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Summary of BuddyU

What is BuddyU?

- The BuddyU app provides a professional platform for college students to collaborate their schedules to make class time more efficient, collaborative and enjoyable for our users.

What platform are we targeting?

- Android users

Overview of project requests and requirements

We are in the process of adding several different features to our developing app:

- Registration and Sign-in
- Updated Profile Page
 - Add picture of choice
 - Buddy requests
 - Updated buddies screen
 - User's current buddies list
 - Add a buddy
- Term Master Schedule Scraping
- Classes screen listing classes that a user can add to their schedule.
- Schedule of user and can view others schedules if they are buddies with the user.

Our Current App



BuddyU

the social scheduler

Project Scope- 1st level

Essential

- In order for BuddyU to be a viable app:
 - We promise to deliver a schedule maker and a profile account for the user.
 - The app will be available and will work for Android devices.
 - We will have a registration and login screen that allows a user to get into our app.
 - Make the database sync with the app so user information can be saved and restored.
 - A classes screen that will show all the classes and allow the user to add it to their schedule.

Project Scope-2nd Level

Incremental Deliverable

- With the progression of time, the BuddyU team will:
 - Add a group chat feature
 - Add on the calendar feature-monthly view
 - Include more customizable features to the settings screen
 - Scrape the CORQ app to include events that occur on Drexel's campus.
 - Instead of only pulling from TMS for CCI classes, we want to make it available for all classes.

Project Scope-3rd Level

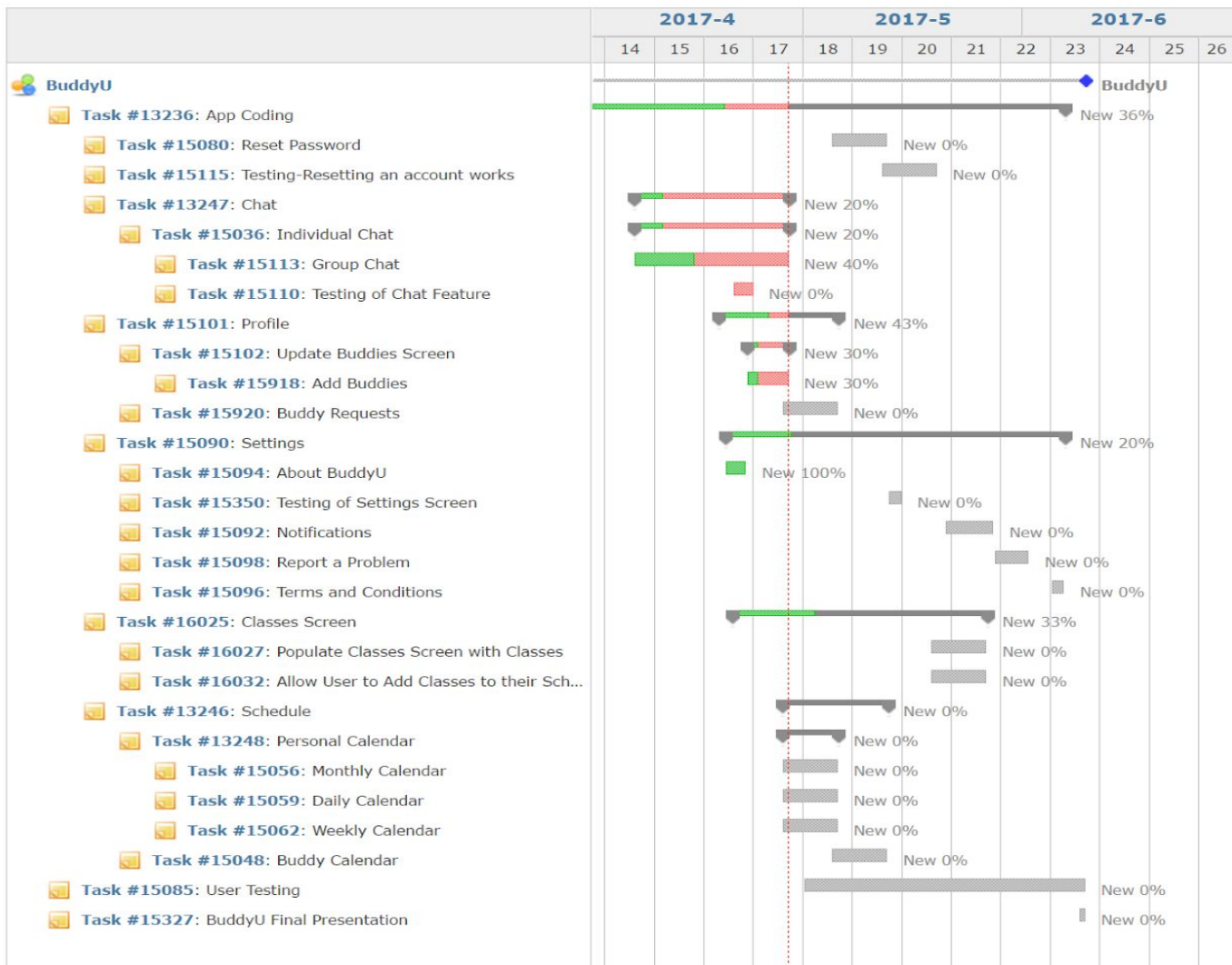
Valuable Future Enhancements

- Make the BuddyU app available for other colleges in the Philadelphia area and then expand more as the app grows.
- Give notifications for when classes or events are going to pop up from the scheduler and calendar.
- Expand the app available to iPhone platform in order to expand the number of users who can use our app.

Where we Currently Are

What we already have:

- A functioning app you can open in Android Studio
- Register an account and login a user.
- Home, profile, classes, calendar, settings screens that can be accessed from the drop-down menu.
- Profile screen with users email listed and personalized profile picture.
- A home screen that displays a welcome message.



Our approach to technical management

What our approach is for future developments

- Brandin Bulicki- Developing the code for our chat feature and testing to see if it works on Android devices.
- Chris Pavelec- Extracting class information data (scraping) from the web TMS of drexel for specifically computer science classes and storing it into a Excel file.
- Sita Robinson- Using the Excel file to display classes and allow users to add a class to their schedule.

Testing - Overview

Everyone (Specifically: Briana and Sanobar)

- Focusing more on carrying out testing procedures
- Identify issues and features in need of testing
- Design specific tests
- Analyze data and results
- Implement changes to the app accordingly
- Monitor overall progress & improvements of the app
- Keep in check time limits and what to do in the future

Testing - Unit Testing

Unit Testing

- Testing all screens and buttons
- Ex: Each unit in the drop down menu will be tested ten times by each of the group members so that totals 50 tests for each of the feature
- Ex: Each of us will test the flow and functionality between all combinations of different types of screens a user could go to and see if the code gives us errors or not.
- Ex: Ensure that all invalid entries for login/ passwords are not accepted by app

Testing - System Component Testing

Component Testing

- Testing if the App, Firebase, and Web TMS are all working together
- Ex: Check if Firebase is storing account information without errors
- Ex: Check that the app is pulling successfully from Firebase
- Ex: Check if the app is pulling class information from Web TMS

Testing - User Testing

- Each of us will recruit at least 3 participants in order to get a total of 15 participants total
- Have participants create accounts, fill in their individual schedule, connect with other users, test other features, etc.
- Create a survey for testing participants to take using Google Forms
- We will analyze data and feedback from survey
- Make adjustments to app accordingly
- We will conduct user testing throughout the creation of our app in order to keep the user engaged in the development of our project.

Conclusion

BuddyU will be an app that better the interaction between students and scheduling their classes.

- By the end of the quarter, we plan to deliver an app that allows students to create an account, create their class schedule for the College of Computing and Informatics, and connect with other users' schedules.
- In order to accomplish this, we need to continue using Android Studio and Firebase
- We will have at least 15 users effectively using this app by the end of the quarter