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Food Scout

Description

Hungry? Stuck at a new place and can't find a restaurant? Well don't worry. Food Scout is here to help. It finds you the best restaurants in the vicinity, so that you don't have to stay hunger for long.

Intended User

Tourists

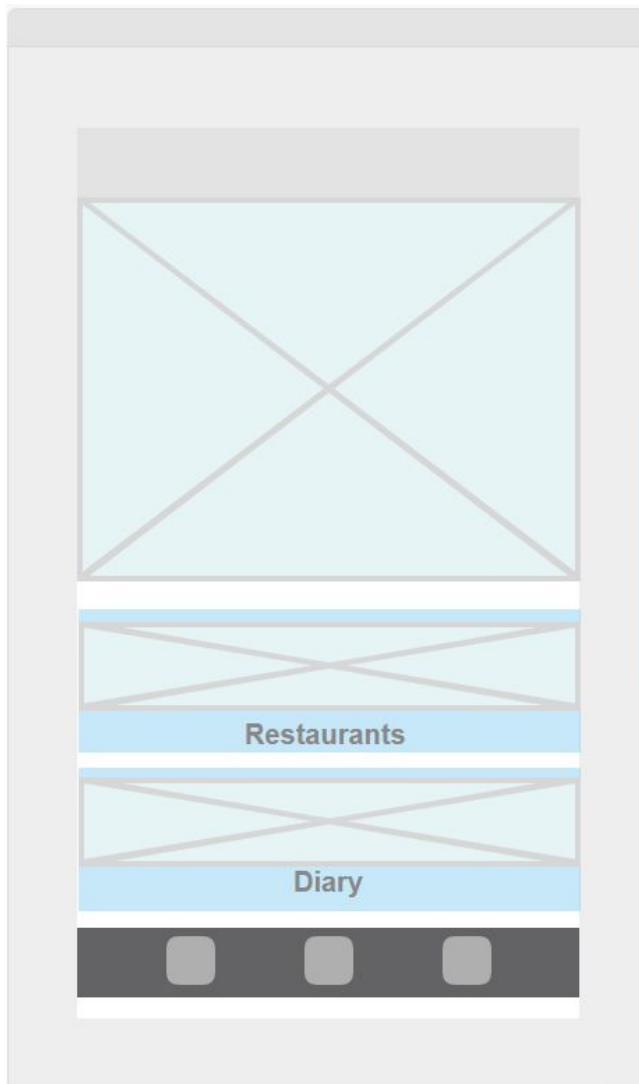
Features

- Find restaurants to eat according to their reviews, prices and other parameters
- Stay safe with GPS tracking
- Find routes to the selected restaurants

- Facility to create personal diary

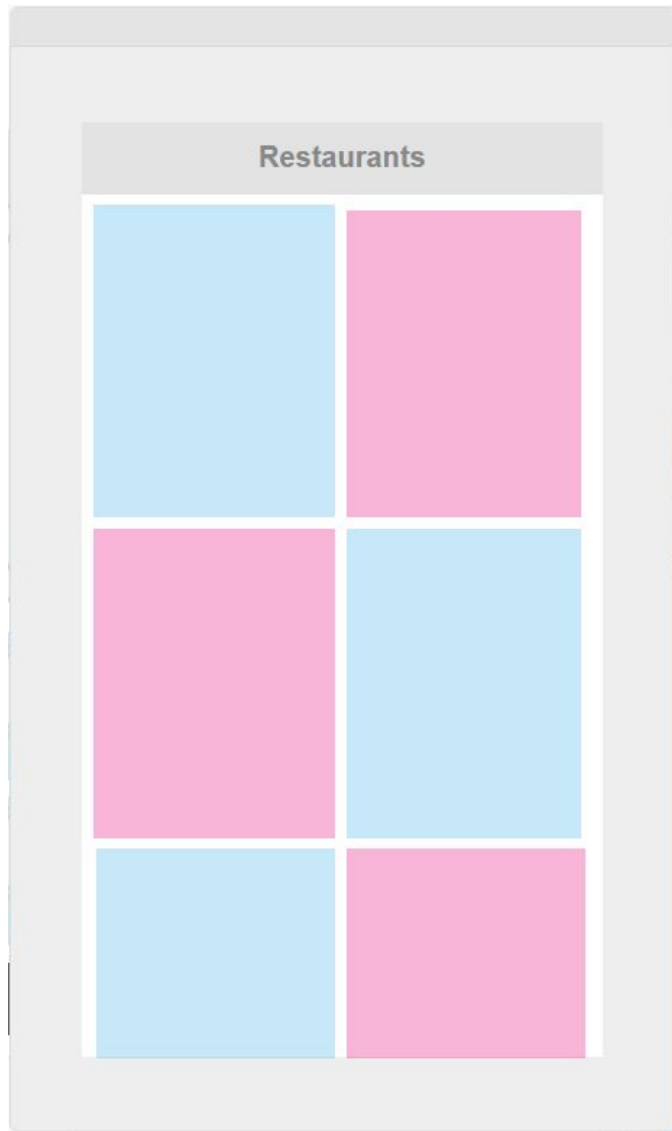
User Interface Mocks

Screen 1



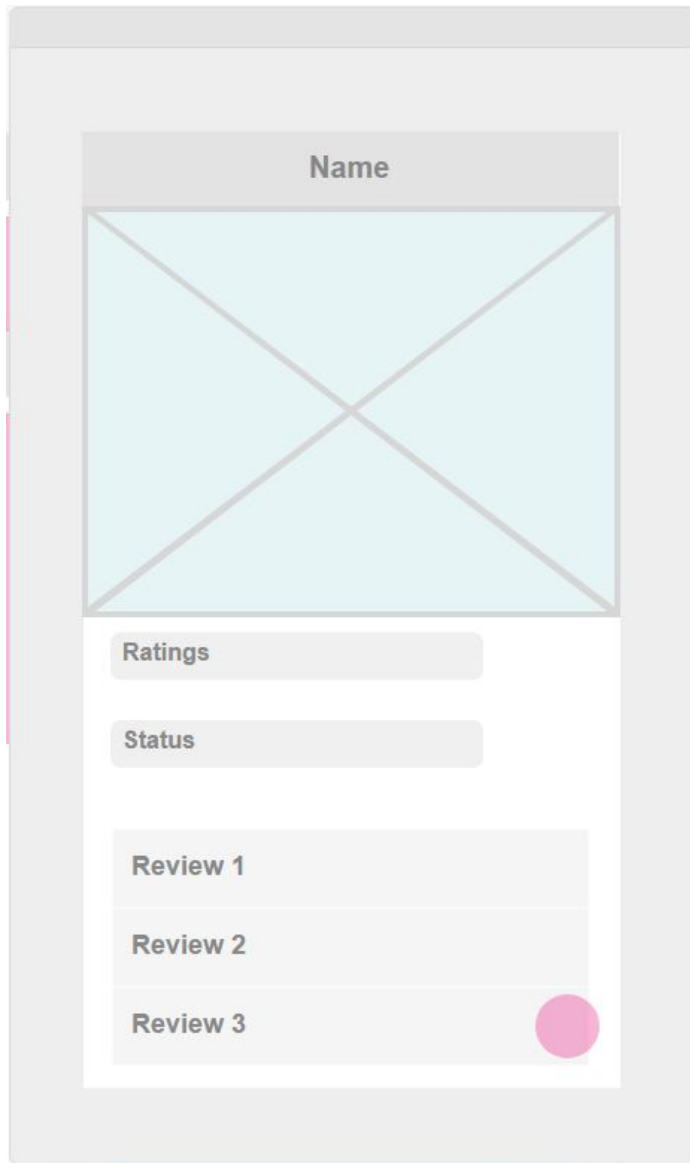
Find places to visit the local restaurants near the person's GPS location or after getting an input from the user

Screen 2



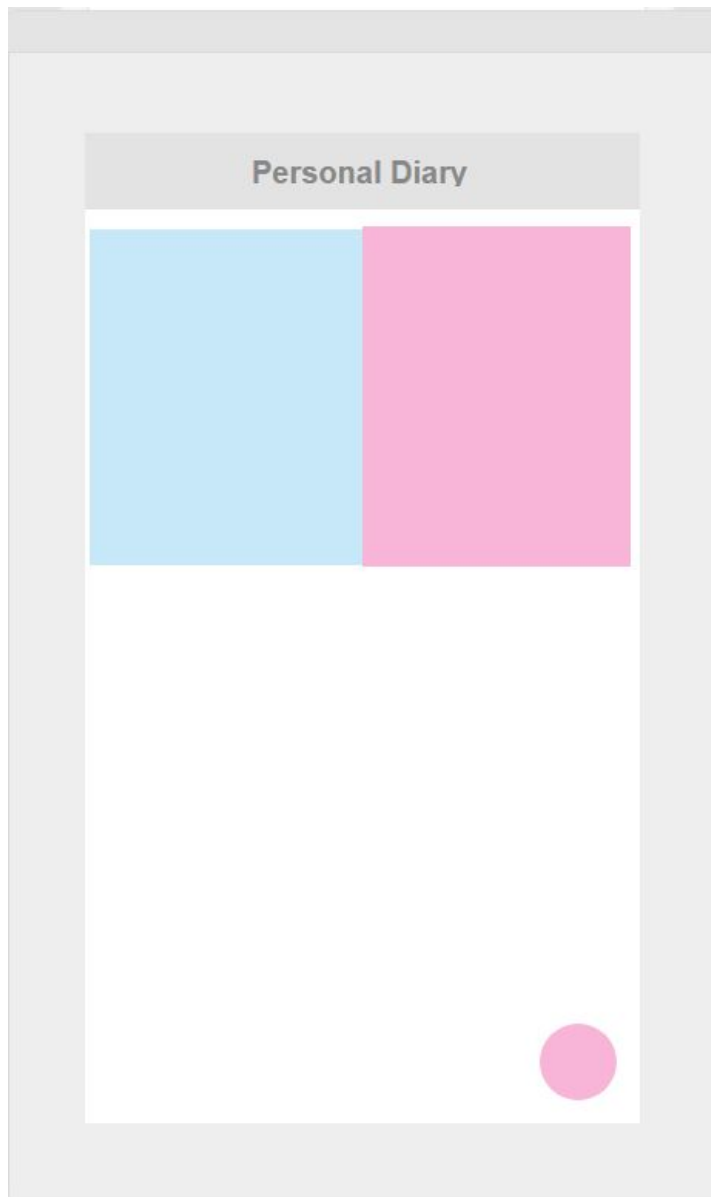
For displaying the restaurants found as cards

Screen 3



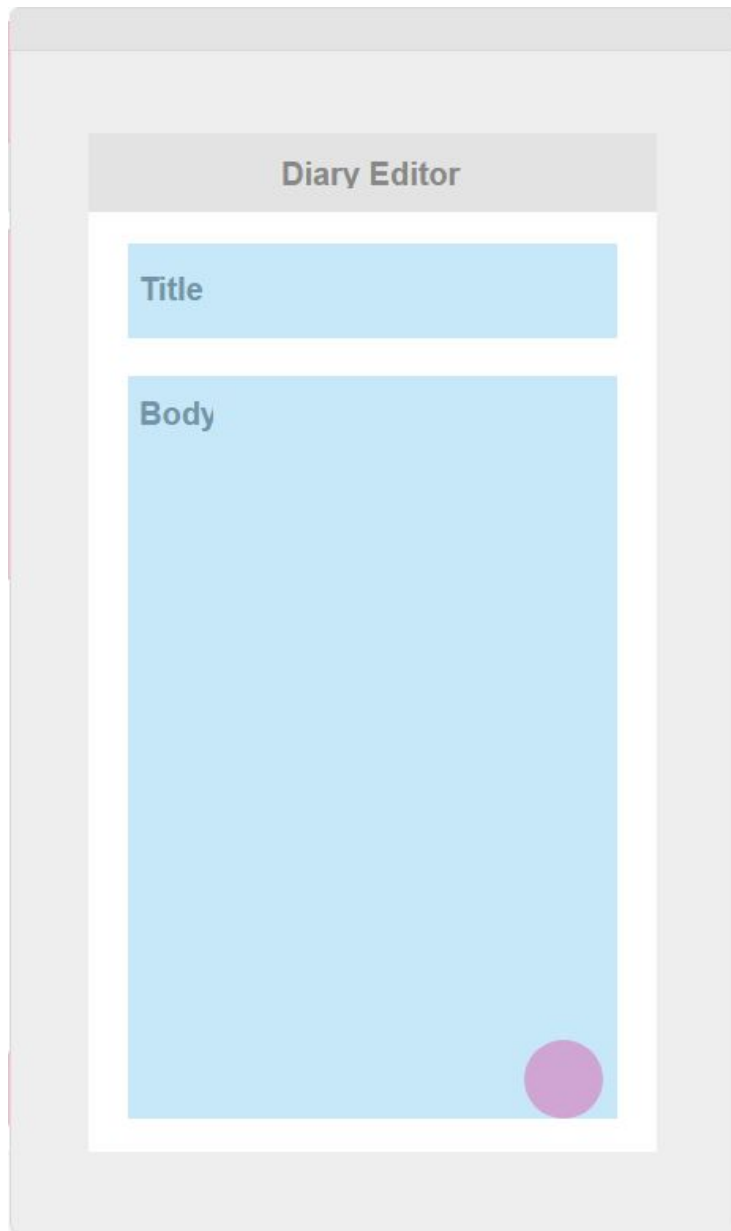
A detailed view of the restaurant shown in the card

Screen 4



Personal Diary screen to show the list of memories created

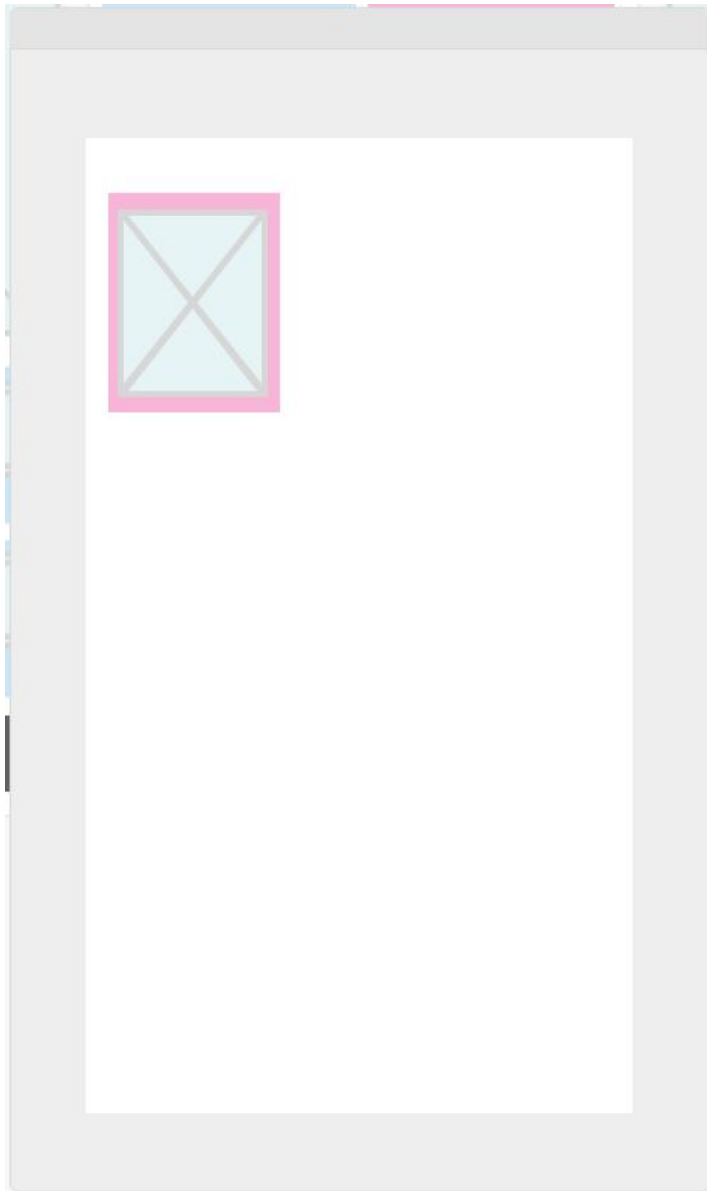
Screen 5



The image shows a mobile application screen titled "Diary Editor". The screen has a light gray background. At the top, there is a header bar with the text "Diary Editor". Below the header, there is a white rectangular area containing two light blue input fields. The first field is labeled "Title" and the second field is labeled "Body". The "Body" field is larger and occupies most of the white area. In the bottom right corner of the "Body" field, there is a small purple circular button.

Editor Screen to edit or add memories

Widget



Widget provides a shortcut to edit the diary

Key Considerations

How will your app handle data persistence?

Data persistence will be handled using a new Content Provider to store Personal Diary data.

Describe any corner cases in the UX.

If the GPS data is unavailable, the app will ask the user to select the their place of interest.

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

- Retrofit for parsing JSON data returned by the servers
- Glide for loading and caching images
- Okhttp for data transfer
- Butterknife for view binding
- Schematic to reduce content provider boilerplate codes
- Google play services for fetching maps, places and Admob

Describe how you will implement Google Play Services.

- Google Places to get nearby places of interest
- Google Maps to get map data
- Admob to get advertisements

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

- Create initial project in Android Studio.
- Create a workflow.
- Obtain API keys for various Google Play services from the developer console.
- Configure gradle build scripts to include relevant libraries.

Task 2: Implement UI for Each Activity and Fragment

- Design loading screen
- Create UIs to obtain location from user, if required.

- Build UI for each activity.
- Build UI fragments to display restaurants etc.

Task 3: Design Alternate UI

- Design UI alternatives for tablet screens and enable them for tablet users.

Task 4: Integrate Services to get and store Data

- Integrate Google Places and Google Maps API to get required information.
- Implement a Content Provider to store and retrieve personal diary data.

Task 5: Technical Tasks

- Loader used to bring personal diary to the Personal Diary Activity
- In order to query and use the Google Places Api Async Task is used. (If required Retrofit might be used to do the same)

Task 6: Create Widget

- Design widgets to add to the home screen.
- Adding event handlers to the widget.