Robert Becthold

Ankit Prakash

Android Section 1 (8 am)

Project Milestone 1

SwapU

If you’re a student on campus, chances are money is a little tight. How will you ever be able to get those new shoes or that new game? Look no further than SwapU! Here, you can buy, sell, and trade items with your peers at your university!

The main activities for SwapU will be buying, selling, and trading goods. Students will have the option of looking through a list of items they may want to buy or they may search a specific thing. Students will also be able to post their own goods for sale or for trade for other students to acquire. The last main activity is trading, in which students may contact one another and agree to terms on a trade. Other smaller activities that we will implement will be a user sign-in, create a new user specific to a certain college, and other various profile-related actions. Our main focus will be on the buy-sell-trade aspect of the app.

Some components of our app that are of higher risk are geofencing, database services, and several points of user input. Geofencing presents a risk because maps will not be covered until late in the course and presents a major feature of the application (searching based upon location). Database services present a very similar risk in that they aren’t covered until late in the course and are essential to the functionality. User input is a different type of risk for a couple of reasons. First, as with any user input, it is essential to validate any input for correctness and to deter attacks. Second, our app cannot function without good user input so we must make is simple and intuitive in order to consistently get good input.

Given below are screenshots of each view and fragment.





