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AuntKitchen

Description

The app interconnects the house working womens who are interested to earn money by selling their home-made food to the offices or employees or anyone who orders their food via this app.

Lots of people including the employees of company working in office who cannot afford the restaurant food daily in their office for lunch or dinner. They need home-made food which is also affordable and healthy. This app connects them with the aunties who are interested to deliver their food to them at specific time like lunch time and dinner time. So that aunties will also earn money from home just by cooking meals and the employees or any user will also get to eat the home-made food for affordable price.

Intended User

This app is for house working aunties along with the user whomever it is who will order food which includes employees, families, students.

Features

- Saves information of user.
- App uses Asynctask while it pasrses data to and from server using JSON.
- Orders food by selecting from meal menu created by a specific Aunty.
- Push Notification when orders becomes successful.
- Information of customer to aunty parsing.
- For the terms of udacity , instead of making 2 android apps one for Aunty and One for Customer , we will create only one app including both android apps features.

User Interface Mocks

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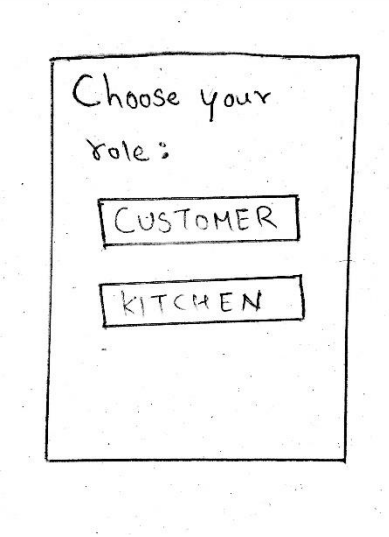
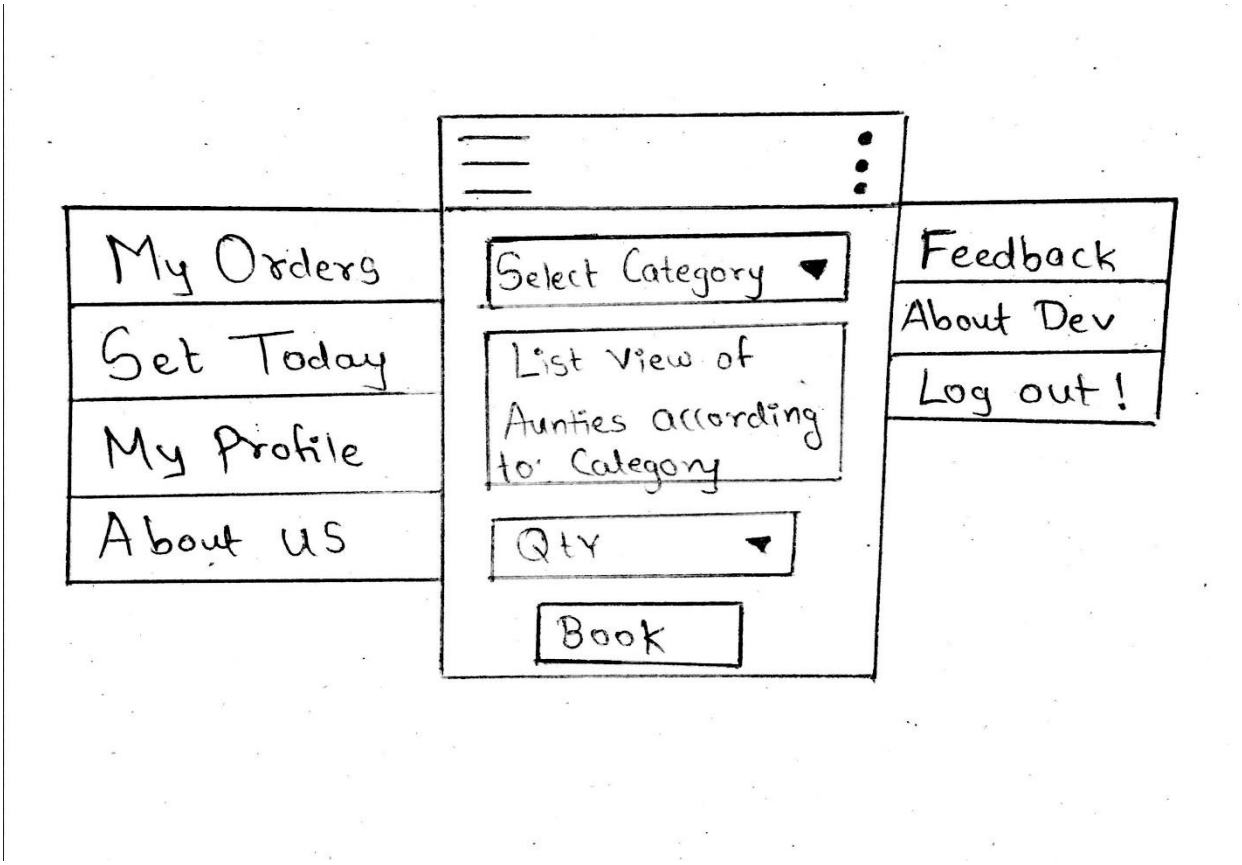
Screen 1



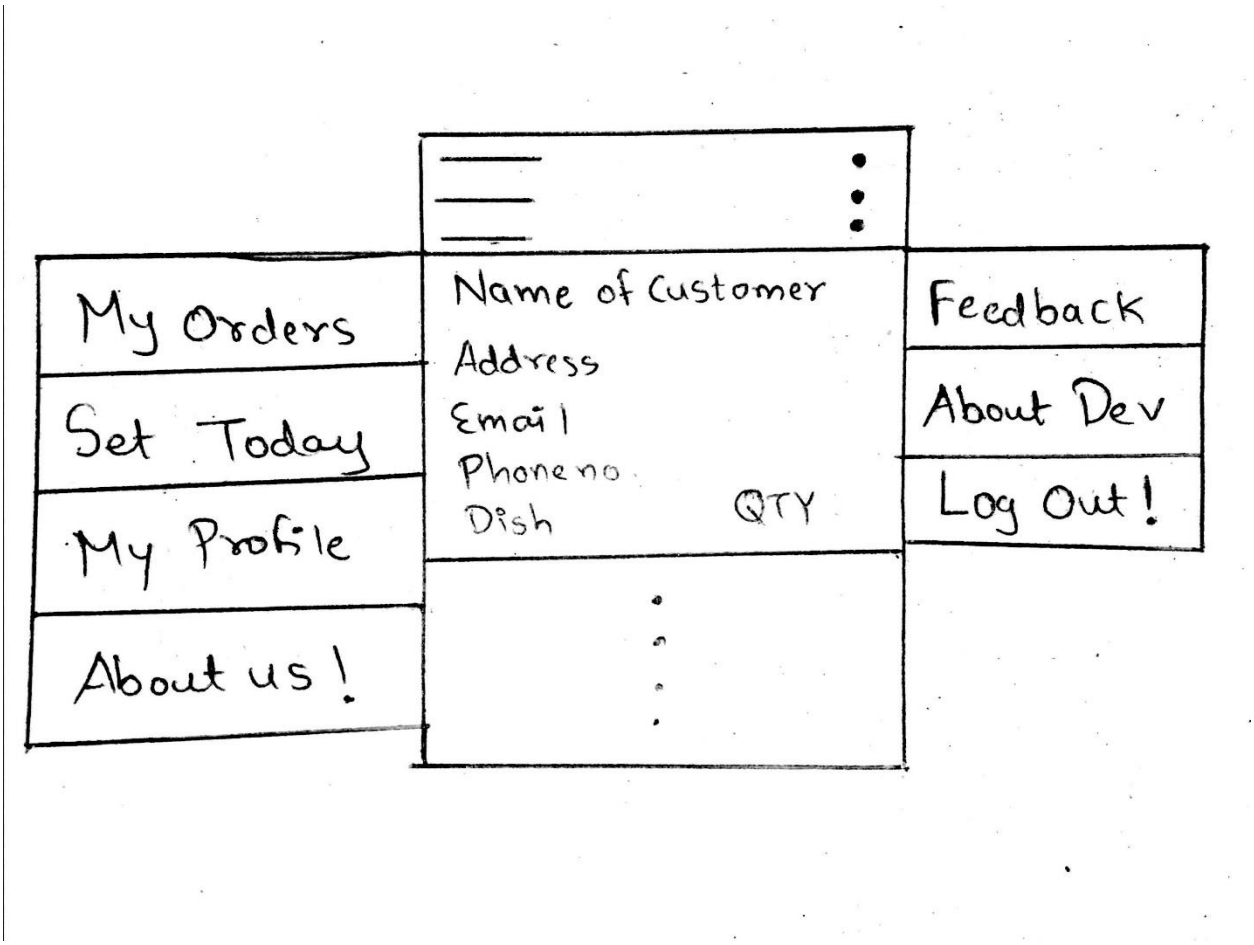
Let you select your role at the first time starting of App whether you are a kitchen handling aunty or Food ordering Customer.

Screen 2



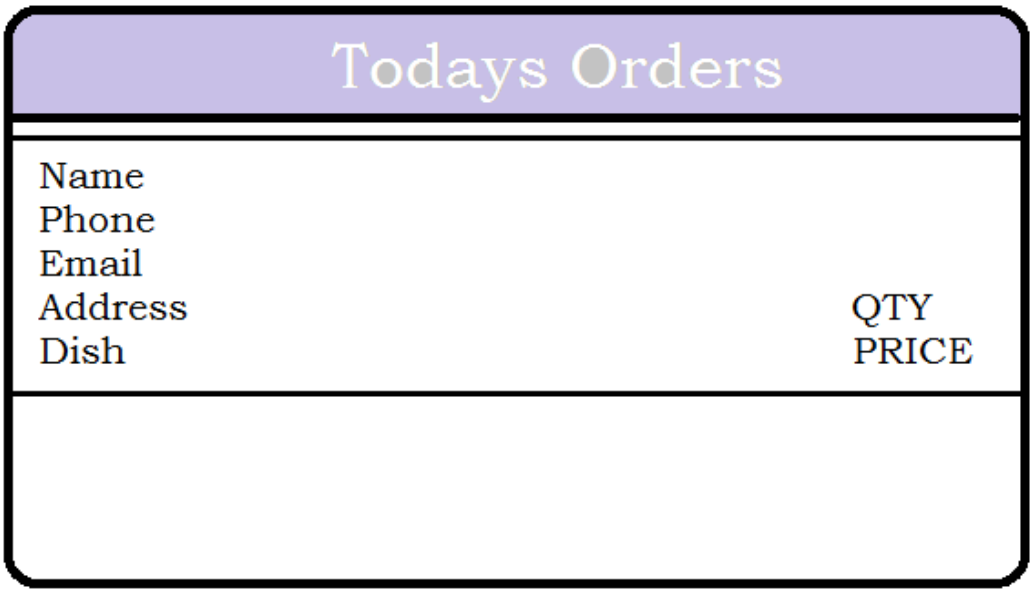
This is main interface for Customer after successful login. Here they can select the category of food and then choose the aunty kitchen they want and can proceed to book for the order .

Screen 3



This is main interface of Aunty application where the orders to her is shown with the details of the customer .

Screen 4



The widget shows the current day orders.

Key Considerations

How will your app handle data persistence?

My app will parse the data to and from the Ubuntu server of digital ocean which will consist a POSTGRESQL server and PHP scripting files.
Also for local storage, app will use Content Provider of SQLLITE.

Describe any corner cases in the UX.

Navigation View Along with Drawer is the main interface . User will redirect to this interface after each event.

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

Picasso, for loading images,
HTTP core- for http requests
JSON parsing.

Firebase FCM for push Notification.
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Describe how you will implement Google Play Services.

In GRADLE build for SIGNED APK and for FCM I will include google services.

Next Steps: Required Tasks

Task 1: Project Setup

- Create the mockups for the basic idea implementation into graphical view.
- Google Analytics and Google Admob will be implemented in this app fro monetizing the app.
- Widget for showing the todays order for aunty will be included.
- Know the languages that will need in the projects on server side , like in this project PHP and POSTGRESQL will be use.
- Buy the server.
- Setup Android Studio with JDK.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for LOGIN activity and REGISTER activity.
- Build UI for MAIN interface.

Task 3: Implement Functionalities along with importing libraries

- Impose the Functions on the built UI .
- Use the functions from imported libraries.
- Control the errors and exceptions.

Task 4: Observe the Data Flow and Logic Checking

- Observe how the specific data gets parse from one function to other function and from one activity to another activity.
- The data should follow the logic that got implemented as decided.

Task 5: Check on Simulator and build SIGNED APK

- Check the full app and build the SIGNED APK of it.
