Moods – App for Champlain Students

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Presented to

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**Introduction**

As our final project we want to create a social network on android phones for Champlain students. We want students to be able to meet their friends and new people in the College more easily by using our application. Each user is going to be able to reach out to other students within a click.

toe

**Design**

Analyze, define and understand the problem.

Algorithm

Explaining your design and the reason behind it

UML diagrams

GUI (design of every single page)

Design of every object in your project

TimeLine, including all steps from first week of classes until the day of delivery

|  |  |  |  |
| --- | --- | --- | --- |
| Task | Plan Date | Assigned Person | Notes |
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Specify the software will be used and explain the reason behind it

IDE: Netbeans & Android Studio

Platform: Android Java

Software or packages: Android Studio XML

**Features**

\*means optional (will be implemented if we have enough time)

* Location of users (sends to selected contacts)
* Uses GPS location from device (API integrated in Android Studio )
* Schedule scanning (each account will have its schedule shared with contacts)\*
* Mood & Statuses (Looking for someone to Eat, Study, Tutor, Lift/Go Home, Chill)
* Helps you communicate with friends
* Stored in database (resets every 24h)
* Find friend by number (import contacts)\*
* Map of Champlain
* Drawn by us (JPG format)
* Ask school for plans\*
* May use GoogleMap SDK
* Notifications to cellphones
* Send if the friends is near or accepted a “poke request”
* Access to vibrations or other phone components
* Access to contacts\*
* Access to GPS
* Access to Vibrations
* Access to pictures \*
* Networking
* Use SQL databases (SQLite implemented in Android Studio)
* Store user information on server
* User name
* Email
* Phone number
* Schedule
* Store user information on phone
* ID
* Temporary mood
* Picture

**Conclusion**