# DalSocial

Find your hive!

#### Our Team

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# Big C

#### Problem

Finding like minded people who have the same interest could be challenging especially if you are new to the university and are in a new country.

There might be apps like meetup but our app is particularly for the University students which helps in meeting new people from different branches, form a group and organize events inside the university. Through our app, users can find new people and can interact with them easily.

## Target Audience - Who?

Students who are looking to make friends and find groups with similar interests.

Event organizers who wants to host events such as club events, hackathons, info sessions etc.

# Target Audience - Where?

Our target audience are basically students from a particular university including event organizers for various clubs in the university.

# Application features

- A user can search for people and make new friends who have similar mindset
- A user can enter their likes and hobbies such as sports, interests etc.
- A user can give their social media profiles like instagram, facebook and linkedIn while registering.
- All users receive a notification whenever someone matches with their profile
- A user can chat with other user whose profiles are matched with each other.
- A user can create a new event and look at the pre-existing events and join them.
- A user can participate in an event by posting comments in the discussion
- A user can share their contact details with another user using a QR code scan.
- A user can create or join groups and can meet everyone by organizing group meetups.

# Significant Attributes

Security: We use Firebase authentication to store user credentials in a secure manner.

Usability: Applied Neilson's Heuristics wherever possible

Accessibility: Chat with the people that match your interests.

Legal Compliance: We provide minimalistic user privacy and the user needs to be above 18.

# Why they need this application?

- According to cbcnews, more than half of the teens make new friends online [1].
- In future, 93% of event marketers are planning to invest in virtual events [2].
- Using meeting apps can be positive for mental health and well-being [3].
- To interact easily with people over a single click
- To meet new like minded people and expand their social group
- To have a discussion who can understand and relate with them without actually knowing them
- To spend the time together doing the things they usually like to do
- To organize study groups which can help them with the academic activities
- To gain knowledge from other people by having a conversation
- To help or get help from having mental health issues i.e. going out with a friend can sometimes help a person regaining his emotional strength.
- To showcase any of your personal works such as baking, painting etc.
- To easily know about the available clubs to join and to easily organize/promote the clubs by creating them in the app.

# How you can get this application?

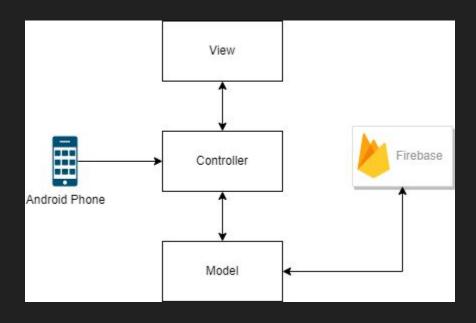
- The application could be published on Play Store.
- Or maybe Dalhousie University can host a service for serving mobile applications (An opportunity to increase revenue for the university?)

#### Business model

- Freemium: The app is free to download on the Play Store. Tickets for paid users could be purchased by the users.
- Peer-to-peer Business Model: For every Event ticket purchase, we will get a 10% commission for the price of the ticket.

# **Technical Aspects**

# Architecture



#### **Technical Problems Faced**

- Different techniques to achieve asynchronous programming
- Matchmaking feature was a bit challenging to design
- When to use activities vs fragments?
- For some of us, Kotlin was a new language to be learned and implemented
- Some deprecated methods
- Gradle/SDK issues

#### **Efforts**

- Implemented proper design patterns (Avoid singletons, use state machine etc)
- Create a model if required, use interfaces and use dependency injection
- Test the app in detail for bugs, and test with many emulators and devices
- Share learning experiences
- Use Git Flow for branching, really makes it easy to work on features.

#### Commit statistics for main Oct 31 - Nov 27

Excluding merge commits. Limited to 2,000 commits.

Total: 75 commits

• Average per day: 2.7 commits

• Authors: 6

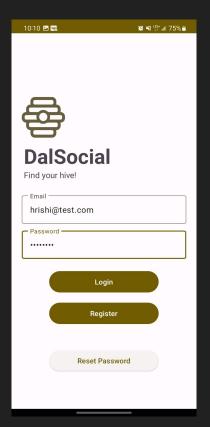
#### UI/UX

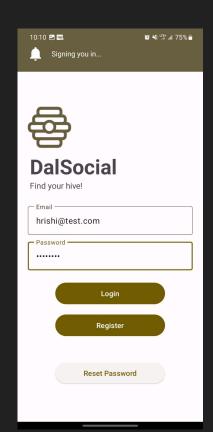
- Material 3 components and theming were used to give a modern look.
- Attempted to apply Nielsen's heuristics wherever possible.

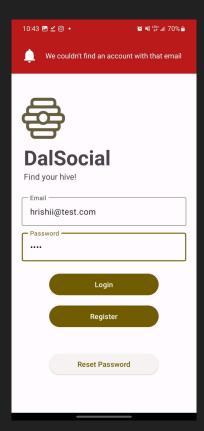
#### QA

- Application is properly packaged with each respective module being kept separately thus improving the quality of code writing and understanding for new developers.
- Errors being displayed when a service is interrupted and the models are kept in try-catch blocks for maintaining consistency.
- All the features are tested manually followed by an integration testing.
- This application was also reviewed from the perspective of a user (outside of the team) to get proper insights on how things can be improved.
- Using Developer Logs to debug. Any firebase errors are handled gracefully and translated to simple terms to the user.

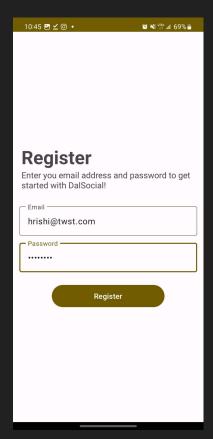
# Login

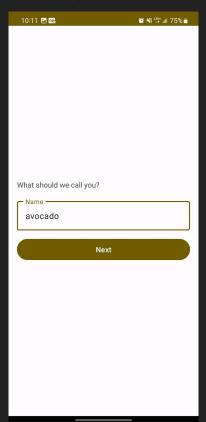


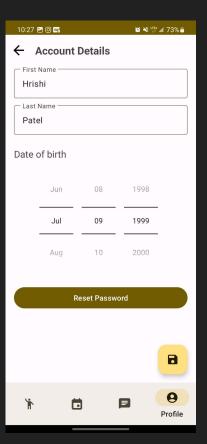




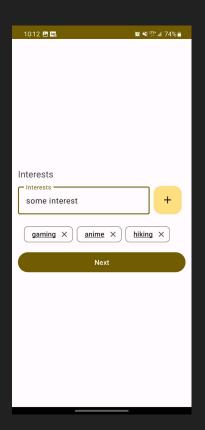
# Registration and Onboarding

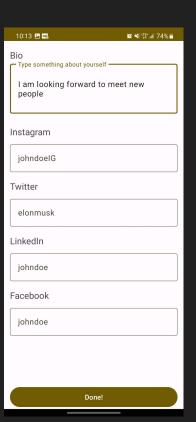




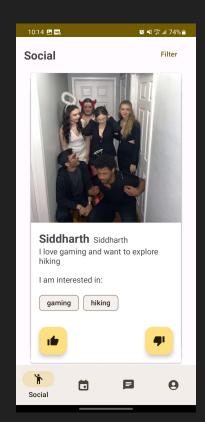


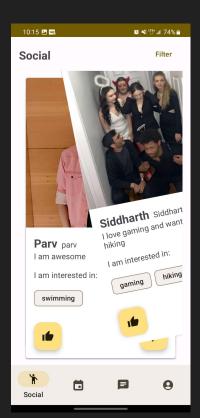
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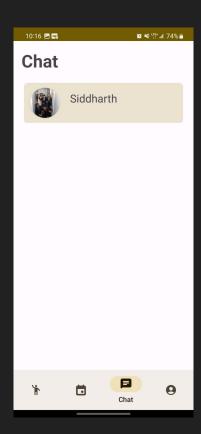
# Social

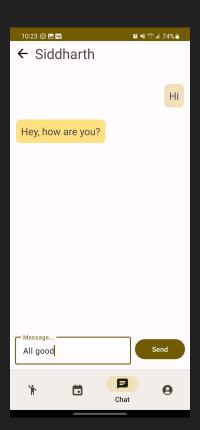




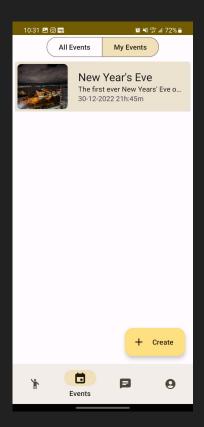


# Chat





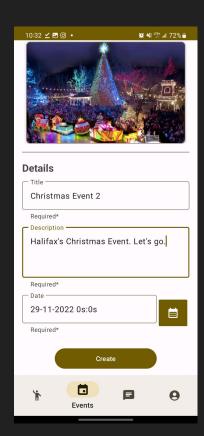
## Events

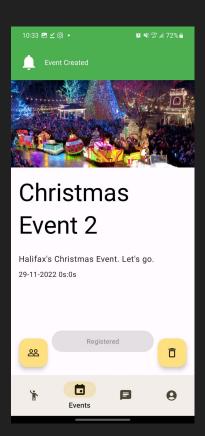


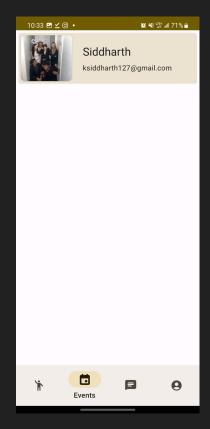




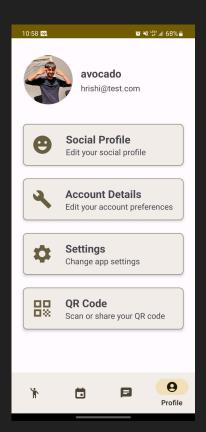
#### Create events

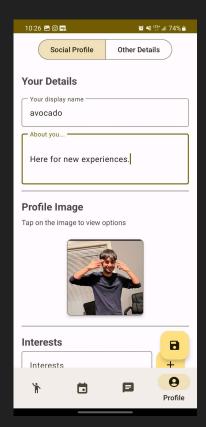


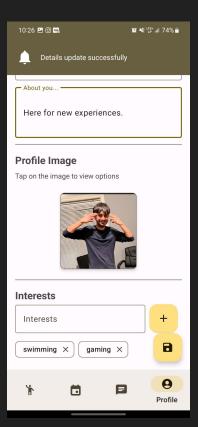




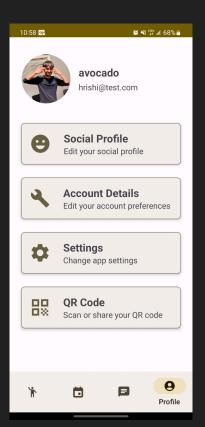
# Profile and Settings

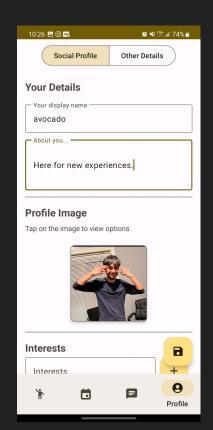


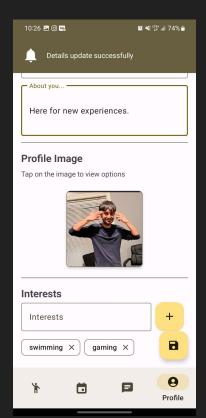


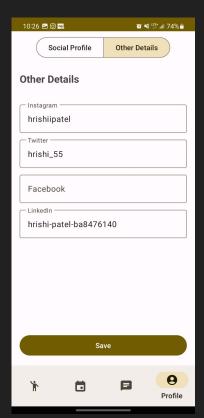


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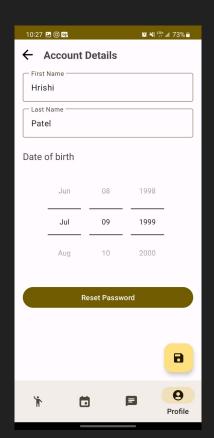






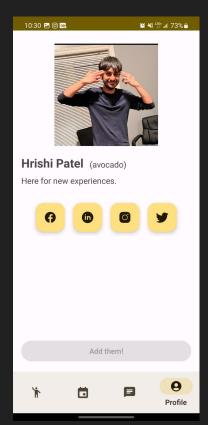


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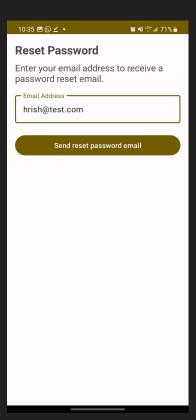


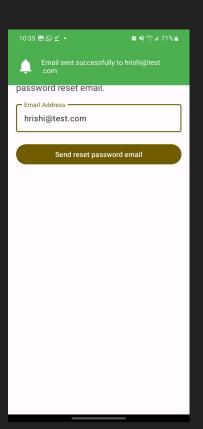






### Reset Password





#### References

- 1. "More than half of teens make New Friends Online," *CBS News*, 06-Aug-2015. [Online]. Available: <a href="https://www.cbsnews.com/news/more-than-half-of-teens-make-new-friends-online-pew-poll/">https://www.cbsnews.com/news/more-than-half-of-teens-make-new-friends-online-pew-poll/</a> [Accessed: 29-Nov-2022].
- 2. "80 event statistics you need to know for 2022," *Visme Blog*, 17-Nov-2022. [Online]. Available: <a href="https://visme.co/blog/event-statistics/">https://visme.co/blog/event-statistics/</a> [Accessed: 29-Nov-2022].
- 3. K. Naruse, "7 ways social media can benefit mental health," *Painted Brain*, 01-Nov-2022. [Online]. Available: https://paintedbrain.org/editorial/7-ways-social-media-can-benefit-mental-health-2/. [Accessed: 29-Nov-2022].