

# A playing court reservation application

## Lab5 – Storing data in Google Cloud Firestore

### Learning objectives

- Connect to Cloud Firestore database and perform remote operations
- Use Google Sign-In to properly authenticate with Firebase
- Choose a data model suitable to retrieving information according to the app requirements
- Add a rating system

### Description

You will improve the app created in the previous lab moving all data to Google Cloud Firestore.

You can leverage both on the document database and on the generic file storage which is provided by creating a solution: while the former is suitable for keeping reservations and user and playcourts data, the latter might be useful for storing pictures and other non structured data.

If a user successfully reserves a playcourt, she can rate the quality of the structure (collected using the five-star methodology) and, optionally, leave a textual comment.

This rate can be given only once for each reservation, after the reserved date.

Furthermore you will finalize your app improving its look and feel to make it consistent and appealing. Choose a logo if you still don't have one, be sure that your product has consistency, both in each single page and through pages (icons, buttons, colors, text, language, ...), make the contents simple and flowing. Finally make some tests with potential users and use their suggestions to improve your app. Now your project is ready to be presented.

### Submission rules

- Lab must be submitted in 15 days after the lab session.