**<Schedule Tracking Application>**

**Team:**

Team Name: Korean Girls

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**Summary:**

Our project’s purpose is to check users’ schedules. Users can manage their schedule with friends and show where their friends are. We can add information about place and time to meet. We are going to use Google maps API, and save the schedules using SQLite. Furthermore, we are going to use Google firebase for server.

**General:**

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| --- | --- |
| Purpose of the application | Checking and managing users’ schedules |
| Five UI elements used | TextView, ImageView, Button, EditText, ListView |
| Two presentation elements used | Image, Sound |
| Three activities of the application | Writing users’ schedules, Checking users’ schedules, Showing where friends who have plans with users are. |
| Local storage used | SQLite, Google firebase |

**Extra Credit (Maximum of 2):**

|  |  |
| --- | --- |
| **Options** | **Yes / No** |
| [FCM](https://developers.google.com/cloud-messaging/) for Push Notifications |  |
| Maps / Location based services | Yes |
| Sensors (Fingerprint, NFC, Accelerometer, etc.) |  |
| Services for background execution |  |
| JUnit testing for Android |  |
| Social media integration (Facebook API, Twitter API, etc.) |  |
| Google Analytics for Android |  |
| Dynamic data consumption from web services |  |
| Publishing to Google Play | Yes |