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Social Weather

Description

Social Weather is the easiest way to find weather information of your friends on Facebook.

With just one click, Social Weather provides a summary of your friends' current weather situation with accurate temperatures, humidity, wind speed, and so much more.

With Social Weather, reminding your friend or family member to bring an umbrella or to stay safe in extreme weather conditions could be done in an instant through our notification system.

All of this vast information is presented in an intuitive design that provides an immersive experience along with easy-to-use features that you can use to customize your needs. So share and connect with what everyone has in common, weather.

Intended User

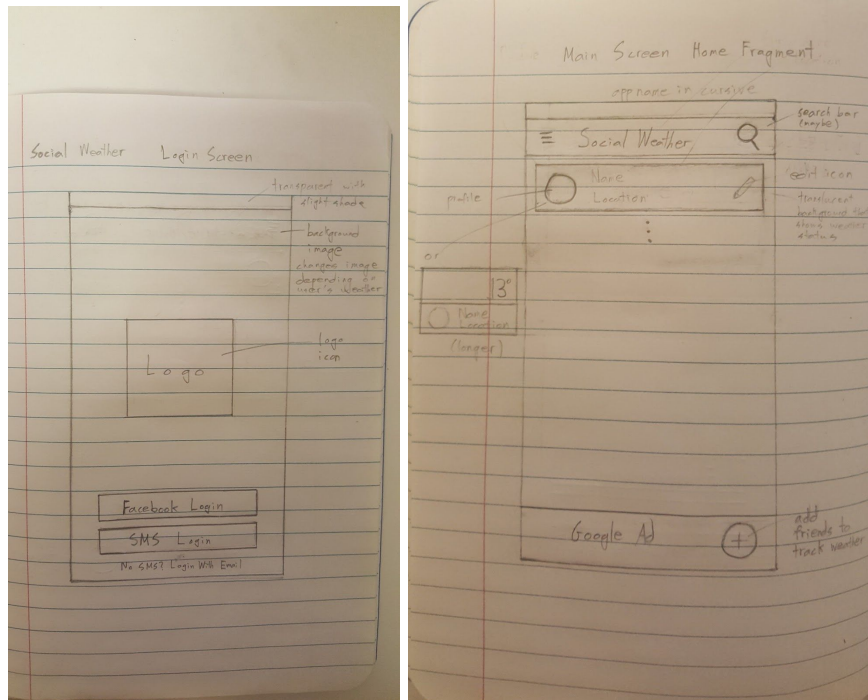
College students, foreign students, families, anyone with a Facebook account with distant friends.

Features

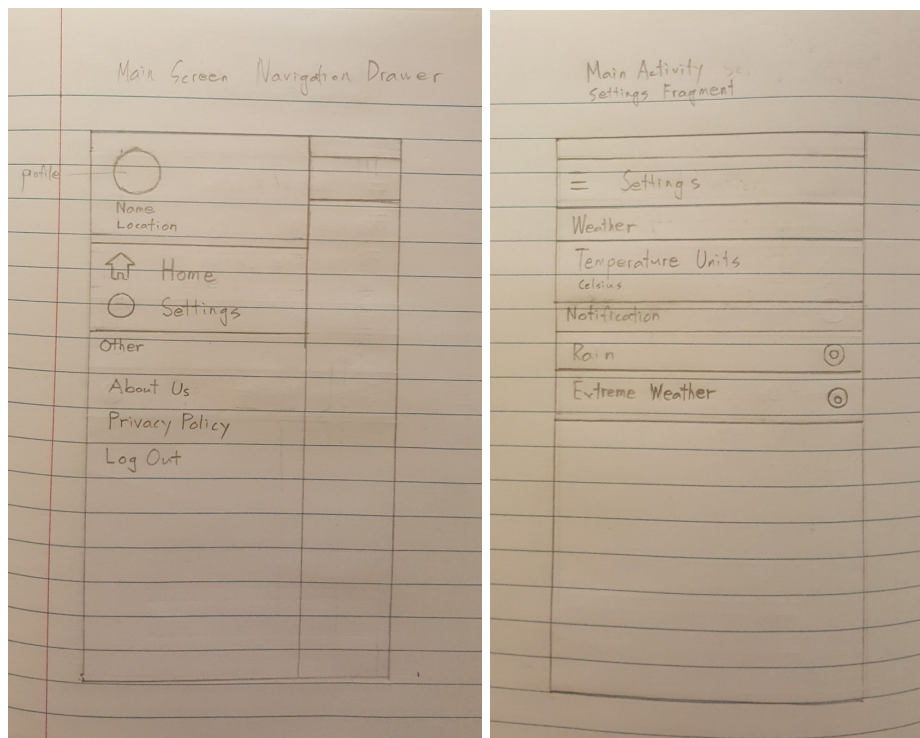
- Facebook login/account kit login
- Stores and updates user's friend list
- Stores and updates each friend's weather information
- Add/delete/edit friends information
- Notification for rain/snow and extreme weather conditions
- Share app and weather information

User Interface Mocks

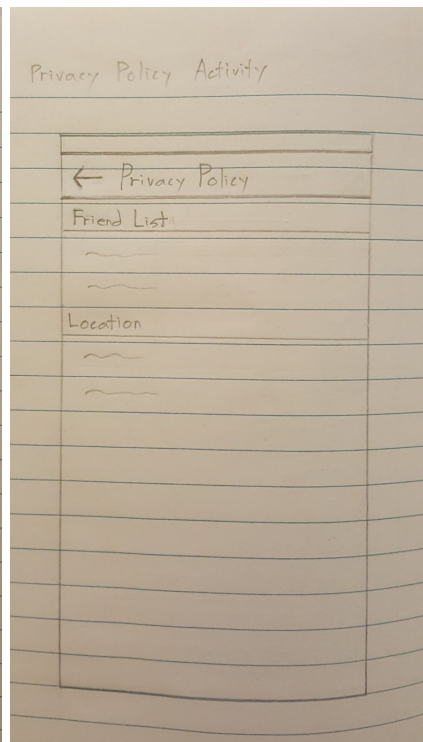
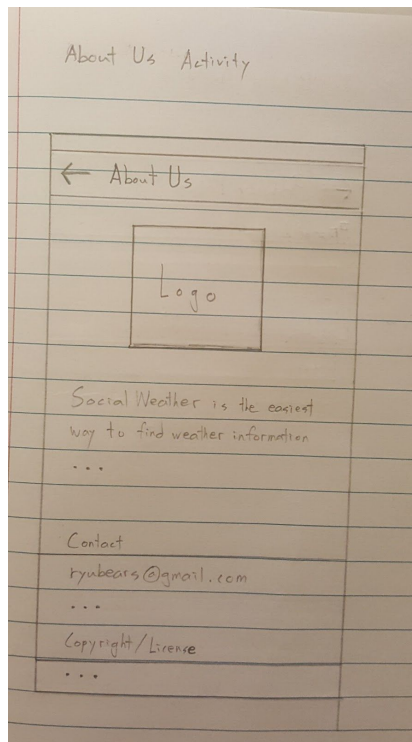
Login Activity, Main Activity Home Fragment



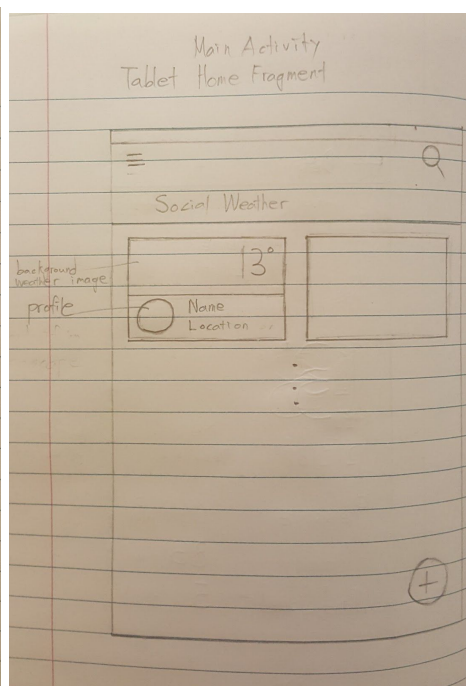
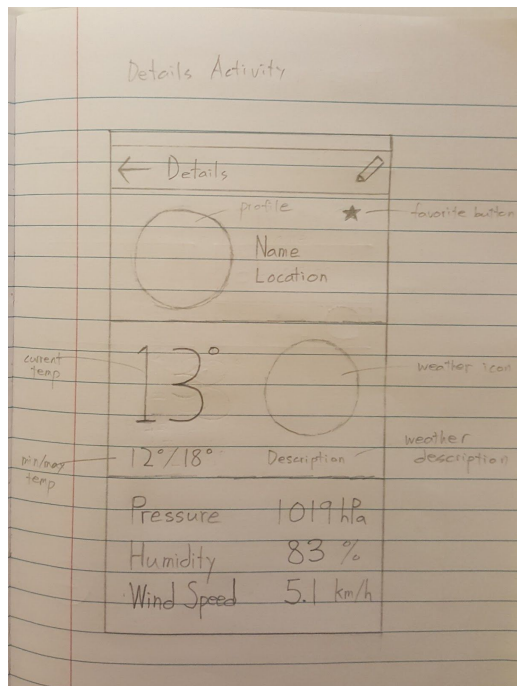
Main Activity Navigation Drawer, Settings Fragment



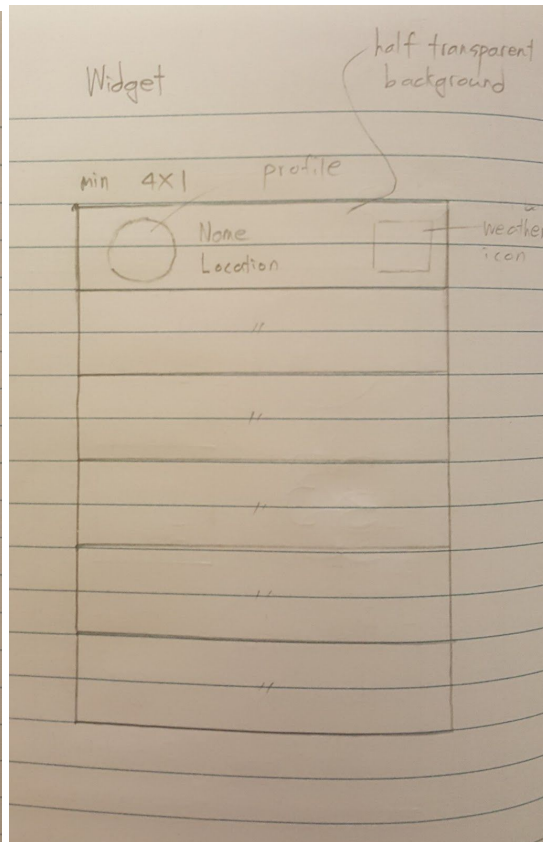
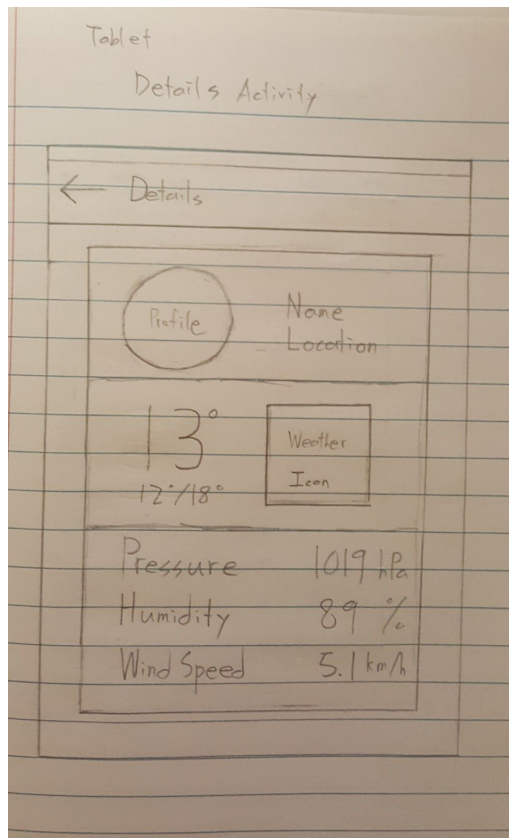
About Us Activity, Privacy Policy Activity



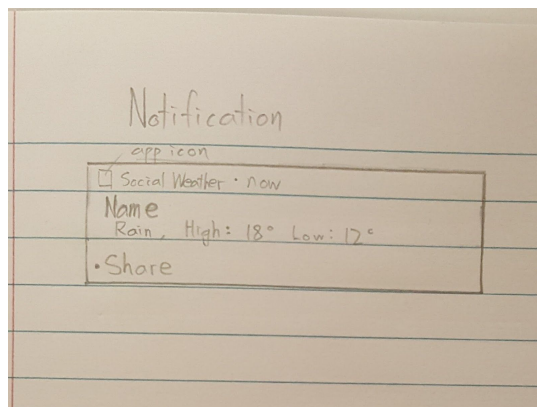
Details Activity, Main Activity Home Fragment (Tablet)



Details Activity(Tablet), Widget



Notification



Key Considerations

How will your app handle data persistence?

Social Weather will use a content provider for storing friend list and location data and shared preferences for settings. Specifically, there will be two sqllite database tables; one for facebook login and one for account kit login.

If user logs in with facebook for the first time, app will first make facebook query for friend list and insert those data into the facebook table. Then the app will retrieve current weather information for all inserted rows.

If user previously logged in with facebook, app will load data from facebook table using Content Provider.

There will be a sync button to update facebook friend list.

If user logs in with account kit, app will load data from account kit table using Content Provider.

All rows from both tables will be updated with new weather information every three years using a Job Dispatcher.

Social Weather will use Loaders to load weather information in the home fragment.

Describe any edge or corner cases in the UX.

Clicking on an item in a widget will open specific details activity.

Every activity below the MainActivity will have an up button that leads back to the MainActivity.

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

Butterknife: way easier to bind views.

Picasso: to load profile images and cache them.

LibPhoneNumber: to format and display phone numbers for users who login with phone number.

RoundedImageView: to display profile images in round image views.

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

Google Admob: display ads in bottom of MainActivity Home Fragment.

Google Analytics: analyzes which views are being clicked.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup

- Add Libraries
- Share on Github

Task 2: Implement UI for Each Activity and Fragment

- Build UI for LoginActivity
- Build UI for MainActivity Fragments (Home Fragment, Settings Fragment)
- Build UI for AboutUsActivity
- Build UI for PrivacyPolicyActivity
- Build UI for DetailsActivity

Task 3: Implement Facebook/Account Kit Login

- Add Facebook Sdk Dependencies and Login Dialogs in Manifest
- Handle Login Dialogs and Error Cases
- Test Each Login Case
- Ask Permission for Friend List and Location (Facebook only)
- Display User Profile Info, Friend List, and Location Info (testing)

Task 4: Implement Navigation Drawer

- Build UI for MainActivity Navigation Drawer
- Attach Fragments and Activities
- Handle Item Clicks

Task 5: Add RecyclerView to HomeFragment

- Build UI for Item
- Create Adapter and ViewHolder
- Attach to DetailsActivity

Task 6: Implement Content Provider

- Create WeatherContract, WeatherDbHelper, WeatherProvider
- Add ContentProvider to Manifest
- Create Two Tables for Facebook and Account Kit

Task 7: Attach Facebook Query to Content Provider

- Insert User Profile Info
- Insert User Friend List Info

Task 8: Sync HomeFragment with Content Provider with Loaders

- Set Up Loaders in HomeFragment
- Store Info in Tags

Task 9: Implement Networking for OpenWeatherMap

- Implement Networking Util Methods
- Query for Weather Info and Update SQLite Database

Task 10: Add Settings Shared Preference

- Implement Shared Preference
- Handle Shared Preference Changes

Task 11: Schedule Job Service

- Schedule Service to Query and Update Weather Info Every Three Hours
- Service for Immediately Querying Data

Task 12: Implement Features that Allow Editing

- Insert New Friends
- Delete Friends
- Edit Friend Info'

Task 13: Implement Notifications

- Alert when Updating Weather Info
- Alert Rain/Snow
- Alert Extreme Weather

Task 14: Add Widget

- Build Widget UI
- Handle Item Clicks

Task 15: Implement Google Admob and Analytics

- Add Google Ad at HomeFragment
- Add Google Analytics

Task 16: Refine Design and Add Animations

- Add Transitions between Activities/Fragments
- Shared Element Transitions