Capstone Project : Get A Way

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Get A Way

Description

Get A Way is an app which shows us directions, places of interest, weather information based on place, and lets us save memoirs locally. While travelling, it makes suggestions about places that we might like to visit, based on the ‘intended’ type of tour we choose to take.

Capstone Project : Get A Way

Intended User

This app is basically for travel enthusiasts, however any person who intends to explore places or to find a route to a place on a map, might find it resourceful.

Features

The main features are:

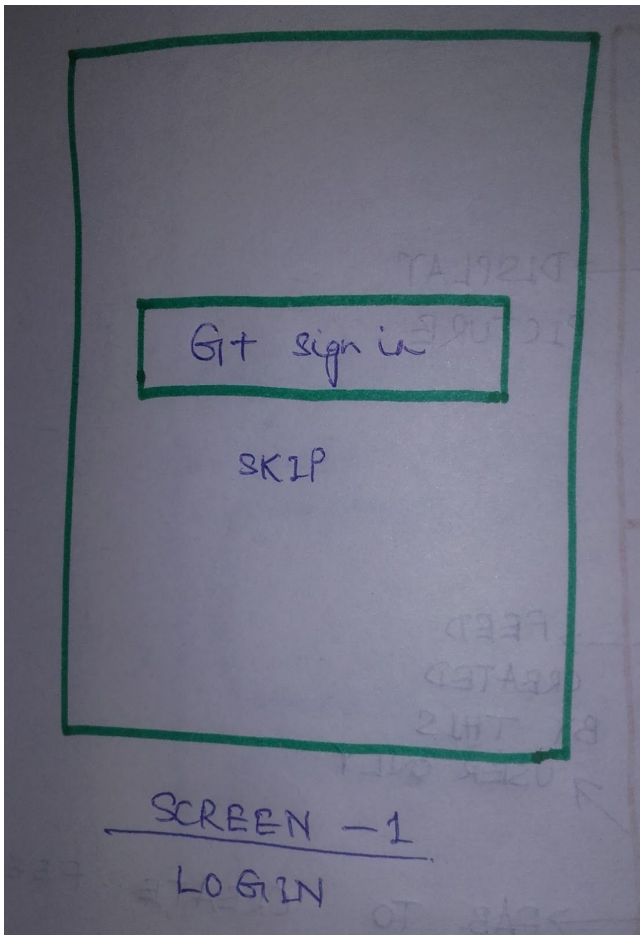
- Shows user location on the map
- Find places of Interest
- Get routes between two places
- Get mode of transport between two places - get directions by mode
- Surprise yourself by the feeling lucky button which takes us to any random place on the face of the earth.
- Write and save memoirs locally
- Google sign-in
- WIdget: While travelling, it makes suggestions about places that we might like to visit, based on the ‘intended’ type of tour we choose to take.
- Save a route
- Know weather information of a place for at max, period of 7 days
- Save places the user has visited, show a trail between them

User Interface Mocks

Please excuse the quality of wireframes as I am not experienced in graphic designing.

Capstone Project : Get A Way

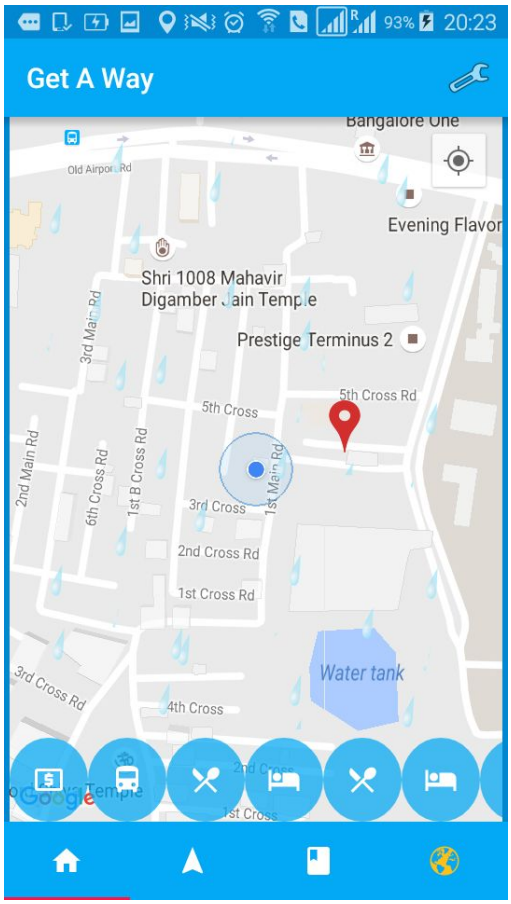
Screen 1



SCREEN-1
LOGIN SCREEN
The Login Screen : Login through G+ only
SKIP Button will allow users to skip login and use the app directly, however, they will not be able to read or write posts, neither will they be able to save marks on the map. They will ONLY be able to view map and see their location and see attractive places.

Capstone Project : Get A Way

Screen 2 - A



HOME SCREEN

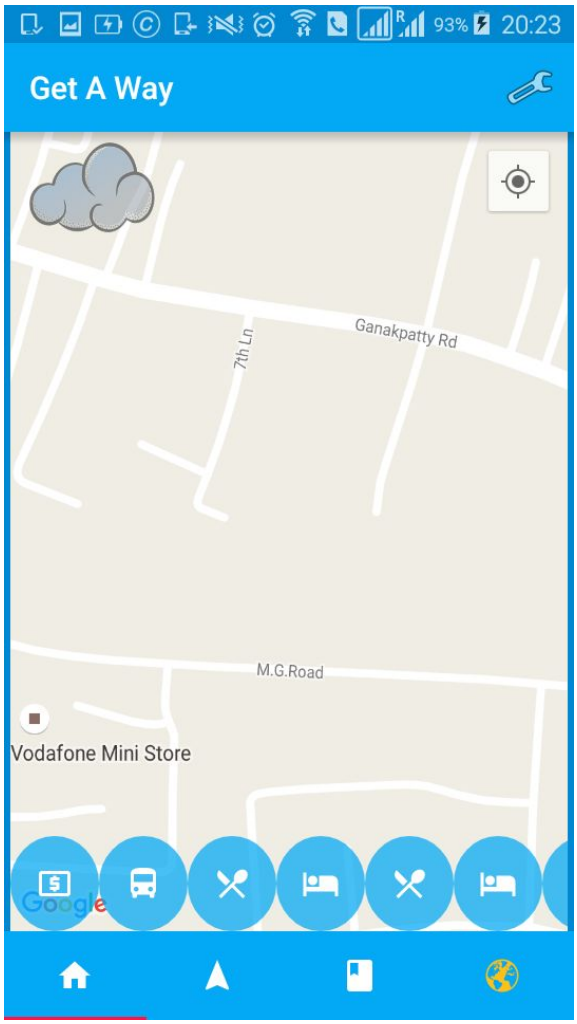
1. Shows **Current Location** of User
2. Shows Places of Interest based on the round buttons at the bottom with red markers
3. Shows the weather of the place for that day here rain indicates a rainy weather

BOTTOM NAVIGATION :

1. ***HOME*** : it will show home screen
2. ***Navigation:*** it will show direction/route between any two places as entered by user
3. ***Memoir***: Users will be able to save and read little notes which will be saved alobg with the current place
4. ***Surprise me***: Show street-view of a place anywhere in the world

Capstone Project : Get A Way

Screen 2 - B

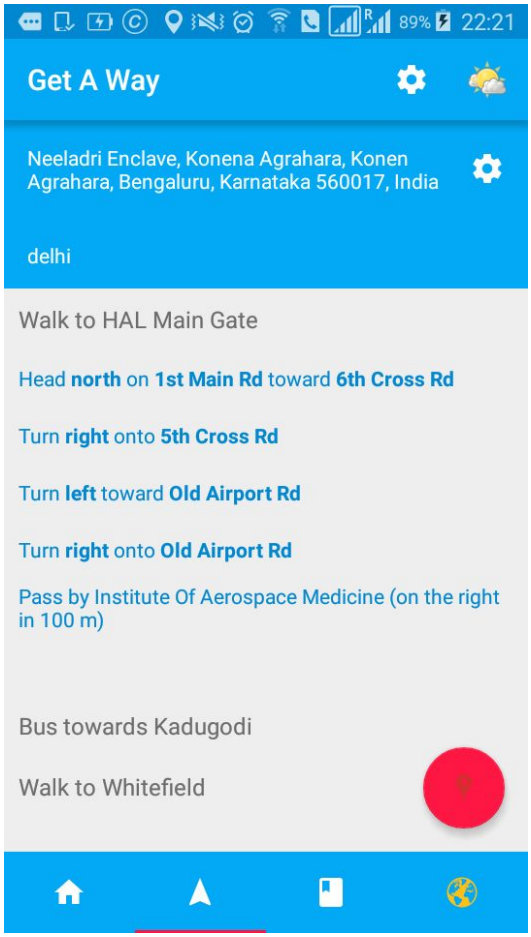


HOME SCREEN

Cloud indicating that the weather will be cloudy today.

Capstone Project : Get A Way

Screen 3



Navigation Screen

1. Shows the direction/route between any two places in a step by step manner
2. The FAB icon shows the route on a map
3. The Start and Destination places can be added through a dialog

Capstone Project : Get A Way

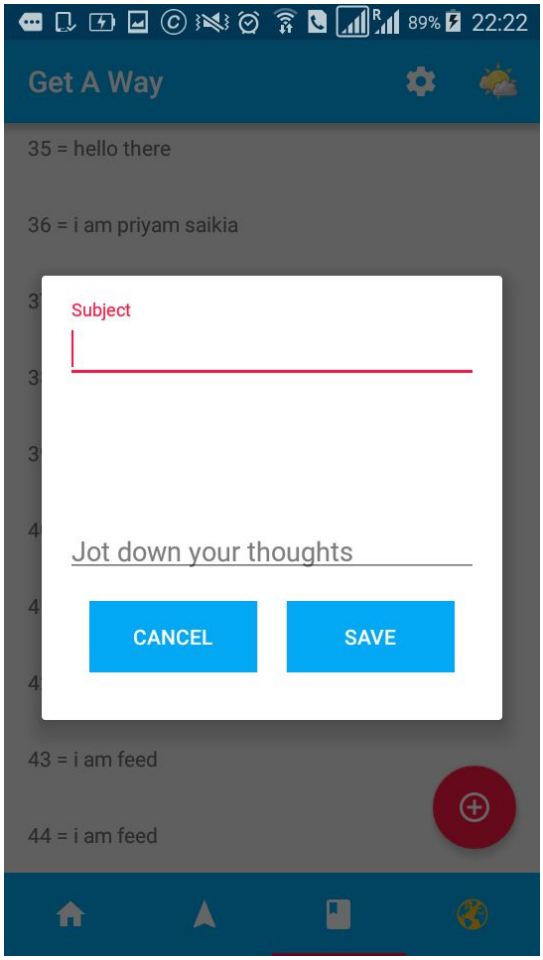
Screen 4

SCREEN - 4

1. *Shows route on a map*
2. *Green marker marks the start location*
3. *Red marker marks end location*
4. *Also shows user location on the map with show my location button*

Capstone Project : Get A Way

Screen 5



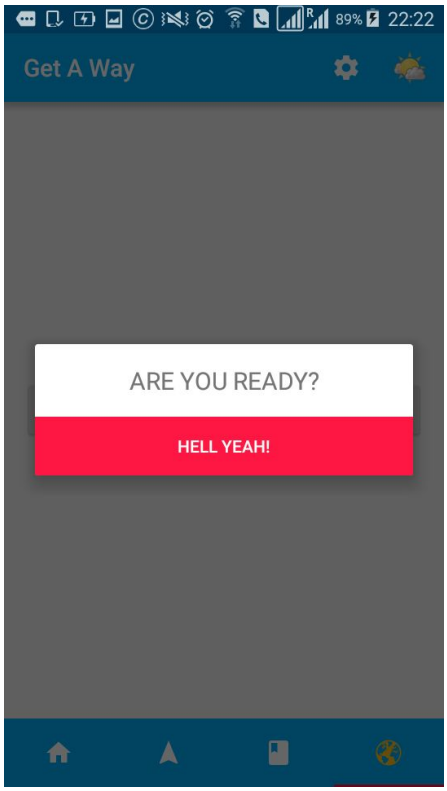
SCREEN - 5

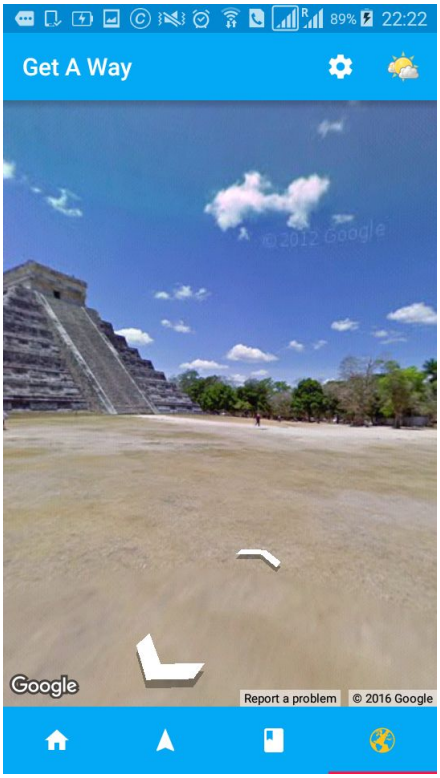
Memoir Screen

1. *Read previously stored notes*
2. *Delete previously stored notes*
3. *Write New Notes*

Capstone Project : Get A Way

Screen 6





SCREEN 6
Surprise Me Screen

Show A Random Place

Screen 7

SCREEN 7
Widget Screen

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1. *Shows us the nearby places of a desired place type, eg, hospital,cafe, etc.*
2. *Refreshes every two hours if out location is changed within these two hours*

Key Considerations

How will your app handle data persistence?

1. Sqlite dB
2. Content Provider
3. Loader

Describe any corner cases in the UX.

Cannot think of anything as such, as of now.

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

1. Volley- for network operations
2. Butterknife - for referencing my UI elements instead of the old-school findViewById method.

Describe how you will implement Google Play Services.

1. Google Maps - for loading maps
2. Location Services - getting current location
3. Maps Utils - for decoding route polylines

Next Steps: Required Tasks

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The list of tasks have been mentioned in sub-categories. The sequence will be strictly followed while developing.

Task 1: Project Setup

List of subtasks:

- Create Project
- Configure libraries
- Get required API Keys for using Google Play Services

Task 2: Implement UI for Each Activity and Fragment

- Decide the color theme, choose the Primary, PrimaryDark and Accent Colors
- Make a rough decision about icons to be used
- Login screen UI - xml layout design
- Map screen UI to show my location and nearby places - xml layout design
- Feeling lucky screen - xml layout design
- Preference screen - xml layout design (for list of posts+map screens)
- Weather report list screen UI (for showing marked places) - xml layout design
- Route info Screen UI xml
- Settings screen xml
- Write/Save Memoirs screen UI - xml layout design

Task 3: Sign in, Show Map, Detect User Location

Describe the next task. List the subtasks. For example:

- Google Sign in
- Show Google Map
- Location Services - find User location

Task 4: Google API's

- Show directions between any two places
- Show nearby places of interest
- Save your marks on the map
- Show your map with all saved marks
- Decide on the look and feel of the marker icon.

Capstone Project : Get A Way

Task 5: Save Memoirs

- Write and save posts
- Database integration
- Content Provider Integration
- Loader Integration

Task 6: Productionise the app

- Handle error conditions of API requests
- Handle no internet connection
- Handle Empty form fields
- Handle User input navigation from one field to another
- Add SharedElement Transition where relevant
- Handle orientation change

Task 7: Widget

- Make the UI of widget (item xml layout)
- Detect location change
- Look for nearby places
- Populate it with information
- Implement item click listeners for each item
- Have a refresh button
- Make it look presentable

Task 8: Miscellaneous

- Integrate notifications that runs in sync with widget
- Design and implement a Splash Screen
- Finalise the icons
- Finalise the color pallete/scheme
- Implement Search Functionality (optional)
- Implement GCM (optional)
- Sign the release build
- Testing amongst friends, handle crashes if any
- Give it a final touch on the look and feel of the app.

Capstone Project : Get A Way