

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]
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GitHub Username: <https://github.com/ssowens/Capstone-Project>

Home For Now

Description

Write a brief summary of what your app does. What problem does your app solve?

This app will allow you to search, select and book vacation rentals. The vacation rentals are separated into categories to assist you in selecting the perfect vacation location for you.

Not sure how to write a good description? Search 5-star apps on the Play Store for inspiration.

Intended User

Who is your intended user? (For example, is this an app for dog owners? Families? Students? Travelers?)

Travelers

Features

List the main features of your app. For example:

- Saves information
- Takes pictures
- Other features

FIND THE PERFECT SPOT FOR YOU AND YOUR FAMILY

- Search for vacation lodging in one app
- Find houses, condos and rooms that meet your needs
- View the location of your vacation spots on Google Maps
- Save and share your vacation spots with family and friends
- See photos of your vacation spots at a glance
- Use the built-in calendar to assist with your vacation plans

BOOK AND PAY FOR YOUR VACATION LOCATION ONLINE SECURELY

User Interface Mocks

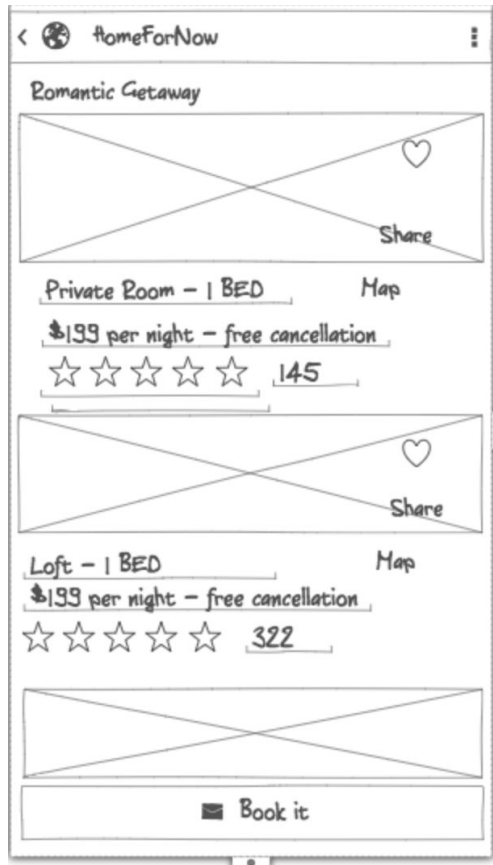
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1



This screen will present the entire collection, romantic getaways and adventures. If you have saved some favorite vacation spots they will be displayed in the “Favorites” group. You will be able to scroll through the groups from the side to see all the locations in a category. This screen will also allow you to search for a destination.

Screen 2



This screen will show the detail of a selected vacation spot. The detail will include the number of bedrooms, the number of bathrooms, the ratings and the number of people who have rated the location, an option to make this location a favorite and the option to share.

Screen 3

The screenshot shows the 'HomeForNow' app interface. The main screen is titled 'Select your check in dates'. It has two columns: 'Check In' and 'Check Out', each with a 'Select Date' button. Below these are guest selection options: '1 Adult' (Ages 18+) and '0 Children' (Ages 0 - 17), each with minus and plus buttons. At the bottom is a 'Continue & Review' button. A date picker is open on the right, titled 'Set date'. It shows a calendar with months SEP, OCT, and NOV. The date 07 is selected in OCT. The date picker has 'Cancel' and 'OK' buttons at the bottom.

Check In	Check Out
Select Date	Select Date
1 Adult Ages 18+	- +
0 Children Ages 0 - 17	- +

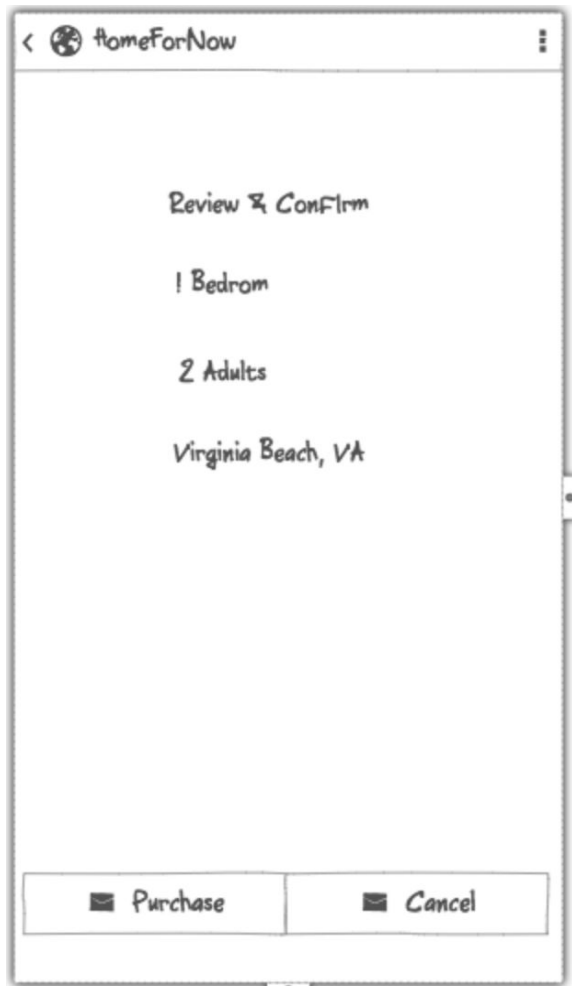
Continue & Review

Set date

SEP	06	2011
OCT	07	2012
NOV	08	2013
Cancel	OK	

This screen allows the user to pick your dates for your vacation stay using a built-in calendar. It will display whether the property is available or not. If the property is available, it will allow you to select the number of guests (adults and/or children).

Screen 4



This screen will display the details of your selections, so that it can be reviewed before you purchase. This screen provides an option to cancel if the user decides not to purchase the vacation location.

Screen 5



Add as many screens as you need to portray your app's UI flow.

This screen displays that your purchase is complete and provides you with your confirmation number.

Key Considerations

How will your app handle data persistence?

Describe how your app will handle data. (For example, will you build a Content Provider or use Firebase Realtime Database?)

Describe any edge or corner cases in the UX.

For example, how does the user return to a Now Playing screen in a media player if they hit the back button?

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

For example, Picasso or Glide to handle the loading and caching of images.

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

Describe which Services you will use and how.

Next Steps: Required Tasks

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

Task 1: Project Setup

Write out the steps you will take to setup and/or configure this project. See previous implementation guides for an example.

You may want to list the subtasks. For example:

- Configure libraries
- Something else

If it helps, imagine you are describing these tasks to a friend who wants to follow along and build this app with you.

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for MainActivity
- Build UI for something else

Task 3: Your Next Task

Describe the next task. For example, “Implement Google Play Services,” or “Handle Error Cases,” or “Create Build Variant.”

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

- Create layout
- Something else

Task 4: Your Next Task

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

- Create layout
- Something else

Task 5: Your Next Task

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

- Create layout
- Something else

Add as many tasks as you need to complete your app.

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**”