Faho Shubladze, Hammad Shah,

John Nguyen, Xuduo Shao, Inigo Jiron

**CMSC436: Who’s There? Milestone 2**

**What we have done:**

* **Database/Firebase:** Made a class to handle repetitive DB calls for writing and reading data. At the moment the DB class supports adding new users, setting a users current location, getting a value for a specific path, and able to verify login information for current users. As with Firebases inherit asynchronicity, a workaround has been done in order to process a found value from Firebase.
* **Map Activity:** Created the main map activity that allows users to interact with via the Google Maps API. When the activity is first created, the map’s onMapReady method handles all necessary location permissions along with getting the user’s current location. Functionality to display points where friends are located is also implemented.
* **Friend List Activity:** Currently have a basic list view of all the friends. Each list item is an instance of the Friend class, which defines a friend and relevant fields (name, last location, is family?, is blocked?, etc..) and methods (block, unblock, set as family, etc..) The last seen location is comprised of two “double” variables, latitude and longitude. These values will be passed into a LatLng class from the Google API, which will then be passed into the map to display the friend.
* **Settings Activity:** We have already designed the setting structure, so far we use an activity to load all setting sections, which include location share setting, your preference setting and some other more functional setting. Every setting will do its own job, for example, location share checkbox can help users set if they want to show up in the map or not, preference setting will let your friends know if you want to get in touch or not, more functions are designing right now.
* **UI and design:** For the UI we have implemented part of the main dashboard and set up the basics of the other fragments which are the settings, the friendslist and the full screen map. Right now I am working on getting a basic prototype of the UI working, and the purpose of this is to have all the buttons and fragments in place so if the other members need to connect the buttons to the backend they are able to do so. We have researched all the aspects of the UI that will be implemented and how to implement each fragment.

**What we still have to do:**

* **Database/Firebase:** Add methods for adding friends to a user, setting certain settings for a user(probably done through “settings” enums). And to choose an object type for storing a person’s location. Also at the moment, the DB methods just “sanitize” any input by removing invalid path characters, at some point need to do prevent those characters from being in used overall in the app.
* **Map Activity:** First and foremost, the map activity still needs to sync with the firebase database in order to dynamically display friend locations. From there visual polish will be added to display a custom bubble on each marker to display information such as a friend’s username and the distance between the user and that friend’s location.
* **Friend List Activity:** Need to incorporate the Friend class with the database to properly call methods and fetch information. Create custom view for each friend that displays their profile picture, name, last location.
* **Settings Activity:** The next thing about setting tag to do, is give the permissions to these setting and finish the actual function that those setting option need to do, for example, share location need grant the GPS permissions, also need let user know we are going to use your location data now. For more setting options, we are designing right now.
* **UI and design:** What remains to be done is finishing up the basic prototype, and then polishing it. Then we will keep iterating over it and turn it into what we want the final product to look like.

**Group Contributions:**

Faho Shubladze:

Hammad Shah:

Van-Nhan Nguyen:

Xuduo Shao:

Inigo Jiron: