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Pizuicas

Description

Pizuicas will be an e-commerce site where 3d printed products will be sold; it is an online store powered by Shopify (<https://www.shopify.com/>).

The products sold will be original designs related with Costa Rica, its legends, urban tales, touristic animals, famous venues, among other typical characteristics. The objective is that Costa Rican culture is revived using a modern and technological approach, since the country is losing its culture, its being affected by globalization making the people forget about its identity.

Besides the online store (web service), there will be an Android application where customers can browse the products, add them to the cart and proceed to checkout to the web service.

“Pizuicas” comes from the costa rican name Pisuicas, which is used to call the devil, especially the devil masks used in typical mask festivals called Mascaradas; the Pisuicas is a devil but in a

holidays kind of name, if you want to know the true essence behind the name, you will have to visit the country and lose yourself to the native festivals, music and dance.

Play Store description:

Let yourself be tempted by the paradisaic devilries printed in Costa Rica!
Use Pizuicas to acquire original 3d printed designs of the country and free your imagination inside the native legends, urban tales and iconic places you will find in the app!

Intended User

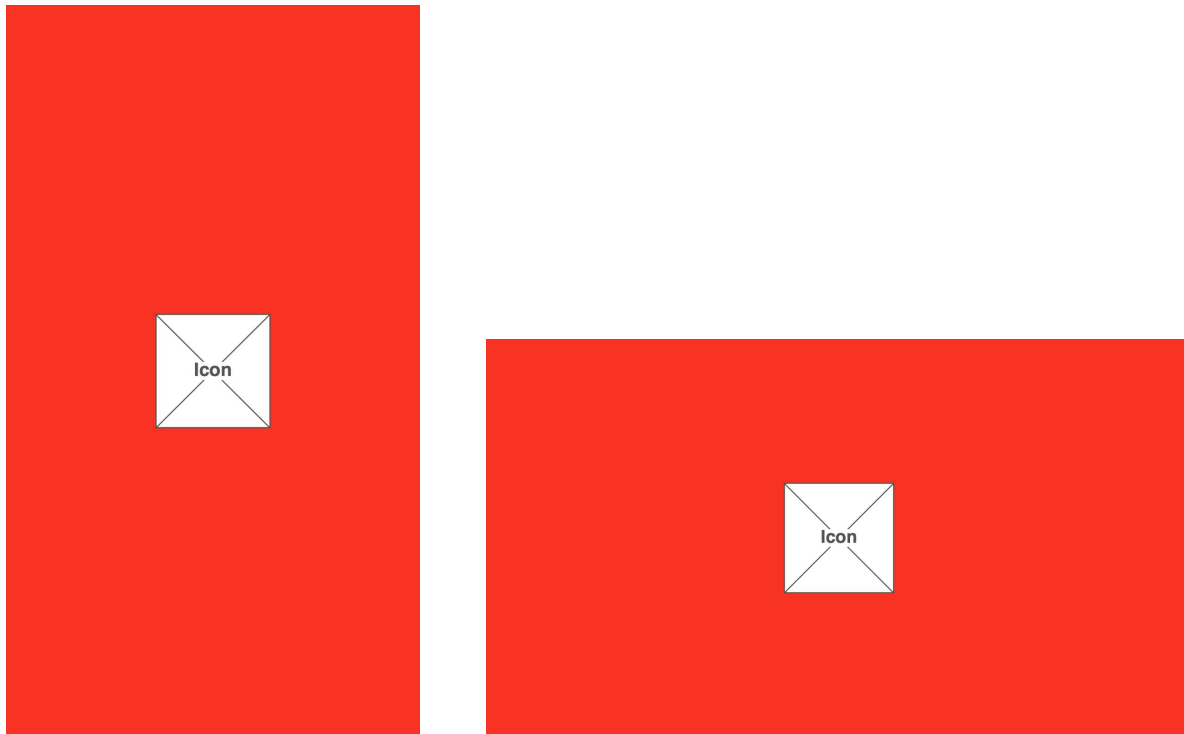
- Costa Ricans interested in giving a small gift.
- Costa Ricans that usually buy original design products.
- Tourists in Costa Rica.

Features

- Display available 3d printed products and their description.
- Display a product in detail.
- Stores a buying cart.
- To checkout, sends the user to the website which will receive the checkout's information.

User Interface Mocks

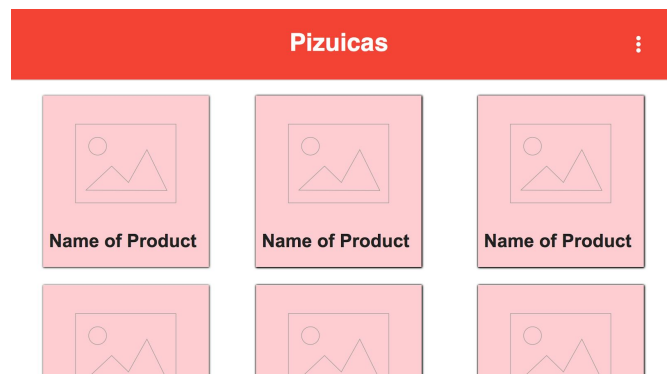
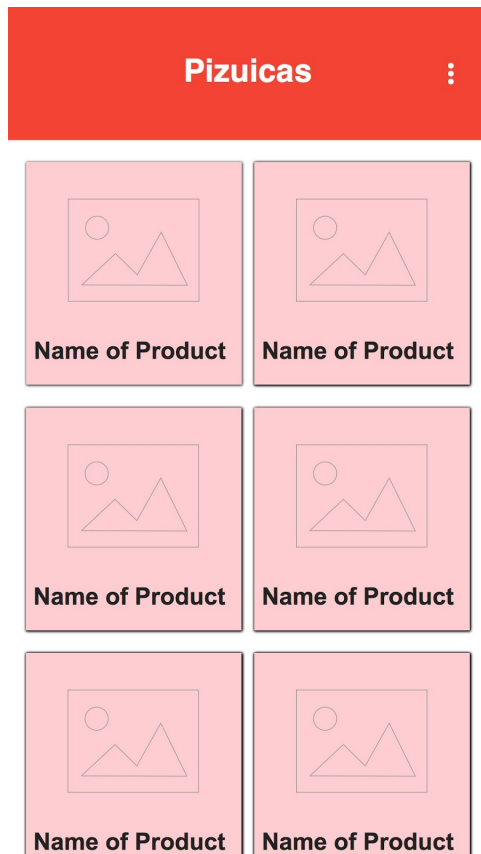
Phone & Tablet Splash Screen



This is the splash screen, it is the initial screen shown to the user when the app is initiated. The only content shown is the app's logo.

This screen will last for three seconds, then using a timer an intent will call the next screen: product grid screen on a phone, or a master-detail of product grid and product detail on a table.

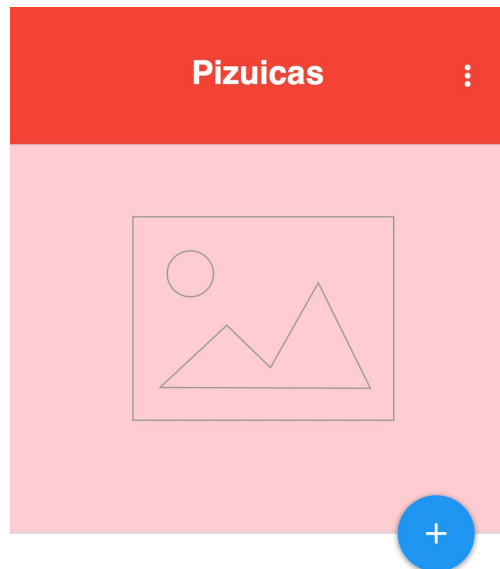
Phone Product Grid Screen



This is the product grid screen, it will display a scrollable grid showing images of products to buy and their respective names. If a Product is clicked, an intent will take the user to the product detail activity.

The menu item on the app's bar takes the user to the cart activity.

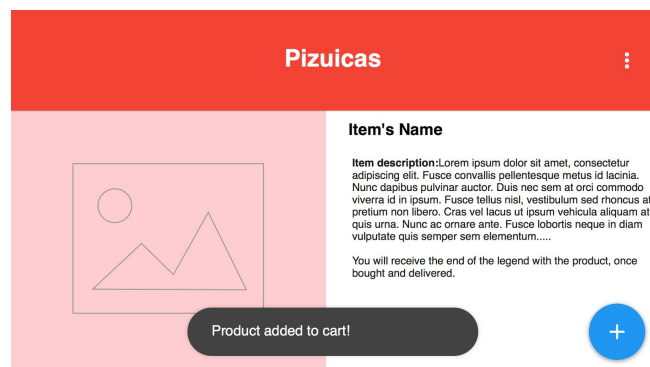
Phone Product Detail Screen



Item's Name

Item description: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Fusce convallis pellentesque metus id lacinia. Nunc dapibus pulvinar auctor. Duis nec sem at orci commodo viverra id in ipsum. Fusce tellus nisi, vestibulum sed rhoncus at, pretium non libero. Cras vel lacus ut ipsum vehicula aliquam at quis urna. Nunc ac ornare ante. Fusce lobortis neque in diam vulputate quis semper sem elementum.....

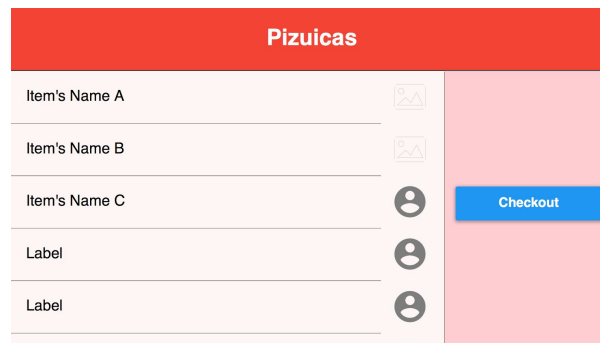
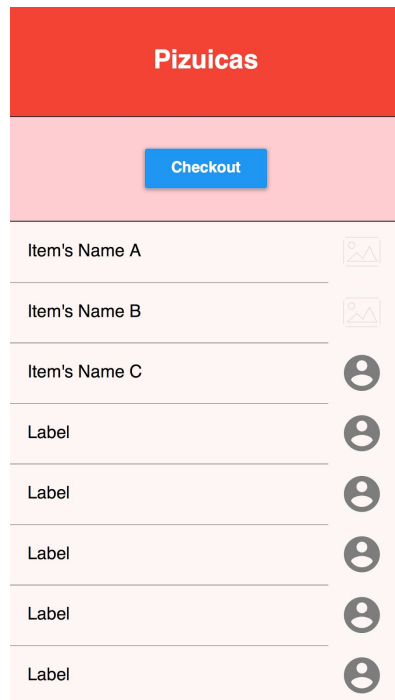
You will receive the end of the legend with the product, once bought and delivered.



This is the product detail screen, it will display the image of the product and the description of what inspired the product: it can be a legend, an urban tale, history, among other resources. No resource presented will have an end, to read the end, the user must buy the product, and it will be delivered along with the story's end.

If the floating button is clicked, then a product of this type will be added to the user's cart. The menu item on the app's bar takes the user to the cart activity.

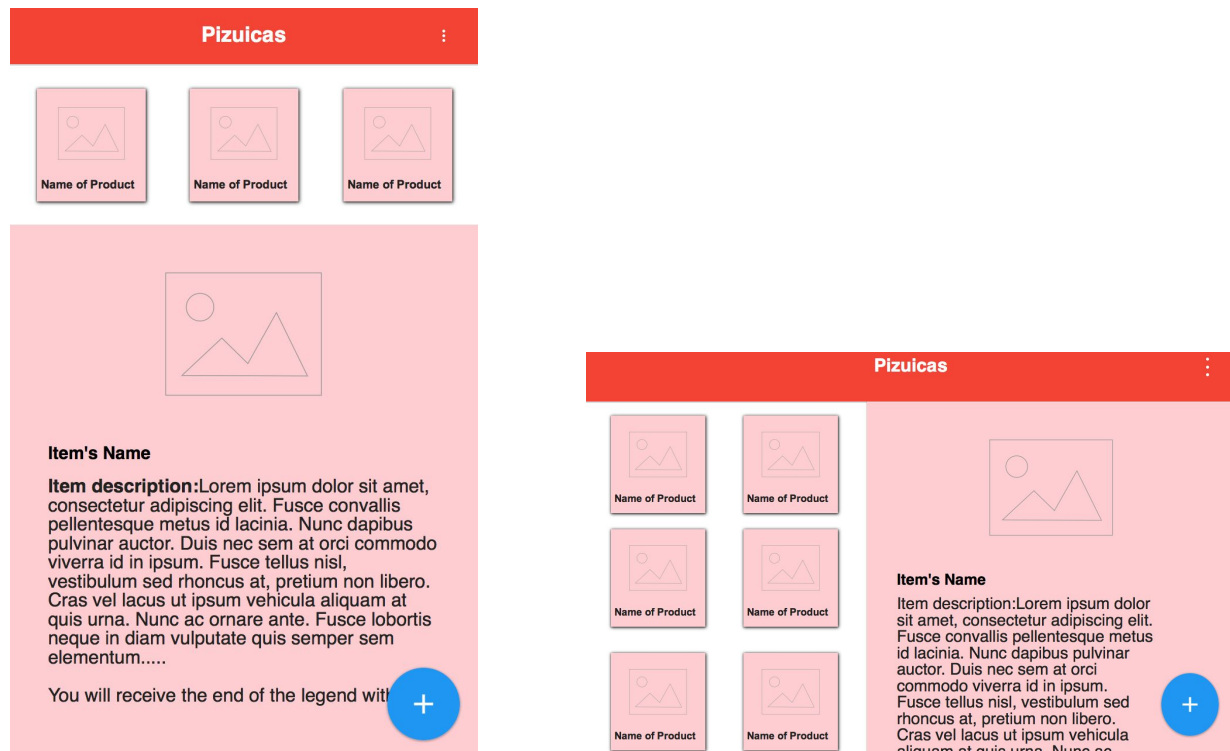
Phone Cart Screen



This is the cart screen, it will display the a list of the products that have been added to the cart by the user. Each list item will show the product's name and a thumbnail of the product's image.

The checkout button will pack all the cart's information and send it to the web service, it will also take the user to the web shop to finish the checkout using third party security for payment and information handling.

Tablet Master-Detail of Products Grid and Product Detail



This is a Master-Detail pattern. The master part is the grid of products available, if one is click, its detail will be shown in the other part of the screen.

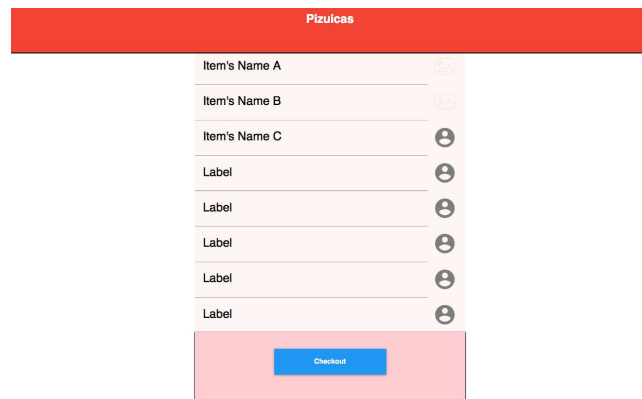
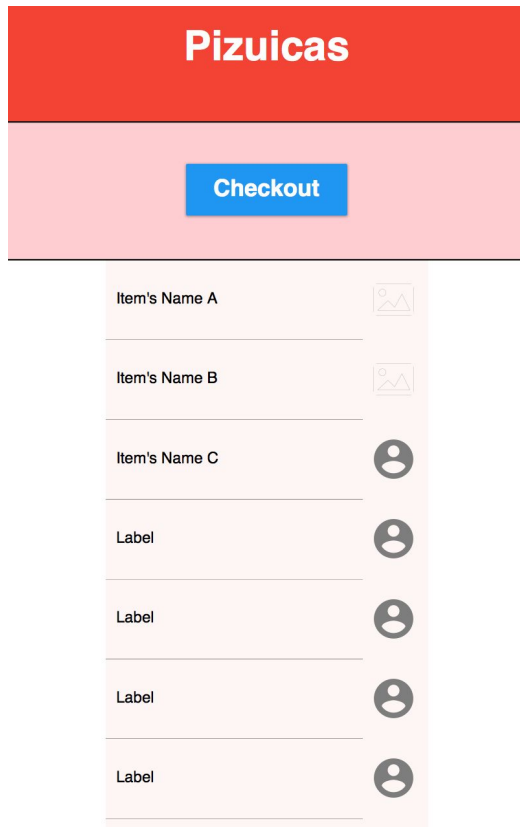
In the product detail part, it will be displayed the image of the product and the description of what inspired the product: it can be a legend, an urban tale, history, among other resources. No resource presented will have an end, to read the end, the user must buy the product, and it will be delivered along with the story's end.

If the floating button is clicked, then a product of this type will be added to the user's cart.

In the product grid part, it will be displayed a scrollable grid showing images of products to buy and their respective names.

The menu item on the app's bar takes the user to the cart activity.

Tablet Cart Screen



This is the cart screen, it will display the a list of the products that have been added to the cart by the user. Each list item will show the product's name and a thumbnail of the product's image.

The checkout button will pack all the cart's information and send it to the web service, it will also take the user to the web shop to finish the checkout using third party security for payment and information handling.

Key Considerations

How will your app handle data persistence?

There will be a Content Provider that will store the first page of products available. This will provide the user a good behavior even if there is no internet available in the moment the app is opened.

Describe any corner cases in the UX.

To return to the previous activity, the user has to press the back button of the phone. The only screen to which the user cannot go back to, is the splash screen.

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

- Shopify's API: It provides objects and methods to be used in android to store a cart's information and update it in the web service.
- Picasso: It helps with the handling of the images from Shopify's URL.

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

- Configure Shopify's API.
- Add Picasso's Dependencies.
- Create Master-Detail Pattern for tablets.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Splash Screen
- Build UI for Product Grid Screen
- Build UI for Product Detail Screen

- Build UI for Cart Screen

Task 3: Implement connection with Shopify using API

- Create methods for Product Handling
- Create methods for Cart Handling
- Create methods for Shopify's web service update.
 - May want to use shopify's sample app as reference in <https://github.com/Shopify/mobile-buy-sdk-android/tree/master/MobileBuy/sample>
- Create method for checking out using Shopify's web service (checkout outside the app).

Task 4: Connect Logic with UI

- Update product's information gotten using the API to be shown in the product grid screen.
- Update cart's information gotten using the API to be shown in the cart screen.
- Update product detail's information gotten using the API to be shown in the product detail screen.

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**"