

## How to Use this Template

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## 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**”
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**GitHub Username:** Th3Snehasish

# Your App Name Here

## Description

Trip it makes it easier to find nearby hotels, pubs, restaurants and where to visit where ever you go.

What it does?

1. Find the best nearest hotels , with reviews and contact information
2. Discover the places to visit near you
3. Explore restaurants with reviews and contact info
4. Add our own experience with a photo.
5. Check flight tickets and availability.
6. Use GPS to get more detail near your location.

## Intended User

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

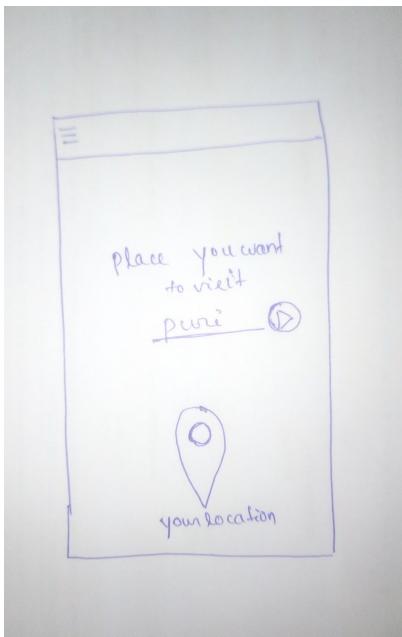
## Features

- Find nearby Restaurants
- Find nearby hotels
- Details of Tourist spots
- Nearby shopping centre and much more
- Check flight availability

## User Interface Mocks

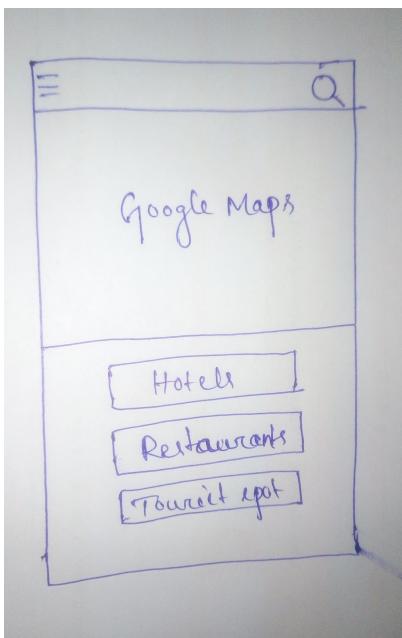
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

## Screen 1



First screen to allow users to enter the place that they will be visiting, or to use their device GPS to access their current location. It will be a simple screen with autocomplete text view showing users with various places in the list.

## Screen 2



This screen contains a Google Map Widget to provide users to view the location they selected on map. They can change their location by using a pin to mark in map widget. Then , the screen

shows a list of features users can select. These include Hotels, restaurants, tourist place, shopping spots and flight availability to that location. For eg if you are currently in Delhi, and you want to visit jammu, you can check hotels in jammu ( or in a particular region in jammu ), restaurants, tourist places you can visit along with flight availability.

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

## Key Considerations

### How will your app handle data persistence?

The app will use a database to store information for caching purpose, and external SD card to allow users to save information offline.

### Describe any corner cases in the UX.

1. Picasso will be used for image loading.
2. Design support library
3. Parse library for online server
4. Facebook sdk to allow login from facebook
5. Volley library for background data fetching.

## 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. Search and setup libraries that may be required for development
2. Implement requirement analysis.
3. Design the flow of project
4. Setup Google places API

### Task 2: Implement UI for Each Activity and Fragment

- Build UI for each activity.

- Design a splash screen
- Build UI for fragments like restaurants screen, hotel screen
- Design UI to display information for each restaurant and hotel
- Design UI for shopping center

### 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.

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