Summary

Project Objectives

Our objective is to create an application for University of Toronto students which makes their lives at school more convenient. The primary objective of this application is to create a feature which estimates gym, parking lot, and study room fullness as well as food wait times at different food places across campus. We would do this by collecting user input and tracking averages for certain days of the week or times of the year.

Key Users

Our primary users would be any/all students at UTM. Anyone who uses parking, the gym or buys food at UTM could be interested in using our app to save time or organize their time. Our app isn't limited to students of course, anyone at UTM could find it useful including professors, employees and visitors.

Scenarios

Scenario 1: A student at UTM decides they would like to go to the gym, but they hate going to a crowded gym. They remember that they have access to our application and check to see how full we estimate the gym will be. After checking our app, they realize that the gym is most likely very full at this time and decide it's best to delay going until another time.

Scenario 2: A student at UTM is in the last ten minutes of their lecture and is starving, but they have another lecture right after this one. They open up our app and check all the food spots available on campus and find that the Subway has a really short wait time of only five minutes, so they decide to go there to grab something to eat before their next lecture.

Scenario 3: A professor at UTM drives to campus and uses campus parking everyday. Today, he got to campus and the parking lot was absurdly full, taking him 15 minutes to finally find a parking spot. The professor, realizing that this may make many students late to his lecture, decides to open up our app and report that the parking lot is very full right now, giving us more data to make an accurate prediction on the parking lots total capacity.

Principles

One of our primary focuses is usability and accessability: the idea is to have many users interacting with our app, which means having a wide range of different skill levels when it comes to technology, so easy user interaction is a must. Another focus of ours is making modular code, our main focus is wait times/fullness tracking but our vision is creating many quality of life features for students implemented into one app, so being able to reuse and shuffle features around will be important. Furthermore, clean, easy to read code will also be important for future additions and reorganization of our program. Communication will also be a must, that includes organizing everyone's roles, making sure everyone is on the same page about the final product and working together to create

and implement new ideas. In a group of 6 miscommunication will be easy, we must make sure everyone knows what is going on, especially when changes are made.