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GuideMe

Description

GuideMe helps user to find the details of tourist places and great hotels/cafes to nearby

Intended User

Tourist

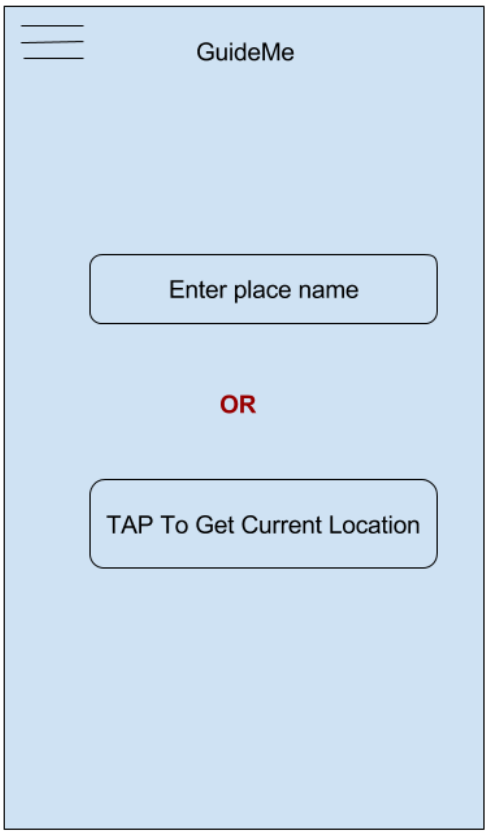
Features

Its android app which has following features.
1. Discover nearby hotels/cafe with rating
2. Details about places to visit.
3. Discover nearby shopping center

User Interface Mocks

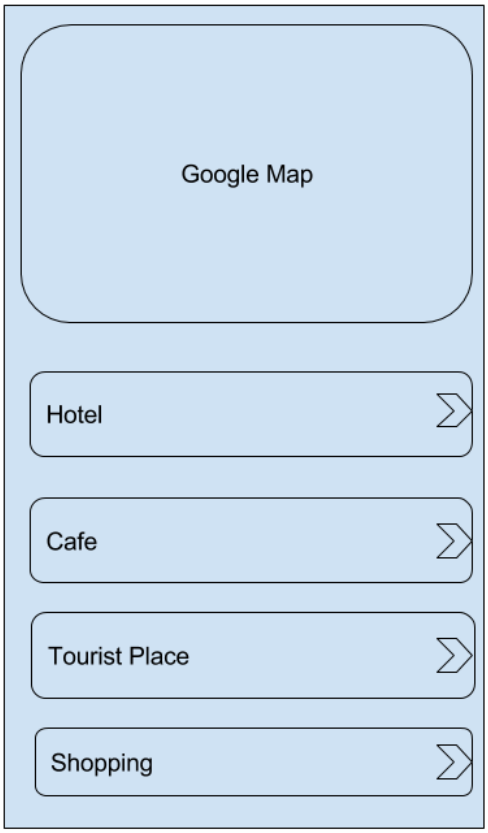
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



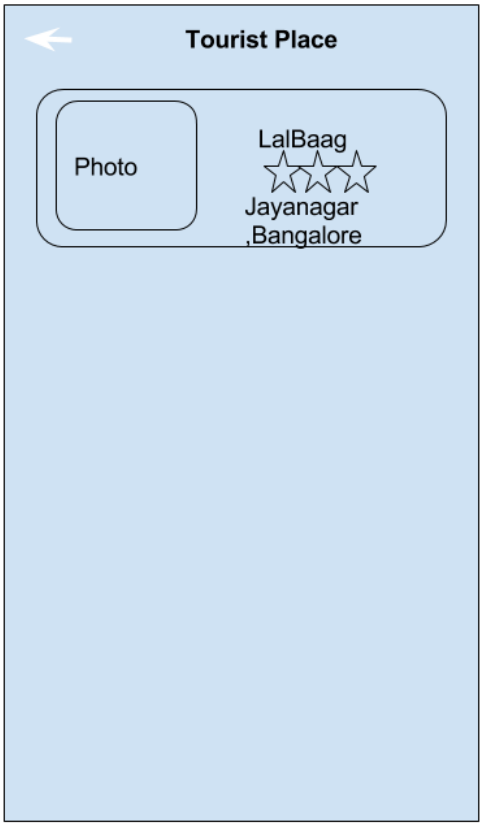
This screen allow users to enter the place that user want to visit, or to use their device GPS to access their current location.

Screen 2



This screen shows selected location in Google Map . And below map it show the nearby hotel cafe tourist hot spot.

Screen 3



This screen shows photo of items ,its address and rating

Screen 4

This is widget UI with location name ,address and rating.

Key Considerations

How will your app handle data persistence?

The app will store the data to Content Provider to store information for caching purpose, and external SD card to allow users to save information offline.

Describe any corner cases in the UX.

If internet or location is disabled ,UI will show old data from db with proper message saying internet is off or location is disabled .

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

Glide will be used for image loading.
Design support library
Retrofit library for network access.
Gson for json parsing

Describe how you will implement Google Play Services.

Google place api to get nearby places
Google map to show location on map

Next Steps: Required Tasks

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

Task 1: Project Setup

1. Create project structure
2. Setup Google places API
2. Create network layer for retrofit

Task 2: Implement UI for Each Activity and Fragment

- Build UI for every activity
- Build UI for fragments like hotels screen, tourist spot screen
- Build UI for shopping center

Task 3: Your Next Task

- Implementation of Places API to retrieve data
- Create data model for db to store result

Task 4: Technical Tasks

- App provides a `widget` to provide relevant information to the user on the home screen.
- App implements a `ContentProvider` to access locally stored data
- App uses a `Loader` to load data from content provider

Task 5: Styling and testing Task

Describe the next task. List the subtasks. For example:

- Design layout to display result
- Create selector for Recyclerview
- Create style for common text size,font ,margin and padding
- Cosmetic changes in app look and feel like theme ,color combination etc
- Manual testing for app's functionality

Submission Instructions

1. After you've completed all the sections, download this document as a PDF [File → Download as PDF]
2. Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
3. Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"