Summary

[Description](#_Toc535226480)

[Intended User](#_Toc535226481)

[Features](#_Toc535226482)

[Recipe options visibility](#_Toc535226483)

[Bookmark options](#_Toc535226484)

[Social networking capabilities](#_Toc535226485)

[Notifications available](#_Toc535226486)

[User options](#_Toc535226487)

[Visibility, searching and filtering options](#_Toc535226488)

[Purchase List (with Widget Option)](#_Toc535226489)

[Application features](#_Toc535226490)

[User Interface Mocks](#_Toc535226491)

[Splash](#_Toc535226492)

[First application access / Create user account](#_Toc535226493)

[Application Login – Email](#_Toc535226494)

[Navigation drawer](#_Toc535226495)

[Recipe of the day](#_Toc535226496)

[All recipes](#_Toc535226497)

[Your favorites](#_Toc535226498)

[Your unfavorites](#_Toc535226499)

[Your approvals](#_Toc535226500)

[Your disapproved](#_Toc535226501)

[Your recipes](#_Toc535226502)

[Purchase list](#_Toc535226503)

[Purchase list item](#_Toc535226504)

[Menu settings: options](#_Toc535226505)

[Menu settings – option “User”](#_Toc535226506)

[Menu settings – option “Classification”](#_Toc535226507)

[Menu settings – option “Selection”](#_Toc535226508)

[Menu settings – option “Notification”](#_Toc535226509)

[Contact us](#_Toc535226510)

[Application evaluation](#_Toc535226511)

[Notifications](#_Toc535226512)

[Terms of use](#_Toc535226513)

[Help](#_Toc535226514)

[About us](#_Toc535226515)

[Best Meal Display Recipe – Header](#_Toc535226516)

[Best Meal Display Recipe – Ingredients](#_Toc535226517)

[Best Meal Display Recipe - Instructions](#_Toc535226518)

[Best Meal Display Recipe – Quick View](#_Toc535226519)

[Best Meal Display Recipe – Limit these](#_Toc535226520)

[Best Meal Display Recipe – Get enough](#_Toc535226521)

[Best Meal Display Recipe - Tips](#_Toc535226522)

[Best Meal Display Recipe – Comments](#_Toc535226523)

[Best Meal Recipe – Floating action button options](#_Toc535226524)

[Best Meal Display Recipe - Statistics](#_Toc535226525)

[Best Meal Maintain Recipe - Header](#_Toc535226526)

[Best Meal Maintain Recipe - Ingredients](#_Toc535226527)

[Best Meal Maintain Recipe - Instructions](#_Toc535226528)

[Best Meal Maintain Recipe – Quick view](#_Toc535226529)

[Best Meal Maintain Recipe – Limit these](#_Toc535226530)

[Best Meal Maintain Recipe – Get enough](#_Toc535226531)

[Best Meal Maintain Recipe - Tips](#_Toc535226532)

[Best Meal Share Recipe](#_Toc535226533)

[Best Meal Purchase List – Widget](#_Toc535226534)

[Key Considerations](#_Toc535226535)

[How will your app handle data persistence?](#_Toc535226536)

[Describe any edge or corner cases in the UX](#_Toc535226537)

[Describe libraries you’ll be using and reasoning for including them](#_Toc535226538)

[Describe how you will implement Google Play Services or other external services](#_Toc535226539)

[Technical requirements](#_Toc535226540)

[Next Steps: Required Tasks](#_Toc535226541)

[Task: Project Setup](#_Toc535226542)

[Task: Firebase environment assignment](#_Toc535226543)

[Task: Create Resources](#_Toc535226544)

[Task: Build content providers](#_Toc535226545)

[Task: Implement Firebase Database and Database UI](#_Toc535226546)

[Task: Upload recipes in firebase database (test data)](#_Toc535226547)

[Task: Create SQLite Database and Content Provider](#_Toc535226548)

[Task: Implement user interfaces](#_Toc535226549)

[Task: Splash](#_Toc535226550)

[Task: First application access](#_Toc535226551)

[Task: Create an account](#_Toc535226552)

[Task: Application Login with e-mail](#_Toc535226553)

[Task: Navigation Drawer Menu (left lateral)](#_Toc535226554)

[Task: Navigation Drawer Menu (with horizontal tabs)](#_Toc535226555)

[Task: Recipe of the day](#_Toc535226556)

[Task: All recipes (recycler view list)](#_Toc535226557)

[Task: All recipes (recycler view item)](#_Toc535226558)

[Task: Your favorites (recycler view list)](#_Toc535226559)

[Task: Your favorites (recycler view item)](#_Toc535226560)

[Task: Your unfavorites (recycler view list)](#_Toc535226561)

[Task: Your unfavorites (recycler view item)](#_Toc535226562)

[Task: Your approvals (recycler view list)](#_Toc535226563)

[Task: Your approvals (recycler view item)](#_Toc535226564)

[Task: Your disapprovals (recycler view list)](#_Toc535226565)

[Task: Your disapprovals (recycler view item)](#_Toc535226566)

[Task: Your recipes (recycler view list)](#_Toc535226567)

[Task: Your recipes (recycler view item)](#_Toc535226568)

[Task: Purchase list item (recycler view list)](#_Toc535226569)

[Task: Purchase list item (recycler view item)](#_Toc535226570)

[Task: Menu settings: options](#_Toc535226571)

[Task: User profile maintain](#_Toc535226572)

[Task: Classification settings](#_Toc535226573)

[Task: Selection settings](#_Toc535226574)

[Task: Notification settings](#_Toc535226575)

[Task: Contact us](#_Toc535226576)

[Task: Application evaluation](#_Toc535226577)

[Task: Notifications list](#_Toc535226578)

[Task: Terms of use](#_Toc535226579)

[Task: About us](#_Toc535226580)

[Task: Help](#_Toc535226581)

[Task: Best Meal Display Recipe – Header (recycler view list)](#_Toc535226582)

[Task: Best Meal Display Recipe – Header (recycler view item)](#_Toc535226583)

[Task: Best Meal Display Recipe – Ingredients (recycler view list)](#_Toc535226584)

[Task: Best Meal Display Recipe – Ingredients (recycler view item)](#_Toc535226585)

[Task: Best Meal Display Recipe – Instructions (recycler view list)](#_Toc535226586)

[Task: Best Meal Display Recipe – Instructions (recycler view item)](#_Toc535226587)

[Task: Best Meal Display Recipe – Quick view (recycler view list)](#_Toc535226588)

[Task: Best Meal Display Recipe – Quick view (recycler view item)](#_Toc535226589)

[Task: Best Meal Display Recipe – Limit these (recycler view list)](#_Toc535226590)

[Task: Best Meal Display Recipe – Limit these (recycler view item)](#_Toc535226591)

[Task: Best Meal Display Recipe – Get enough (recycler view list)](#_Toc535226592)

[Task: Best Meal Display Recipe – Get enough (recycler view item)](#_Toc535226593)

[Task: Best Meal Display Recipe – Tips (recycler view list)](#_Toc535226594)

[Task: Best Meal Display Recipe – Tips (recycler view item)](#_Toc535226595)

[Task: Best Meal Recipe Maintain Recipe – Header (recycler view list)](#_Toc535226596)

[Task: Best Meal Recipe Maintain Recipe – Header (recycler view item)](#_Toc535226597)

[Task: Best Meal Recipe Maintain Recipe – Header maintenance](#_Toc535226598)

[Task: Best Meal Recipe Maintain Recipe – Instructions (recycler view list)](#_Toc535226599)

[Task: Best Meal Recipe Maintain Recipe – Instructions (recycler view item)](#_Toc535226600)

[Task: Best Meal Recipe Maintain Recipe – Instructions maintenance](#_Toc535226601)

[Task: Best Meal Recipe Maintain Recipe – Limit these (recycler view list)](#_Toc535226602)

[Task: Best Meal Recipe Maintain Recipe – Limit these (recycler view item)](#_Toc535226603)

[Task: Best Meal Recipe Maintain Recipe – Limit these maintenance](#_Toc535226604)

[Task: Best Meal Recipe Maintain Recipe – Get enough (recycler view list)](#_Toc535226605)

[Task: Best Meal Recipe Maintain Recipe – Get enough (recycler view item)](#_Toc535226606)

[Task: Best Meal Recipe Maintain Recipe – Get enough maintenance](#_Toc535226607)

[Task: Best Meal Recipe Maintain Recipe – Tips (recycler view list)](#_Toc535226608)

[Task: Best Meal Recipe Maintain Recipe – Tips (recycler view item)](#_Toc535226609)

[Task: Best Meal Recipe Maintain Recipe – Tips maintenance](#_Toc535226610)

[Task: Best Meal Recipe – Comments (recycler view list)](#_Toc535226611)

[Task: Best Meal Recipe – Comments (recycler view item)](#_Toc535226612)

[Task: Best Meal Recipe – Comments maintenance](#_Toc535226613)

[Task: Floating action button – Treat click on Hands-off](#_Toc535226614)

[Task: Floating action button – Treat click on Add Widget](#_Toc535226615)

[Task: Floating action button – Treat click on Print recipe](#_Toc535226616)

[Task: Floating action button – Treat click on Share recipe](#_Toc535226617)

[Task: Floating action button – Treat click on Add purchase list](#_Toc535226618)

[Task: Floating action button – Treat click on Calculate servings](#_Toc535226619)

[Task: Floating action button – Treat click on Activate timer](#_Toc535226620)

[Task: Floating action button – Treat click on Add comments](#_Toc535226621)

[Task: Floating action button – Treat click on Favorite recipe](#_Toc535226622)

[Task: Floating action button – Treat click on Unfavorite recipe](#_Toc535226623)

[Task: Floating action button – Treat click on Approve recipe](#_Toc535226624)

[Task: Floating action button – Treat click on Disapprove recipe](#_Toc535226625)

[Task: Treat click on button “search”](#_Toc535226626)

[Task: Treat click on button “select”](#_Toc535226627)

[Task: Treat click on button “classify”](#_Toc535226628)

[Task: Treat click on toolbar icon “Purchase list”](#_Toc535226629)

[Task: Treat click on toolbar icon “Notification”](#_Toc535226630)

[Task: Treat click on ADMOB bar](#_Toc535226631)

[Task: General utilities to be developed](#_Toc535226632)

[Task: Create tests](#_Toc535226633)

[Task: Test and Deploy to BETA testers](#_Toc535226634)

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<https://github.com/rdeconti?tab=repositories>

BESTMEAL

# Description

BestMeal is a recipe finder where user can select over several recipes, created by our user community, for several types of arguments. Users can save every recipe directly into their devices. It is possible to make calorie and nutrient tracking too.

# Intended User

The intended user for the application is any one that would like to eat better in order to have a better life with less illness.

Since people from almost any social group can be our target audience: men and women, youth and adults, families and singles – they all cook and having a special recipe app on their smartphones will help them.

# Features

## Recipe options visibility

1. List of recipes (attend target audience who are proficient cooks and just look for new ideas)
2. List of ingredients of each recipe
3. Step-by-Step of each recipe (attend target audience who needs of the guidance while cooking)

## Bookmark options

1. Save recipe that user favorited
2. Save recipe that user unfavorited
3. Save recipe that user tasted and approved
4. Save recipe that user tasted and reproved

## Social networking capabilities

1. Share recipe with available options (example: social networks, email, …)

## Notifications available

Notifications can be customized by user to be received:

1. Your recipe was commented
2. Your recipe was favorited
3. Your recipe was unfavorited
4. Your recipe was approved
5. Your recipe was reproved

Notifications that cannot be customized by user to be received:

1. Notifications (initial notification saying Thanks!)
2. Notification to evaluate application continuously
3. Advise user about new version of application

## User options

1. Maintain their own recipes (attend target audience that have different preferences and habits when preparing food). It is possible: display, insert, change and delete the recipe.
2. Add comments (attend target audience that wants to leave comments and getting into a discussion with the author. In such a way that can share their own hints & tips or simply express their emotions about the dish)
3. Share recipe with social networks options
4. Print recipe pdf document in case that user has a wireless printer available
5. Hands-off recipe instructions using Android Text-to-Speech

## Visibility, searching and filtering options

1. Visibility users should be able to easily find recipes
2. Widget with purchase list (summarized ingredient list from more than one recipe chosen by user)
3. Ability to search recipes by characteristics like these examples:
   * Dish type: Salads, sides, mains, desserts, soups, breakfasts, …
   * Cuisines: French, Italian, Mexican, Chinese, …
   * Ingredients: Tuna, cheese, eggs, potato, cucumber, apple, beef, cinnamon, …
   * Diet prescriptions: Low-salt, high-protein, grain-free, vegan, …
   * Cook time: <15, <30, <60, 60+ min, …
   * Occasions: Party, Easter, BBQ, Halloween, buffet dishes, …

## Purchase List (with Widget Option)

1. It often happens that users find a great recipe but can’t cook the dish due to the lack of ingredients. Them it is possible to have a purchase list to all the recipes chosen by user (and add to Widget if desired)

## Application features

1. Responsive design and tablet support (portrait, landscape, handling orientation change)
2. Support for high-resolution displays (XXXHDPI)
3. Responsive design for varying screen sizes
4. Less keyboarding and more touch
5. Ability to work offline
6. Multi-language (English, Spanish and Portuguese)
7. Animations and effects
8. Animated action bar
9. Animated floating action button
10. Parallax scrolling effect
11. Support Key Board Navigation

# User Interface Mocks

## Splash

|  |  |
| --- | --- |
|  | Splash screen is presented at moment that app is started, and it is displayed during a little time |

## First application access / Create user account

|  |  |
| --- | --- |
|  | This screen is sent to user at moment that it is done the first access to application.  It is obligatory to user has an authentication.  The authentication can be done with Facebook, Google or e-mail identifications.  After this the user is authorized to:   * Bookmark recipes like: favorite, unfavorite, tasted approved, tasted not approved * Save Best Meal recipes to offline work * Share recipes * Maintain user own recipes * Comment recipes   It is obligatory accept the terms of use  Users create an account with their e-mail address. This is done using Firebase Authentication. |

## Application Login – Email

|  |  |
| --- | --- |
|  | This screen is sent to user at moment that SIGNIN was authorized and is asked to user execute the login to the application  The login is required once time in case that user does not execute a LOGOUT.  User can choose save the Login credentials to avoid all times execute application login. |

## Navigation drawer

|  |  |
| --- | --- |
|  | User can access directly the recipes organized in the best way to the moment instead run the tabs menu.  This navigation drawer has the same options from menu tabs. |

## Recipe of the day

|  |  |
| --- | --- |
|  | Application shows the recipe of day based on a computed rating. This rating is computed based on: favorite, unfavorite, approved and reproved numbers.  Recipe of the day is the first tab option of application.  Menu icons available in all application screens:   * Back previous screen * Menu navigation drawer * Purchase list * Notifications * Floating action bar to user add recipes   Each recipe has main indicator presented in all application screens:   * Number of servings * Price (low, medium, high) * Time preparation * Difficult level (low, medium, high)     Clicking on recipe image the details of recipe will be displayed |

## All recipes

|  |  |
| --- | --- |
|  | This option tab shows all recipes available in the application.  Details about this screen:  We have 3 available buttons:   * Button “search”: users can write a word to looking for recipes (example: pork, cake, milk …) – Search for recipe with suggestion * Button “classify”: classified by settings registered in classification option (date of creation, favorites, unfavorites, approved, reproved) * Button “Select”: selection can be activated using the filters like diet, type, cuisine, intolerance, occasions, servings and time – reset option clean all filters.   The recipes were displayed in a list with name, photo, main indicators (servings, price, time preparation and difficult level).  User can display recipe details click on recipe item list |

## Your favorites

|  |  |
| --- | --- |
|  | This option tab shows recipes saved by user like “favorite”.  These recipes will be available even that device is not connected with network.  We have common details about this screen described in section “All recipes” |

## Your unfavorites

|  |  |
| --- | --- |
|  | This option tab shows recipes saved by user like “unfavorite”.  These recipes will be available even that device is not connected with network.  We have common details about this screen described in section “All recipes” |

## Your approvals

|  |  |
| --- | --- |
|  | This option tab shows recipes saved by user like “approved”, in other words: tasted and approved.  These recipes will be available even that device is not connected with network.  We have common details about this screen described in section “All recipes” |

## Your disapproved

|  |  |
| --- | --- |
|  | This option tab shows recipes saved by user like “disapproved”, in other words: tasted and not approved.  These recipes will be available even that device is not connected with network.  We have common details about this screen described in section “All recipes” |

## Your recipes

|  |  |
| --- | --- |
|  | This option tab shows recipes created by user.  These recipes will be available even that device is not connected with network  We have common details about this screen described in section “All recipes” |

## Purchase list

|  |  |
| --- | --- |
|  | This option tab shows recipes saved by user in the purchase list to allow remember what are the ingredients that must be purchased.  User can check list of ingredients click on recipe item.  Purchase list Widget option will display summarized list of ingredients with amount from all recipes. |

## Purchase list item

|  |  |
| --- | --- |
|  | With this screen user can check the list of ingredients and mark ones already obtained and save the purchase list.  After completing the purchase of all item user can delete the purchase list.  Purchase list Widget option will display summarized list of ingredients with amount from all recipes. |

## Menu settings: options

|  |  |
| --- | --- |
|  | With this screen user can do several things:   * User – Maintain user data * Classification – Maintain and save classification settings to be used in the application lists * Selection – Maintain and save selection settings to be used in the application lists * Notification – Allow user to maintain notifications settings: activate or deactivate * Help – Application how to use guide and FAQ * Terms of use – what can be done or not be done * About us – Company history and our vision and values * Contact us – Open user channel to receive suggestions. * Evaluation – Open user channel to evaluate our application * Logout – User can go out application (next time needs to Login) * Be premium – User can obtain more recipes with paid app version * Sign-out – User can delete your account * Donations – User can do donations to our application |

## Menu settings – option “User”

|  |  |
| --- | --- |
|  | User – Maintain user data  Data can be saved with  Data can be reset with  User can give up with  User can maintain:   * Photo – used in (favorite, unfavorite, approved, reproved and comments) * Name – used in (favorite, unfavorite, approved, reproved and comments) * Birthday – used to application send an unconditional notification to user with a birthday message * Country – used to application recognized system unit of measurement, format of date * Languages – user can choose a better language to use the application: Portuguese, English or Spanish |

## Menu settings – option “Classification”

|  |  |
| --- | --- |
|  | Classification – Maintain and save classification settings to be used in the application lists  Data can be saved with  Data can be reset with  User can give up with |

## Menu settings – option “Selection”

|  |  |
| --- | --- |
|  | Selection – Maintain and save selection settings to be used in the application lists  Data can be saved with  Data can be reset with  User can give up with  Selections options to each item detailed in section about “application data structure” |

## Menu settings – option “Notification”

|  |  |
| --- | --- |
|  | Notification – Allow user to maintain notifications settings: activate or deactivate  Data can be saved with  Data can be reset with  User can give up with |

## Contact us

|  |  |
| --- | --- |
|  | Contact us – Our open user channel to receive suggestions.  Data can be saved with  User can give up with  Answers informed with an unconditional notification send to user. |

## Application evaluation

|  |  |
| --- | --- |
|  | Evaluation – Our open user channel to evaluate our application in Google Play  Data can be saved with  User can give up with |

## Notifications

|  |  |
| --- | --- |
|  | Notification – Allow user to maintain notifications settings: activate or deactivate  Data can be saved with  Data can be deleted with  It will be used NotificationManager class for this purpose and this screen will be outside application (this screen is just a mock)  It will be used Firebase Notification to manage this item |

## Terms of use

|  |  |
| --- | --- |
|  | Terms of use – Application terms of use guide – what can be done or not be done  Updates informed with an unconditional notification send to user. |

## Help

|  |  |
| --- | --- |
|  | Help – Application how to use guide  Updates informed with an unconditional notification send to user. |

## About us

|  |  |
| --- | --- |
|  | About us – Our company history and our vision and values  Updates informed with an unconditional notification send to user. |

## Best Meal Display Recipe – Header

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in any of item from application list.  Tab “Header” displays this information:   * Recipe: Name, photo, author, date of creations * Selection recipe data: diet, type, cosine, intolerance, occasion, servings, price, time, difficult level |

## Best Meal Display Recipe – Ingredients

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in any of item from application list.  Tab “Ingredients” displays this information:   * Item number * Ingredient amount * Ingredient name   Icons available detailed in section “Best Meal Recipe – Header” |

## Best Meal Display Recipe - Instructions

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in any of item from application list.  Tab “Instructions” displays this information:   * Item number * Instruction   Icons available detailed in section “Best Meal Recipe – Header” |

## Best Meal Display Recipe – Quick View

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in any of item from application list.  Tab “Quick View” displays this information (number, unit and percentual) about:   * Calories * Protein * Total fat * Carbs  1. Quick View is like an overview about the main points from nutrition facts   Icons available detailed in section “Best Meal Recipe – Header” |

## Best Meal Display Recipe – Limit these

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in any of item from application list.  Tab “Limit these” displays this information (number, unit and percentual) about:   * Calories * Fat * Saturated fat * Carbohydrates * Sugar * Cholesterol * Sodium  1. Limit these is about the nutrition facts that is nice to have to limit in order to maintain a good health   Icons available detailed in section “Best Meal Recipe – Header” |

## Best Meal Display Recipe – Get enough

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in any of item from application list.  Tab “Get enough” displays this information (number, unit and percentual) about several points from nutrition facts like:   * Protein * Selenium * Vitamins * Phosphorus * …  1. Get enough is about the nutrition facts that is nice to have to maintain stable in order to maintain a good health   Icons available detailed in section “Best Meal Recipe – Header” |

## Best Meal Display Recipe - Tips

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in any of item from application list.  Tab “Tips” displays this information:   * Price * Healthiness * Sustainability * Preparation * …   Icons available detailed in section “Best Meal Recipe – Header”  Additional Ingredient Info examples:   1. The general description of an ingredient. 2. Select & store hints. 3. Cooking tips 4. Seasonality - for veggies and fruits. 5. Health benefits. |

## Best Meal Display Recipe – Comments

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in any of item from application list.  Tab “Comments” displays this information:   * Recipe name * Recipe photo * Main indicators: servings, price, time, difficult level   Comments about recipe with user name, date and time |

## Best Meal Recipe – Floating action button options

|  |  |
| --- | --- |
|  | Icons available:   * Hands-off – allow user to listen the instructions while prepare the recipe * Add to widget – allow user to save recipe in widget purchase list in its device * Print recipe – allow to print recipe using available wireless printer * Share recipe – share recipe using available social networks * Find restaurants – allow find a restaurant to the recipe * Add purchase list – add recipe ingredients list to purchase list in order to obtain the ingredients * Calculate servings – calculate quantity of ingredients to a new quantity of servings * Activate timer – create a timer to instruction step in order to help user to prepare the recipe * Add comments – allow user add comments about the recipe * Favorite recipe – allow user mark recipe like favorite * Unfavorite recipe – allow user mark recipe like unfavorite * Approve recipe – allow user mark recipe like tasted and approved * Disapprove recipe– allow mark recipe like tasted and disapproved |

## Best Meal Display Recipe - Statistics

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in any of item from application list.  Tab “Statistics” displays this information – Number of time that recipe was:   * Visualized * Favorited * Unfavorited * Approved * Disapproved * Commented * Printed * Shared * …   Icons available detailed in section “Best Meal Recipe – Header” |

## Best Meal Maintain Recipe - Header

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in floating action button that is in the application lists  Tab “Header” requires this information from user:   * Name of recipe * Photo of recipe * Date of creation (automatically updated by application) * Selection recipe data: diet, type, cosine, intolerance, occasion, servings, price, time and difficult level   Icons available:   * Take a photo from device camera * Upload a photo from device storage * Reset informed data * Save data * Cancel maintenance   Application save automatically “author of recipe” and “date of creation” |

## Best Meal Maintain Recipe - Ingredients

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in floating action button that is in the application lists  Tab “Ingredients” requires this information from user:   * Item number * Ingredient amount * Ingredient name   These requirements will be sent to user in a small screen to be updated by user  Icons available detailed in section “Maintain recipe – Header”  Texts will be automatically translated. |

## Best Meal Maintain Recipe - Instructions

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in floating action button that is in the application lists  Tab “Instructions” requires this information from user:   * Item number * Instruction   These requirements will be sent to user in a small screen to be updated by user  Icons available detailed in section “Maintain recipe – Header” |

## Best Meal Maintain Recipe – Quick view

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in floating action button that is in the application lists  Tab “Quick View” requires this information from user: (number, unit and percentual) about:   * Calories * Protein * Total fat * Carbs   These requirements will be sent to user in a small screen to be updated by user   1. Quick View is like an overview about the main points from nutrition facts   Icons available detailed in section “Maintain recipe – Header”  Nutrition facts will be automatically computed by application and user can change it. |

## Best Meal Maintain Recipe – Limit these

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in floating action button that is in the application lists  Tab “Limit these” requires this information from user: (number, unit and percentual) about:   * Calories * Fat * Saturated fat * Carbohydrates * Sugar * Cholesterol * Sodium   These requirements will be sent to user in a small screen to be updated by user   1. Limit these is about the nutrition facts that is nice to have to limit in order to maintain a good health   Icons available detailed in section “Maintain recipe – Header”  Nutrition facts will be automatically computed by application and user can change it. |

## Best Meal Maintain Recipe – Get enough

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in floating action button that is in the application lists  Tab “Get enough” requires this information from user: (number, unit and percentual) about several points from nutrition facts like:   * Protein * Selenium * Vitamins * Phosphorus * …   These requirements will be sent to user in a small screen to be updated by user   1. Get enough is about the nutrition facts that is nice to have to maintain stable in order to maintain a good health   Icons available detailed in section “Maintain recipe – Header”  Nutrition facts will be automatically computed by application and  user can change it. |

## Best Meal Maintain Recipe - Tips

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in floating action button that is in the application lists  Tab “Tips” requires this information from user:   * Name * Long text * …   These requirements will be sent to user in a small screen to be updated by user  Icons available detailed in section “Maintain recipe – Header” |

## Best Meal Share Recipe

|  |  |
| --- | --- |
|  | This screen is displayed to user after a click be done in recipe detail icon  The entire recipe contents will be shared.  This screen is just an example in mock. It will be different in application. |

## Best Meal Purchase List – Widget

|  |  |
| --- | --- |
|  | This widget is composed by purchase list created with recipe ingredient list chosen by user  At moment that use click on this widget the application is open with the list of ingredients from the recipe, then, user can mark the ingredients that were bought. |

# Key Considerations

## How will your app handle data persistence?

1. Content provider with SQLite will be used for local storage. It will hold all recipes that are added as: favorite, unfavorite, approved or reproved recipe. The local database will store the entire recipe data (named like “User Data”)
2. Firebase Realtime Database will be used to store entire recipes from all users (named like “Application Data”) – our user community data
3. Firebase Realtime Database will be used to replicate local storage from user device to avoid user lost data in case change the android device

## Describe any edge or corner cases in the UX

1. If the user has no internet, a message is displayed
2. If there is no match on any search box, the app shows an empty list
3. If some recipe has no steps, the user will be notified
4. If some recipe has no ingredient, the user will be notified
5. If some recipe has no nutrition facts, the user will be notified
6. If some recipe has no tips, the user will be notified
7. Other cases can be detected during the application development

## Describe libraries you’ll be using and reasoning for including them

1. PICASSO to handle images
2. RECYCLERVIEW to list elements from lists
3. CONSTRAINT-LAYOUT to construct robust layouts
4. DESIGN to make the app visually attractive
5. ESPRESSO to do tests with application
6. FIREBASE Realtime Database to save all user data
7. FIREBASE Realtime Database to save all application data (recipes, ingredients, instructions and other tables)
8. FIREBASE authorization to login the data
9. FIREBASE STORAGE to save images from recipes and user photos
10. SQLITE to save all user data (in order to work offline)

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

1. FIREBASE AUTHENTICATION to login and maintain their recipes, comment on other recipes, favorite, unfavorite, approve or reprove recipes
2. FIREBASE REALTIME DATABASE for storing all entire recipes from users (created by them or favorite, unfavorite, approve or reprove)
3. FIREBASE STORAGE for storing all images from application: user photo, recipe photo and ingredients photo

## Technical requirements

1. Keeps all string resources in STRING.XML
2. Supports right-to-left languages (enabled RTL for all layouts)
3. It has content descriptions for all images used (Accessibility)
4. It supports tab navigation (Up, Down, Right, Left)
5. It 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
6. App conforms to common standards found in the Android Nanodegree General Project Guidelines
7. App is written solely in the Java Programming Language
8. App utilizes stable release versions of all libraries, Gradle, and Android Studio

# Next Steps: Required Tasks

## Task: Project Setup

1. Create Android Project with Minimum SDK equal to 16
2. Configure BUILD.GRADLE to include all libraries
3. Update GRADLE and use the recent and stable version
4. Configure manifest
5. Update README file

## Task: Firebase environment assignment

1. Authentication
2. Realtime database
3. Storage database
4. Analytics
5. Define JSON data structure

## Task: Create Resources

1. string.xml in English
2. Translate string.xml to Portuguese and Spanish
3. colors.xml
4. dimens.xml
5. themes.xml
6. menu\_lateral.xml (menu navigation drawer – left lateral)
7. menu\_tabs.xml (menu navigation drawer – tabs)
8. Icons of application
9. Icons of favorite, unfavorite, approved, reproved … and all others defined during mock
10. Icons of Ingredients
11. Icons of unit of measurement
12. Pictures about foods, recipe, ingredients and backgrounds

## Task: Build content providers

(Content providers will be used for local storage as well as cloud storage)

* Create data model
* Get all recipes from Application Firebase Database
* Store all user data in User Firebase Database and SQLite (local storage)
* Store recipes from user, favorite, unfavorite, approved and reproved recipes in SQLite (local storage)

## Task: Implement Firebase Database and Database UI

1. Get the GOOGLE\_SERVICES.JSON from Firebase Console and add it into a project and set it up accordingly

## Task: Upload recipes in firebase database (test data)

1. Get recipes from internet
2. Format recipes like required by application
3. Upload tables into Application Firebase Database

## Task: Create SQLite Database and Content Provider

1. Create table: User
2. Create table: Recipe
3. Create table: Ingredients
4. Create table: Instructions
5. Create table: Unit of measurement
6. Implement appropriate Content Provider methods

## Task: Implement user interfaces

1. Splash
2. First application access
3. Create an account
4. Application Login
5. Navigation Drawer Menu (left lateral)
6. Navigation Menu (with horizontal tabs)
7. Recipe of the day
8. All recipes (recycler view list)
9. All recipes (recycler view item)
10. Your favorites (recycler view list)
11. Your favorites (recycler view item)
12. Your unfavorites (recycler view list)
13. Your unfavorites (recycler view item)
14. Your approvals (recycler view list)
15. Your approvals (recycler view item)
16. Your disapprovals (recycler view list)
17. Your disapprovals (recycler view item)
18. Your recipes (recycler view list)
19. Your recipes (recycler view item)
20. Purchase list (recycler view list)
21. Purchase list (recycler view item)
22. Purchase list item (recycler view list)
23. Purchase list item (recycler view item)
24. Menu settings: options
25. User profile maintain
26. Classification settings
27. Selection settings
28. Notification settings
29. Contact us
30. Application evaluation
31. Notifications list
32. Terms of use
33. About us
34. Help
35. Best Meal Display Recipe – Header
36. Best Meal Display Recipe – Ingredients (recycler view list)
37. Best Meal Display Recipe – Ingredients (recycler view item)
38. Best Meal Display Recipe – Instructions (recycler view list)
39. Best Meal Display Recipe – Instructions (recycler view item)
40. Best Meal Display Recipe – Quick view (recycler view list)
41. Best Meal Display Recipe – Quick view (recycler view item)
42. Best Meal Display Recipe – Limit these (recycler view list)
43. Best Meal Display Recipe – Limit these (recycler view item)
44. Best Meal Display Recipe – Get enough (recycler view list)
45. Best Meal Display Recipe – Get enough (recycler view item)
46. Best Meal Display Recipe – Tips (recycler view list)
47. Best Meal Display Recipe – Tips (recycler view item)
48. Best Meal Maintain Recipe – Header
49. Best Meal Maintain Recipe – Ingredients (recycler view list)
50. Best Meal Maintain Recipe – Ingredients (recycler view item)
51. Best Meal Maintain Recipe – Instructions (recycler view list)
52. Best Meal Maintain Recipe – Instructions (recycler view item)
53. Best Meal Maintain Recipe – Quick view (recycler view list)
54. Best Meal Maintain Recipe – Quick view (recycler view item)
55. Best Meal Maintain Recipe – Limit these (recycler view list)
56. Best Meal Maintain Recipe – Limit these (recycler view item)
57. Best Meal Maintain Recipe – Get enough (recycler view list)
58. Best Meal Maintain Recipe – Get enough (recycler view item)
59. Best Meal Maintain Recipe – Tips (recycler view list)
60. Best Meal Maintain Recipe – Tips (recycler view item)
61. Best Meal Recipe – Comments (recycler view list)
62. Best Meal Recipe – Comments (recycler view item)
63. Best Meal Recipe – Floating action button options
64. Best Meal Recipe – Statistics
65. Best Meal Share recipe
66. Best Meal Purchase List Widget

## Task: Splash

1. Check current time to set initial message to user
2. Create animation
3. Configure time
4. Check first access
5. Create intent to first access OR
6. Create intent to application login (if user did not choose save password)
7. Create intent to Recipe of the day

## Task: First application access

1. Intent to Create and Account with e-mail

## Task: Create an account

1. Treat data informed by user
2. Create password with Firebase Authentication

## Task: Application Login with e-mail

1. Treat data informed by user
2. Create intent to Recipe of the day

## Task: Navigation Drawer Menu (left lateral)

1. Treat option chosen by user
2. Jump to TAB that corresponds to menu option

## Task: Navigation Drawer Menu (with horizontal tabs)

1. Treat option chosen by user

## Task: Recipe of the day

1. Check device network connection:
   * With connection: Consume data from server and getting recipe list
   * Without connection: Get data from local storage (local SQLite database with Content Provider front-end)
2. Treat click on recipe photo and create an intent to “recipe details”

## Task: All recipes (recycler view list)

1. Check device network connection:
   * With connection: Consume data from server and getting recipe list
   * Without connection: send message to user about network connection fail and propose to user check local recipes
   * Work with asynchrony task
2. Create adapter class to render application data
3. Create onCreateViewHolder () method that inflates list
4. Create onBindViewHolder () method the appropriate item data to each row
5. Create method that adds sample data to list view
6. Create RecyclerView Divider / Separator
7. Create Horizontal Scrolling RecyclerView
8. Create RecyclerView Item Click Listener (create intent to “recipe details”)
9. Create fragment to inflate the tab layout
10. Create layout to be inflated inside the tabs
11. Create fragment which populates the above layout
12. Create fragment to inflate the tab layout
13. Treat click on each screen icon / button is treated in next sections

## Task: All recipes (recycler view item)

1. Show recipe name
2. Show recipe photo
3. Show servings
4. Show price
5. Show difficult level
6. Show time to prepare
7. Treat click on each recipe and create an intent to “recipe details”
8. Treat click on each screen icon / button is treated in next sections

## Task: Your favorites (recycler view list)

1. Get data from local storage (local SQLite database with Content Provider front-end) marked like “favorite” by user
2. Create recycler view, treat buttons and menus like described in “All recipes (recycler view list)

## Task: Your favorites (recycler view item)

1. Show data and treat buttons like described in “All recipes (recycler view item)

## Task: Your unfavorites (recycler view list)

1. Get data from local storage (local SQLite database with Content Provider front-end) marked like “unfavorite” by user
2. Create recycler view, treat buttons and menus like described in “All recipes (recycler view list

## Task: Your unfavorites (recycler view item)

1. Show data and treat buttons like described in “All recipes (recycler view item)

## Task: Your approvals (recycler view list)

1. Get data from local storage (local SQLite database with Content Provider front-end) marked like “approved” by user
2. Create recycler view, treat buttons and menus like described in “All recipes (recycler view list)

## Task: Your approvals (recycler view item)

1. Show data and treat buttons like described in “All recipes (recycler view item)

## Task: Your disapprovals (recycler view list)

1. Get data from local storage (local SQLite database with Content Provider front-end) marked like “reproved” by user
2. Create recycler view, treat buttons and menus like described in “All recipes (recycler view list)

## Task: Your disapprovals (recycler view item)

1. Show data and treat buttons like described in “All recipes (recycler view item)

## Task: Your recipes (recycler view list)

1. Get data from local storage (local SQLite database with Content Provider front-end) the recipes created by user
2. Create recycler view, treat buttons and menus like described in “All recipes (recycler view list)

## Task: Your recipes (recycler view item)

1. Show data and treat buttons like described in “All recipes (recycler view item)

## Task: Purchase list item (recycler view list)

1. Get data from local storage (local SQLite database with Content Provider front-end) the purchase list
2. Create an intent to purchase item detail when user click on a purchase list item

## Task: Purchase list item (recycler view item)

1. User can update each item like “done”
2. User can delete purchase list

## Task: Menu settings: options

1. Treat each option from menu settings
2. Create intents to each option and start correct activity

## Task: User profile maintain

1. Treat data informed by user
2. Save data in SQLite local storage
3. Save data in Firebase user data
4. Treat photo from user (upload)
5. Save photo from user in SQLite local storage
6. Save photo from user in Firebase Storage user data
7. Save Country and Languages in shared preferences
8. Treat buttons cancel, reset and update

## Task: Classification settings

1. Obtain data from saved Shared Preferences to fill up screen data
2. Use preferred settings to handle data
3. Treat data informed by user
4. Save data into Shared Preferences
5. Treat buttons cancel, reset and update

## Task: Selection settings

1. Obtain data from saved Shared Preferences to fill up screen data
2. Use preferred settings to handle data
3. Treat data informed by user
4. Save data into Shared Preferences
5. Treat buttons cancel, reset and update

## Task: Notification settings

1. Obtain data from saved Shared Preferences to fill up screen data
2. Use preferred settings to handle data
3. Treat data informed by user
4. Save data into Shared Preferences
5. Treat buttons cancel, reset and update

## Task: Contact us

1. Treat data informed by user
2. Treat buttons cancel and send

## Task: Application evaluation

1. Treat data informed by user
2. Treat buttons cancel and send

## Task: Notifications list

1. Use NotificationManager class for this purpose
2. Treat these notifications:
   1. Your recipe was commented
   2. Your recipe was favorited
   3. Your recipe was unfavorited
   4. Your recipe was approved
   5. Your recipe was reproved
   6. Notifications (initial notification saying Thanks!)
   7. Notification to evaluate application continuously!
   8. Advise user about new version of application

## Task: Terms of use

1. Develop text “terms of use” in English
2. Translate to Portuguese and Spanish

## Task: About us

1. Develop text “about us” in English
2. Translate to Portuguese and Spanish

## Task: Help

1. Develop text “help” in English
2. Translate to Portuguese and Spanish
3. Create a FAQ in English
4. Translate to Portuguese and Spanish
5. Create a tour guide

## Task: Best Meal Display Recipe – Header (recycler view list)

1. Try to get data from local storage (local SQLite database with Content Provider front-end) and if is not possible try to get from external storage and treat error in case of need
2. Shows on the top:
   * Name of recipe
   * Photo of recipe
   * Main indicators: servings, price, time, difficult level
3. Create recycler view, treat buttons and menus like described in “All recipes (recycler view list)
4. Must be selected information about recipe header

## Task: Best Meal Display Recipe – Header (recycler view item)

1. Show data and treat buttons like described in “All recipes (recycler view item)
2. Show in each item information from recipe header
   * Author of recipe
   * Date of creation
   * Diet
   * Type
   * Cosine
   * Intolerance
   * Occasion
   * Servings
   * Price
   * Time
   * Difficulty level

## Task: Best Meal Display Recipe – Ingredients (recycler view list)

1. Take same actions as described in section “Best Meal Recipe – Header (recycler view list)”
2. Must be selected information about recipe INSTRUCTIONS

## Task: Best Meal Display Recipe – Ingredients (recycler view item)

1. Show data and treat buttons like described in “All recipes (recycler view item)
2. Show in each item information from recipe header
   * Item number
   * Amount
   * Unit of measurement
   * Ingredient name

## Task: Best Meal Display Recipe – Instructions (recycler view list)

1. Take same actions as described in section “Best Meal Recipe – Header (recycler view list)”
2. Must be selected information about recipe instructions

## Task: Best Meal Display Recipe – Instructions (recycler view item)

1. Show data and treat buttons like described in “All recipes (recycler view item)
2. Show in each item information from recipe header
   * Item number
   * Instruction text

## Task: Best Meal Display Recipe – Quick view (recycler view list)

1. Take same actions as described in section “Best Meal Recipe – Header (recycler view list)”
2. Must be selected information about recipe quick view

## Task: Best Meal Display Recipe – Quick view (recycler view item)

1. Show data and treat buttons like described in “All recipes (recycler view item)
2. Show in each item information from recipe header (each item with title, value, unit of measurement and percentual) – show these items:
   * Calories
   * Proteins
   * Total fat
   * Carbs

## Task: Best Meal Display Recipe – Limit these (recycler view list)

1. Take same actions as described in section “Best Meal Recipe – Header (recycler view list)”
2. Must be selected information about recipe limit these

## Task: Best Meal Display Recipe – Limit these (recycler view item)

1. Show data and treat buttons like described in “All recipes (recycler view item)
2. Show in each item information from recipe header (each item with title, value, unit of measurement and percentual) – show these items:
   * Calories
   * Fat
   * Saturated fat
   * Carbohydrate
   * Sugar
   * Cholesterol
   * Sodium

## Task: Best Meal Display Recipe – Get enough (recycler view list)

1. Take same actions as described in section “Best Meal Recipe – Header (recycler view list)”
2. Must be selected information about recipe get enough

## Task: Best Meal Display Recipe – Get enough (recycler view item)

1. Show data and treat buttons like described in “All recipes (recycler view item)
2. Show in each item information from recipe header (each item with title, value, unit of measurement and percentual) – show these items:
   * Protein
   * Selenium
   * Vitamin B3, B6, B1, B5, B12
   * Phosphorus
   * Potassium
   * Zinc

## Task: Best Meal Display Recipe – Tips (recycler view list)

1. Take same actions as described in section “Best Meal Recipe – Header (recycler view list)”
2. Must be selected information about recipe tips

## Task: Best Meal Display Recipe – Tips (recycler view item)

1. Show data and treat buttons like described in “All recipes (recycler view item)
2. Show in each item information from recipe tips
   * Name of tip
   * Text of tip

## Task: Best Meal Recipe Maintain Recipe – Header (recycler view list)

1. Same actions from correspondent task to display data

## Task: Best Meal Recipe Maintain Recipe – Header (recycler view item)

1. Same actions from correspondent task to display data

## Task: Best Meal Recipe Maintain Recipe – Header maintenance

1. Create small screen with fields to be update and button to save or cancel
2. Return to recycler view updated

## Task: Best Meal Recipe Maintain Recipe – Instructions (recycler view list)

1. Same actions from correspondent task to display data

## Task: Best Meal Recipe Maintain Recipe – Instructions (recycler view item)

1. Same actions from correspondent task to display data

## Task: Best Meal Recipe Maintain Recipe – Instructions maintenance

1. Create small screen with fields to be update and button to save or cancel
2. Return to recycler view updated

## Task: Best Meal Recipe Maintain Recipe – Limit these (recycler view list)

1. Same actions from correspondent task to display data

## Task: Best Meal Recipe Maintain Recipe – Limit these (recycler view item)

1. Same actions from correspondent task to display data

## Task: Best Meal Recipe Maintain Recipe – Limit these maintenance

1. Create small screen with fields to be update and button to save or cancel
2. Return to recycler view updated

## Task: Best Meal Recipe Maintain Recipe – Get enough (recycler view list)

1. Same actions from correspondent task to display data

## Task: Best Meal Recipe Maintain Recipe – Get enough (recycler view item)

1. Same actions from correspondent task to display data

## Task: Best Meal Recipe Maintain Recipe – Get enough maintenance

1. Create small screen with fields to be update and button to save or cancel
2. Return to recycler view updated

## Task: Best Meal Recipe Maintain Recipe – Tips (recycler view list)

1. Same actions from correspondent task to display data

## Task: Best Meal Recipe Maintain Recipe – Tips (recycler view item)

1. Same actions from correspondent task to display data

## Task: Best Meal Recipe Maintain Recipe – Tips maintenance

1. Create small screen with fields to be update and button to save or cancel
2. Return to recycler view updated

## Task: Best Meal Recipe – Comments (recycler view list)

1. Same actions from correspondent task to display data

## Task: Best Meal Recipe – Comments (recycler view item)

1. Same actions from correspondent task to display data

## Task: Best Meal Recipe – Comments maintenance

1. Create small screen with fields to be update and button to save or cancel
2. Return to recycler view updated

## Task: Floating action button – Treat click on Hands-off

1. While preparing the food and using the cooking app, people usually have only 2 options: either wipe their hands every time they need to touch the screen or smear the device with a foodstuff. Yet, the hands-free mode lets users relax.
2. By simply saying “next step” or “go back” they can navigate through the recipe and concentrate on the process itself and not on the risk to drop the device in the boiling soup.
3. Use Android Text-to-Speech (TTS)

## Task: Floating action button – Treat click on Add Widget

1. Create the interactive shopping list to add it on the screen

## Task: Floating action button – Treat click on Print recipe

1. Create a PDF document with all recipe data and print the document

## Task: Floating action button – Treat click on Share recipe

1. Create a PDF document with all recipe data and share the document
2. Additional information to support development

## Task: Floating action button – Treat click on Add purchase list

1. Update purchase list with recipe ingredients

## Task: Floating action button – Treat click on Calculate servings

1. Calculate new quantity of ingredients to a new servings number
2. Display new quantities

## Task: Floating action button – Treat click on Activate timer

1. Create small screen to get timer name and number of minutes
2. Save timer and start counter

## Task: Floating action button – Treat click on Add comments

1. Create small screen to get comments from user
2. Save comments to correspondent recipe

## Task: Floating action button – Treat click on Favorite recipe

1. Copy recipe from Application Firebase Database to SQLite local storage
2. Copy recipe from Application Firebase Database to User Firebase Database area

## Task: Floating action button – Treat click on Unfavorite recipe

1. Copy recipe from Application Firebase Database to SQLite local storage
2. Copy recipe from Application Firebase Database to User Firebase Database area

## Task: Floating action button – Treat click on Approve recipe

1. Copy recipe from Application Firebase Database to SQLite local storage
2. Copy recipe from Application Firebase Database to User Firebase Database area

## Task: Floating action button – Treat click on Disapprove recipe

1. Copy recipe from Application Firebase Database to SQLite local storage
2. Copy recipe from Application Firebase Database to User Firebase Database area

## Task: Treat click on button “search”

1. Autosuggestion to autocomplete users’ requests
2. Ability to search recipes by characteristics like these examples:
   * Dish type: Salads, sides, mains, desserts, soups, breakfasts
   * Cuisines: French, Italian, Mexican, Chinese
   * INSTRUCTIONs: Tuna, cheese, eggs, potato, cucumber, apple, beef, cinnamon
   * Diet prescriptions: Low-salt, high-protein, grain-free, vegan
   * Cook time: <15, <30, <60, 60+ min
   * Occasions: Party, Easter, BBQ, Halloween, buffet dishes

## Task: Treat click on button “select”

1. Update recipe selection arguments and save in user preferred options
2. Update current recycler view with new options

## Task: Treat click on button “classify”

1. Update recipe classification arguments and save in user preferred options
2. Update current recycler view with new options

## Task: Treat click on toolbar icon “Purchase list”

1. Display purchase list to user (same one activated by widget)

## Task: Treat click on toolbar icon “Notification”

1. Display notifications to user and allow update

## Task: Treat click on ADMOB bar

1. Implement ADMOB so a banner ad at the bottom to the screen is being presented
2. Treat click

## Task: General utilities to be developed

1. Automatic calculation of nutrients
2. React to battery level
3. Provide substitute ingredients
4. Conversion of unit of measurement
5. Take photos with camera and store in Firebase Storage
6. Upload photos from device and store in Firebase Storage

## Task: Create tests

* Create espresso tests for UI testing

## Task: Test and Deploy to BETA testers

1. Use Firebase test labs for initial testing
2. Publish app to PLAYSTORE for beta testing
3. Create Terms and Conditions

# Changes done in original project

1. Add notification sound in Splash Activity
2. Besides Login were added these features: change e-mail, change password, reset and sign out