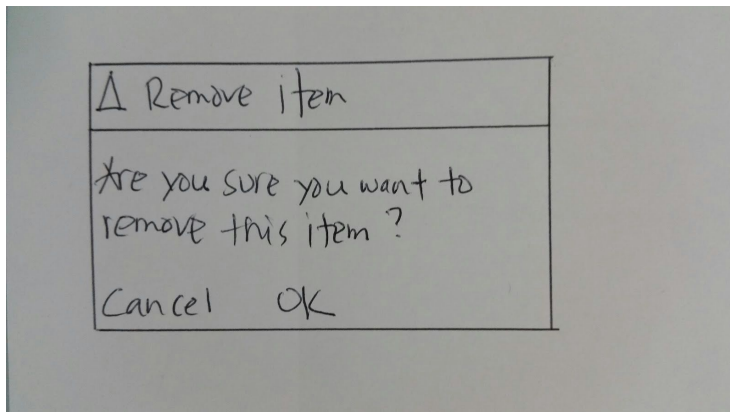
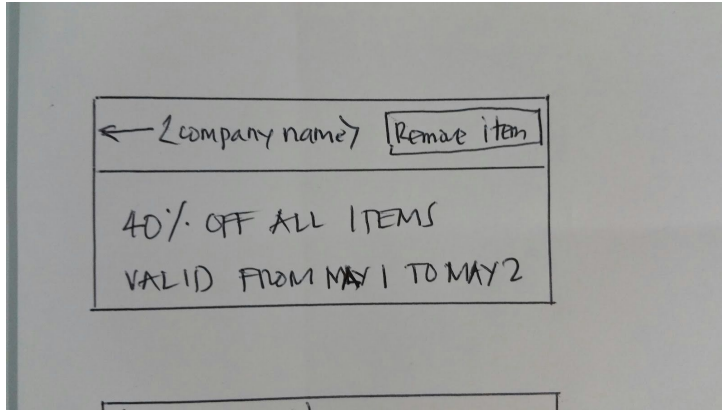
Menu - only one option, remove item. Please refer to **Screen 10**

### Screen 9 - Edit page (pencil icon)



Discount %AGE 40  
Description ALL ITEMS  
From 2016-05-01   
TO 2016-05-02   
[Cancel] [Save]

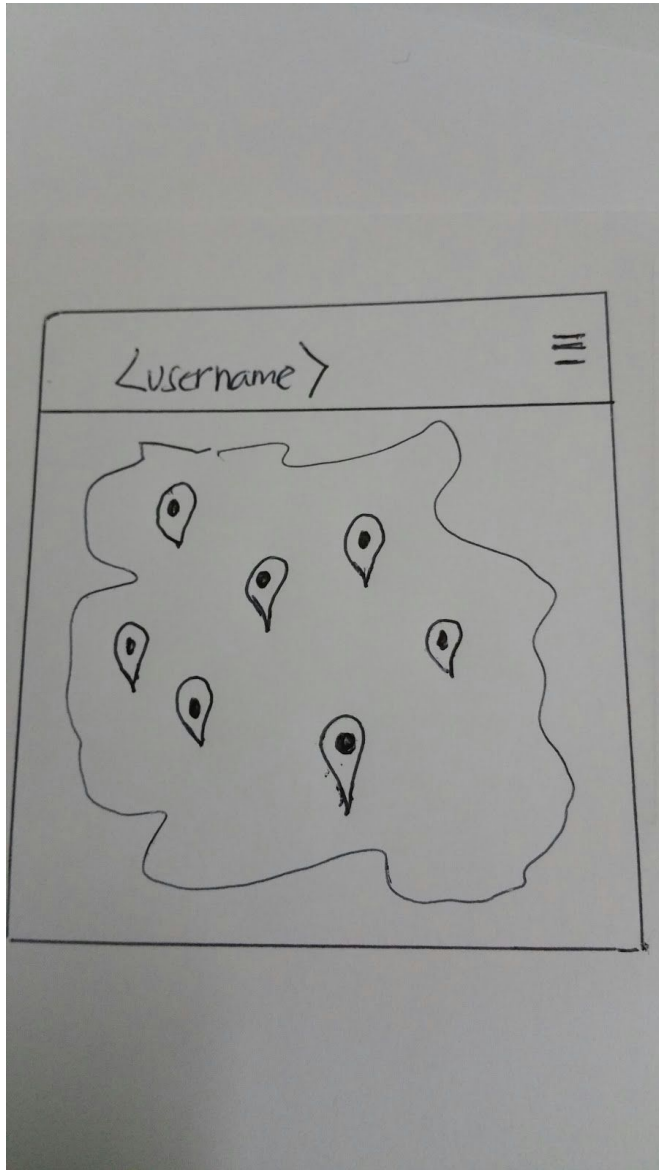
### Screen 10 - Remove item



This is a dialog box. If OK is clicked, it will go back to **Screen 5** otherwise **Screen 8**.



### Screen 11- Show Map location - User's Main screen (default)



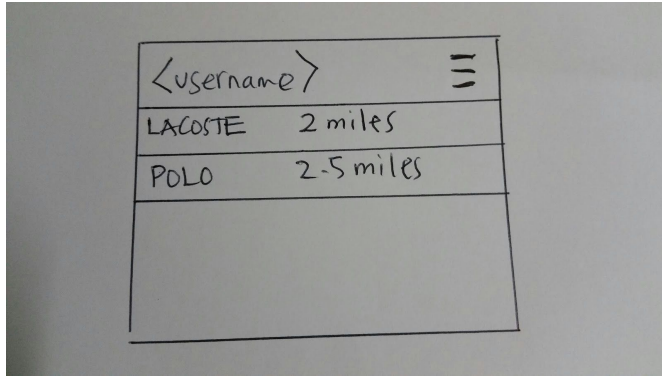
Shows all the sellers near you in 100km radius

MENU options:

Show Map - shows all the seller's map locations (this is the default, **Screen 11**)

Show Distance - shows the business name and distance from the client, **Screen 12**

### Screen 12 - Show Distance screen



Once you tap an item, it will show **Screen 5** excluding the functions for Business owners only :

- MENU options
- Add FAB
- Edit

A share button will be added so the client can share the discounts details of this seller to his/her friends.

## Key Considerations

How will your app handle data persistence?

I will build a Content Provider, Loaders, SQLite, connect to JSON provider mongolab or Firebase.

Describe any corner cases in the UX.

The app will determine what type of user you are. This type will be used to show which screen is applicable whether you are a client or a business owner. Any actions taken including pressing back button on business screens, this goes back to its default business screen. Same as if you are a client.

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

Picasso for handling the loading and caching of images. Material Design libraries for the FAB.

## 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

Write out the steps you will take to setup and/or configure this project. See previous implementation guides for an example.

Steps :

- Create a new project in Android Studio
- Start the design based on the abovementioned screens provided
- Setup a repository on Github
- Add needed libraries in gradle

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

List of subtasks.

- Build UI for MainActivity
- Build UI for Type of users
- Build UI for Login screen
- Build UI for Business Registration screen
- Build UI for User Registration screen
- Build UI for Business Main page (default)
- Build UI for Add discounts dialog box
- Build UI for Update UI for discount details
- Build UI for Edit page for discount details
- Build UI for Remove item page for a discount details
- Build UI showing MAP locations
- Build UI for Distance Screen

## Task 3: Setup accounts

- Create Firebase account
- Mongolab account or other JSON provider
- Map Id key

## Task 4: Design Logo

## Task 5: Add Unit Test scripts

## Task 6: Upload to Google Play

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

---

### 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**"