

How to Use this Template

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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**”
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Simply Travel

Description

Simply Travel lets you find restaurants, hotels and tourist places
The app has a rich feature set, some of them are :-

1. Information about the best hotels, their reviews and contact info
2. App uses your GPS location to find nearby places and attractions

3. Information about restaurants with reviews and contact info
4. Information about flights and their availability.
5. Use GPS to get more detail near your location.

Intended User

People who like to travel can use this app

Features

List the main features of your app. For example:

- Nearby Restaurants
- Nearby Hotels
- Tourist Attractions
- Flight Availability

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



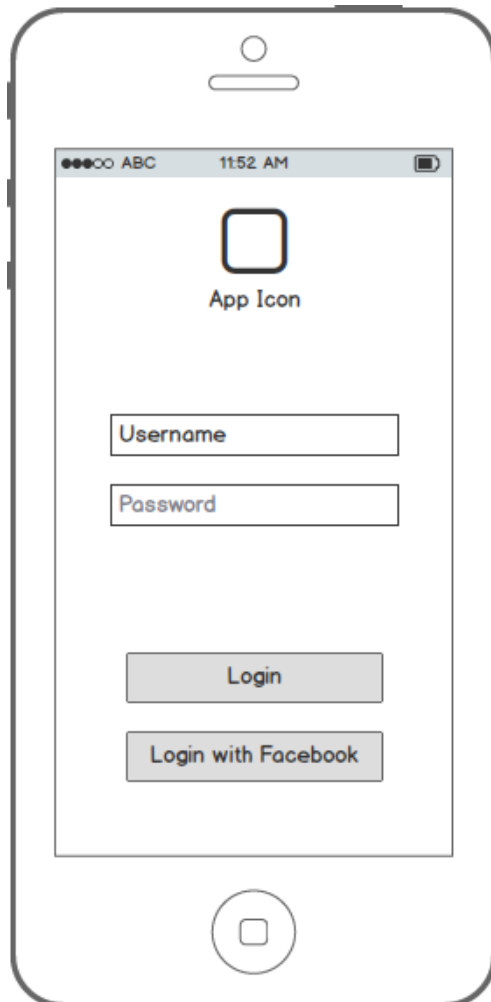
Splash Screen

This screen will open when user launches the app.

This screen will remain till the loads. Then will take the user to Login Screen.

First screen will be a splash screen where a background and app logo will be shown for branding purpose.

Screen 2



Login Screen

This screen opens after the loading of the Splash Screen gets over.

User can:

- Login Manually
- Login Via FB

Manual Login

Username and password Login. Tapping on Login user will be taken to the home screen of the app if the entered credentials are correct.

Second screen will be Login Screen. App does not have signup so i will provide test credentials or user can directly use the app via Facebook login.

App will ask user for GPS permission to access nearby places.

Further screens description :-

With the user's location, app will detect nearby hotels, restaurants, tourist places, flights etc and show it to the user. User can also view the details of every search results.

An autocomplete feature will be there where user will enter place and results will populate

Key Considerations

How will your app handle data persistence?

Application will use a database for caching local data, favourite places. Internal storage will be used for image caching and Shared Preference for user's data.

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

1. App uses multipleImagePickerLib library which is my own library for picking images and video. This library internally use glide and fresco for image caching.
2. Design support library for recycle view and Snackbar
3. Kumulos for online server
4. Facebook sdk to allow login from Facebook

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

1. Setup project structure. Setup third party libraries and setup libraries that may be required for development.
2. Setup MVP Architecture, which will be used for overall project
3. Design the flow of project
4. Setting up Google Developer console for enabling Google places API

Task 2: Implement UI for Each Activity and Fragment

- Build a Splash Screen

- Create MVP Classes for each activity like Login Activity
- Build UI for fragments and activities
- Build UI for places

Task 3: Implementation of Google Places API

- Retrieval of data from Google Places API
- Display results in a Tab Form
- Designing layouts to display results as per fetched data

Task 4: Implementing Google Play Services

- Admob Integration for monetization
- Mixpanel integration for user interaction data and analytics
- Build Push notifications.

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

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