

## How to Use this Template

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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.

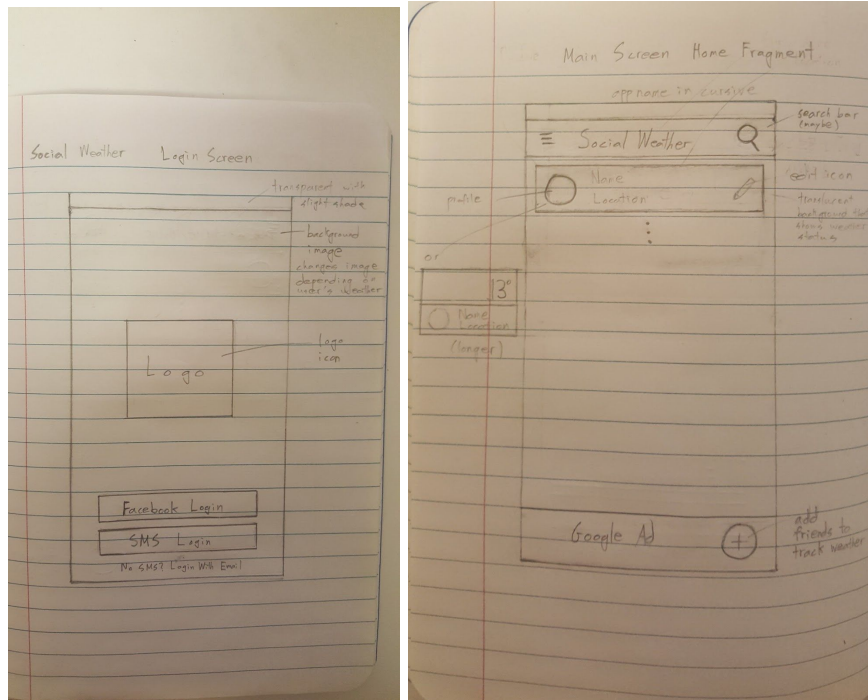
## Features

- 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

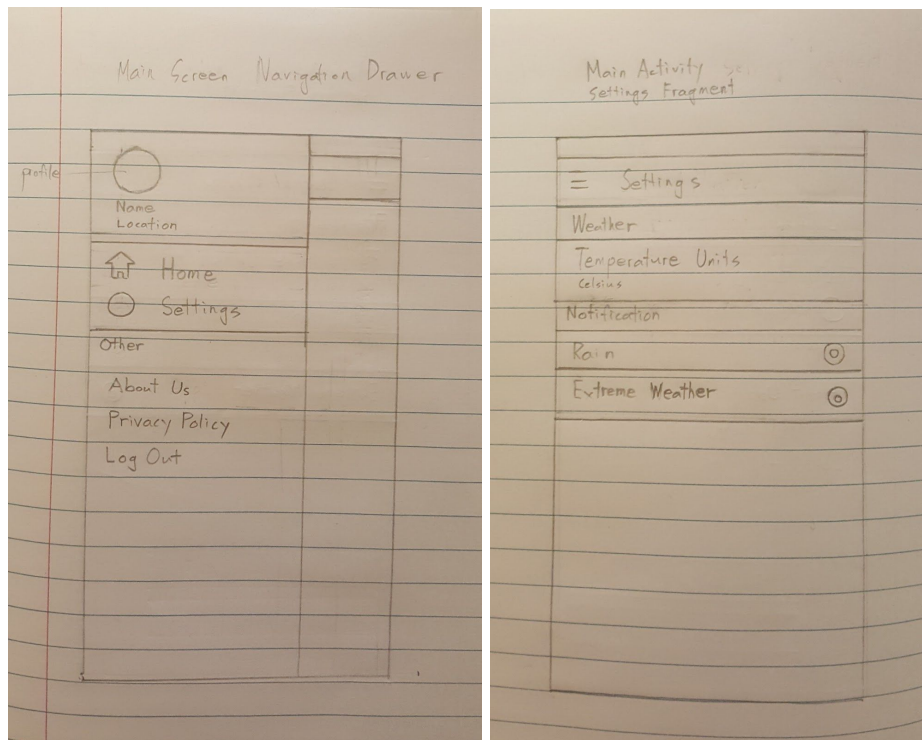
## User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, [www.ninjamock.com](http://www.ninjamock.com), Paper by 53, Photoshop or Balsamiq.

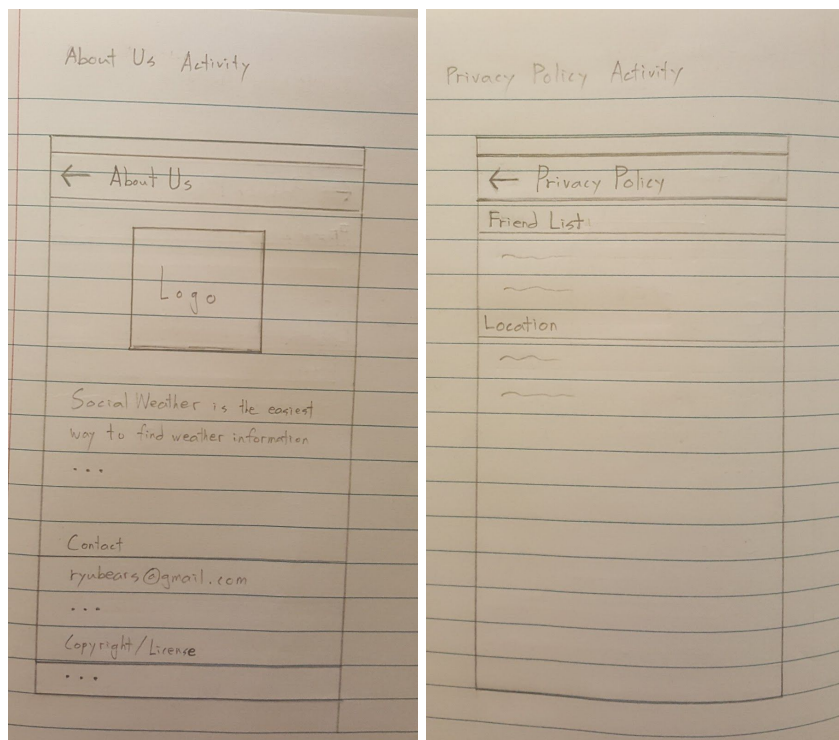
### Login Activity, Main Activity Home Fragment



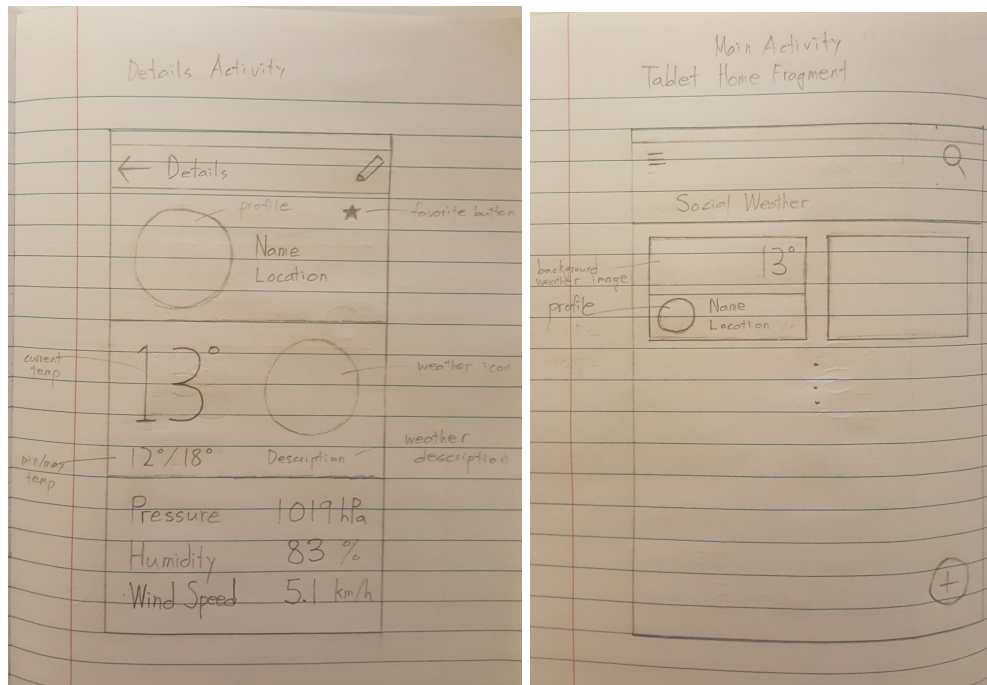
## Main Activity Navigation Drawer, Settings Fragment



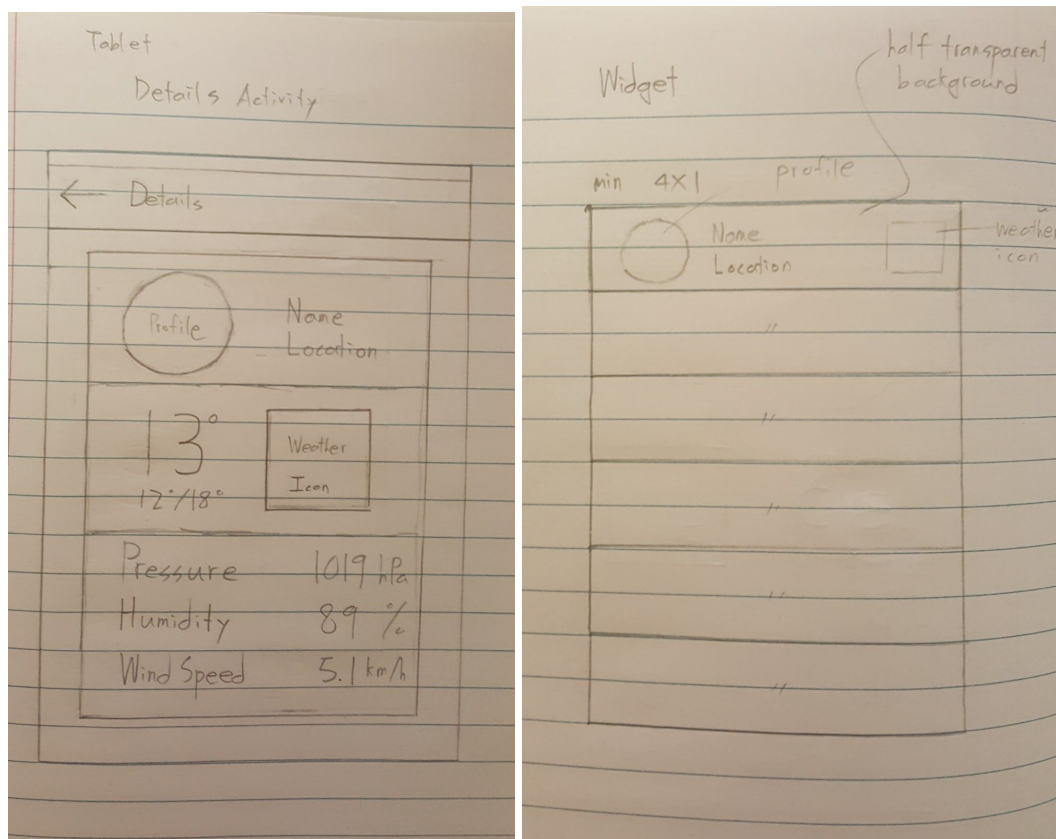
## About Us Activity, Privacy Policy Activity



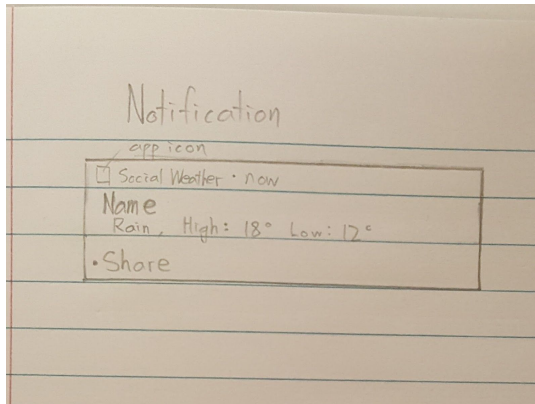
## Details Activity, Main Activity Home Fragment (Tablet)



## Details Activity (Tablet), Widget



## Notification



## Key Considerations

### How will your app handle data persistence?

Social Weather will use content provider for friend list and location data and shared preferences for settings. Specifically, there will be two sqlite 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.

### 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: Add RecyclerView to HomeFragment**

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

### **Task 7: Implement Content Provider**

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

### **Task 8: Attach Facebook Query to Content Provider**

- Insert User Profile Info
- Insert User Friend List Info

### **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: Refine Design and Add Animations

- Add Transitions between Activities/Fragments
- Shared Element Transitions

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

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#### Submission Instructions

- After you've completed all the sections, download this document as a PDF [ File → Download as PDF ]
  - Make sure the PDF is named "**Capstone\_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone\_Stage1.pdf**"