

SLUG PARK



Team BrainSwans

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WHAT IS SLUG PARK?

Android mobile application developed to alleviate on-campus rush hour traffic by displaying available parking spots in given on-campus parking lots.



SLUG PARK: AN INTRODUCTION

The objective of the application is to deliver accurate and easy-to-understand real-time information to the user regarding available on-campus parking spots.

GOALS SET

- Incorporate parking sensors from Placemeters & companies alike to update info in real time.
- Maintain and connect with outside sources to acquire needs. (Placemeter, TAPS)
- Deliver a useable application by the end of the quarter.

GOALS NOT ACHIEVED

Ultimately unable to get sensors due to multiple concerns (security, crime, connectivity), in addition to cost.

Though we were able to get funding, it was close to the deadline and a little too late.

MAJOR OBSTACLES & CHALLENGES

- Funding - valuable time wasted guessing if will or will not get funding for the hardware.
- Trying to acquire parking sensors.
- Database Learning - Firebase, Parse by Facebook.
- Communicating and collaborating with outside sources.
- Android Programming.

MAJOR OBSTACLES & CHALLENGES

- Team Collaboration
 - Coordinating team meetings, dividing work amongst team etc.
- Time Constraints
 - Trying to implement all designated User Stories within the Sprint period.

ACHIEVEMENTS...

- Android application properly fetches and updates information.
- Arriving at a desirable User Interface design.
- Implementing the use of databases.

UNDER THE HOOD...TECHNOLOGIES USED

- Android Studio for app development
- Database managed by Firebase
- Android Phone for testing
- Google Maps
- Slack for group communication and git push updates

MANAGEMENT TECHNIQUES

- SCRUM techniques.
- Group meetings.
- Sub-teams work on smaller individual tasks.
- Git. Continuous integration.
- Slack. Use of application to maintain communication within team members.

REFLECTIONS ... LESSONS LEARNED ALONG THE WAY



- Regular meetings and communication.
- Different approaches to same problem can lead to faster solution.



- Plan for the unexpected.
- Complications within different parties involved can hinder development progress.