

How to Use this Template

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2. Rename this file: “**Capstone_Stage1**”
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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**”
3. Add this document to your repo. Make sure it’s named “**Capstone_Stage1.pdf**”

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GitHub Username: vladgthb

Karloff Czech Brewery Yerevan

Description

Karloff Czech Brewery-Restaurant app in your smartphone.

- Booking table
- Making orders

- Attending to events

The app will automate interaction between restaurant and the person who is there and want to order. User can easily access to the menu, make order and pay for the food. No need to catch the waiter/waitress to say what he is needed.

Intended User

This app is for people who are attending to the specific restaurant

Features

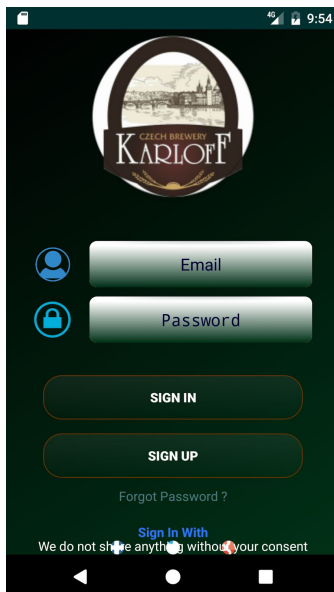
List the main features of your app. For example:

- Booking table
- Making orders
- Requesting payment for the order

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



Sign In and Sign Up Page. User will enter email and password to access the app.

Replace the above image with your own mock [click on the above image, then navigate to Insert → Image...]

Provide descriptive text for each screen

Screen 2



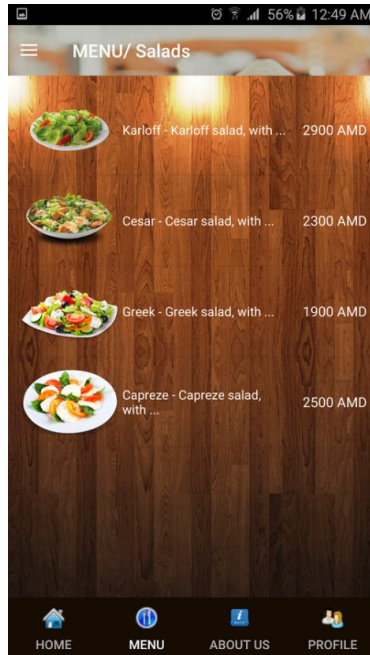
Main Page of the app. From this page user may book the table, see the restaurant menu, change profile info and get direction to the restaurant.

Replace the above image with your own mock [click on the above image, then navigate to Insert → Image...]

Provide descriptive text for each screen

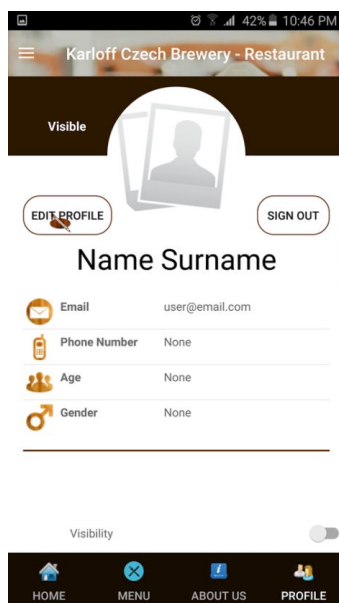
Add as many screens as you need to portray your app's UI flow.

Screen 3



Menu Page. User may see the existing menu.

Screen 4



Profile info and setting page.

Screen 5



Widget Screen. It Will show upcoming events

Key Considerations

How will your app handle data persistence?

I will create Content Provider for internal data saving like internal pictures or like user info. But the data synchronization with the cloud will be based on Firebase.

Describe any corner cases in the UX.

For example, how does the user return to a Now Playing screen in a media player if they hit the back button?

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

Firebase (database, authentication, core, etc), Butter Knife

Describe how you will implement Google Play Services.

Firebase. Will be sync with the database with the cloud and send some requests (example checking table status, is it free busy or reserved)

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.

- Set Up Firebase Database and Authentication Libraries
- Setup Firebase storage library

If it helps, imagine you are describing these tasks to a friend who wants to follow along and build this app with you.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Authentication Page (screen 1)
- Build UI for Main Page
- Build UI for Menu Page
- Build UI for Menu Page
- Build UI for Profile Info/Setting Page
- Build Widget UI

Task 3: Your Next Task

- Implement Database Functionality using Loader. Data will be updated through SyncAdapter
- Implement Firebase Functionality

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

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