



MobServ Project

GetOut

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Name, logo, slogan

GetOut

“Get out, meet people”

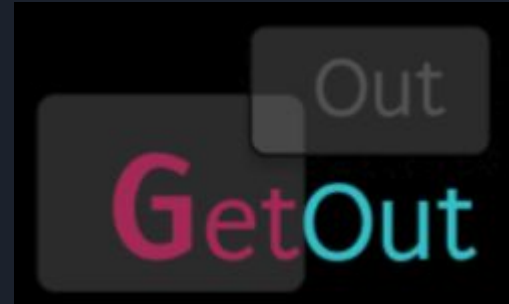


Fig 1: Temporary logo idea



Main idea

- Location-based social networking
 - Activate your location → go out and meetup / be reachable
 - Don't activate : no notification
- Possibility to connect to people online only if they met
 - QR code system
 - Heart system
- Meet new people
 - By meeting them in real life ("Get Out!")
 - Sharing real activities and moments
 - Creating a large social network, a community



Initial Business Model

- Target users
 - People wanting to meet new people
- Target country
 - Any country
- Target phone
 - Initially Android
- Competitors
 - Meetup
 - Yubo
 - Zenly

Initial Business Model

Freemium model

- Revenue from ads
 - Offer companies to be displayed on map
 - Not annoying the user
- Premium features
 - Broadcast activities
 - Customize in-app character
 - No ads
- In-App purchase





Initial Business Model

Marketing strategy

- Initial launch for Eurecom students.
- Present the application at big events in Sophia Antipolis.

UI Design

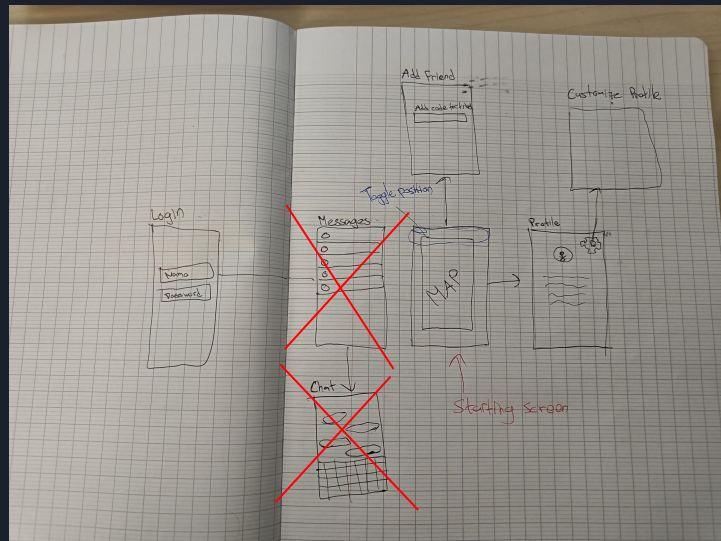


Fig 2: Initial paper sketch

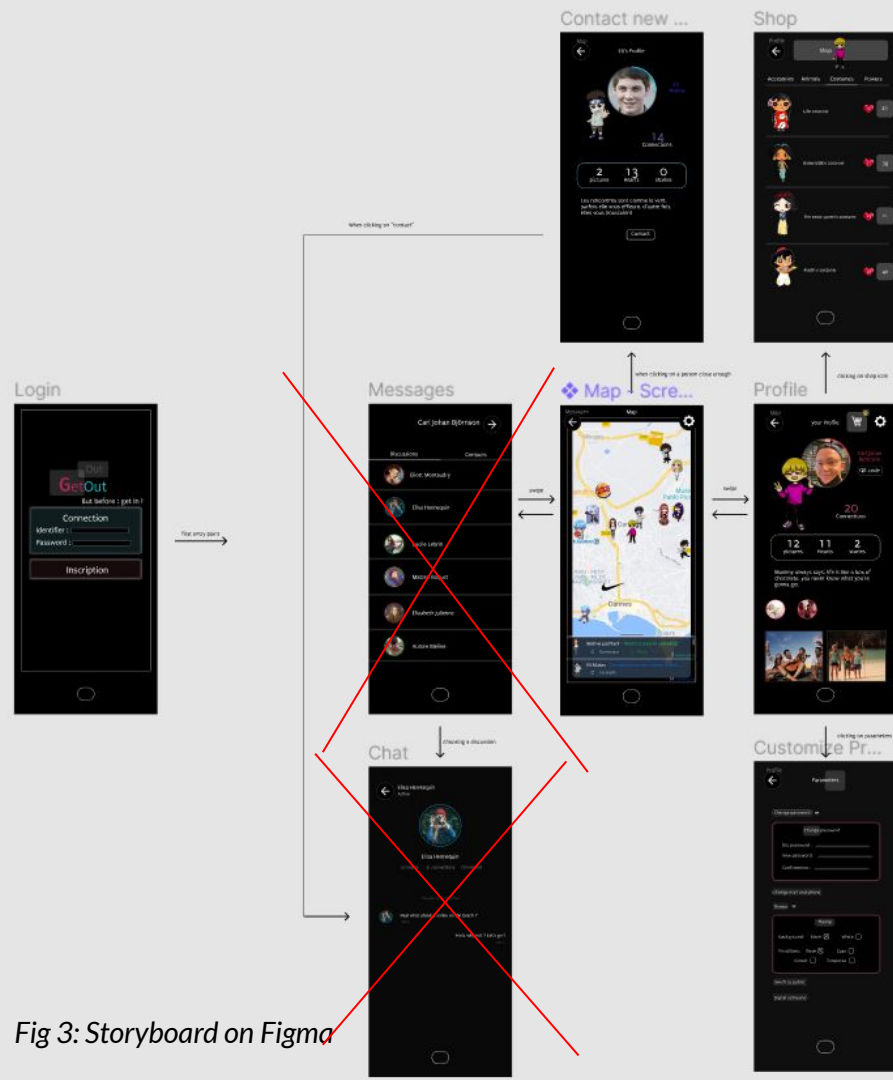


Fig 3: Storyboard on Figma

The most important screen

Fig 4: Map screen



Two more necessary screens

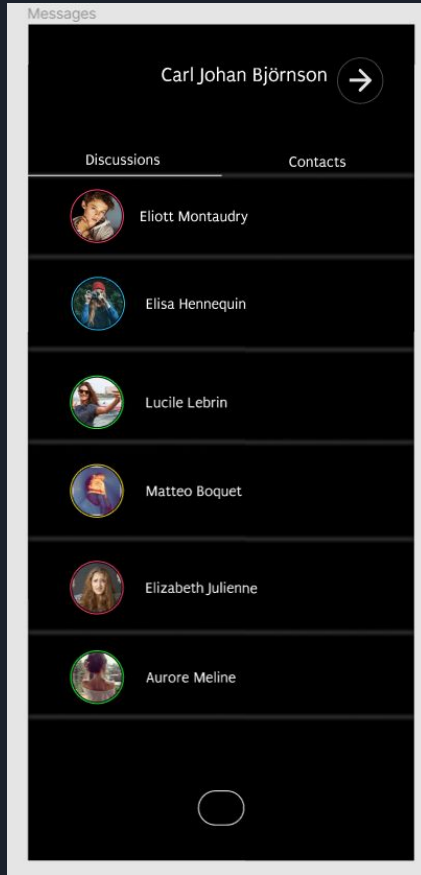


Fig 5: Messages

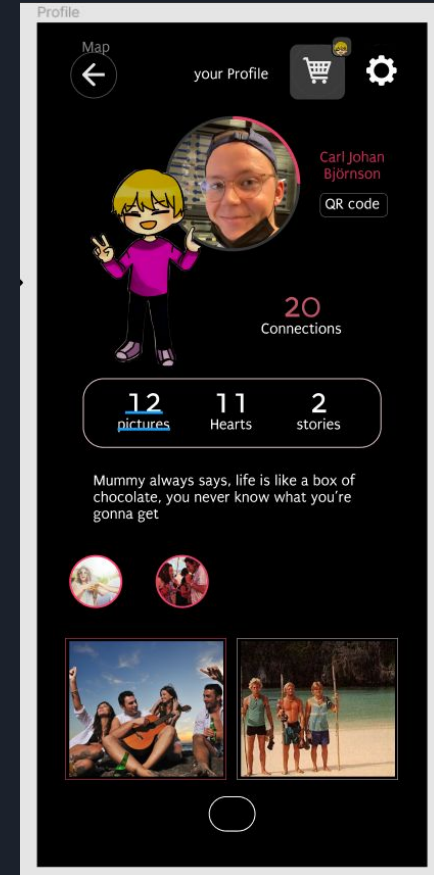


Fig 6: Profile

Messages for a specific person, or contacting him/her for the first time

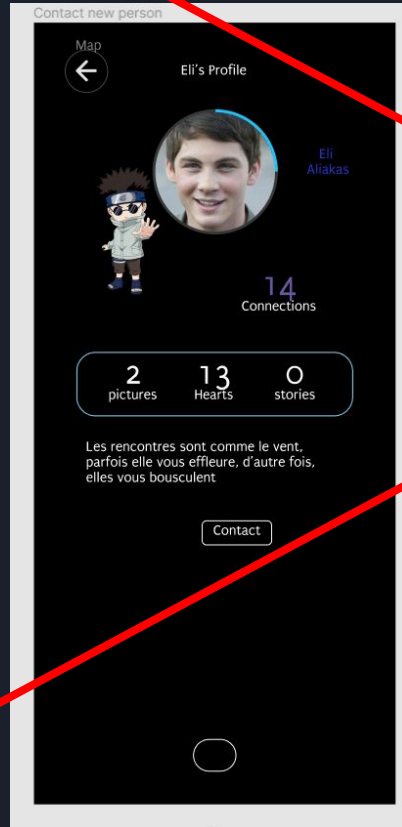


Fig 7: Another profile

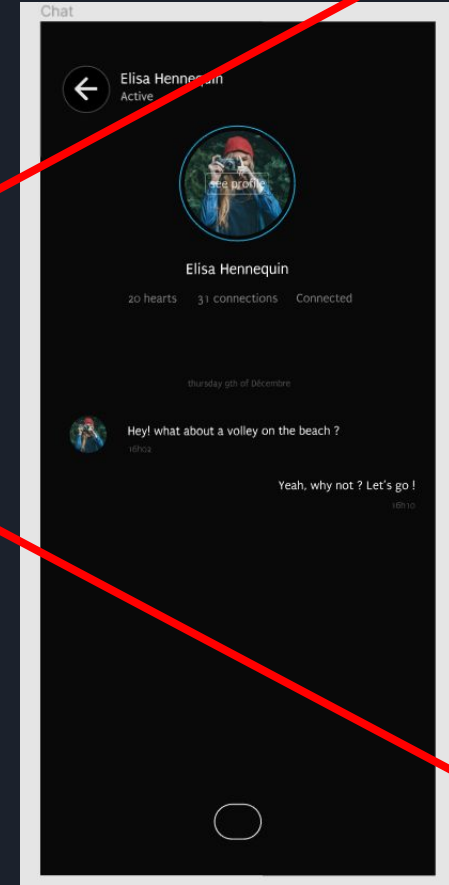


Fig 8: A discussion

Shop

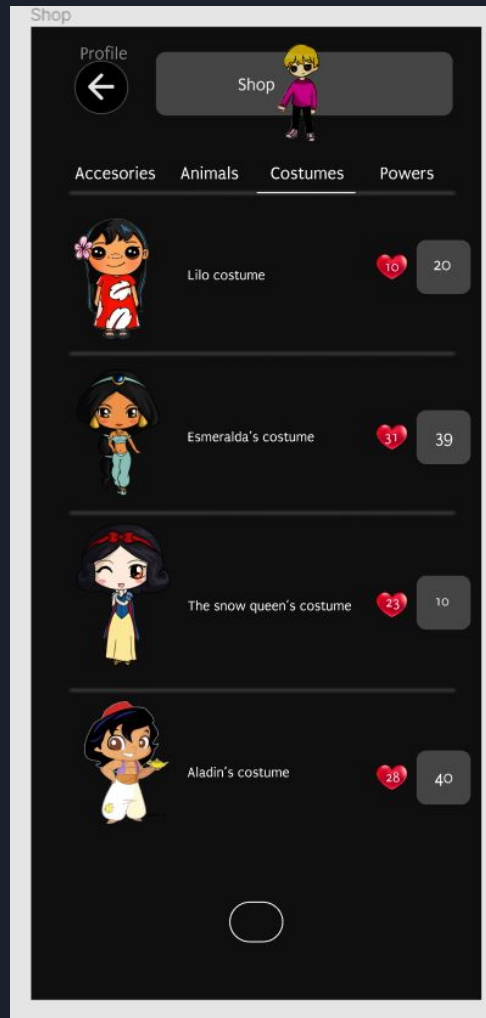
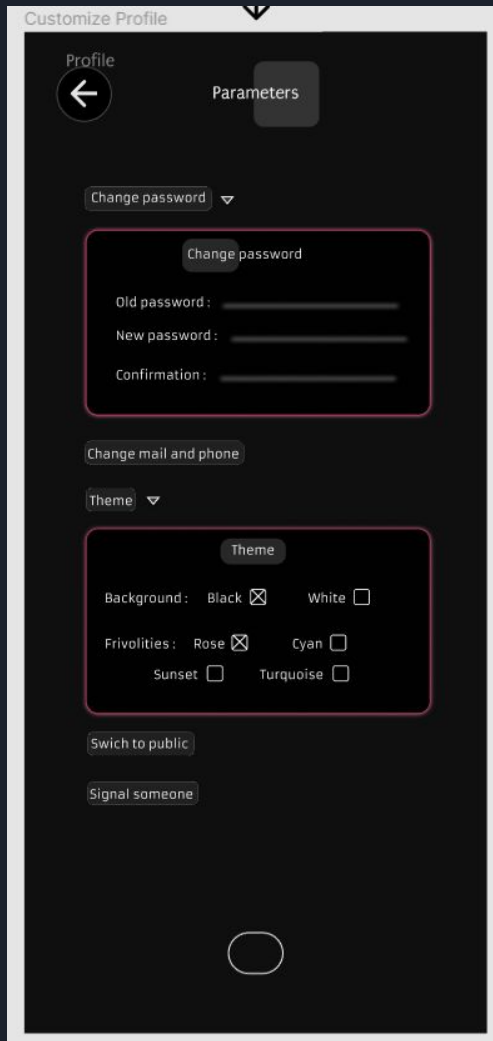


Fig 9: shop list

Parameters

Not yet implemented

Fig 10: Parameters



Login



Fig 11: Login screen

Avatar's basic design (original)



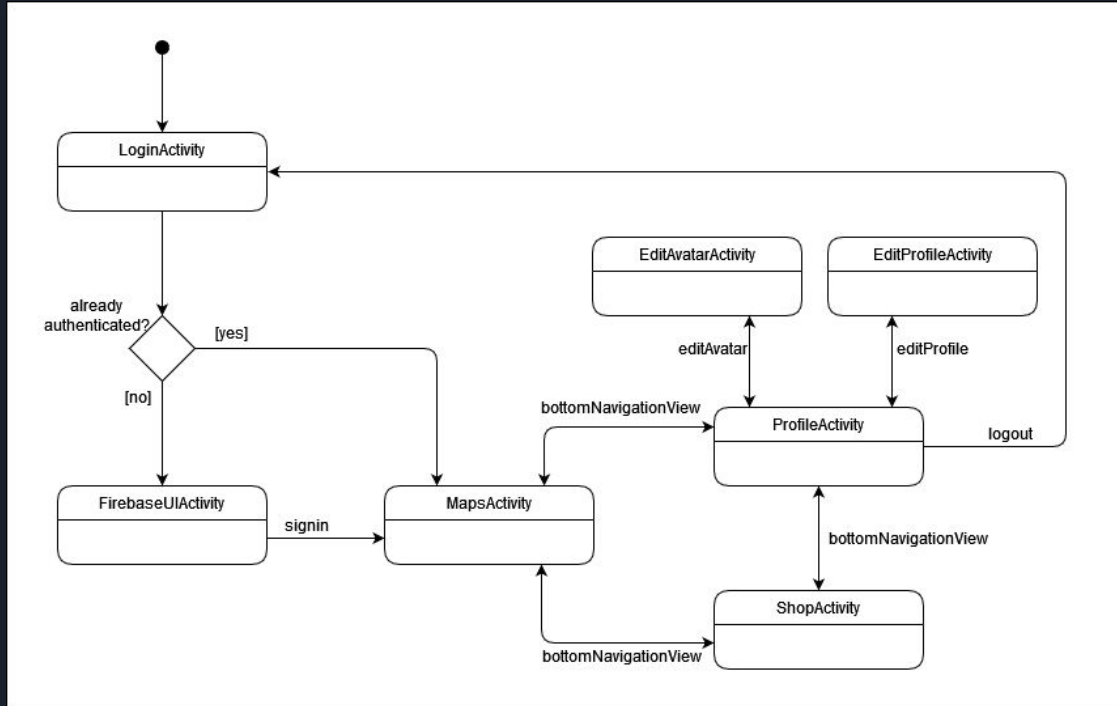
Avatar's shopping item design (original)



More avatar's shopping item design (original) ...



Software architecture



- 3 main activities:
Maps, Profile, Shop
 - Separation of concern
- Activities started by intents



Application details

Permissions

- Runtime: Location (GPS), Read/Write external Storage
- Install: Internet, Access Network State

Framework

- Using Android Studio
 - Firebase, GeoFire, Storage, Realtime Database, Firebase Auth
 - LocationManager
 - Google Maps

SW Dev methodology

- Git repository
- API key



DEMO - Project status

Design

- Final idea of the layout of the Views is set.
- Final idea of the design of the avatars (items of the shop need to be completed) + more avatars to come.
- Beginning of implementation : not the final design idea but to give a little idea of the final design

Code

- Basis of the application implemented (all screens except parameters)
- Firebase set and map working
- Connection between users
- More features to come (parameters, notifications etc ...)

Next Steps

- What are the dangers of this application ?
- Final implementation and design
- Adding other features (for a V 2.0) : ability to schedule events (parties / football match / beach afternoon / open concert ...) and to change the hour displayed on the map



Split of work

Everyone have discussed the current ideas and have been involved in all areas.

Current work:

- Chloé is responsible for the UI Design, with the help of Carl-Johan.
- Jan and Martin developed the business model.
- Carl-Johan and Martin have implemented the current code base and almost all of the features
- Jan implemented the connection feature between users
- Chloé draw the final design of avatars and updated the design part of the code.



References

- Android Developers Guide to App Architecture:
<https://developer.android.com/jetpack/guide?hl=fr>
- Mobile OS market share 2021:
<https://www.statista.com/statistics/272698/global-market-share-held-by-mobile-operating-systems-since-2009/>



Thank you all for listening!!

