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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**"

GitHub Username: xiubinzheng

Going Places

Description

Ever wonder what are some good places to check out that are within your reach? With Going Places, you can find and discovery place that might be of interest to you.

Intended User

Who is your intended user? (For example, is this an app for dog owners? Families? Students? Travelers?)

People who are traveling, people who want to check out new places, people who want to find and discover fun and new places.

Features

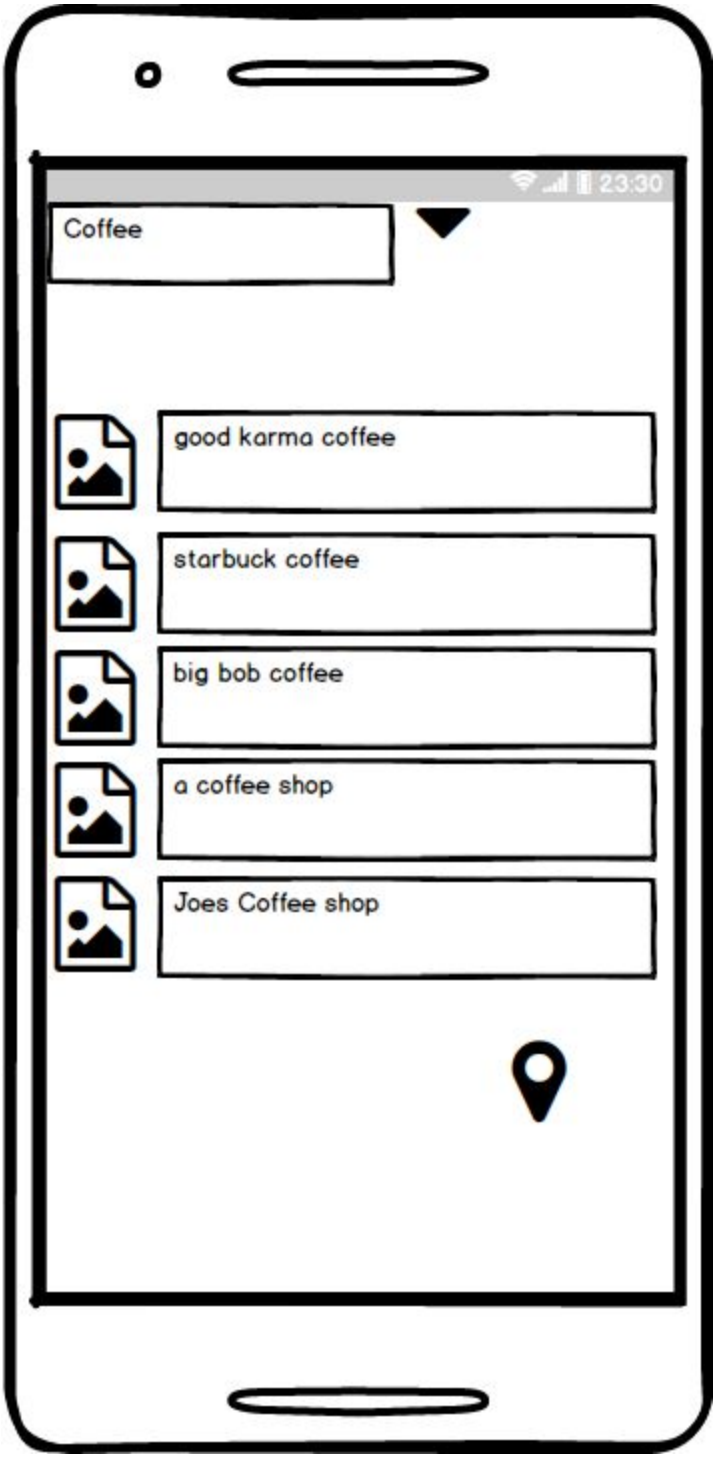
List the main features of your app. For example:

- Filter and discovery places by category
- Display places on google map
- Display and read the details of places and their reviews

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.

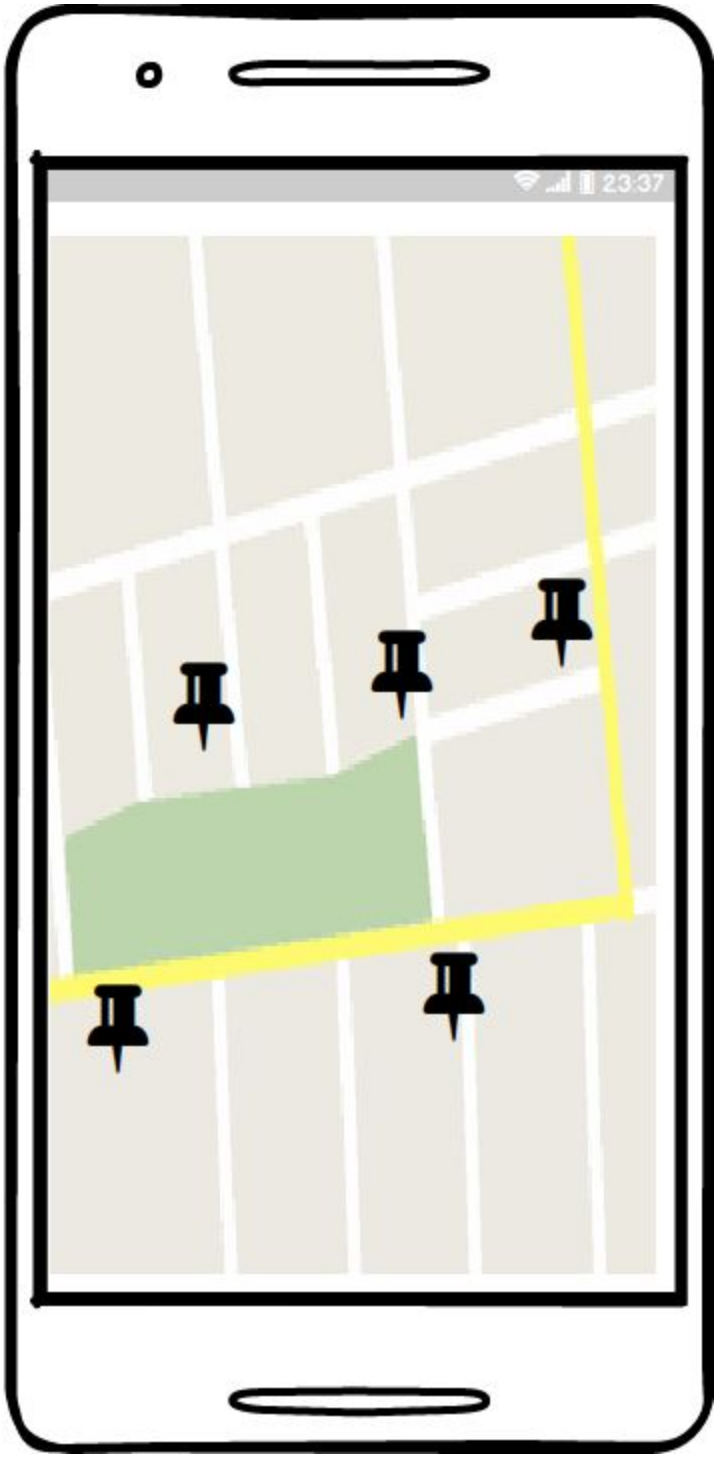
Screen 1



1. This first screen will contain a spinner that will allow the user to select from a categories of places filter, e.g coffee, bar, books, museum, park. Etc.

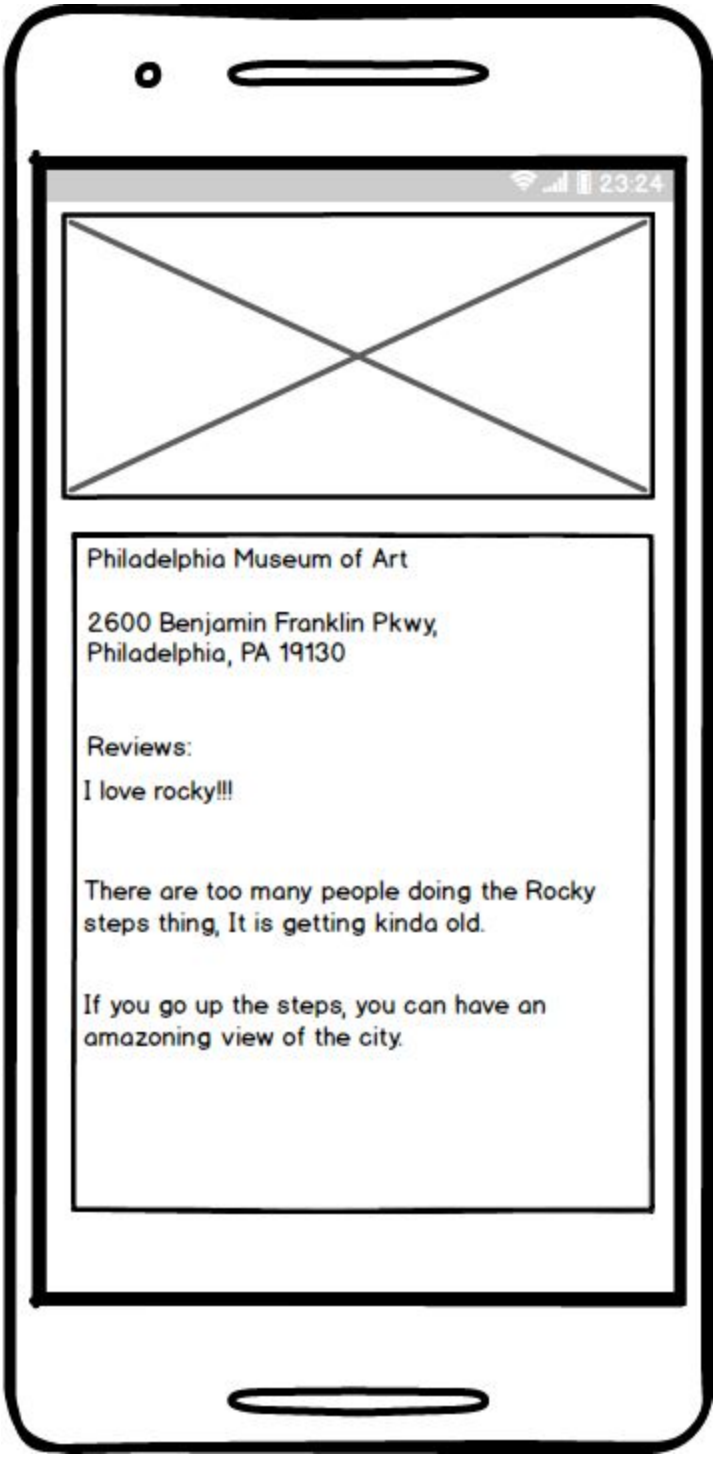
2. The subsequent location results will be displayed in a list, each of them are clickable, this will trigger screen 3 which display the details of that location
3. The icon or the image of the place is on the left, and a description of the place is on the right
4. The location icon on the right bottom can be clicked on which triggers the screen 2

Screen 2



1. This screen will plot the location of all the places from the 1st screen on the map.

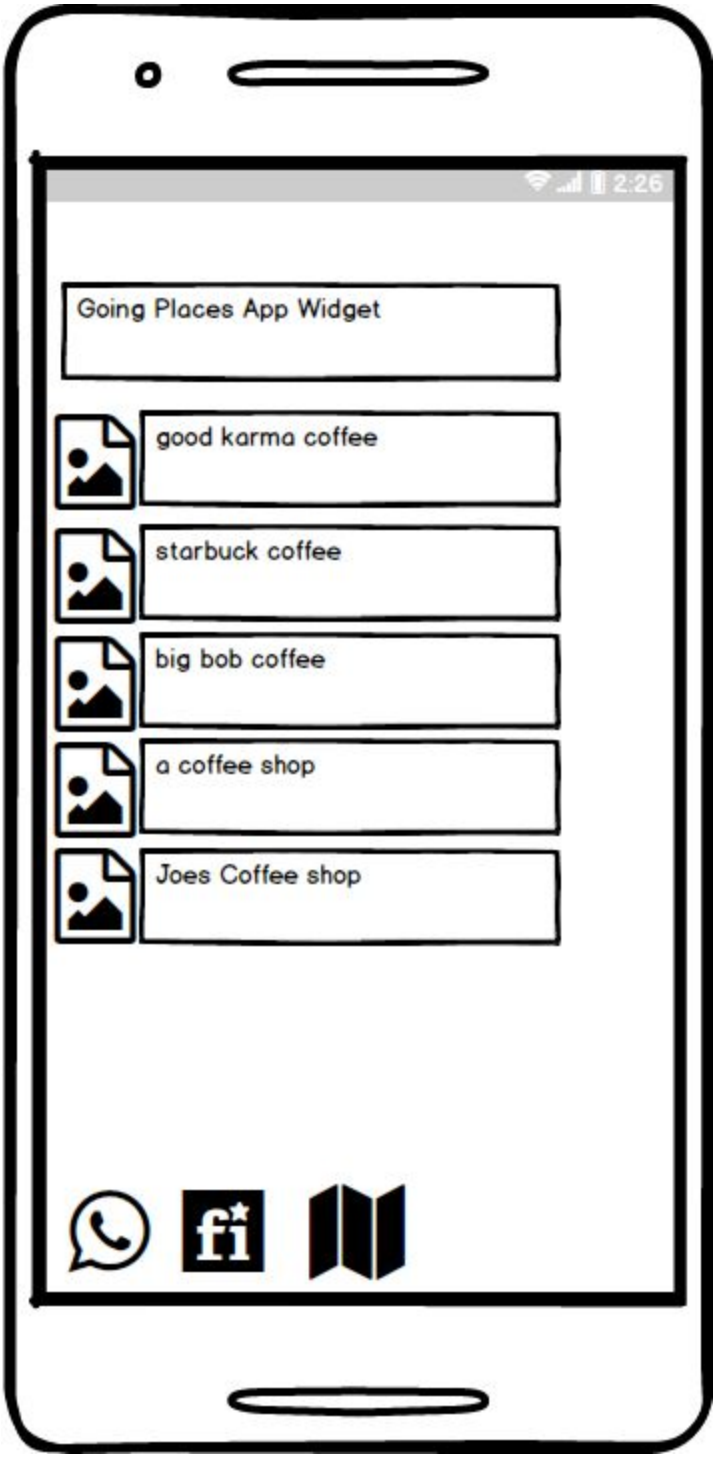
Screen 3



1.This screen will display a picture of a selected
2. This will display the details such as address and title of the place,

3. This will displays the reviews that people have for this place!! (Go Rocky!!)

Android App Widget



Key Considerations

How will your app handle data persistence?

To solve this, I will use contentprovider to store the data of places.

Describe any corner cases in the UX.

1. When a place is selected, the details of that place will be displayed.
2. The app will show a list of places that are near me as shown in the screen above.
3. The location icon will be assigned to a FloatActionButton, it will show a mapview when clicked on.
4. There will be a back button that the user can click on to go back to the listview, or click the back button above the toolbar to go back.

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

1. I will be using Google places API to find and display nearby places.
2. Google Map Api will be used for showing the map with the current location, and the marker of places.
3. To answer the comment by the udacity code reviewer "Good job here, however, you still need to implement a third-party library, take a look here and here, you will find some great libraries that will help you in your project"
   I will use glide as the third party library to handle the images loading and caching

Describe how you will implement Google Play Services.

Describe which Google Play Services you will use and how.

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.

- Create a android project using the android template from the selection list
- Designed the supported library for glide, google map, google places. Etc

Task 2: Create and implement google APIs and the google play console

- Create and configured required api for google map,
- Create and configured required api for google places

Task 3: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for fragment of the details of places
- Build UI for the activity of the place listing

Task 4: Implement placelist activity and fragment

- Create layout for screen of places list
- Create an adapter in order to fill the places list
- Include **loader** in the place list activity to help move the data around

Task 5: Create screen for display of screen 2 mapview

- Create Mapview code to use Google Maps API
- Draw markers of the places of chosen category
- Map will be zoned into the current location of the user

Task 6: Create the activity and fragments for the places details

- Create layout for the places details
- Fill in the information of the places using the data obtained from the contentProvider

Task 7: Create screen for display of screen 2 mapview

- Create an android widget for the listview to display the information of place

Task 8: AsyncTask and ContentProvider for fetching places

- **Create AsyncTask to fetch places from google places API**
- **Create contentProvider to store and manage places data**
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