# Project Introduction

The idea for the team project was born out of necessity, when we realized that it was difficult for us all to schedule weekly meetings without having to spend a large amount of time discussing our timetables for the week. Whilst we knew of some applications that helped schedule meetings around timetables, none of us could get those applications to work well on our mobile phones. With smart phones becoming increasingly powerful and more and more students relying on them instead of either laptops or personal computers, we concluded that a mobile application available to students would help address the problems presented by scheduling better than computer based solutions.

The application would initially be targeted at students and faculty of the Nottingham Trent University. With the University timetable already somewhat integrated with mobile calendars, it would be fitting to build an app that would automatically also add scheduled meetings to that timetable, so that people would not accidentally miss out on scheduled meetings or deadlines. By working with the NTU as opposed to another customer we can also assure that we get a wide range of opinions about what our app should do; the feedback opportunities from such a wide range of potential users outweigh, in our opinion, the advantages gained by working with a single customer. By working with the University as our target group we can ensure that:

* We can easily relate to our potential users, being students ourselves. This will help us both understand and implement the feedback received. We will also be more invested into the project as potential users.
* We have easy access to near instant feedback. Working with a singular remote customer can mean waiting back to hear from the user on what features he does and does not like. By working with the University as our customer we can ensure quicker feedback.
* We can test the application more easily. With a wide body of students available, we can ensure that each test is done more quickly and more fairly (Due to collecting a range of opinions instead of just one) than when working with a single customer.
* It is easier to integrate our application with the existing system if we have technical experts on using and maintaining the system already present on the Campus. We are also all users of the existing NTU systems so we do not need to spend as much time evaluating the existing system.

In the research conducted for applications that already existed and offered similar features we found a few, with the main front runner being the service offered by Microsoft Outlook. The application, whilst primarily dealing with emails, also offered users the opportunity to schedule meetings and integrated it with pre-existing timetables. However, we also found some problems with the application:

1. We could not schedule meetings from a mobile platform. The phones we used operated on Android and iOS and we were not able to set up meetings on mobile easily. This is a problem when considering the previously mentioned increased reliance on mobile phones.
2. When we scheduled a meeting, it was not added to our calendars. The only feedback we got about the meeting was a short email.
3. There were no alerts on our mobile phones that the meeting is happening.

Our idea would aim at addressing all three of these key issues, as well as adding a lot more functionality in the form of meeting priorities. We will also address the mobile phone issue by targeting the application onto a mobile platform. Due to the majority of us having Android phones, as well as the programmers having some experience working with Android already, we will use the Android Operating System as our platform of choice.

The potential market for such an application is very broad. Whilst the application is aimed at students of the University initially, it can be used outside out of the University if integrated with Android Calendars. Android OS is by far the biggest mobile operating system platform, and also showing steady growth since 2012 (From 69.3% in 2012 to 82.8% in Quarter 2 of 2015), so it will offer a large market for potential users.