# Group 1 project report

## TransportAI project overview

### Project objectives

TransportAI is a system that aims to replace conventional means of transport. TransportAI is an application developed for android phones allowing users to book a trip with an autonomous vehicle to get from point A to B. The user can pay for the trip within the app, allowing for a cash-free transaction. The accompanying TransportAI Administrator Web Panel allows TransportAI admins to track the location of the autonomous vehicles, using GPS. Administrators can manage, and see the status of the autonomous cars.

ILL ADD MORE DATAIL AND REWRITE WITHOUT BULLETPOINTS, WILL EXPAND ON THIS:

## Overview of implemented mobile app features

* Users can register an account with their email address
  + Details are secured in a Google Firebase
  + Must be a legitimate email account
* Payment
  + [BEING WORKED ON CURRENTLY]
* Tracking
  + The autonomous vehicles are tracked via an Arduino uno board
  + The user can see where the vehicle currently is, via the google maps API implemented in the passenger app
  + Cost is a flat fee based on distance [CONFIRM?]
* Reviews
  + The user can review the trip and the app
  + The user has the option to leave a review
* Live chat
  + The user can request help and talk to an admin

## Overview of implemented admin panel features

* Admins can approve which autonomous cars can start working
* Check the status and location of the autonomous cars
  + Admins can see the location of the car via google maps
  + The status of the autonomous car is displayed on the admins control panel (in transit, free, off-duty)
* Approve requested bookings from users
* See notifications from users, when a user submits a booking
* Find the fastest / shortest route for a trip
  + Google maps allows the admin and the user of the passenger app to view the fastest route to the end destination
* See reviews or reports left by users
  + Can enter a live chat with a user to provide support

## Difficulties, and possible enhancements

[working on this now]

## Development environments and languages used

[working on this now]