CI 103 - Team Profile

Complete the information below for your project. This will inform the instructor about how teams are organized and/or changed. Note that team membership changes are subject to final approval by the instructor.

Team

Lab section: 068

Team Number 84 (Use the same team number from CI 102)

Team Members and Roles

List the full name and user ID of every member of your team. Assign initial roles that team members will play. Team members without specific roles should be assigned as “Developer”.

Name	User ID	Role
Brandin Bulicki	bjb366	Developer
Sanobar Lala	shl42	Developer Project Manager
Chris Pavelec	crp82	Developer
Sita Robinson	smr394	Developer Project Manager
Briana Schuetz	bes72	Developer

Describe your project below (150 – 300 words):

Many students have had that "I didn't know you were in this class!" moment during the first couple weeks of class of a new term. Wouldn’t it be easier and more efficient if most of your classmates were your friends? BuddyU will be an easy-to-use android mobile application that can easily clear up the confusion of class schedules among groups of students.This app will allow you and your ‘buddies’ to create schedules that allow for the most optimal time to hang out. The firebase database we use will comprise of the API’s of the Schedulr app, to help us in the organization of prospective schedules. We will also have a chat feature which allows students to communicate effectively. Overall our main objective in creating this app is to enable

effective communication and collaboration between college students that will facilitate coordination of your classes with your friends', to make your learning experience more enjoyable. Our success can be measured by the success of the Schedulr app which is being used by at least quarter of Drexel students and because our app is similar to Schedulr, and enhances its features.

Describe the results of your CI 102 prototype below: (Answer questions such as: did your prototype work as expected? Did your prototype influence how you will build your final product? Will you re-use your prototype or will you discard it? 150-300 words)

The prototype from last quarter was functional in that we could navigate between screens. This is because we were able to effectively work together as a team to try to learn the basics of Android Studio and code our way into creating initial screens that will be made more functional this quarter. Our working prototype was assurance that we will be able to use that prototype this quarter and make it a working product. Our prototype is the initial framework for our final app. Having laid the basic foundation and structure, we can now dive into the coding part of it where we will construct an algorithm to make the merging of schedules possible for future users. The coding of the algorithm will then therefore affect the functionality of the calendar screens in our android app. All in all, our prototype was successful and based upon that, we will make the final product usable by the users.

Identify the open issues and/or technology gaps related to your project: (100-300 words)

Currently, we have a prototype with working screens and login process. We have already started using the Firebase database to store user sign-in information. However, we need to learn how to store other app information such as APIs of the Schedulr app. To accomplish this, we need to further familiarize ourselves with Firebase and how it works in junction with our app. Additionally, an important obstacle we will face includes the app's chat feature. We will need to explore how users will be able to send messages to other users. Also, we need to expand and enhance the screens that we have. Our user testing showed us that our basic design and color scheme were not as ideal as they could be. We will have to revisit those with Android Studio, and see if we can make our designs cleaner and more appealing to the eye. We also need to start working on how to construct and implement an algorithm that will help us merge student schedules effectively and connect that to our current calendar screen. For that we will reach out to our TA's for help, because we don't have experience in coding such complex algorithms. We also might have issues with user testing in the future. The testing for users gets difficult because we don't know how to make them test it or what they will do with it and we don't know how to account for what will happen if the program doesn't work for user testing. The weeks are also going very fast by which we may be only able to do one user testing

instead of like two or three. As professor said, testing takes more time than coding, we have some holes and gaps in our plan of making user testing work and we may need assistance on how to work that out.