

ReadMe - Doggie PlayDate App

Team 2 - Andrew Change, Yadong Xu, Xin He, Xiaoyu Zhang

- Login/Logout
 - After opened our app, user will be asked to register, if he/she doesn't have an account yet, or login, if he/she already has an account;
 - At register page, user will be asked to fulfill: email, phone number, name and password;
 - At login page, user will be asked to use his/her email and password to log in;
- Main Map - Home Page
 - After logged in, our app shows a whole world map without any marker of users, a search bar at top and 3 big buttons plus 2 small buttons at bottom, also a sidebar at left;
 - 3 big buttons: Message, Request Date, Create Paly Date
 - 2 small buttons: online/offline, nearby users list(a little triangle)
 - Sidebar, details please see Profiles as below
 - Users have to switch to online first to use other function of our app;
 - After switched to online, app will show markers of current user's real time location and nearby users(within 3km);
 - Click nearby users, popup a box to show users' name and phone number;
 - User can use search bar to search a specific location, app will calculate a route from current user's location to that specific location;
 - Bottom right triangle button will show available users, it is interactive with firebase, therefore sometimes it is slow and need time to wait firebase to refresh by itself;
 - Message button will call message button, details please see below;
 - Request Date button will call the closest users, details please see below;
- Profiles
 - User profile is viewable on the My Profile fragment
 - User profile (picture, dogs) can be edited on the Account Settings fragment
 - Dogs can be removed via the spinner found on this page
 - User data and photos are saved in Firebase (DB and storage)
 - Dog profiles can be viewed on the My Profile fragment and clicking the Floating Action Button will navigate to the Add Dog Profile page
 - User can choose a photo, birthday, gender, size of dog
 - Dog profiles (data + photos) are saved on-device
- Locally-stored Playdates
 - User can create a locally-stored playdate (date, time, latitude/longitude)
 - Scheduled playdates are viewable on the My Playdates fragment
 - Clicking a playdate will open walking directions to the inputted latitude and longitude (reverse geocoded to an address)
- Messaging

- if go online and click other nearby user on the map, it will show the clicked user's name and email address;
- if no nearby user is clicked, clicking "Message" will do nothing; once the target user is clicked, the current user can send message to the target user by clicking "Message" button under the map;
- once in the message page, the current user can either send text message by typing in or image by clicking "+" button on the left and choose a picture in the gallery;
- each message includes the user's email address and the text/image;
- if clicking "Go To Chats" button, it will go to ChatList activity and list all the conversations with all other users in the past; each conversation includes the other user's email address, id and last message;
- once in the ChatList activity, if clicking the chat with the other user, it will go to Message activity and the current user will be able to send message to the target user;
- another way to go to ChatList activity is through "Message" in navigation bar;
- Find the nearest user and send playdate request:
 - When click "find the nearest user" button, it will find the nearest user and show "date location" tag in the sender location.
 - Click that button again, it will send a date request to the nearest user. The request page contains the address of the date location, the distance and time to get there.
 - If the receiver accept the request, the page will redirect to navigation. The sender will get a notification about who accept the request at the same time.
 - When the receiver goes within 50m of the sender. Then sender can get a notification.
 - This function realizes a realtime playdate.