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## Popular Cocktails

## Description

Discover new and exciting cocktails! Add your favourite ingredients to discover what you can make from a list of over 300+ cocktails, ready for you to make! Sort through the list based on the ingredients you love. Let the app pick a cocktail at random just for you!

Easy to follow measure guide with step-by-step instructions to help you perfect your chosen cocktail, every time!

Not only can you search for cocktails, you can save and share your favourite discoveries with your friends and family!

Happy cocktail building!

## Intended User

The intended user will be anyone that enjoys making, discovering and tasting cocktails. This can include a wide range of adults such as students, aspiring mixologists, the casual cocktail drinker or anyone with a private home bar.

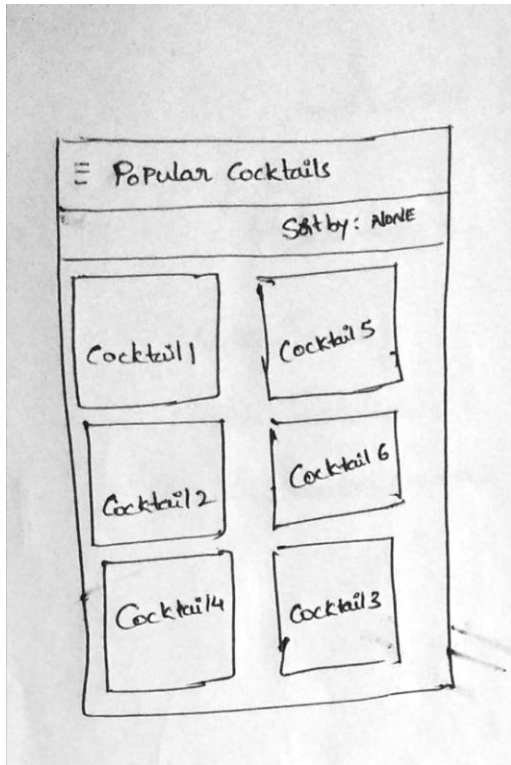
## Features

- Browse through a list of over 300+ cocktails
- Sort through the list based on favourite ingredients
- Save favourite cocktails
- Discover what you can make from your own ingredients
- App will pick a random cocktail for the user

## User Interface Mocks

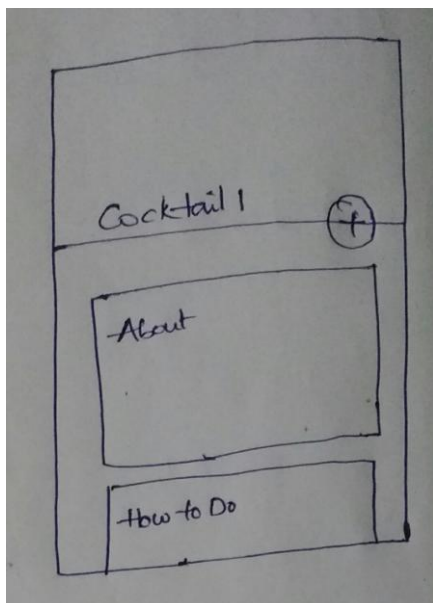
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

## Screen 1



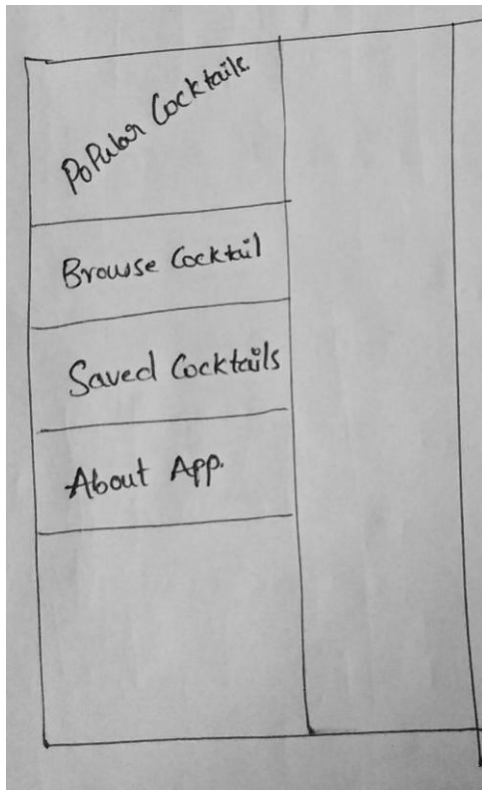
This is the home screen and here we can see all cocktails list in gridview

## Screen 2



This is the detail view screen of an specific cocktail from Popular cocktails

## Screen 3



This is the Navigation Drawer screen of the Popular cocktails app

Add as many screens as you need to portray your app's UI flow.

## Key Considerations

### How will your app handle data persistence?

The application will connect the cocktail db API (<http://www.thecocktaildb.com/>). This will be used to get the list of cocktails along with any ingredients, methods or images required. For any cocktails without an image, a placeholder image will be used.

### Describe any corner cases in the UX.

In terms of UX, it will be pretty standard. The user will be able to freely navigate through the screens using the navigation drawer. The back button on the Android bar will enable the user to go back one screen as I will be implementing the feature where screens get added to a 'stack', this will enable the user to follow back up from the screens they have navigated down into.

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

This app deals with high-resolution compressed images and loading, it is part of the app's backend.

## 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

- Update Android Studio to latest build
- Create a new project
- Configure libraries

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

- Build UI for Splash Screen Activity
- Build UI for Browse Activity
- Build UI for Saved Cocktails Activity
- Build UI for Cocktail Detail Activity
- Build UI for Cocktail Creator Activity
- Build UI for Cocktail Creator Ingredient Fragment
- Build UI for Cocktail Creator Cocktail List Fragment
- Build UI for About Application Activity

### Task 3: Test APIs and Libraries

- Check that data can be received from the CocktailDb API
- Check that data can be processed from the API through the Picasso Library
- Implement placeholder image through Picasso for cocktails without an image
- Implement error handling on the API and Library data

## **Task 4: Navigation**

- Add the navigation drawer
- Test that the user can go into the deepest point of the app and go back to the browse screen using the Android back button successfully

## **Task 5: Shared Preferences**

- Add shared preferences to save the cocktails
- Test that the user can save a cocktail into the list successfully
- Check that a user can remove a list by clicking on the highlighted plus icon on the cocktails detail screen

## **Task 6: Optimise**

- Optimise the application to work with all types of mobile devices with different screen sizes
- Optimise the application to work with tablets – this will include creating a new layout if needed

## **Task 7: Testing**

- Test that the application works across a range of devices and the layouts are behaving as designed
- Test all user flows through the application to make sure UX is well engineered
- Make the application as bug free as possible

## **Task 8: Google play Services**

- Possible feature - Implementing Google play services