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Submission Instructions

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GitHub Username: trllgrn

Petal Push

Description

Petal Push is an app that allows users to to quickly and efficiently purchase flowers for delivery.

Intended User

This app is intended for anyone who would like to send flowers for any occasion. It's an entirely mobile e-commerce application.

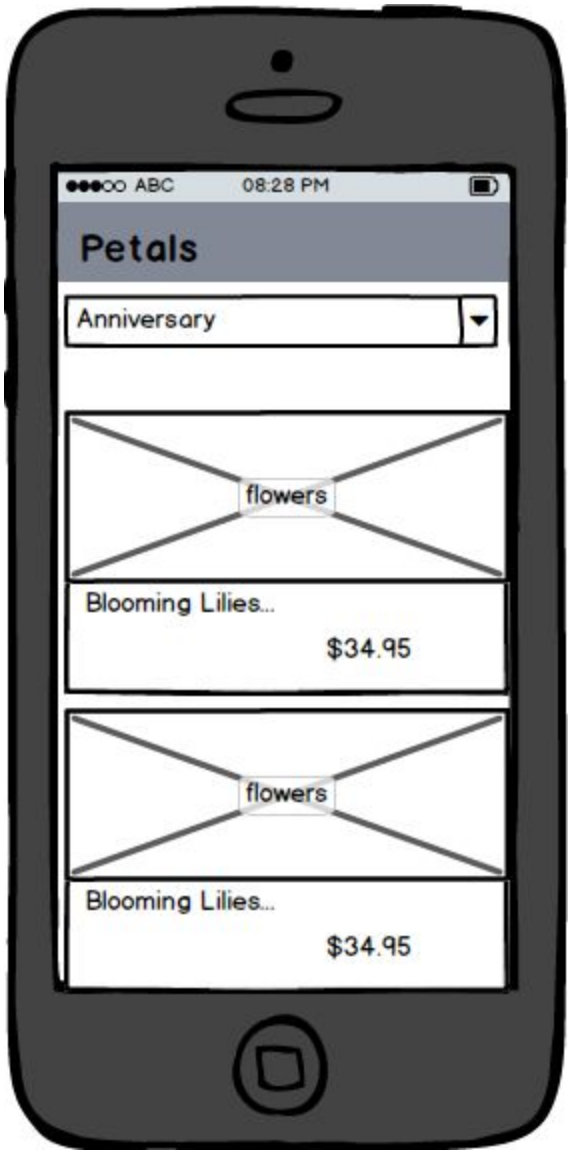
Features

- Browse flowers, arrangements and balloons by occasion
- Select an item and add it to a shopping cart
- Checkout

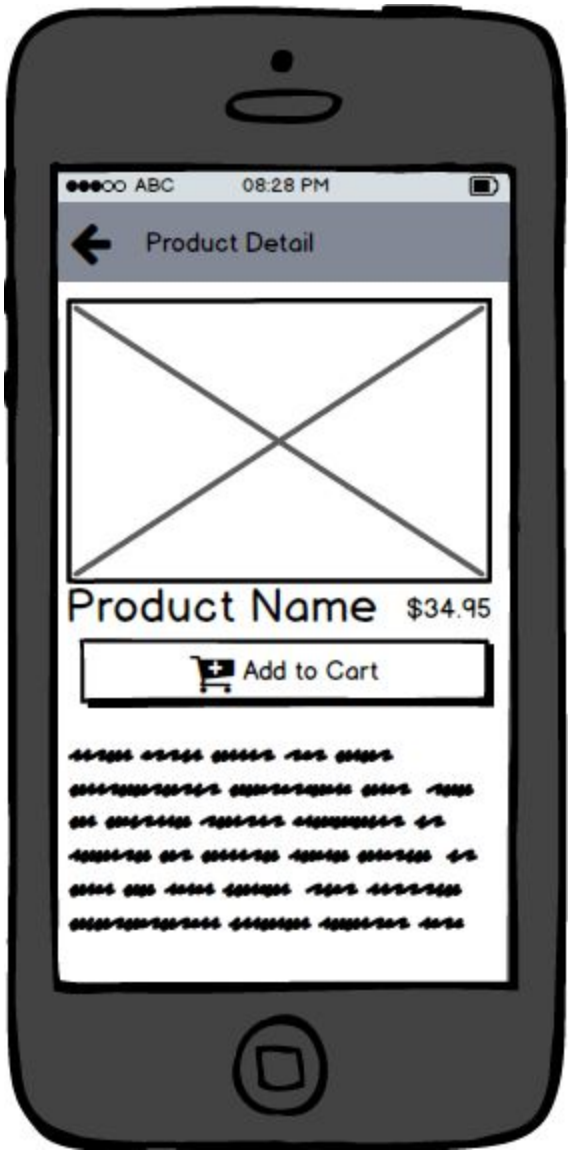
User Interface Mocks

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.

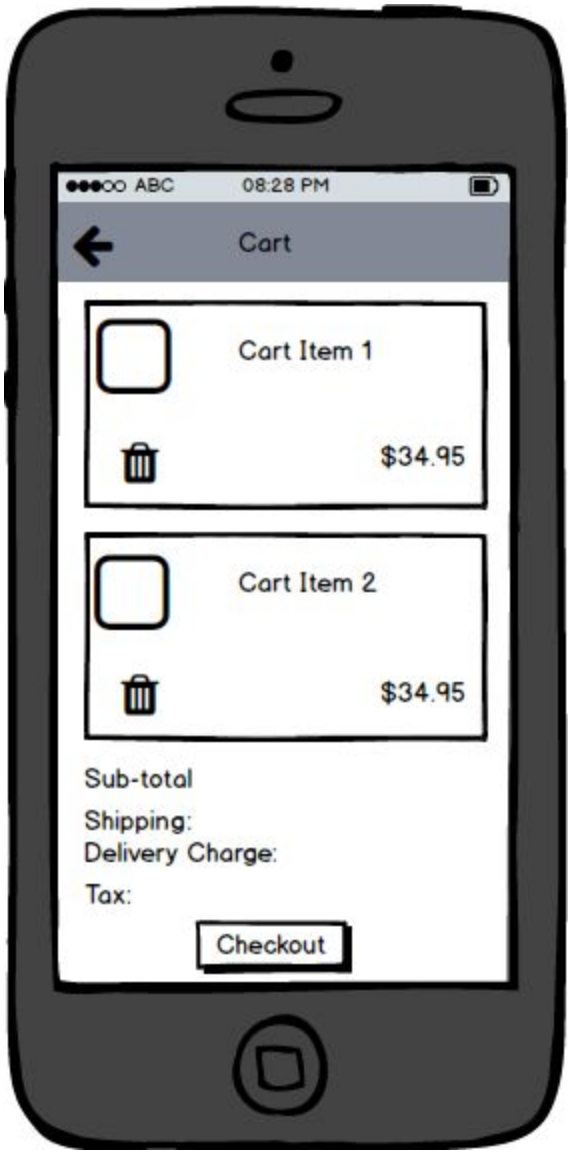
Main Activity



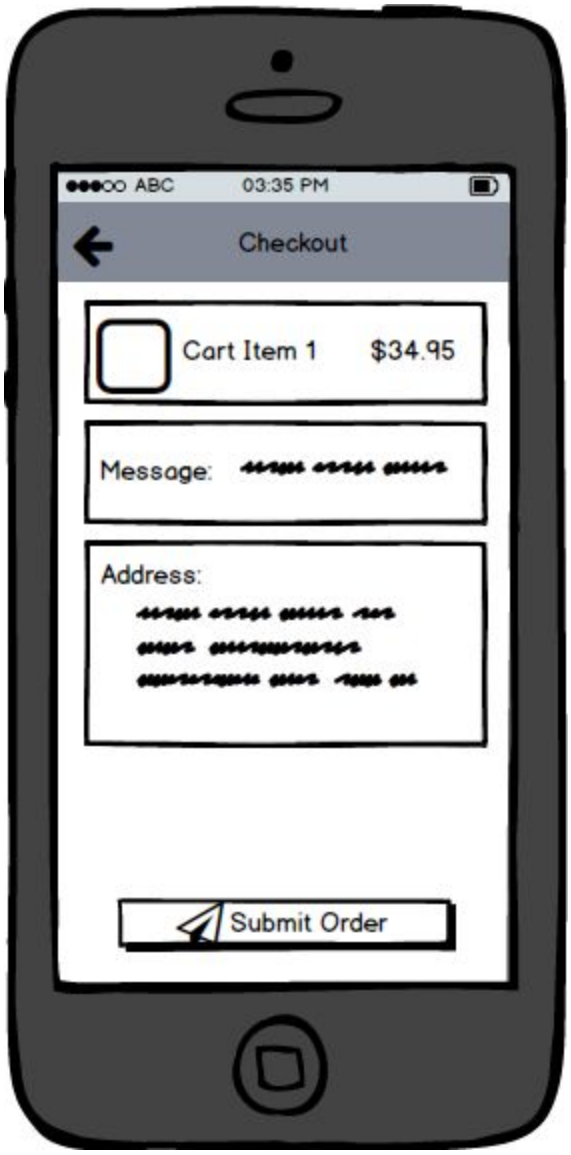
Detail Activity



Cart Activity



Cart Activity



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

Key Considerations

How will your app handle data persistence?

The application will cache data retrieved from the server using a content provider backed by an SQLite database

Describe any corner cases in the UX.

There could be some tricky issues around navigation to and from the cart

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

Libraries:

- Picasso - Simple Image Loading
- Retrofit - Simplified API communication

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

- Initialize GitHub repo
- Create the new Android project
- Add 3rd party libraries to the build.gradle
- Add Google Play Services to build.gradle

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for Detail Activity
- Build UI for Cart Activity
- Build UI for the Checkout Activity

Task 3: Connect the app to the API

Create a background task to request products from the API

- Create AsyncTask
- Wire up to the UI thread
- Verify that calls are completed successfully

Task 4: Connect the Main Activity and Detail Activity to the Cart

- Create Intents that launch the Cart Activity
- Create methods that connect those Intents to the cart icon in the toolbar

Task 6: Wire up the Add To Cart button in the Detail Activity

- The Add To Cart button will Add the selected Item to the Cart
- Update the Cart Icon with to reflect their being something there.
- Display a snackbar to the User notifying him his item has been added.

Task 7: Have the User add a Delivery address to the Order

- Have a card in the checkout Activity for delivery address
- Card will show a RED exclamation point or some other visual cue, so the user knows it's a mandatory entry area to complete checkout

Task 8: Have the User add a Delivery message to the Order

- Have a card in the checkout Activity for delivery message
- Card will show a RED exclamation point or some other visual cue, so the user knows it's a mandatory entry area to complete checkout

Task 8: Have the User add a Delivery message to the Order

- Once the user has completed all checkout requirements, let the user submit the order
- Show the user some kind of celebratory message

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

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