

Capstone Project

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Traveler's Best Friend

Description

You are a traveler? You are on vacation? You need some place nice to eat/drink/have fun etc?
This app is designed for you. Find the nearest points of interest, sights, restaurants or bars.

Intended User

This app is intended for Travelers, newcomer residents or just people who want to explore their city

Features

The main features of the app are:

- Displays information about places
- Searches for nearby places
- Gives Directions towards a selected point of interest

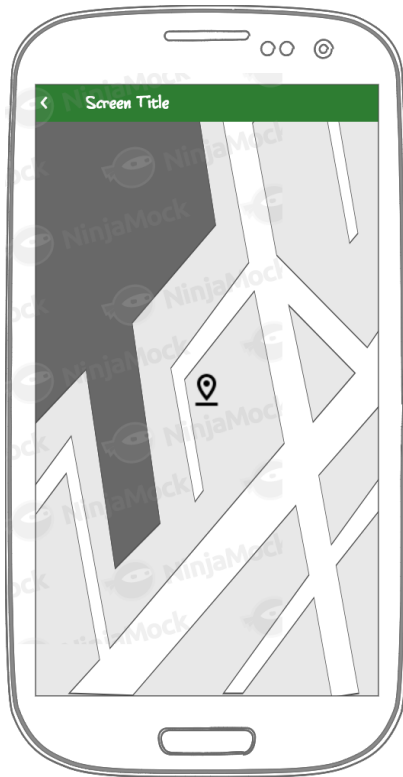
User Interface Mocks

Main Screen



This is the main screen. By tapping on “Where” button we choose location in Choose Location Screen. Tapping on “What” spinner we can choose search category. Finally Tapping on search screen makes the search.

Choose Location Screen



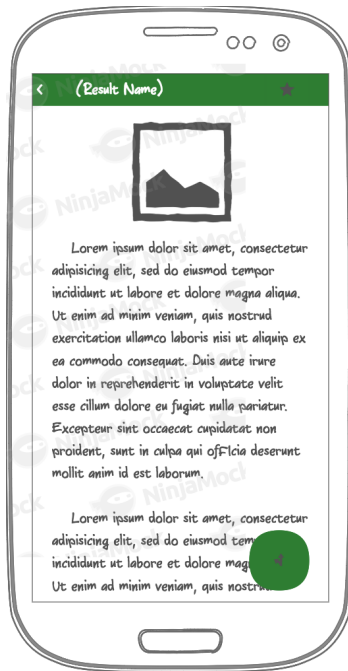
Moving the pin we can choose location where we can search for points of interest.

Results Screen



Displays the list of results. Clicking on item list will open results details.

Details Screen



Displays the Details of results. Clicking on FAB will open Google Maps for directions. Also user can mark item as favourite pressing the upper right button so it can be displayed in widget.

App Widget



Displays the Favourites results. User can tap one and open Details Screen

Key Considerations

How will your app handle data persistence?

The application will store data using an Content Provider. The saved data will represent the 100 last searches with their result.

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

Picasso for Image handling. Retrofit for api call

Describe any edge or corner cases in the UX.

- Errors will display an error message with a Toast
- No Network connectivity will be handled using the Content provider using a loader or if user searches something he never searched before with an error message displayed with a Toast
- App validates all input from servers and users. If data does not exist or is in the wrong format, the app logs this fact and does not crash.

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

Google libraries for Content Providers. Google Maps library.

Required Tasks

Task 1: Project Setup

- Create a new Project(App is written solely in the Java Programming Language)
- Configure libraries
- Configure .gitignore
- Setup git repository
- Make sure app utilizes stable release versions of all libraries, Gradle, and Android Studio.
- Enable RTL support.

Task 2: Implement UI for Each Activity and Fragment

Through UI building make sure to support RTL and include support for accessibility. That includes content descriptions, navigation using a D-pad, and, if applicable, non-audio versions of audio cues.

- Build UI for Main Activity
- Build UI for Location Activity
- Build UI for Result List Activity
- Build UI for Details List Activity
- Build UI for App Widget

Task 3: Data Handling

- Implement Models
- Implement Api calls using an Async Task
- Install Content Provider
- Use loader to display data.

Task 4: Get Location

- Handle map to get search location

Task 5: Directions

- Make sure on FAB tapped Google Maps gives directions

Task 5: Directions

- Set up Widget and connect it to Content Provider
- On item tap make sure it opens Details screen with the correct data