

Final Report

-LostPaw-

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1. Abstract

This report includes an overview of the mobile application I proposed, and a description of it, a comparison with other similar apps.

2. Goal and users

This application is created for animal owners, that lost their beloved pet. The goal of the app is helping users to submit either a lost or a found animal in their area, and hopefully, to find their pet.

3. Introduction

Losing your pet is a really hard moment, a moment where you desperately try to find it. This is where LostPaw comes in handy. Your pet could be already found by another person. You just have to log in, declare a lost dog/cat and swipe through all your lost

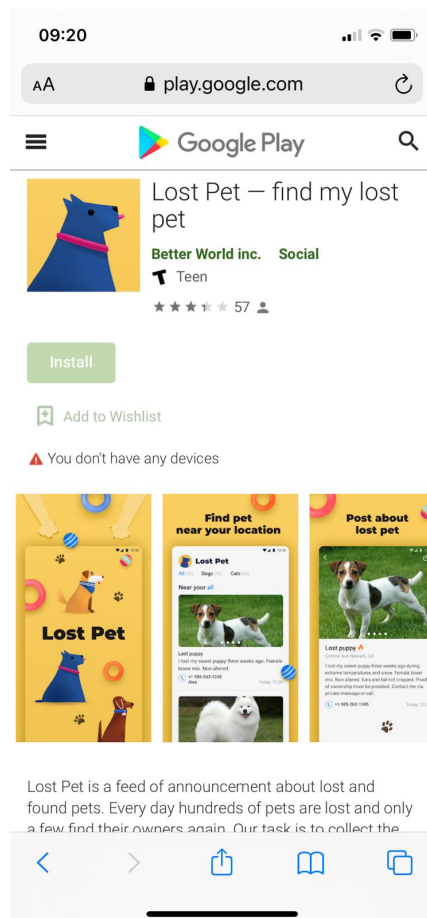
pets in your area. Why wasting paper to stick posters outside when your pet could be one tap away?

4.State of art

a)Lost Pet - Find my lost pet

Lost Pet is a feed of announcement about lost and found pets. Every day hundreds of pets are lost and only a few find their owners again. Our task is to collect the maximum amount of useful information in one application. We analyze social networks and form a single feed of events. When you add an announcement, we automatically published it to social media groups. Announcement

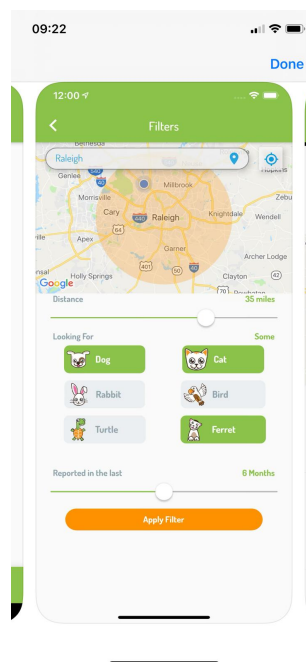
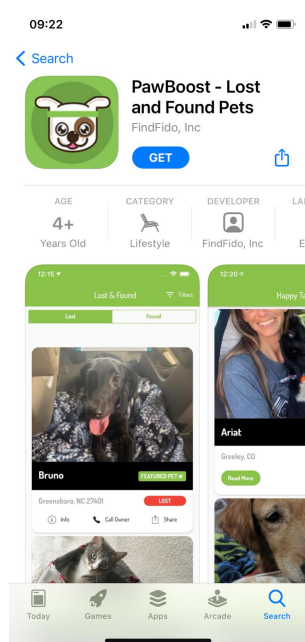
feed is always relevant because it is tied to the user's location.



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b) PawBoost - Lost and found Pets

With the PawBoost app you can view, share and report lost/found pets. You can also get notified when there is a lost/found pet in your area.



5. Original Contribution

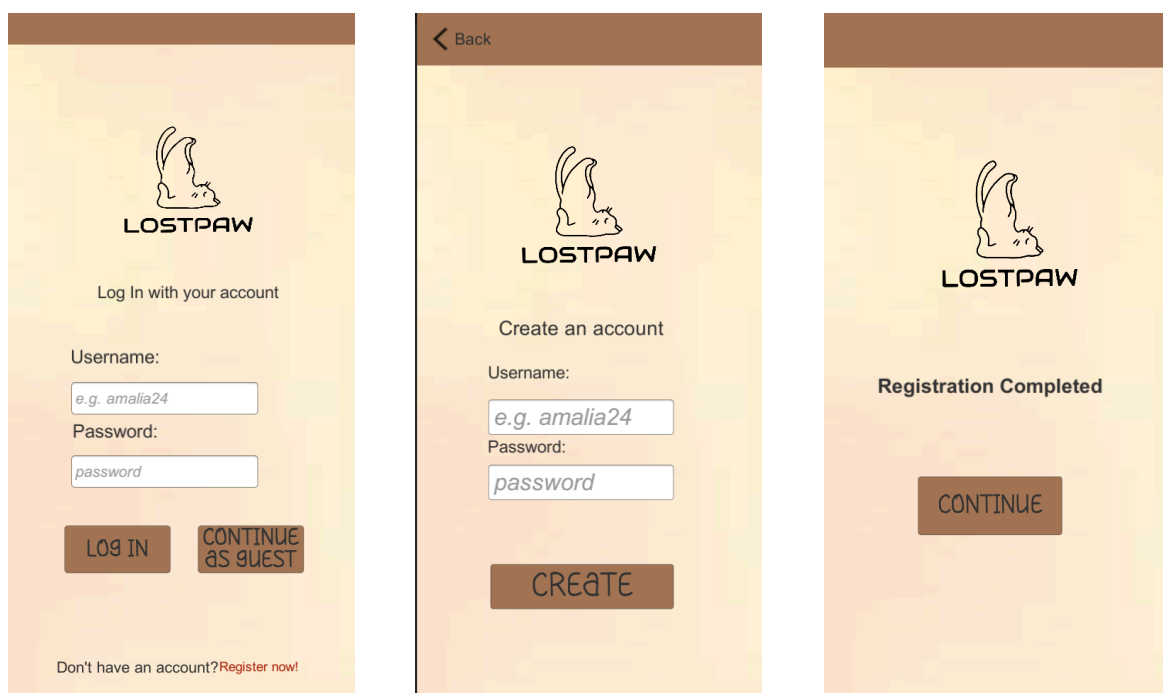
My original contribution to this app will be:

- The design
- Forum for sharing your experience with other people

6.Development plan

The app was developed in Unity. I made research about this since it was something new for me. Unity is the leading platform for creating interactive, real-time content, where you can build 2D, 3D and VR games and apps at speed. From artist tools to live-ops – everything you need to bring your vision to life today, including phone applications.I also used C# scripts for the log in and registering.

Interface



A screenshot of a mobile application interface. At the top is a brown header bar with a white left-pointing arrow and the text "Back". Below the header is a light yellow grid background. The text "YOUR PETS NAME:" is displayed. Below it is a white text input field with the placeholder text "e.g. Tom". Further down, the text "WHAT DID YOU FIND?" is shown. Below this text are three icons: a dog, a cat, and a bird. Each icon is positioned above a white radio button. Underneath each radio button are the labels "Dog", "Cat", and "Other" respectively. At the bottom of the screen is a brown rectangular button with the white text "Submit".

A screenshot of a mobile application interface, similar to the one on the left. It has a brown header bar with a white left-pointing arrow and the text "Back". The background is a light yellow grid. The text "YOUR PETS NAME:" is displayed, followed by a white text input field with the placeholder text "e.g. Tom". Below this, the text "WHAT DID YOU LOSE?" is shown. Underneath are three icons: a dog, a cat, and a bird, each above a white radio button. The labels "Dog", "Cat", and "Other" are placed below the radio buttons. At the bottom is a brown rectangular button with the white text "Submit".

7. References

- <https://play.google.com/store/apps/details?id=online.lost.pet&hl=en&gl=US>
- <https://www.pawboost.com>
- <https://unity.com>
- <https://assetstore.unity.com/>
- <https://www.codecademy.com/learn/learn-c-sharp>