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**"
3. Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"

GitHub Username: tiwari9773

Street Food/ChatPat Food

Description

What my app does?
App will contain list best street food places of mumbai.

What problem it will solve?
Many time people spend huge time to find best street food in cheap rate, When they are new they have to totally depend on people for rating These best street foods are famous in their area but not listed on internet so I want to give them platform and give facility to find best street food of his area or all over mumbai.

Intended User

Who is your intended user?

1. Food Lovers
2. New Person to the Area
3. Street food owner who want to create online buzz

Features

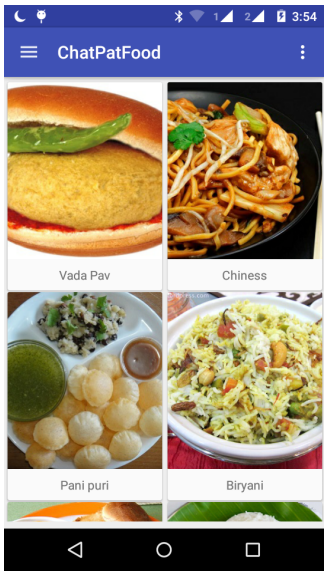
List the main features of your app. For example:

- List of Street Food (Currently Filled by me only)
- Food with Pictures
- User can check price and ratings of food

User Interface Mocks

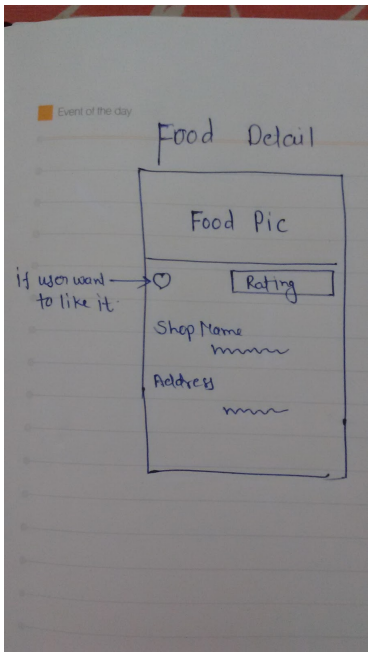
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



1. Main List page where each food will be listed

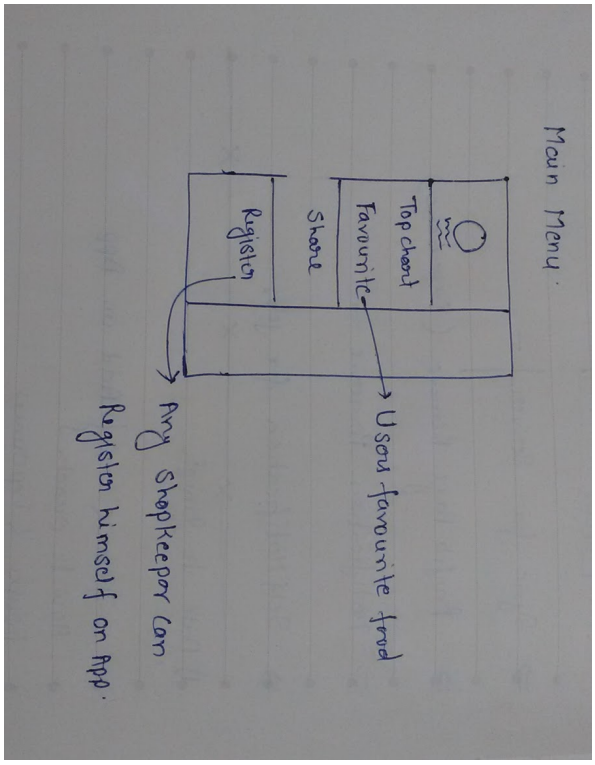
Screen 2



Food Detail page Where user can see rating of food and Address of food shop

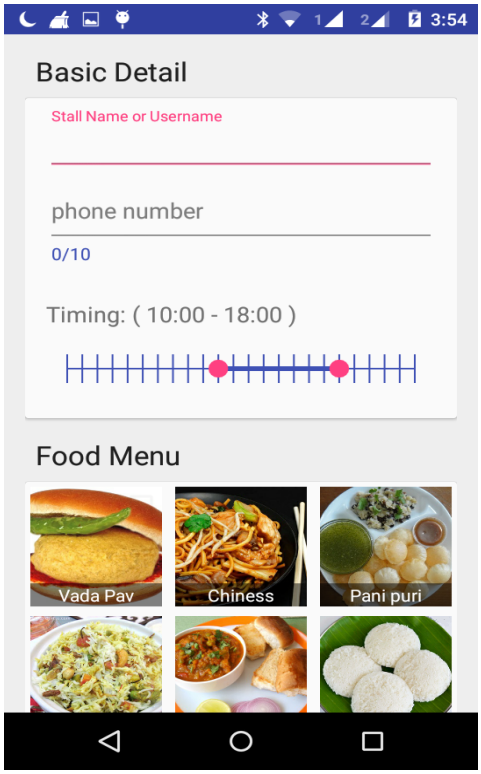
a. Rating will help him to decide menu while
b. Address will help him to reach at shop

Screen 3



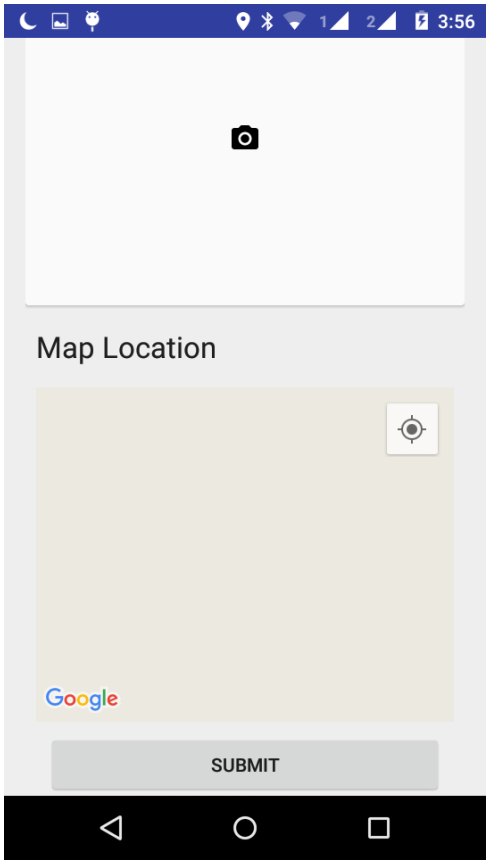
Main menu for user for finding his favourite and share to friends

Screen 4



Registration screen For Shop keeper where he will enter his basic detail and give timing of shop

Continue Screen 4



Shopkeeper can give his shop's photo and Google map location also.

Key Considerations

How will your app handle data persistence?

Describe how your app with handle data.

1. I will save data to firebase and fetch from their only
2. I will create sqlite of data so that user don't to download data again again
3. Use Content provider for accessing data
4. I will use Sync adapter to sync data with firebase at certain interval
5. I will save data to firebase and fetch from their only
6. I will try to include photo to street food shop also not sure
7. I will use lat long only to capture shop on map(later I can use this to show user)

Describe any corner cases in the UX.

1. Screens are very simple, First is list of shops
2. Second page is detail of dishes that's it.

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

1. I will use firebase library to send and receive data
2. I will try to include glide for image(If was able to store images)

Describe how you will implement Google Play Services.

1. I will use play-services for lat long capture and google tracker

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

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:

- Collect at least 10 shops data and first store it on firebase
- Access the data from firebase store it locally in sqlite

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for MainActivityList with sufficient info of food so that user can visit the food
- Build description page
- Build page where shopkeeper can himself add his shop to app

Task 3: Implement Sync Mechanism of App

- Implement Sync mechanism of app If new shop is added to firebase then it should be reflected on app
- Implement tracker to know user behaviour
- Implement firebase crashlytics to know crashes on app

Task 4: Materialise app

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

- Give some effect to app or materialise it for release

Task 5: Testing of App

- Testing app in real world with 3G connections

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

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