**Project Abstract**

This application, **StudyScapes**, will allow users to **login** to their account and view the Simon Fraser University campus as a virtual map. Login **views** will differ for faculty and students. This uses the **Web API for Google Maps** for location and time updates. As a **real-time feature**, this application will use **Socket.io** to update requests made to professors or students for meetings and study groups in real time. This application enables quick meetups and easy navigation for users. The application is not just practical, but fun! There are minigames incorporated to help the user kill time while waiting between meetups (they can even battle their professors!).

**Customers**

**Faculty:** Teachers and TAs at Simon Fraser University that would like to interact in a convenient way with students, plan meetings, coordinate meeting locations, schedule or find events on campus, and enjoy minigames.

**Students:** Students at Simon Fraser University that would like to communicate with all their professors or TAs in one convenient application. They would like to meet with other students or faculty at SFU, get assistance in finding their way around the school, find specific buildings or rooms, schedule or find events on campus, meet other students, or just have fun through minigames.

**Competitive Analysis**

What makes StudyScapes so unique is that it applies specifically to the Simon Fraser University Burnaby Campus. It incorporates ideas from many other successful programs into one main application for ease of access. Although Google Maps is useful, it does not provide a detailed view of the Burnaby Campus. StudyScapes will elaborate on the map with this campus in mind, allowing for much more extensive interaction and location finding around the University. SFU Snap was an inspiration for this, as it helped students to search for and travel between rooms and buildings across campus. StudyScapes expands this to allow for scheduling events and meetings around campus with students and faculty alike. It also provides icebreakers for students in the form of minigames and different views for faculty and students, so that each user sees the information that directly applies to their own needs.

**Main Features - Epics**

**Map:** Provide an interactive map that updates to user location so they can find other users and locations on the Simon Fraser University Campus.

**Meetings:** Enable faculty and students to easily interact and meet up for studying or course/career discussion. They can also chat with each other through the app.

**Events:** Have events held by clubs, faculty or student societies show on the map as icons in real-time, so users can quickly learn about the activity on campus.

**Minigames:** Allow students and faculty to interact in mini games with those nearby based on location. This would allow users to play small various games that can act as icebreakers between their fellow peers.

**User Stories**

**Actors**:

**Faculty** (Professors and Teaching Assistants) that can view and cancel meetings. They can also interact with students, view the map, view and schedule events, and play minigames. Students can view, request, reschedule, and cancel meetings with Faculty and other students. They can view and schedule events, view the map for specific rooms and buildings, and play minigames.

A test login for faculty is username: QWERTY and password: pass2

**Students** can view, request, reschedule, and cancel meetings with Faculty and other students. They can view and schedule events, view the map for specific rooms and buildings, and play minigames.

A test login for student is username: ASDF and password: pass1

**Admin** can view all database content including usernames, roles, meetings, and much more. The admin account is used for verification of debugging purposes. For the sake of security and privacy of users, the admin can only view hashed passwords.

A test login for admin is username: ADMIN and password: ADMIN

**Current Iteration Stories**

Story #7

**Name/Description:** A student wants to meet with another student

**Actors:** Multiple students named ‘Maddie’ and ‘Bud’

**Triggers/Preconditions:** Maddie accesses the meetup page and schedules a meeting with Bud

**Actions/Postconditions:** Displays a form for Maddie to specify the meeting location and time, then sends a request to Bud

**Acceptance Tests:**

* Meetup form is displayed properly
* Bud is an existing student and a request can be sent to him
* Meeting location is valid and can be chosen
* Form can be submitted
* Meeting data is stored in the meetup table

**Iteration:** started in *iteration 002, to be completed in iteration 3*

Story #10

**Name/Description:** Viewing upcoming events on campus.

**Actors:** A user (student/faculty)

**Triggers/Preconditions:** User clicks the “View Upcoming Events” on a page.

**Actions/Postconditions:** Shows a page with a table where the rows are Events showing its name, host group, website link, location, time, and date in chronological order.

**Acceptance Tests:**

* An Events table is displayed with information described in postconditions.
* Events are listed in chronological order (closest to farthest from current time).
* Events prior to current time are not shown.
* Cancelled events have colored text (red) and shows “CANCELLED” under “time” (“CANCELLED” should be reflected in the database under “time” also).

**Iteration:** to be implemented in *iteration 002, with additions in iteration 3*

Story #11

**Name/Description:** View error page when a user has no meetups.

**Actors:** A student named Huck

**Triggers/Preconditions:** Huck clicks the meetups page, but doesn’t have any meetups

**Actions/Postconditions:** Redirects Huck to an error page, with links to request a meeting or return to the home page.

**Acceptance Tests:**

* An error page is displayed
* The back button is shown
* The request meeting button is shown

**Iteration:** to be implemented in *iteration 002, with additions in iteration 3*

**Future Iterations**

Story #14

**Name/Description:** A new student is looking to make new friends at SFU, wants to play a game.

**Actors:** A student, Sophia, wants to play a game with someone.

**Triggers/Preconditions:** Student Justin clicks Minigames tab on their page.

**Actions/Postconditions:** Shows different types of minigames and allows them to play with people nearby.

**Acceptance Tests:**

* Able to connect with other players
* Game logic is correct
* Able to choose what type of game to play
* Able to correctly interact with game buttons.

**Iteration:** to be implemented in *iteration 003*

Story #15

**Name/Description:** Viewing events happening today on the map.

**Actors:** A user (student/faculty)

**Triggers/Preconditions:** The user goes to the campus map page (not viewing room finder)

**Actions/Postconditions:** The map loads showing SFU campus. Events listed to happen today are shown with event markers at their respective locations.

**Acceptance Tests:**

* The map is rendered correctly, showing SFU campus.
* Each event marker represents an event happening *today*.
* Each event marker is shown at their correct locations.
* Clicking on a marker displays detailed information regarding the event.

**Iteration:** to be implemented in *iteration 003*

Story #16

**Name/Description:** Hiding a type of marker on the map.

**Actors:** A user (student/faculty)

**Triggers/Preconditions:** The user clicks on any of the box from a group of checkbox options to for hiding a type of marker on the map (i.e. hide location markers, hide event markers, etc.).

**Actions/Postconditions:** The map is re-rendered with the desired markers to be hidden gone.

**Acceptance Tests:**

* The map is re-rendered with the same position and zoom level as prior to triggering the event.
* The desired markers to be hidden are not seen while the others are still shown.
* The hidden markers cannot be interacted with.

**Iteration:** to be implemented in *iteration 003*

Story #17

**Name/Description:** A student has a 5-hour break between two classes, and he/she wants to pass some time while being on the campus

**Actors:** Stacey, a fourth-year student

**Triggers/Preconditions:** Stacey logs in to StudyScapes and opens the mini games

**Actions/Postconditions:** Display different options for mini games

**Acceptance Tests:**

* Game services are enabled
* Scores can be found and display

**Iteration:** to be implemented in *iteration 003*

Story #18

**Name/Description:** A new student wants to meet other students with similar interest on the Burnaby campus

**Actors:** New student named ‘Patrick’

**Triggers/Preconditions:** Patrick logs in to StudyScapes and opens the events page

**Actions/Postconditions:** After finding a suitable event he can now meet students who share same interests as him

**Acceptance Tests:**

* Different events are displayed to the users
* Students can drop into their desirable event

**Iteration:** started in *iteration 002, to be completed in iteration 3*

Story #19

**Name/Description:** Viewing the user’s schedule timetable in the Dashboard

**Actors:** A user (student/faculty)

**Triggers/Preconditions:** User logs into StudyScapes or goes to Dashboard page

**Actions/Postconditions:** The Dashboard is shown with a schedule timetable on the page. The schedule visually represents a weekly calendar, displaying meetings that the user has committed to participate in along with events.

**Acceptance Tests:**

* The schedule shows 7 days ahead including the current day.
* A schedule timetable is displayed with participating meetings at their correct positions.
* Canceled meetings are not shown on timetable.

**Iteration:** to be implemented in *iteration 003*

Story #20

**Name/Description:** A student is looking for their friend on campus but is unsure where they are.

**Actors:** New student named “Adam”

**Triggers/Preconditions:** Adam logs in to StudyScapes and opens the View My Location page

**Actions/Postconditions:** After opening the View My Location page, Adam is able to see the location of other people and can easily locate their friend in order to meet up with them.

**Acceptance Tests:**

* Able to see other users on the map.
* Able to view the names on each marker on the map.
* Location updates as user moves.

**Iteration:** To be completed in *iteration 003*

**User Interface Requirements**

A screenshot of a cell phone

Description automatically generated

A screenshot of a cell phone

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A screenshot of a social media post

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A screenshot of a social media post

Description automatically generated

**A screenshot of a cell phone

Description automatically generated**

**A picture containing text, map

Description automatically generated**

**A picture containing text, map

Description automatically generated**

**A screenshot of a social media post

Description automatically generated**

**A screenshot of a social media post

Description automatically generated**

**Velocity Measurement**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| |  |  |  | | --- | --- | --- | | ***Story Points*** | | | | **Story Number** | **Points** | **Iteration** | | 1 | 2 | Iteration 1 | | 2 | 3 | Iteration 1 | | 3 | 3 | Iteration 1 | | 4 | 3 | Iteration 2 | | 5 | 2 | Iteration 2 | | 6 | 2 | Iteration 2 | | 7 | 2 + 2 | Iteration 2 + iteration 3 | | 8 | 2 | Iteration 2 | | 9 | 1 | Iteration 2 | | 10 | 2 + 3 | Iteration 2 + iteration 3 | | 11 | 1 | Iteration 2 | | 12 | 3 | Iteration 2 | | 13 | 1 | Iteration 2 | | 14 | 5 | Iteration 3 | | 15 | 2 | Iteration 3 | | 16 | 4 | Iteration 3 | | 17 | 2 | Iteration 3 | | 18 | 1 | Iteration 3 | | 19 | 6 | Iteration 3 | | 20 | 5 | Iteration 3 | | 21 |  |  | | 22 |  |  | | 23 |  |  | | 24 |  |  | | 25 |  |  | | 26 |  |  | | 27 |  |  | | 28 |  |  | | 29 |  |  | | 30 |  |  | | 31 |  |  | | **Velocity**  Iteration 1 points:  8 in 2 weeks  = 4 points on average  Iteration 2 points:  19 in 2 weeks  = 9.5 point on average  Iteration 3 points: |

**The Database Plan– Iterations 2 & 3**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ***StudyScapes Database*** | | | | | |
| **login** | | **meetup** | | **event** | |
| uid | serial (PK) | mid | serial (PK) | eid | serial (PK) |
| username | char(20) | users | int[] | name | varchar |
| password | char(60) | date | date | host\_name | varchar |
| role | char(20) | time | time | url | varchar |
|  |  | location | varchar | location | varchar |
|  |  | is\_pending | boolean | start\_datetime | timestamp |
|  |  | is\_cancelled | boolean | end\_datetime | timestamp |

**Meeting 3 Overview**

For iteration 3, Celina plans on adding a password reset, refactoring code (including altering the meetup database to work with datetime instead of a separate date and time), fixing a date display bug in the meetup edit page, and doing a CSS overhaul of the application. She will also continue work on meetups so faculty ahs more use of the feature and will add a minigame as a final feature. She will also do plenty of application testing for bugs and make sure the meetups feature is as stream-lined as possible.

Josh plans on refactoring the code (in particular, the page navigation), adding event markers to the map and working alongside Parth with socket.io, reorganizing pages for user convenience (for example, adding an account-specific dropdown), and map filtering options. He also plans to implement user dashboard (schedule timetable, and maybe profile), and adding more to features related to events.

In iteration 3, Parth will be working on implementing the ability to view multiple users in the Find My Location Tab. This involves adding each user’s latitude and longitude to the database as well as being able to generate a marker and put that on the map. He will also be working on the mini games which includes the creation of the games themselves. He will also make sure that games are based on nearby location and ensure that the proper socket connections are created.

Mandeepa will be continuing to assist the team in any areas that need help, including CSS, work with socket.io, and implementation of minigames.

**Disclaimers**

**The Room Finder Tab was not created by our team. This was an application created by SFU that we have integrated into our project in order to make it more whole. We obtained permission from Professor Chan to include this in our application.**

r.date.toISOString().substring(0, 10)

**URLs**

**GitHub Repository:** *https://github.com/Guojiaxi/sfu-cmpt276proj.git*

**Heroku link:** *https://cmpt276proj-jlguo.herokuapp.com/*

**Heroku Git Link:** *https://git.heroku.com/cmpt276proj-jlguo.gi*

**Features Board**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| COMPLETED | IN PROGRESS | TO BE IMPLEMENTED | PREREQUSITE(S) NEEDED | TO BE DESIGNED | BROKEN  /REDESIGN |
| map | Place map markers | Event markers | Plotted meetings (schedule timetable) | Meeting notifying system | Chat |
| Log in and sign up system | User location tracking | Dashboard schedule timetable | Plotted participating events (schedule timetable) | Event notifying system |  |
| Login database |  | meeting invitation/response |  | Meeting creation UI |  |
| Logged-in tracking |  | minigames |  | Event posting UI |  |
| Sign-up system |  |  |  | Event submission approval system |  |
| Room finder |  |  |  | User profile page |  |
| Server-side storage for events  (database) |  |  |  |  |  |
| Server-side storage for meetings (database) |  |  |  |  |  |