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Travelogue

Description

Be on top of your trip planning with **Travelogue**. Whether it is a business trip, a family vacation, a honeymoon or a simple weekend trip, plan and organize all your trip needs.
Plan your trip with detailed day-to-day itineraries and location based suggestions.
Share your trips with friends and build the itinerary together.
Chat with trip mates to spread the excitement.
Add trips to your favorites and view them even when offline.

Intended User

Travelogue can be used by travelers, a group of friends planning their next trip, or solo traveler. Anyone who is looking for a better way to organize their travel plans are Travelogue users.

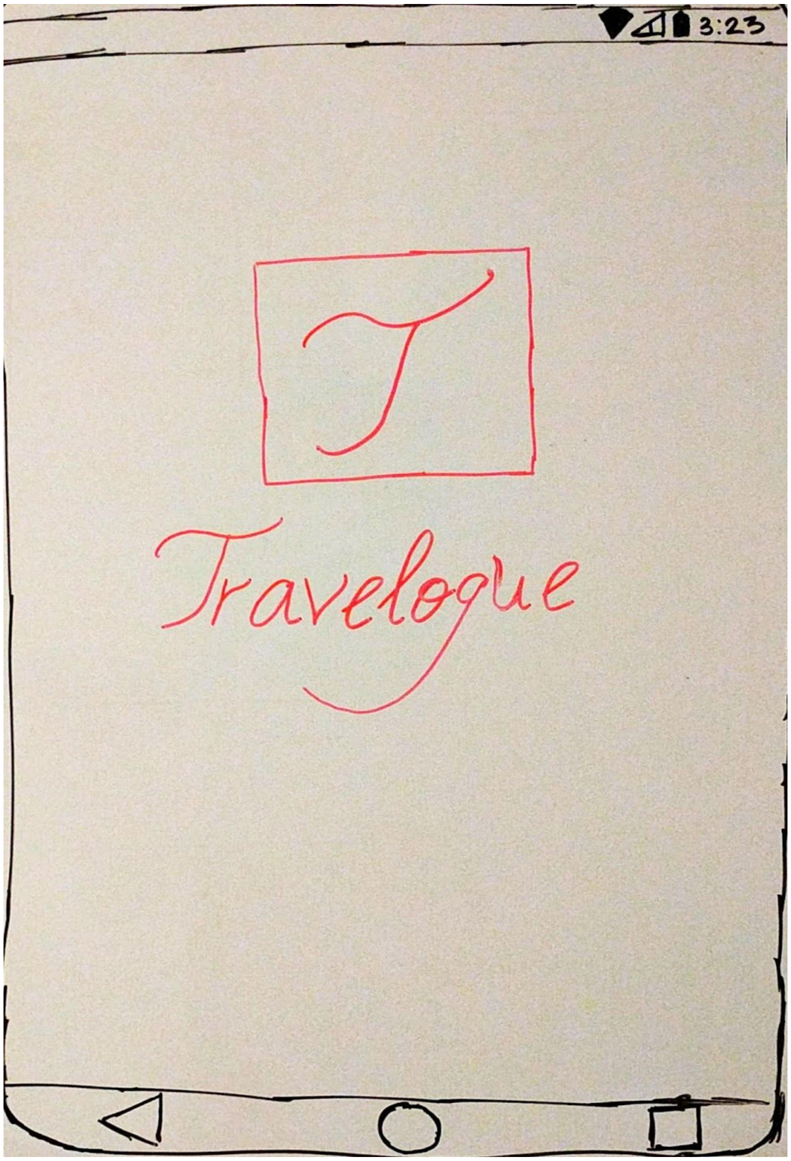
Features

The main features of the app are :

- Allow users to plan and organize their trip itinerary.
- Users can share their trips with friends.
- Users can collaborate with their friends to work on a travel plan.
- Users are provided with different sightseeing and restaurant options from Google Places Api to help plan their trip.
- App allows users to favorite trips which are cached for offline viewing.
- Provides user authentication using Firebase.
- App uses the Firebase RealTime Database as the backend.
- App makes use of a sync-adapter to fetch and cache trip information from the backend.
- App also provides a widget which provides upcoming trips to the users. Also, provides an add button on the widget toolbar which provides a shortcut to the users to create a new trip.
- [Stretch features] All users part of a trip can chat on the app
- [Stretch features] Users can upload pictures for each trip which can be viewed by their friends.

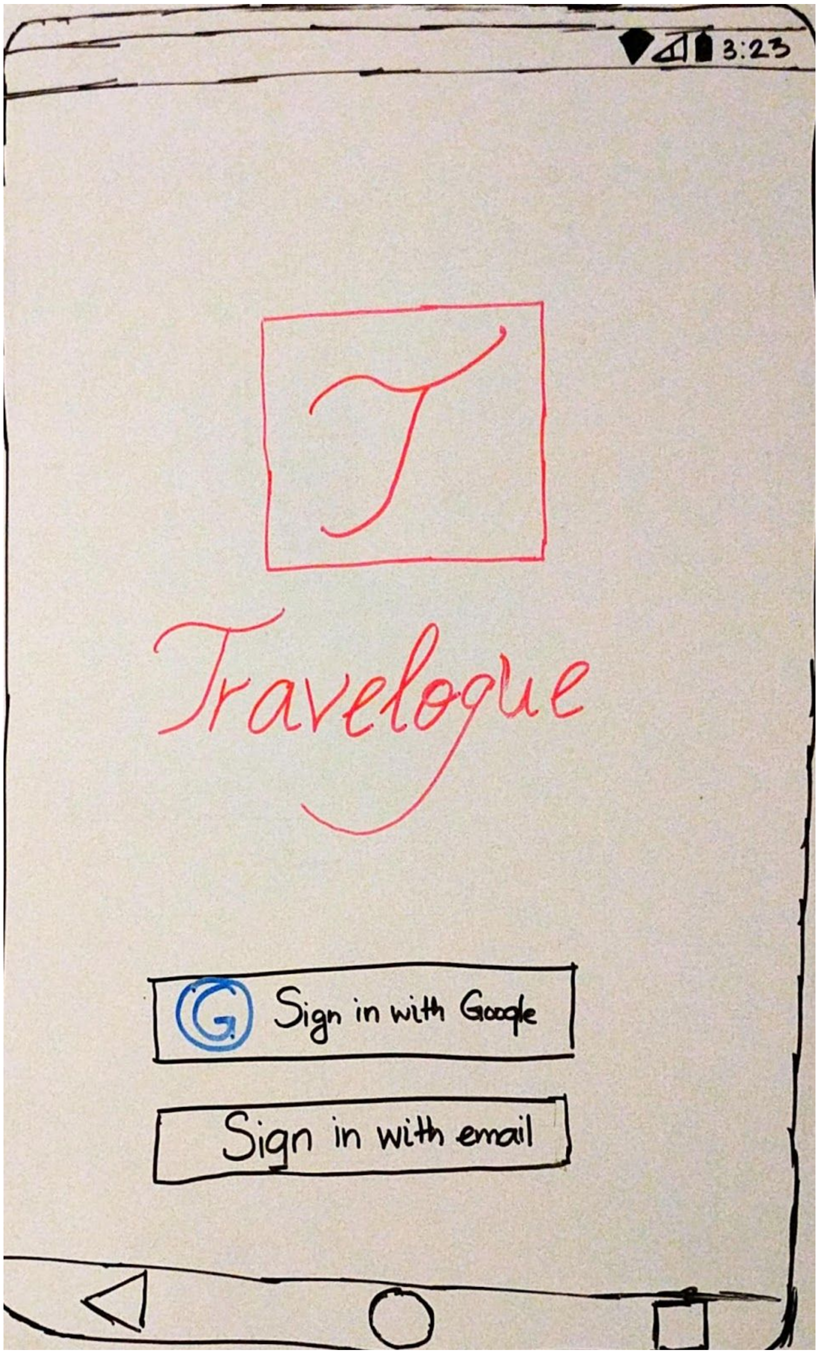
User Interface Mocks

1.



Splash Screen
The app splash screen is displayed every time the app is opened.
It contains the app logo and name.

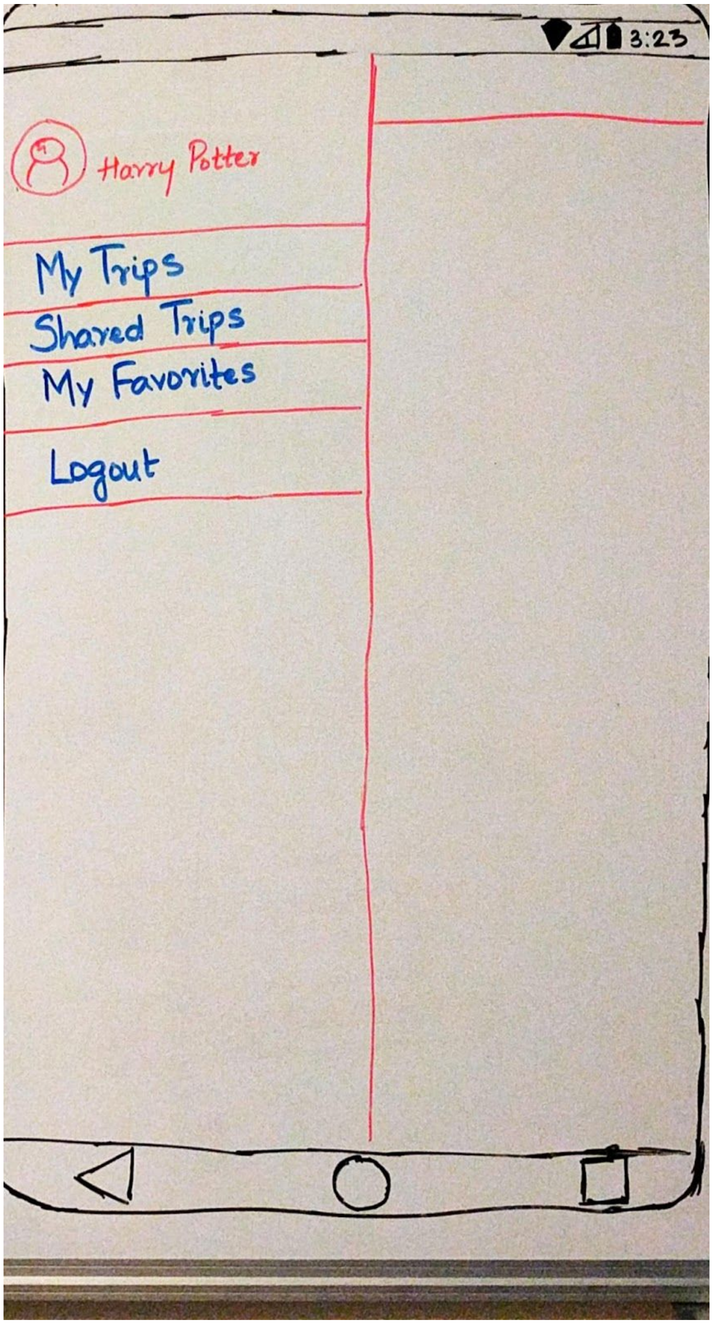
2.



Login Screen
The above screen displays the app’s login screen.
The user is presented with two sign up/in options:

- Sign in with Google
- Sign in with email

3.



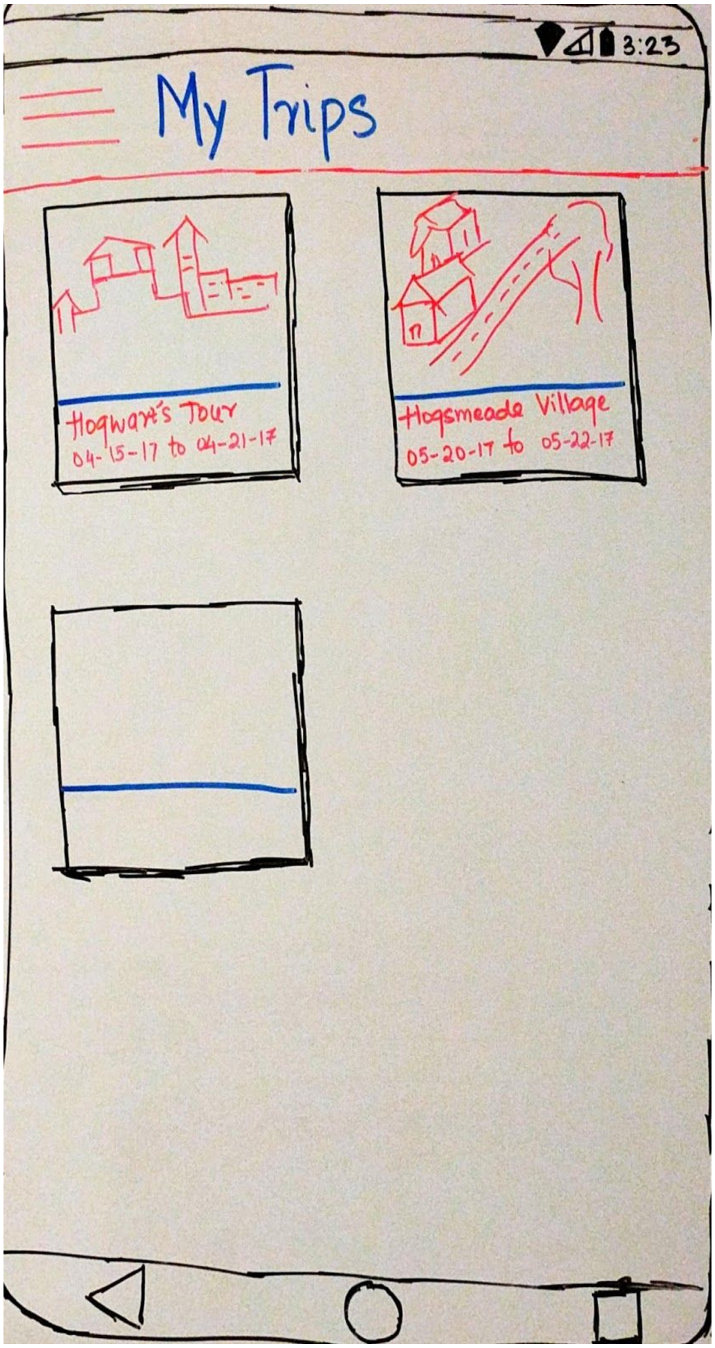
Nav Drawer UI

The above screen shows the Navigation drawer UI for the app.
The user can use the nav drawer for navigation to:

- My Trips
- Shared Trips
- My Favorite trips,

And also logout.

4.



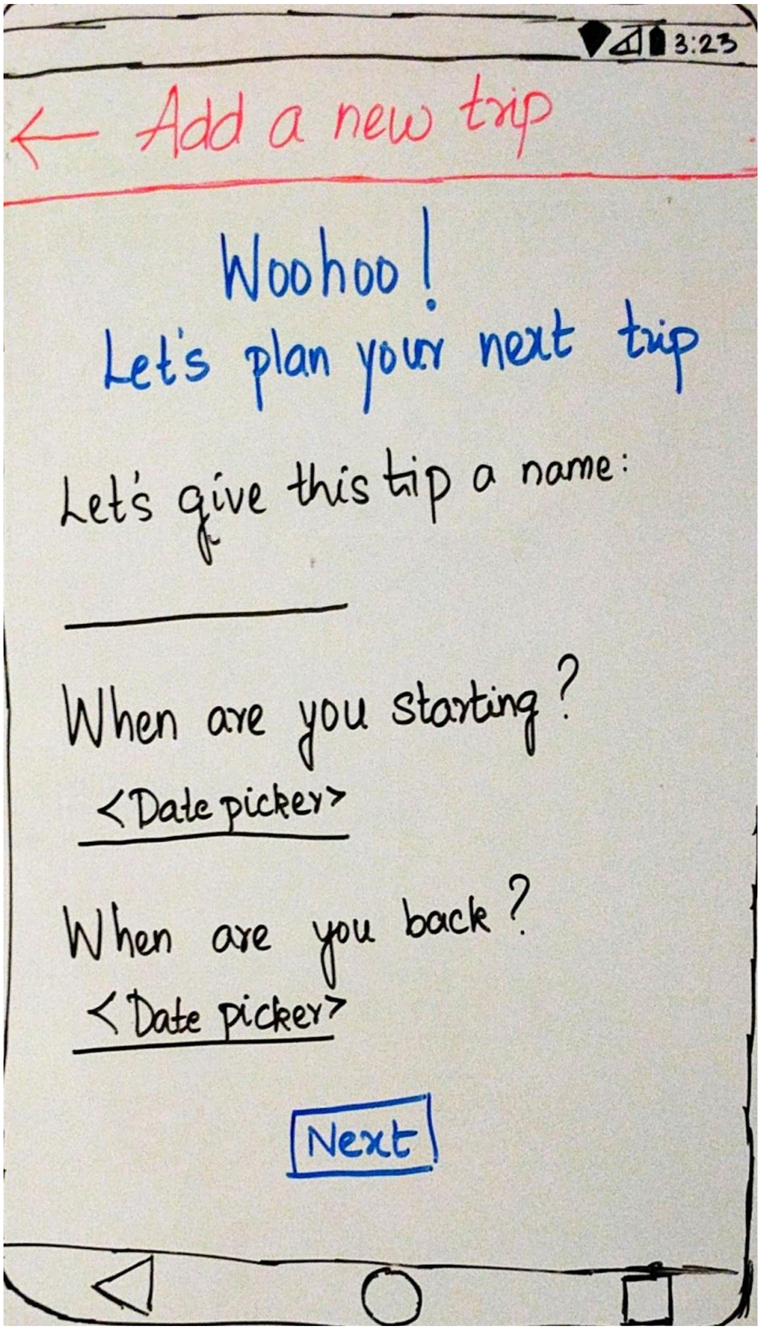
My Trips, Shared Trips, My Favorite Trips UI

The above mock up displays the UI for the above mentioned three pages.

This is where the user can view all their trips, the trips shared with them and their favorite trips.

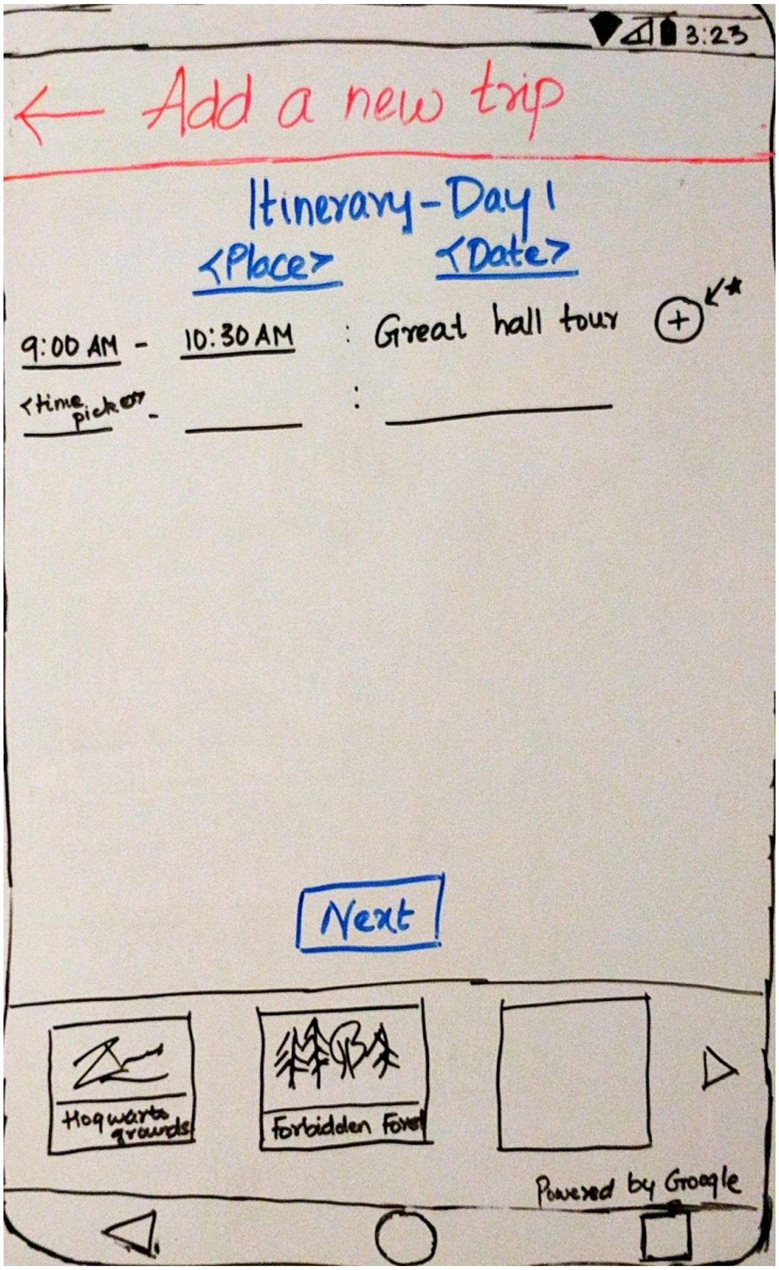
Will be implemented using a recyclerview and cardview. Additionally a **FAB** button will be present on the My trips page enabling users to add a new trip.

5. **Add a new trip mocks**
    a.



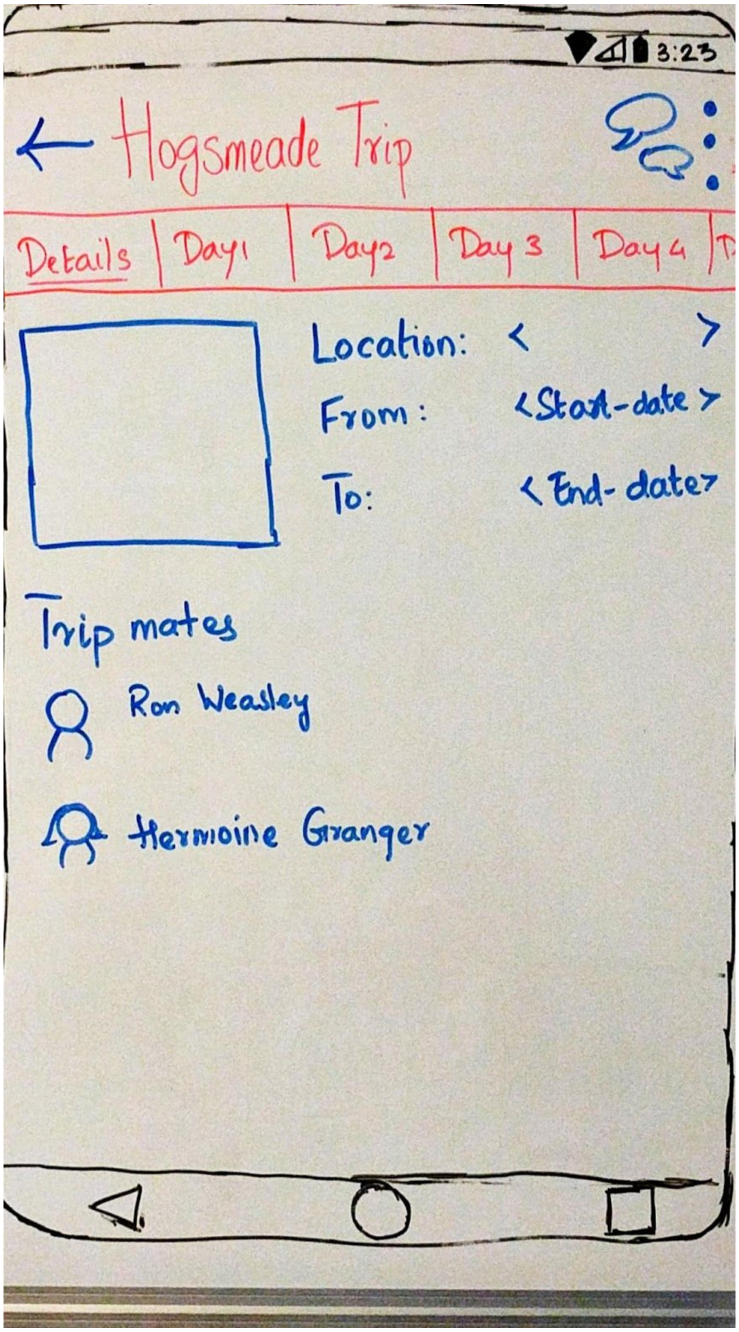
New Trip Details Mock
The above mock up is the first screen displayed while creating a new trip.
Users are asked to enter a trip name, start and end date for the trip.
The next button takes the user to a day wise itinerary planner.

b.



Day wise itinerary planner mock
Depending on the start and end date, users are presented with the day wise itinerary planners where users can make use of the suggestions displayed to them (from Google Places API) at the bottom to plan their day. Before planning each day, a small alert is presented to the user where they can set the location for that day.

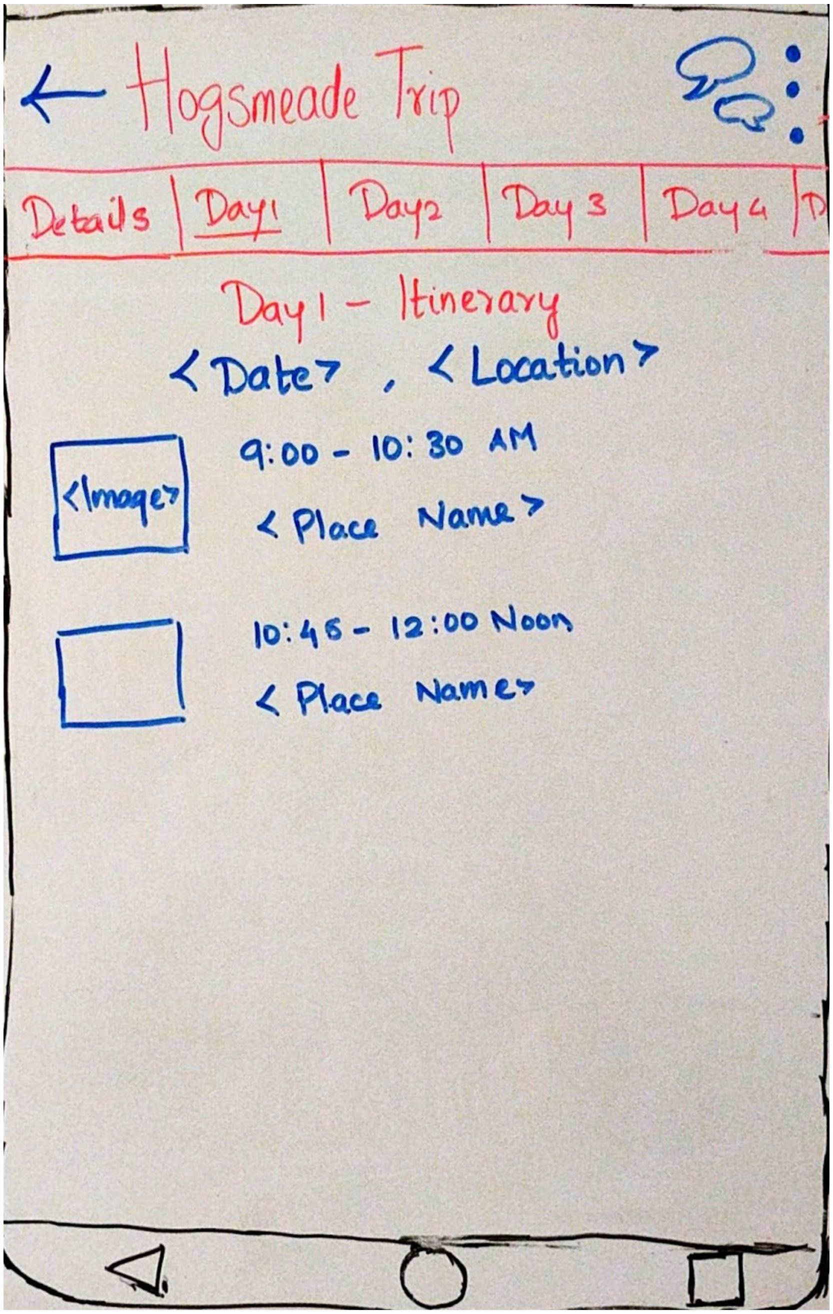
6. **Trip Detail UI**



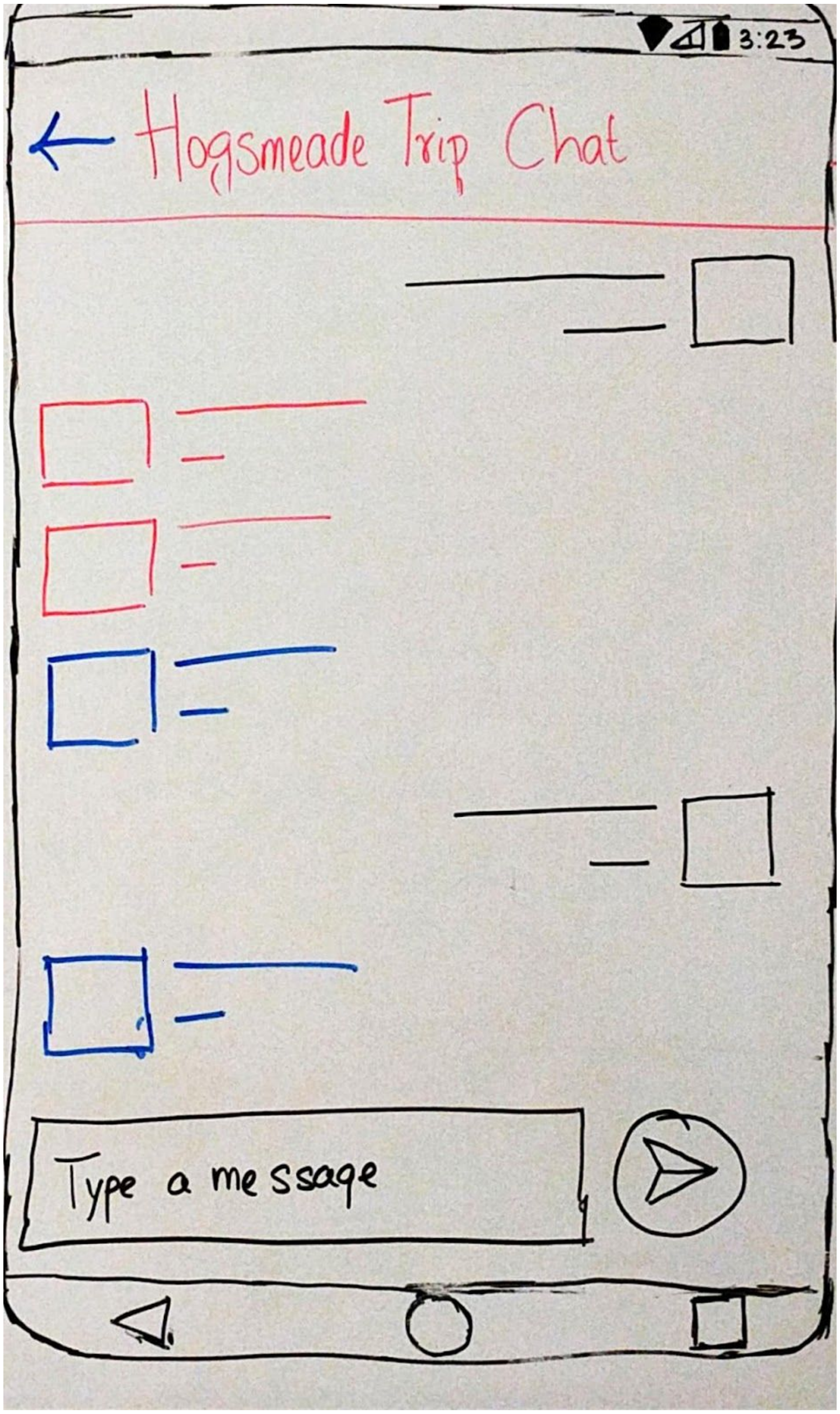
Clicking on a trip either in the My Trips, Shared Trips or My Favorite trips, takes the user to a trip detail page.

Scrollable tabs are implemented so that users can scroll through the trip details page (the above mock), or their day wise itineraries.

A chat menu option is present, enabling users to chat with their trip mates.

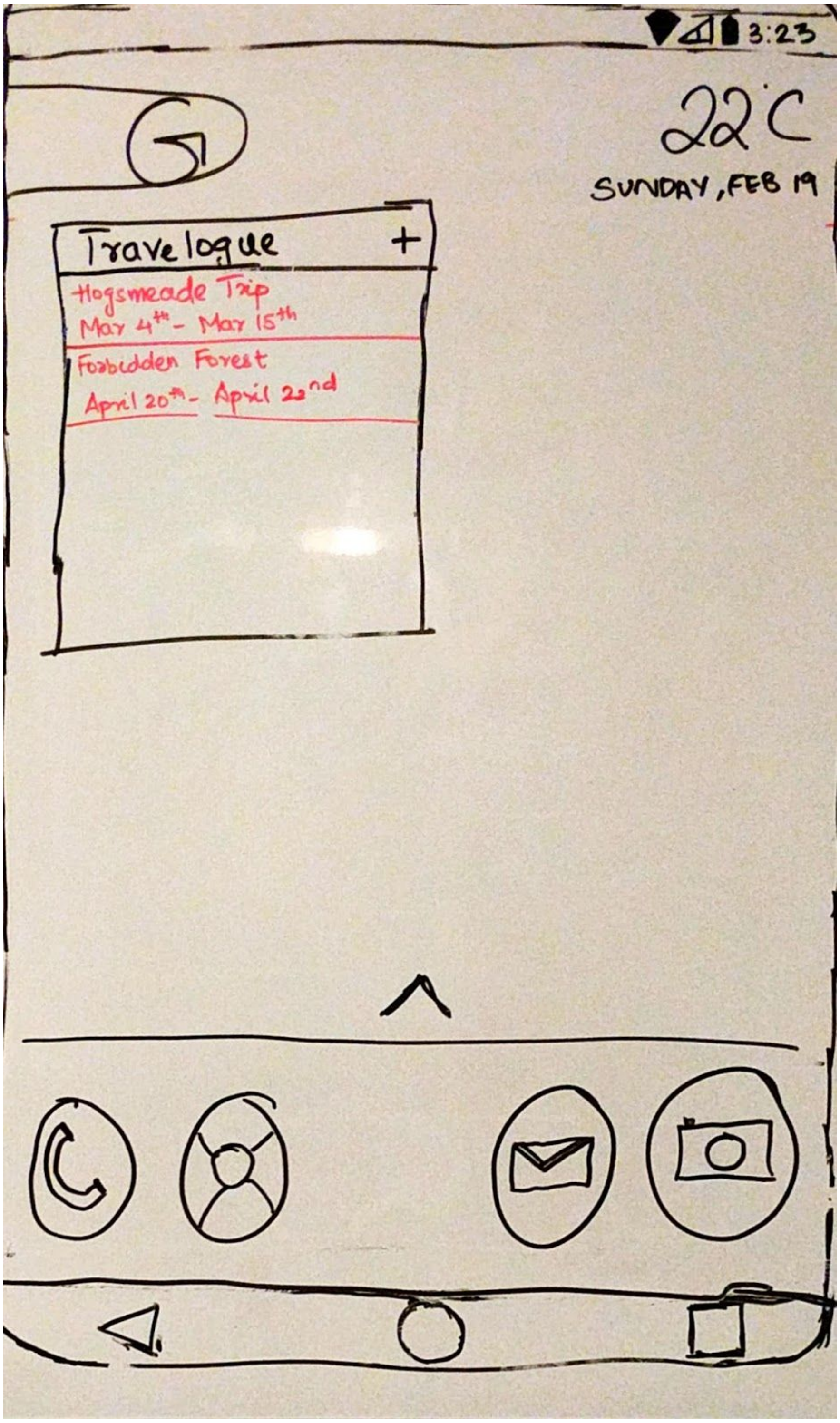


Day wise itinerary viewer mock up.



Trip Chat mock up

7.



Travelogue Widget Mockup
User can view their upcoming trips on the home screen using the travelogue widget.
Users can also make use of the '+' shortcut button to create a new trip right from the widget.

Key Considerations

How will your app handle data persistence?

The data that will be persisted on the app is an user’s favorited trip information.

Data will be stored on the SQLite database and will use content providers to access it.

Describe any corner cases in the UX.

1. The home activity of the app will have a nav drawer providing the user to navigate between their trips, shared trips and their favorite trips.
2. Selecting a trip will launch a different activity, and clicking back on the trip detail page should take them back to the home activity.
3. Logging out of the app should launch the login screen.

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

The libraries I plan on using are:

1. **Picasso** : For image loading and rendering
2. **Volley**: For all network calls
3. **Butterknife**: View injection and binding
4. **EventBus**: For posting internal events on the app.

Describe how you will implement Google Play Services.

1. Will be using the Firebase Analytics, Realtime Database.
2. Google places API to display suggestions to users.
3. Google Identity for authentication into the app.

Next Steps: Required Tasks

Task 1: Project Setup

1. Create the capstone github project with the required read me file.
2. Create a new Android project and push the skeleton project
3. Add all the required library dependencies.

Task 2: Define the database structure

1. Define the database scheme needed to cache in the trip information for users.
2. Implement the content provider to perform CRUD operations on the data.

Task 3: Implement Analytics

1. Implement an analytics helper class which provides the helper methods to track various app events on Firebase analytics.

Task 4: Implement UI - Splash and Login screens

1. Implement a basic timed splash screen.
2. Implement the login screen which providers users with google sign in, email authentication (using firebase).

Task 5: Implement UI - Adding a new trip

1. Implement the UI and functionality of the pages that help the user to add a new trip.
2. Implement the day wise itinerary planner page. This page also provides the users with suggestions with places they can visit and eat at their destination.

Task 6: Implement API Helper

1. Implement an API helper class which provides helper methods to read and save data to & from the firebase backend.

Task 7: Implement My Trips, Shared Trips and Favorite Trips pages

1. Implement a nav drawer where the following options are provided to the user:
    a. My Trips
    b. Shared Trips
    c. My Favorite Trips
2. Implement the above pages to provide the user with a view of their trips. (Use recyclerview and cardview to display the trip data).

Task 8: Implement the Trip Detail Page

1. Implement the trip detail page where all the trip information is provided to the user.
2. Implement a scrollable tabbed view to display the day wise itinerary of the trip.

Task 9: Implement a Sync adapter

1. Implement a sync adapter which makes use of the api helper created in task 6 to fetch and cache trip information.
2. The sync adapter also helps in refreshing the data being displayed on the widget (Created in task 11).

Task 10: Implement Favoriting a trip

1. Provide user the option to favorite a trip.
2. Cache the trip information on being favorited.

Task 11: Implement Travelogue Widget

1. Implement a home screen widget which displays all upcoming trips to the user.
2. Implement the ‘+’ shortcut button, which directly launches the add a new trip activity on the app.

Task 12: [Stretch] Implement Chat and Picture uploading features

1. Provide a chat option on every shared trip, allowing users to chat with their trip mates.
2. Implement UI for the chat feature.
3. Allow users to upload pictures to their trips. Implement using Firebase Storage.
4. Implement UI allowing users to upload pics and also view the uploaded pics.