How to Use this Template

1. Create a new document, and copy and paste the text from this template into your new document [Select All → Copy → Paste into new document]
2. Name your document file: “**Capstone_Stage1**”
3. Replace the text in green

GitHub Username: seridan

my Hotel

Description

Find out about the activities, restoration, services and more info of your favorite hotel with this app.

Intended User

This application is intended for hotel customers.

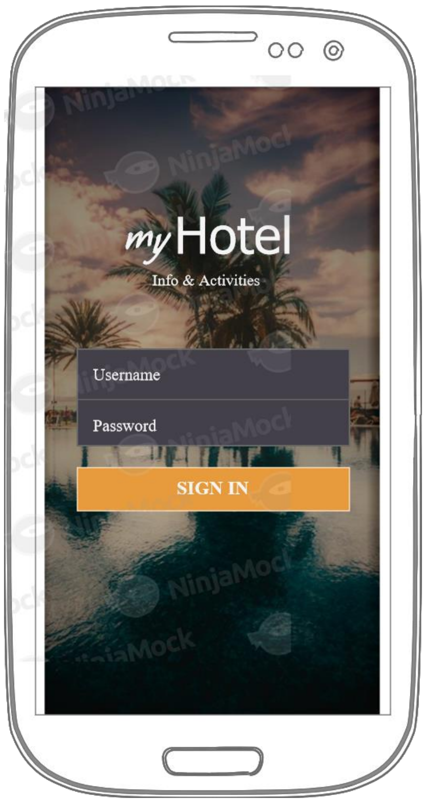
Features

- Shows information about the services offered by a hotel.
- Provides info and schedule about the activities and shows.
- Offers notices about preferred activities.

User Interface Mocks

Screen 1

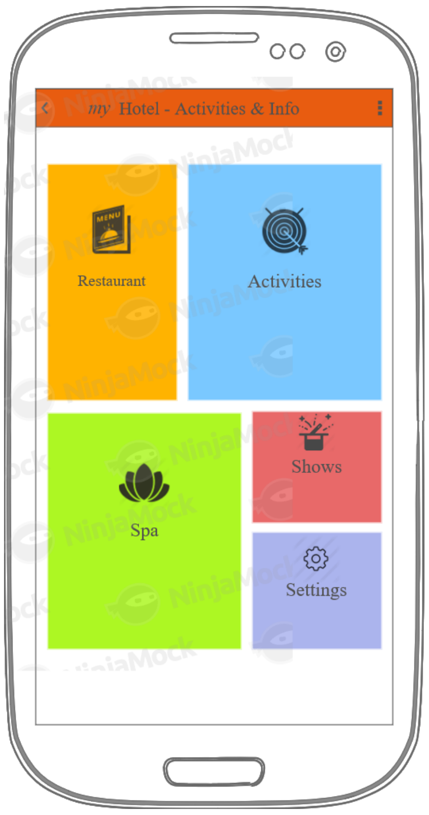
This is the login screen, where the user must login for the first time.



Click on the sign in on the button of the above image, the user can navigate to the main screen.

Main Screen.

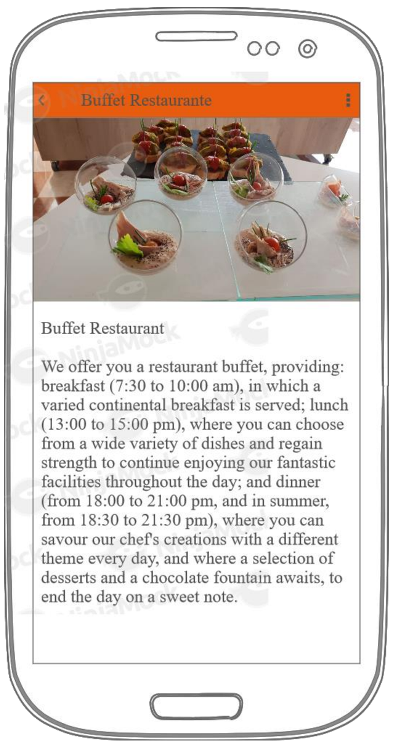
This is the main screen, where the user can select any option they want.



Next I will describe each screen of each option that the user can select.

Restaurant Screen

The restaurant screen show a description and schedule of the restaurant.

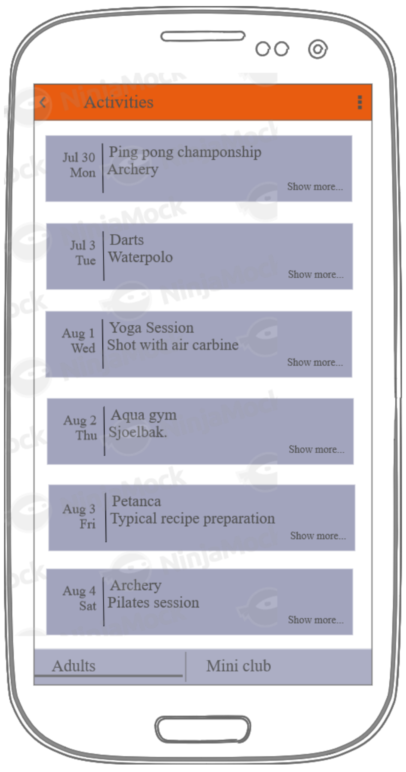


Buffet Restaurant

We offer you a restaurant buffet, providing: breakfast (7:30 to 10:00 am), in which a varied continental breakfast is served; lunch (13:00 to 15:00 pm), where you can choose from a wide variety of dishes and regain strength to continue enjoying our fantastic facilities throughout the day; and dinner (from 18:00 to 21:00 pm, and in summer, from 18:30 to 21:30 pm), where you can savour our chef's creations with a different theme every day, and where a selection of desserts and a chocolate fountain awaits, to end the day on a sweet note.

Activities Screen

This screens shows a list of activities for each day of the week.

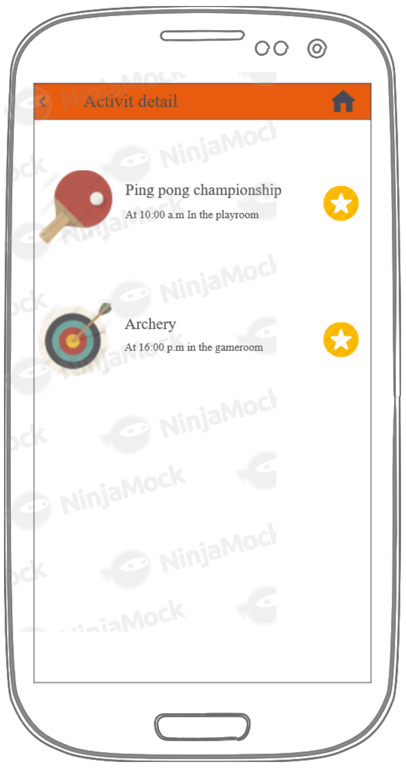


Jul 30 Mon	Ping pong champonship Archery Show more...
Jul 3 Tue	Darts Waterpolo Show more...
Aug 1 Wed	Yoga Session Shot with air carbine Show more...
Aug 2 Thu	Aqua gym Sjoelbak. Show more...
Aug 3 Fri	Petanca Typical recipe preparation Show more...
Aug 4 Sat	Archery Pilates session Show more...

By pressing an item of the list it will show another screen with detail activities and schedule.

Detail Activities Screen

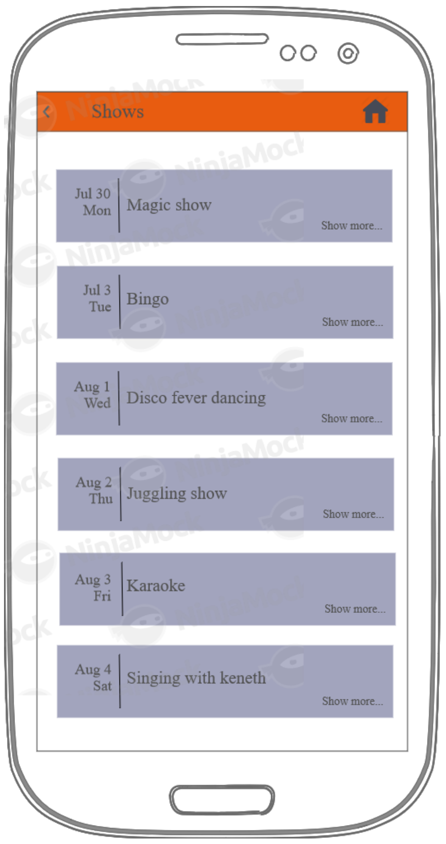
Shows de details of each activities and schedule. It can be marked as favorite by pressing the fab icon.



By pressing fab icon, the app will launch a notification when the activity it will start.

Show Screen

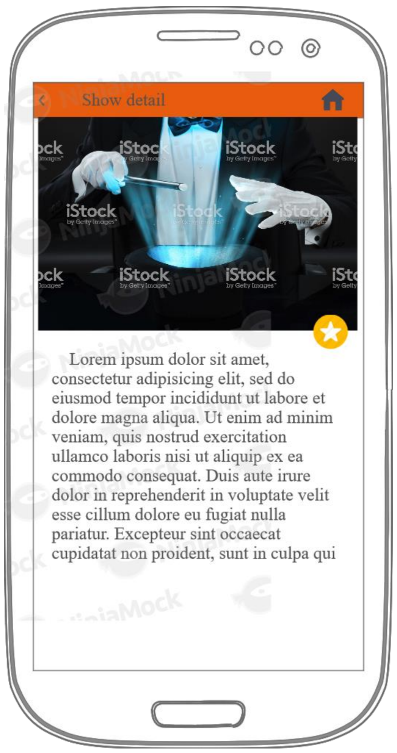
This screens shows a list of shows for each day of the week and schedule.



By pressing an item of the list it will show another screen with detail show.

Detail Show Screen

Shows the show info.



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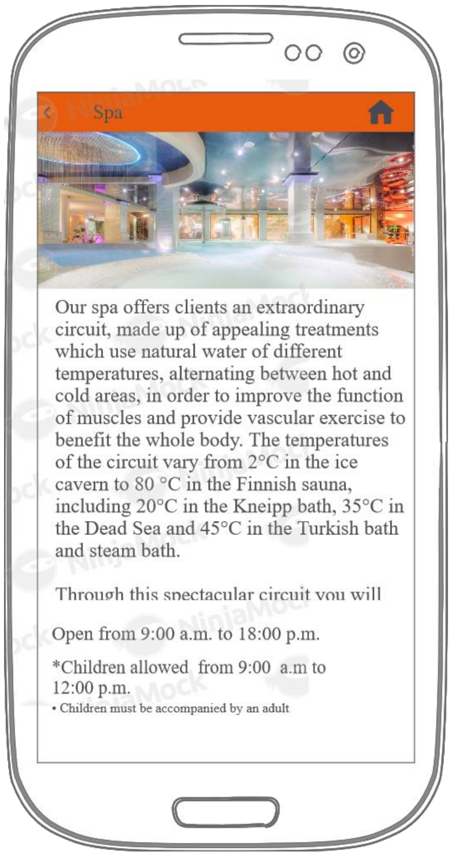
Spa Screen

This screen shows an info about the spa as well the schedule.



Our spa offers clients an extraordinary circuit, made up of appealing treatments which use natural water of different temperatures, alternating between hot and cold areas, in order to improve the function of muscles and provide vascular exercise to benefit the whole body. The temperatures of the circuit vary from 2°C in the ice cavern to 80 °C in the Finnish sauna, including 20°C in the Kneipp bath, 35°C in the Dead Sea and 45°C in the Turkish bath and steam bath.

Through this spectacular circuit you will

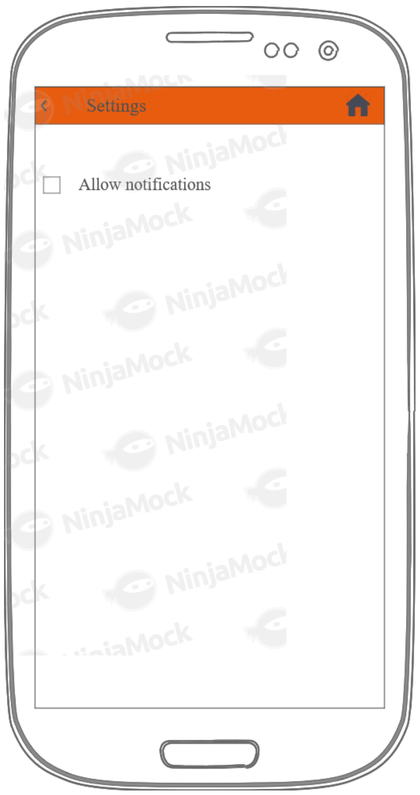
Open from 9:00 a.m. to 18:00 p.m.

*Children allowed from 9:00 a.m to 12:00 p.m.

• Children must be accompanied by an adult

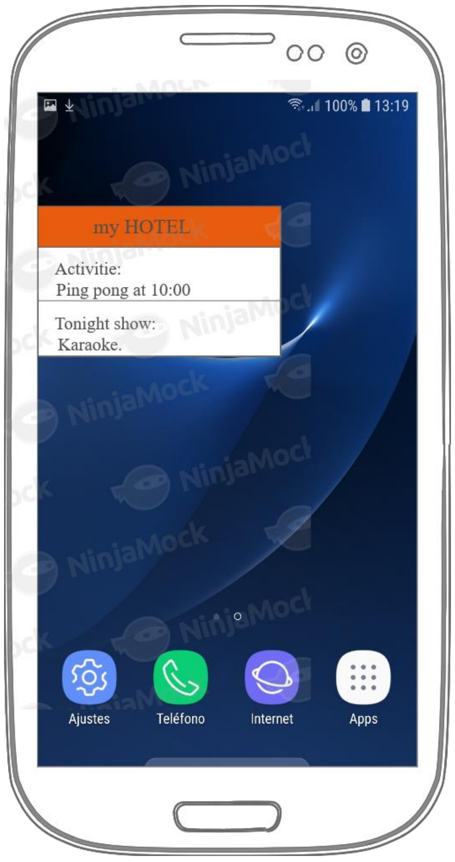
Settings Screen

The settings screen the user can allows to show notifications or not.



Widget Screen

A widget containing a list of activities or any info that will be done soon.



Key Considerations

This App is written solely in the Java Programming Language.

How will your app handle data persistence?

To handle the data the app will use Firebase Realtime Database.

Describe any edge or corner cases in the UX.

If the internet connection is poor or any background process is slow, will be shown a progress bar.
When any null data is received, a message will be displayed informing the user that no data is available.

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

Gson to handle json data. **V.2.8.5**
ButterKnife for binding views and eliminate findViewById calls. **V.8.8.1**
Firebase Realtime Database. Store and sync data with NoSQL cloud database **V.16.0.1**
JobDispatcher for scheduling background jobs. **V.0.8.5**
Firebase Cloud Messaging send messages to users. **V.12.0.1**
Glide or Picasso to handle and cache the images. Glide **V. 4.7.1 /** Picasso **V.2.71828**

All version of those libraries are stable release versions.
Gradle version: 4.4
Android Studio Version: 3.1.3

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

In build.gradle app module add a new build rule under dependencies for the latest version of play-services.
Check if in the top-level build.gradle contains a reference to the google() repo or to maven { url "https://maven.google.com" }.
Save the changes, and click **Sync Project with Gradle Files** in the toolbar.

How you will support accessibility.
I'll include content descriptions and navigation using a D-pad.

How resources will be stored in the project including colors, strings, and themes.
I'll keeps all strings in a strings.xml file and enables RTL layout switching on all layouts

How the application implements one or more of the following SyncAdapter/JobDispacter or IntentService or AsyncTask for backend communication.
I'll implement JobDispatcher in the app;
After add de dependencies to the build.gradle app I'll do the next steps;
Write a new JobService
Add it to the manifest
Create a Dispatcher
Schedule a job
And when it is necessary cancel the job.

Next Steps: Required Tasks

Task 1: Project Setup

- Create a new repositorie in GitHub
- Create a new project in Android Studio.
- Add all the necessary dependencies.
- Push the project to GitHub repo.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for LoggingActivity
- Build UI for MainActivity
- Build UI for the rest Activities and Fragments.

Task 3: Implement Google Play Services

Implements all Google Play Services (Firebase Realtime Database, JobDispatcher, Firebase Cloud Messaging…)

Task 4: Implement Layouts and logic code.

- Create layout .
- Create data classes (POJOS).
- Create the logic to handle logging screen.
- Create the logic to manage Fragments.

Task 5: Test Google Services

- Tests database, messages and JobDispacher

Task 6: Add Widget and Material design

- Implements app wiget
- Implemets material designs patterns (Transitions, collapsing toolbar…)

Task 7: Sign App

- Generate keystore (referred to by a relative path) and password.
- Include in the repository.

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**”