Mobile Device Application Development
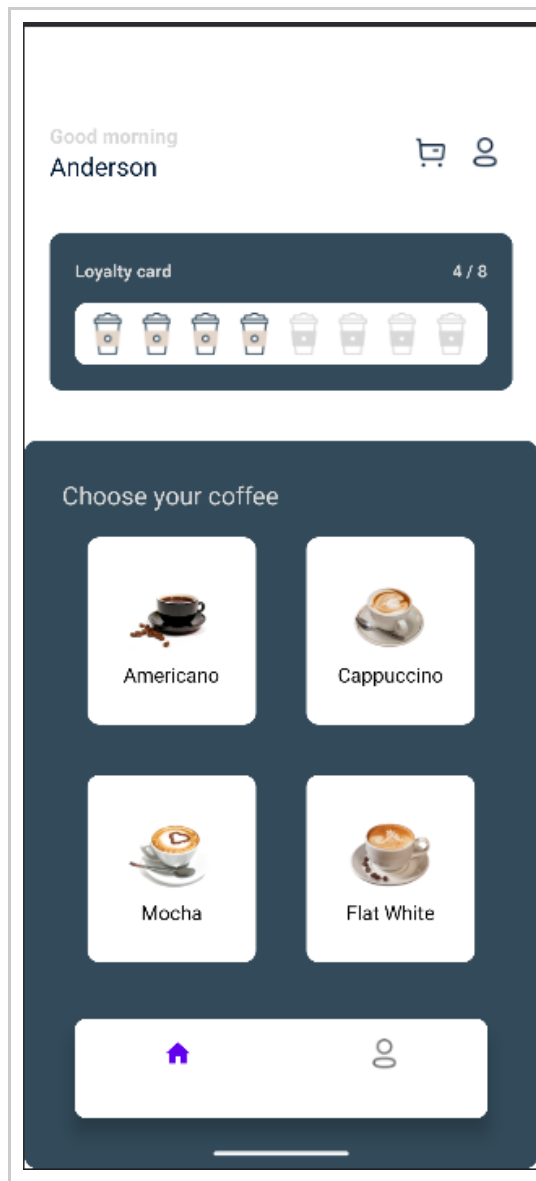
MIDTERM PROJECT

Report

Student Information

- Name: NGUYEN Quang Thang
- Student ID: 22120333

Project Self Assessment

- Self-assess your score in the evaluation column
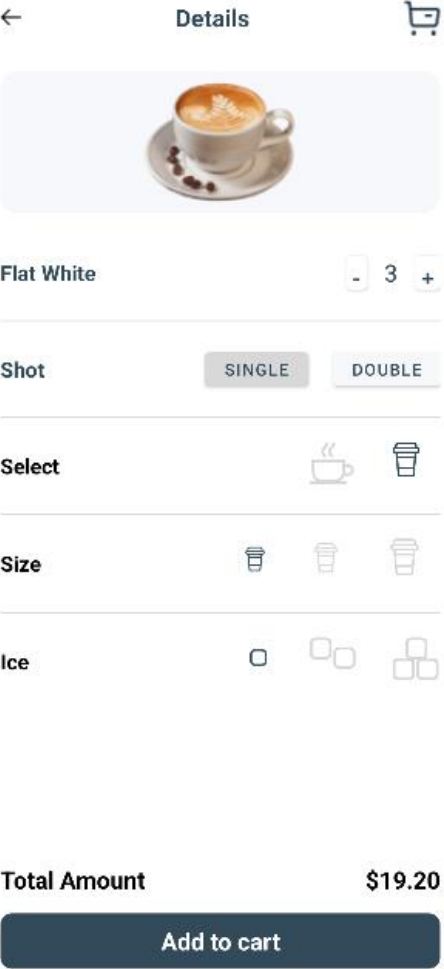- Replace the app design images with your app screenshots

Requirements		Score	Evaluation
Home Screen		**24**	**24**
	Basic layout	2	2
	Header	2	2
	Bottom navigation	5	5
	Listview Loyalty Card	5	5
	Listview Coffee List	5	5

		5	5
When clicking on one of the coffee cups in the list -> switch to the coffee selection (**Details**) screen.			

Details	19	19
	Allows customizing a cup of coffee at the screen	5	5
	Click on Add to Cart to add the current customized cup to the cart and move to **My Cart** screen	5	5
	Click on the cart icon to see the current shopping cart (not counting the current customization)	2	2
	Update the total value when there is a change in the quantity, or the corresponding custom.	5	5
	Press the back icon or navigate back to return to **Home Screen**.	2	2

My Cart	24	24
Basic layout	2	2
Displays a list of selected coffee cups	10	10
Displays the total price of the cups	5	5
Swipe left to remove.	5	5
Click checkout to switch to the *Order Success* screen	2	2

← My cart

Cappuccino
Single | Iced | large | Less ice
x3
17.70

Mocha
Single | Iced | large | Less ice
x3
21.00

Total Price
$38.70

CHECKOUT

Order Success		4	4
	Basic layout	2	2
	Click on Track My Order to switch to **My Orders** screen	2	2

My Orders

9:41	Basic layout	2
My Order		
On going History	Show list of order on going and history	5
24 June | 12:30 PM $3.00 Americano 3 Addersion Court Chino Hills, HO56824, United State	Move orders from on going to history when an event is triggered (for example, clicking on that order or swiping right)	5
24 June | 12:30 PM $3.00 Cafe Latte 3 Addersion Court Chino Hills, HO56824, United State		
24 June | 12:30 PM $3.00 Flat White 3 Addersion Court Chino Hills, HO56824, United State		

Rewards		5
	Basic layout	2	
	Loyalty card: each successfully ordered cup will get 1 more stamp, up to 8 stamps.	5	5
	When 8 stamps are reached, trigger an event to reset to 0 (for example, click on loyalty card)	5	
	Displays a list of points. With each order reward points based on the total amount of each order.	5	
	Displays the total number of reward points.	5	

Redeem Rewards

When clicking on the total reward points, it is possible to exchange points for a new cup of coffee and update the total reward points.

5

Profile		10	10
	Basic layout	5	5
	Allow editing content when clicking on the allow editing icon	5	5

General application requirements			
	Manage application lifecycle, application state	20	20
	Initialize data for the application	10	10
	New features/requirements added by yourself	15	15
Total	**Min(150, Total score of all requirements above)**	**150**	**131**

Extra Features

List all the new features or techniques you used in the project.

-   **Code Organization: MVVM Architecture:** Implemented the Model-View-ViewModel (MVVM) design pattern to maintain a clean separation of concerns, making the codebase more maintainable and scalable.

-   **Dynamic Greeting Message on Home Screen:** Updated the greeting message on the Home Screen to dynamically change based on the time of day. The message adapts to different times like "Good morning," "Good afternoon," and "Good evening" for a personalized user experience.

-   **Cart Persistence in Activity Lifecycle:** Ensured that the cart data lives within the Activity lifecycle, rather than being managed in the repository, so the cart remains intact even when the user navigates between screens.

-   **Comprehensive Management of Bottom Navigation Bar:** Managed the bottom navigation bar visibility across different scenarios. It handles navigation actions when the user presses the back button or performs a swipe gesture, ensuring a consistent and intuitive navigation experience.

References

- https://developer.android.com/develop/ui/views/launch/splash-screen
- https://stackoverflow.com/questions/5486789/how-do-i-make-a-splash-screen
- https://developer.android.com/topic/architecture
-