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Discover Egypt

Description

An app is designed to help tourists to discover tourist sites in Egypt and know information about this site and show the site on map to help them to get there
The App will be written in Java Programming Language and Gradle Version 3.0.1
And Android Studio 3.1.2 as an IDE

Intended User

The app is intended to be used by people who love to travel to another countries and love to visit touristic places in these countries

Features

- List places in groups according to their region
- Add description to every place to give the user information which he need
- Allow user to display the place on map
- Allow user to add desired place in favourite list
- Allow user to add specific place to the widget
- Make adaptive design for tablet mode

User Interface Mocks

Main Screen

- Main screen it will display list of regions each region contain list of sites

Region Screen

- It will display sites in particular region ,Favourite list screen will be the same design and it will contain favourite sites

Widget Screen

It will display information about specific place in a widget

Site Screen

 It will display information about specific place ,there will be menu contain options to add site to favourite list or locate site o map

Key Considerations

How will your app handle data persistence?

 The app will use Firebase Database to get and restore data to make the process fast
, SQLite and contentprovider for saving data for favourite list

Describe any edge or corner cases in the UX.

When the user open the app he will find screen for login or signup then it goes to main screen which contain list of friends if he press on one of them another screen will be launched and it will be conversation screen between them.
The app will use Picasso features to cache data and restore it while no network

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

- Butter Knife, for views binding and reduce using findviewbyid
- Firebase: Real-time database and Cloud Storage
- Volley: For managing api requests.
- Picasso : for handling and loading mages
- Recyclerview and CardView : for dealing with lists and customized views
- FancyToast : Library gives more customized toasts

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

Application will use Real-time database and Cloud Storage of Firebase
And Google play Maps API to display place location

Next Steps: Required Tasks

Task 1: Project Setup

- Create project and repository associated with it
- Configure libraries
    - picasso:2.5.2
    - Firebase services : 11.6.2
    - Butterknife : 8.8.1
    - FancyToast : 0.1.3
    - about-page : 1.2.2
- Setup firebase project and add its libraries

Task 2: Implement UI for Each Activity and Fragment

- Create Activities and fragments and begin to implement them
- Create utilities class to help on project
- Store name and strings in values packages

Task 3: work on Firebase Services

- Implement Real-time database and Authentication services
  - Create models and adapters
  - Create layoyts
  - Work on java files
- Implement Google Map API

Task 4: work on design

- Improve activities and fragments layout
- Work on tablet mode
- Make about activity which contain information about the app ,the information stored as a json and get by AsynTask