Project Development Phase
Manual

Date	4th November, 2023
Team ID	Team-590932
Project Name	**Snack Squad- A customisable snack ordering and delivery app.**

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Snack Squad: A Customizable Snack Ordering and Delivery App

This project demonstrates the usage of Android Jetpack Compose to build a UI for a snack squad app. Snack Squad is android developed snack delivery app.This app helps to deliver food to user according to their requirement by composing libraries in android jetpack. Initially user login into app and could see list of items, they could tap on their favourites and click on "add to cart" to order their favourites. Users could customize according to their requirement before ordering and click on "checkout" to confirm order.

Architecture:
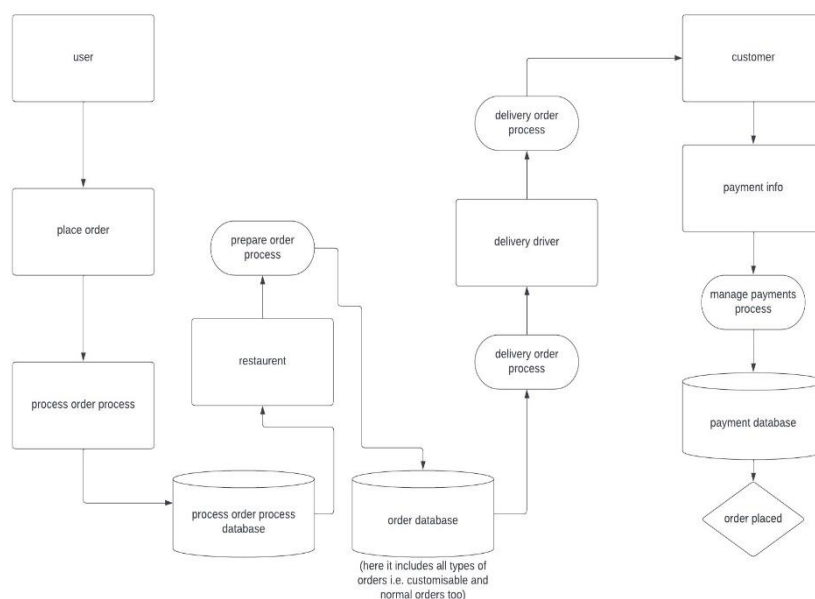
Learning Outcomes:

By end of this project:

- You'll be able to work on Android studio and build any app.
- It's easy to understand, Kotlin helps to enhance Java functionality.
- Co-ordinate with existing java code

Project Workflow:

- User initially register into Snack Squad App.
- After Registration, login into Snack Squad
- User is directed to main page
- User could see list of items, select and order according to their requirement
- They could customize them according to their taste and requirement.

Tasks:

1.Required initial steps

2.Creating a new project.

3.Adding required dependencies.

4.Creating the database classes.

5.Building application UI and connecting to database.

6.Using AndroidManifest.xml

7.Running the application.

Task 1:

Required initial steps : https://developer.android.com/studio/install

Task 2 :

 Creating a new project.

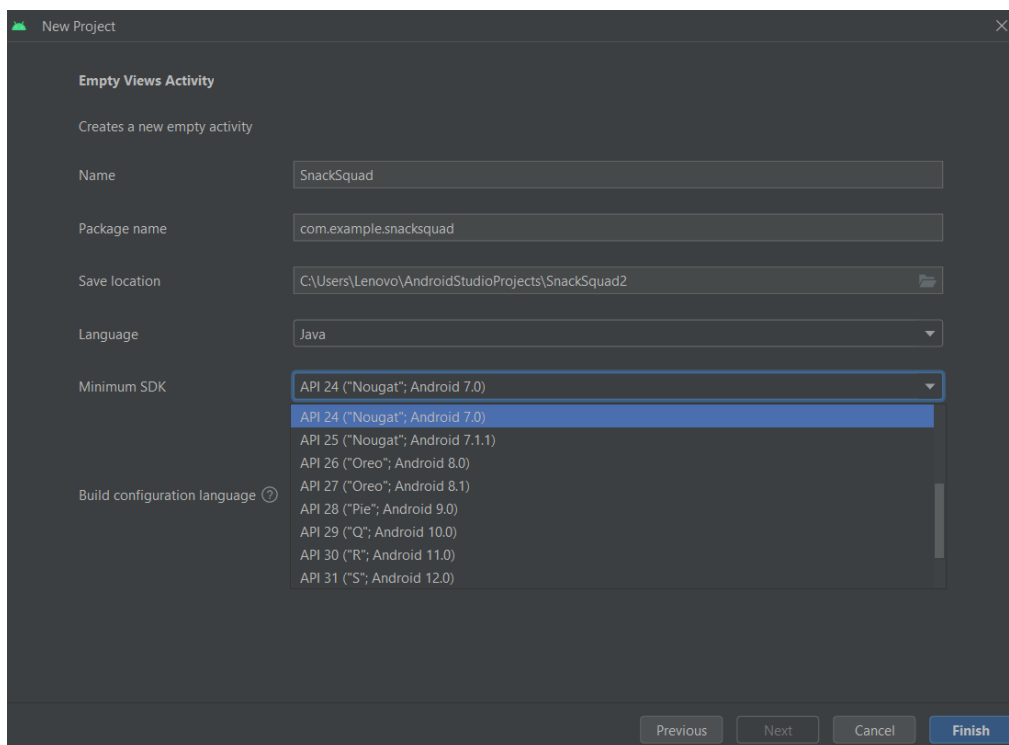Step 1 : Android studio > File > New > New Project > Empty Views Activity

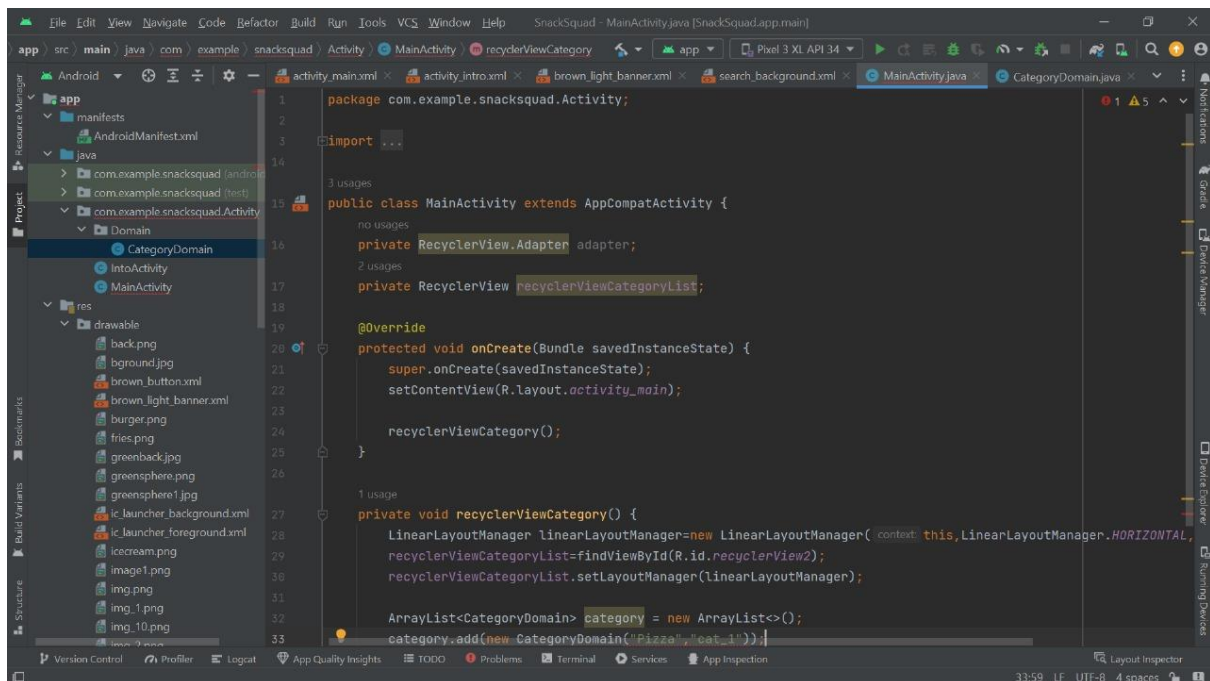Step 2 : Click on Next button.
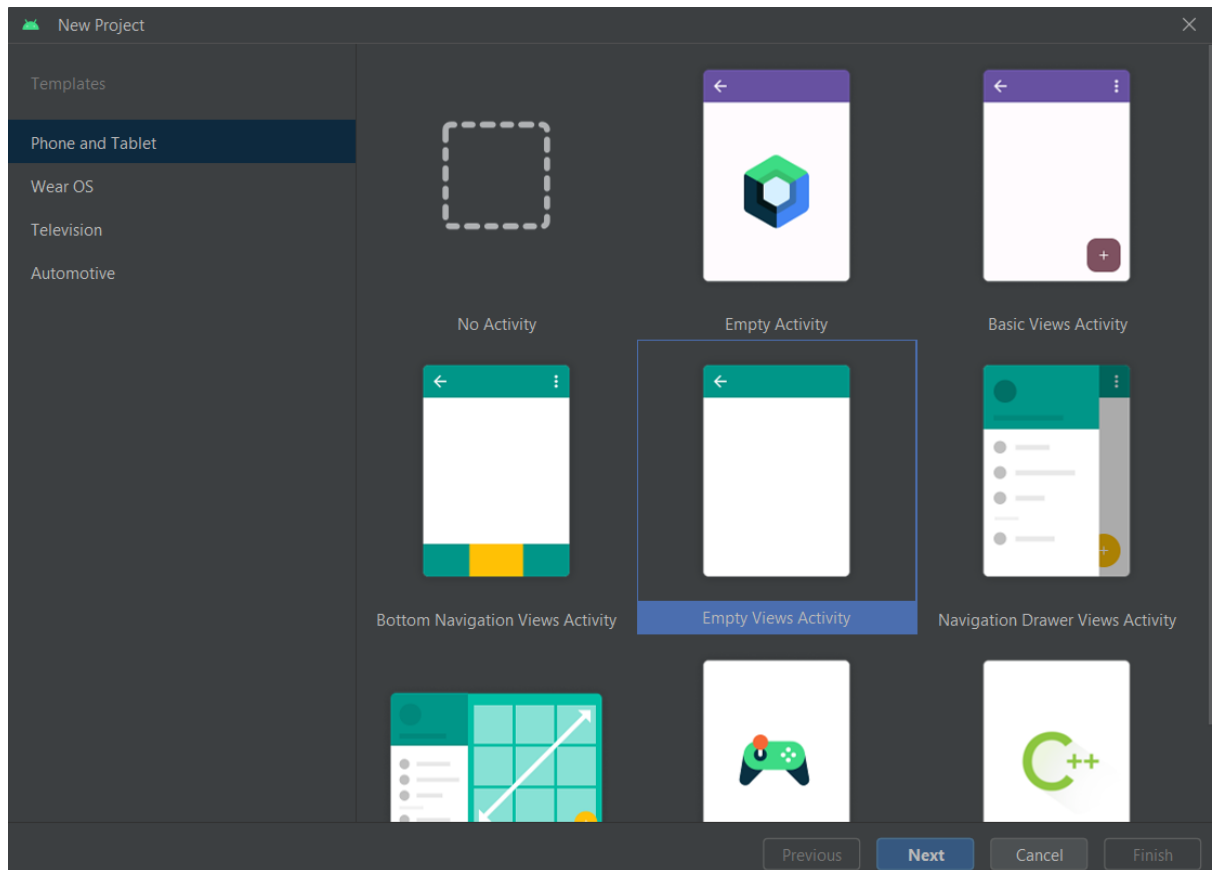
Step 3 : Give name to the new project
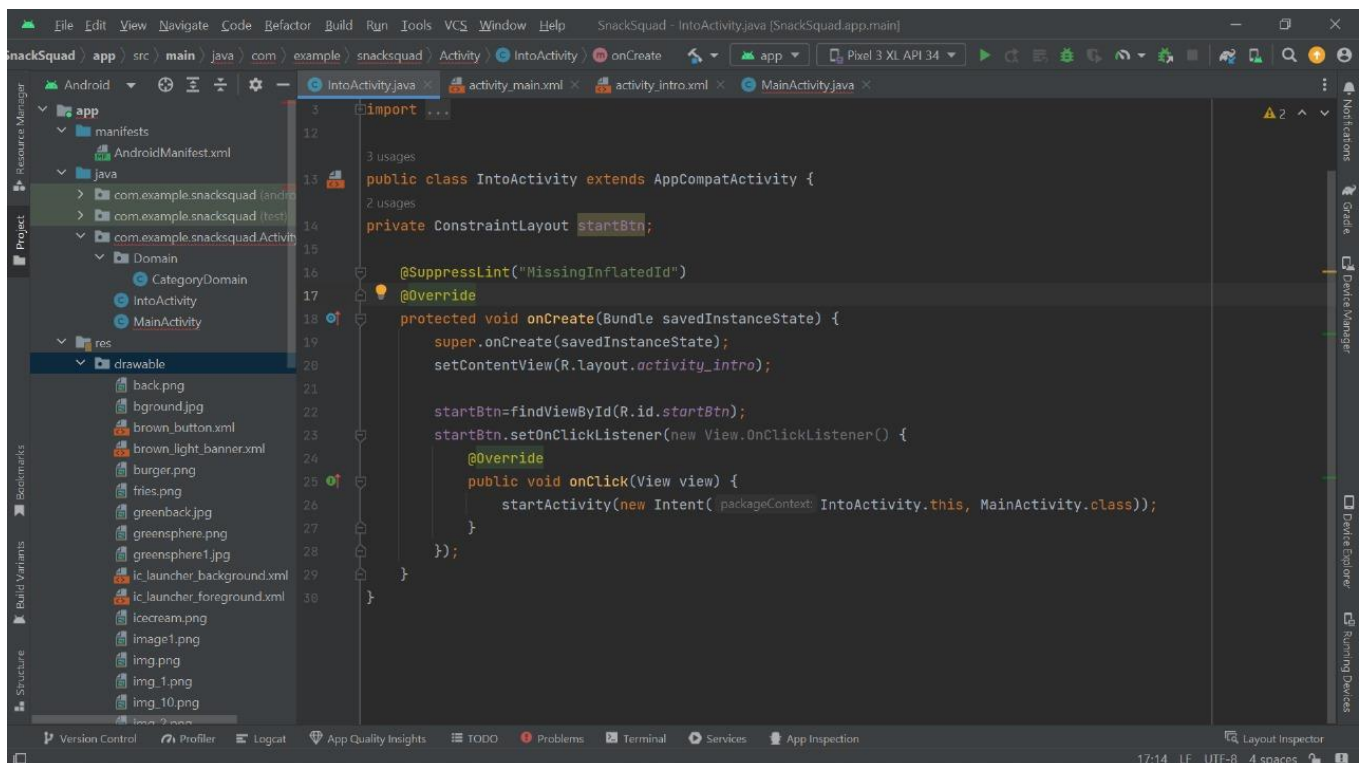
Step 4 : Give the Minimum SDK value

Step 5 : Click Finish
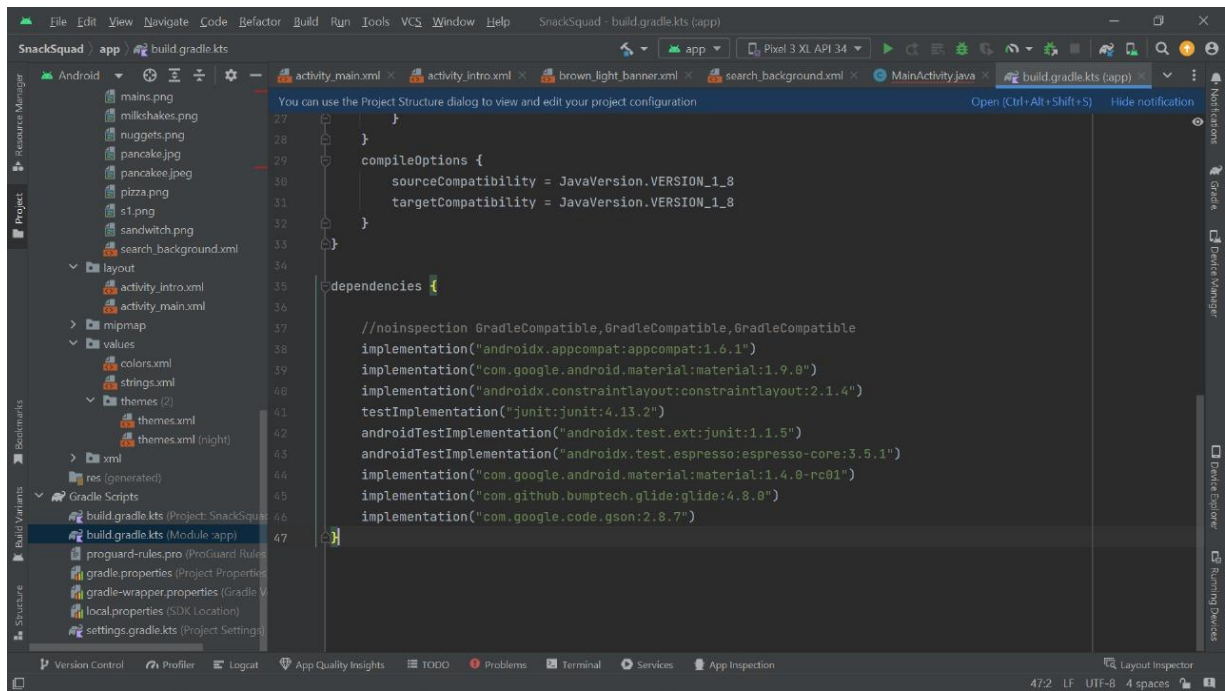
Main activity file

IntroActivity File

Task 3 :

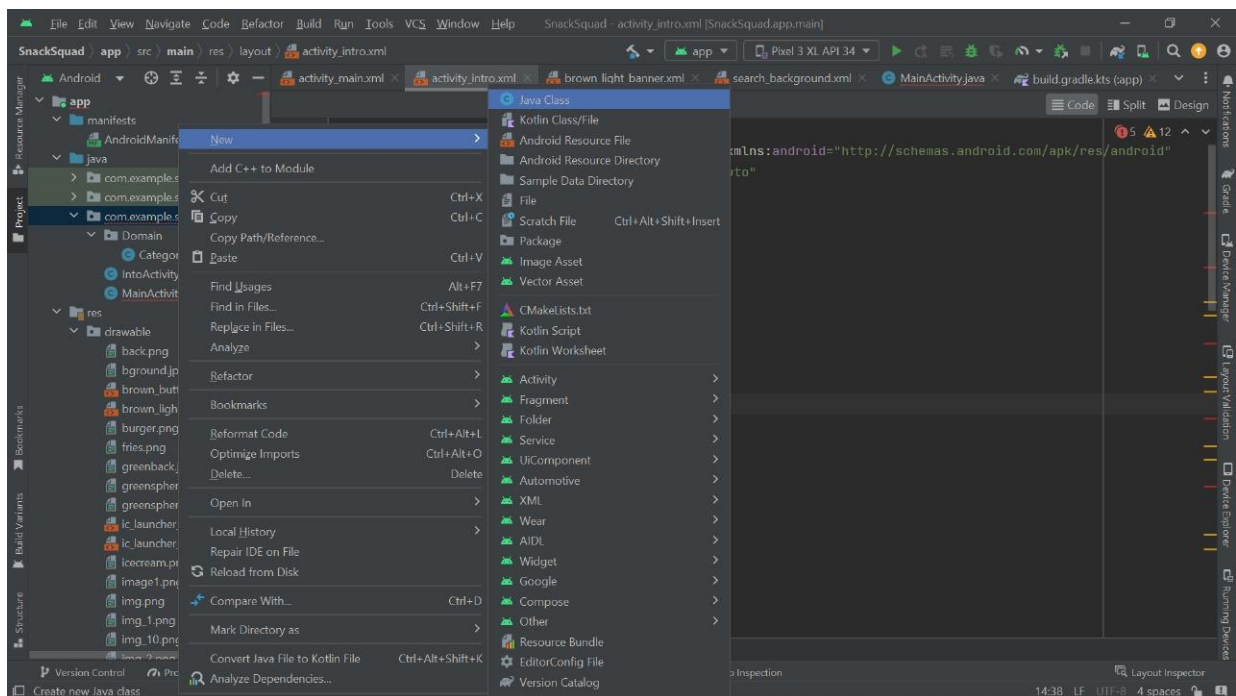Adding required dependencies.

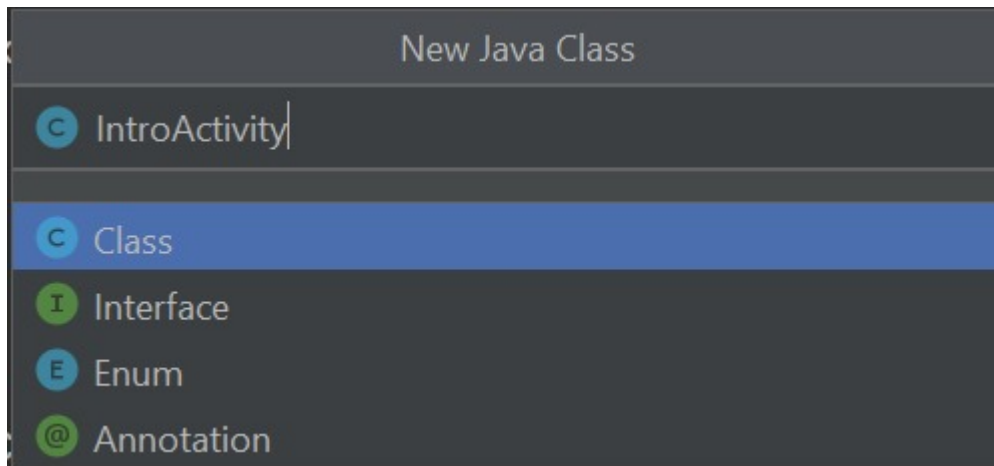Step 1 : Gradle scripts > build.gradle(Module :app)

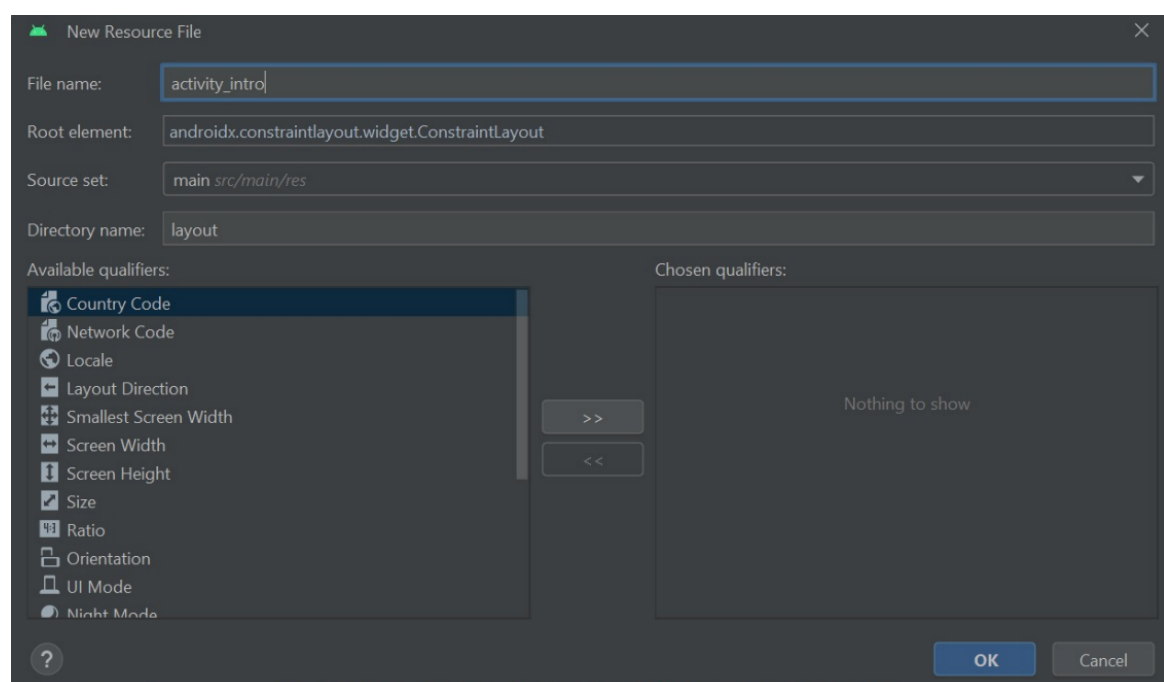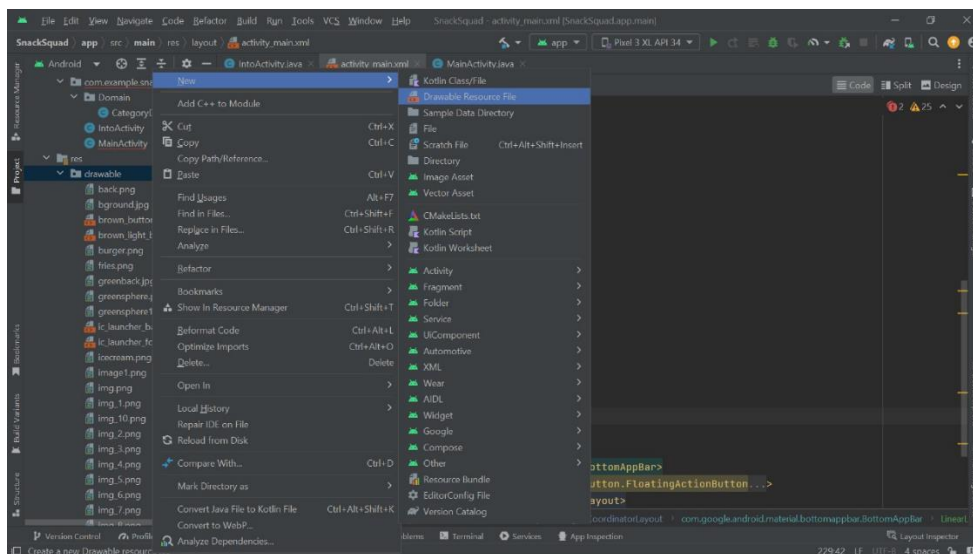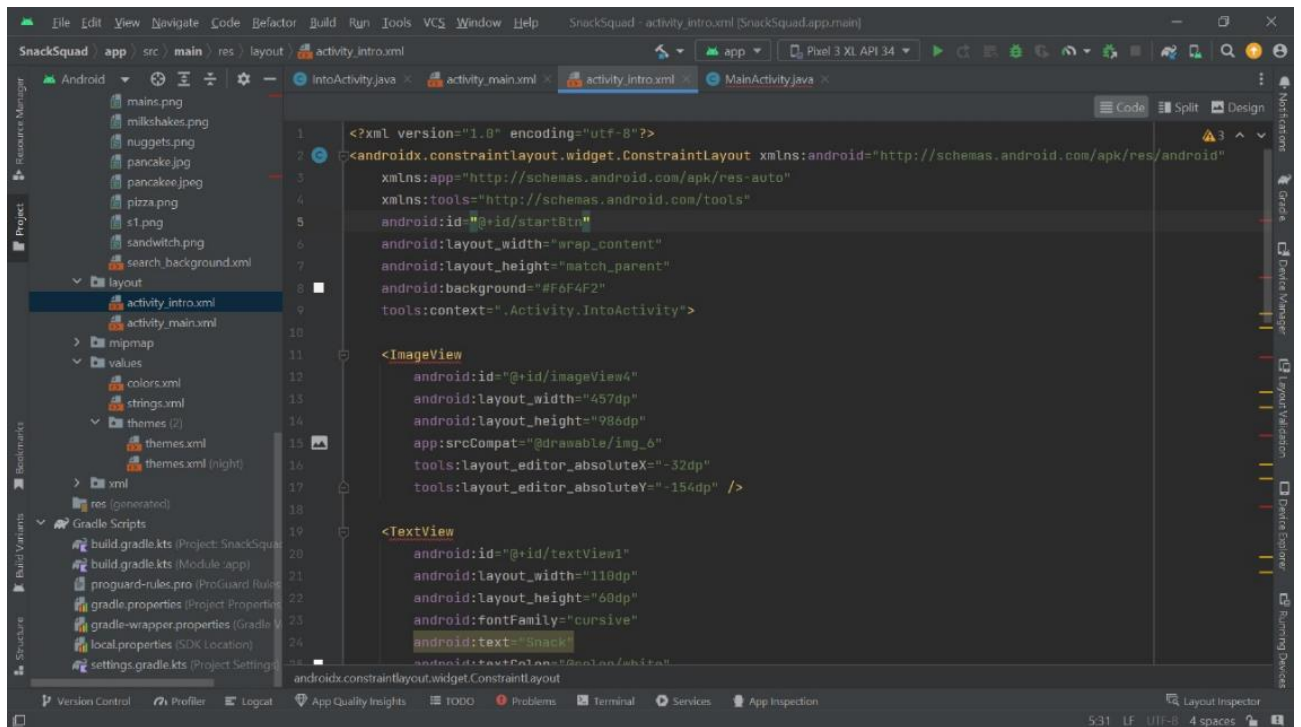Step 2 : Click on Sync now

Task 4:

User View
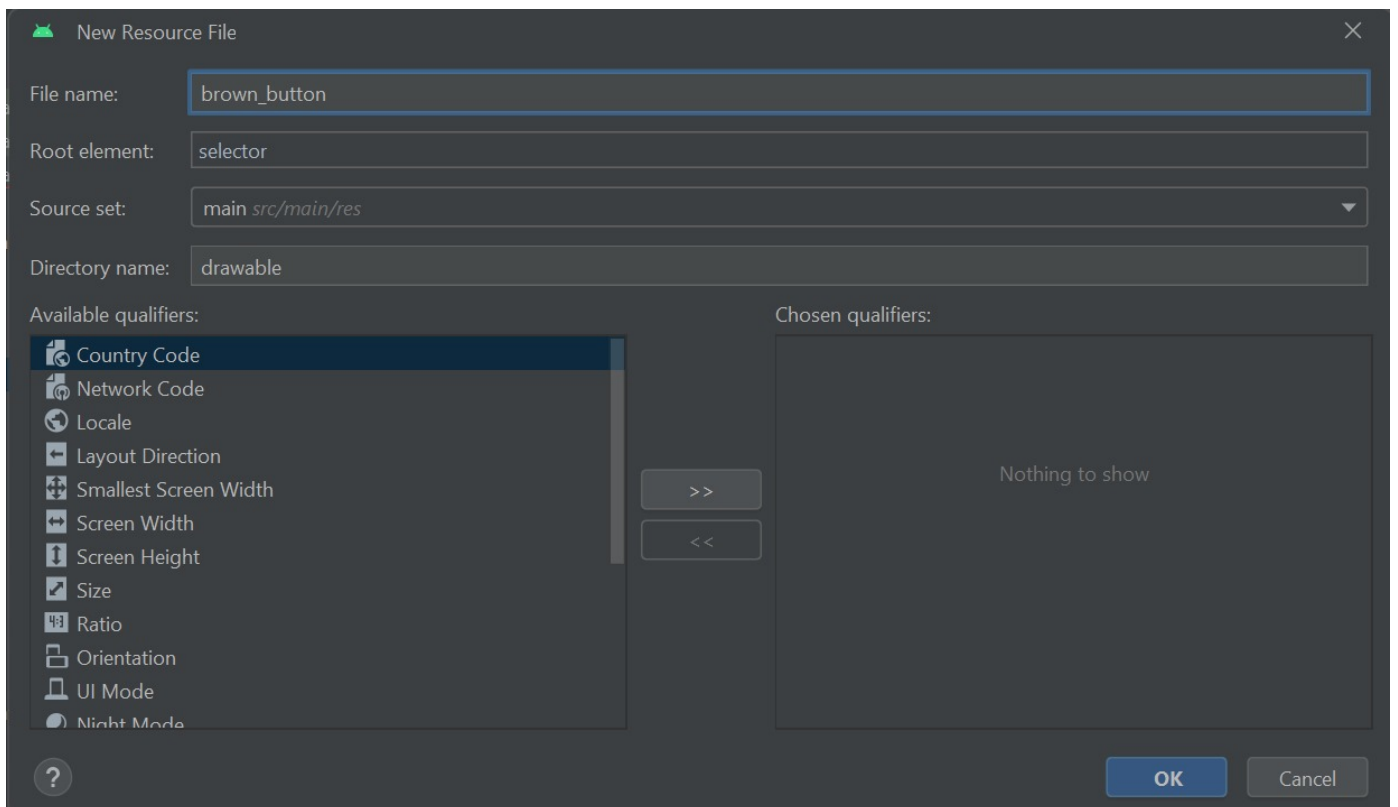
Step 1 : Create IntroActivity class

Step2:Creating layout Activity_intro

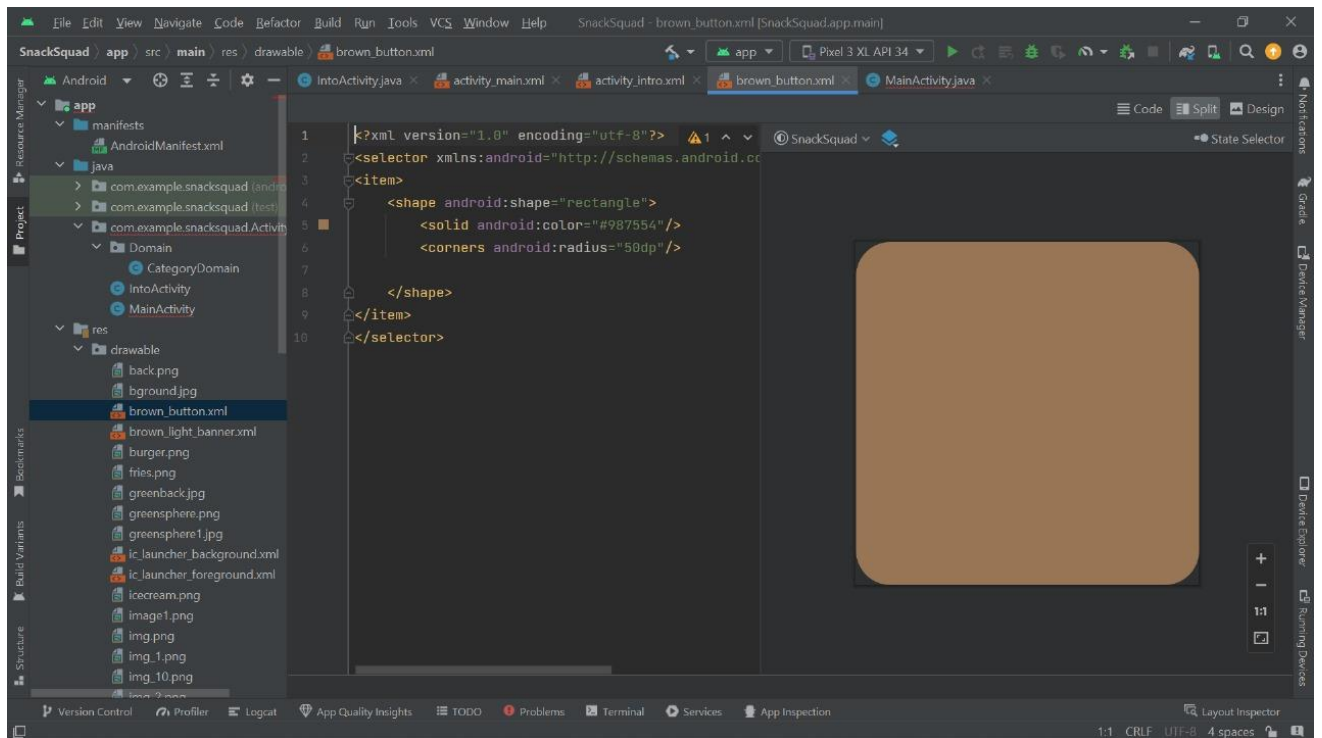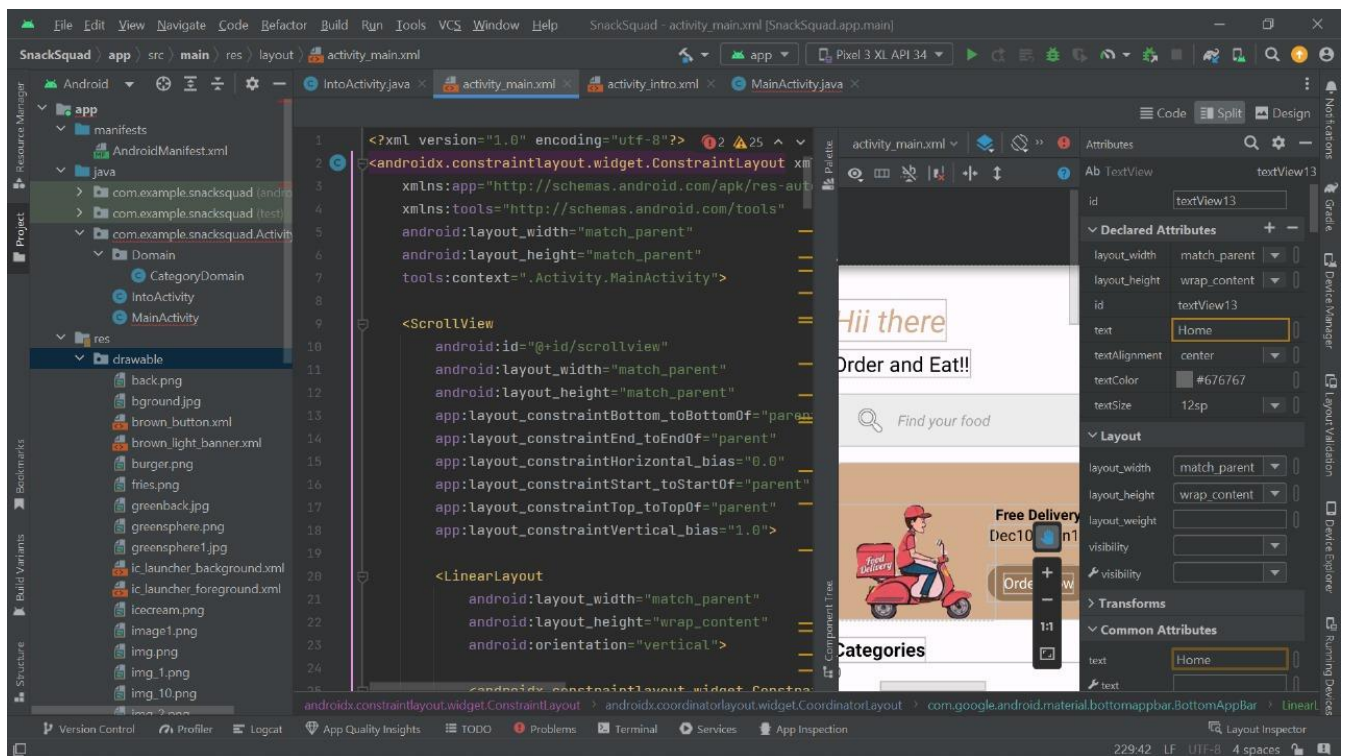Step3:

Creating button folder for the starting Page
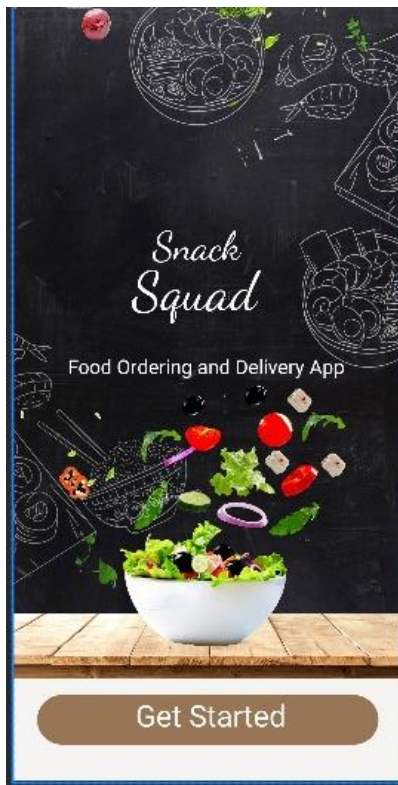
Activity_main

Final Output of the Application

Starting Page :   Login Page: