Hotspot

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What is it?

- iOS and Android mobile Application
- Allows users to:
  - Find events nearby on the map
  - Create their own events and enter:
    - Event name
    - Event description

Project Tracker

- Used to schedule, organize, and update progress of tasks for Hotspot
- Usefulness Rank: ★★
- Implemented Kanban approach and Agile/Scrum with 2-3 week sprints
  - Created features and completed different sets of tasks for each feature
  - Broke up tasks by Front-End, Back-End tasks and by ToDo, In Progress, Done
  - Improve the overall efficiency

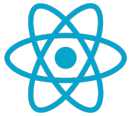
VCS Repository

- Used as a version control system repository for our project
- Usefulness Rank: ★★★★
- Worked well with the Agile/Scrum SDM by allowing us to:
    - Utilize branches for working on different features at the same time
    - Perform 2 week sprints where full functionality of the app could be maintained

Communication

- Used as a group communication tool
- Usefulness Rank: ★★★★★
- Function:
  - General communication with group members
  - Connect with the other apps like trello to show the recent modification

Front-end



React Native

- Used as a framework to build the Hotspot native app for iOS and Android
- Usefulness Rank: ★★★★★
- Allowed us to simplify our Scrum development:
  - Only need to modify specific Javascript files to add UI features (e.g. buttons, text fields)
  - Works with same JS files developed in same environment for both iOS and Android

Back-end & Database

- Used as a server environment (node JS) and database management system
  - Node.js: Executes JavaScript commands on the server
  - Sequelize: Creates and runs MySQL commands through Object-Relational Mapping (ORM)
- Usefulness Rank: ★★★★★
- Easy to use with GitHub version control and Agile/Scrum SDM:
  - Only need to modify .js files for server commands in app's React Native environment

Testing tool

PyUnit

- Used to verify back-end functionality of App based on front-end UI actions
- Usefulness Rank: ★★★
- Used pair programming for developing Python code to test functionality
- Help us to correct the errors

Deployment Environment

DigitalOcean

hotspot
1 GB Memory / 25 GB Disk / SFO2 - Ubuntu 16.04.4 x64

ON

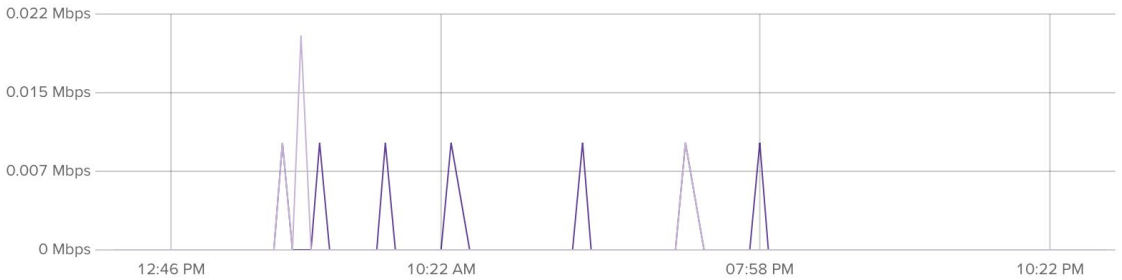
ipv4: [redacted] ipv6: Enable now Private IP: Enable now Floating IP: Enable now Console:

- Graphs
- Access
- Power
- Volumes
- Resize
- Networking
- Backups
- Snapshots
- Kernel
- History
- Destroy
- Tags

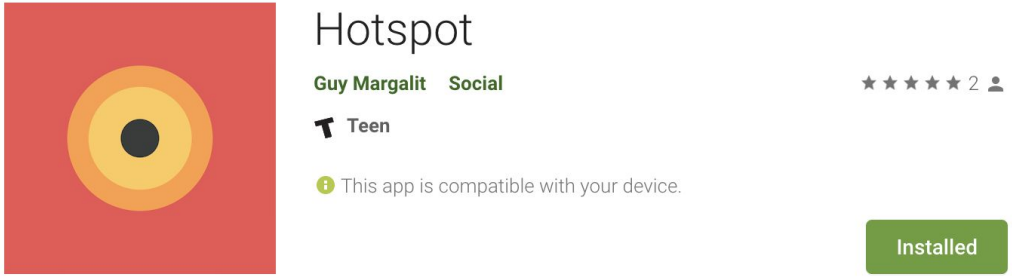
Learn how to update this Droplet for new metrics.

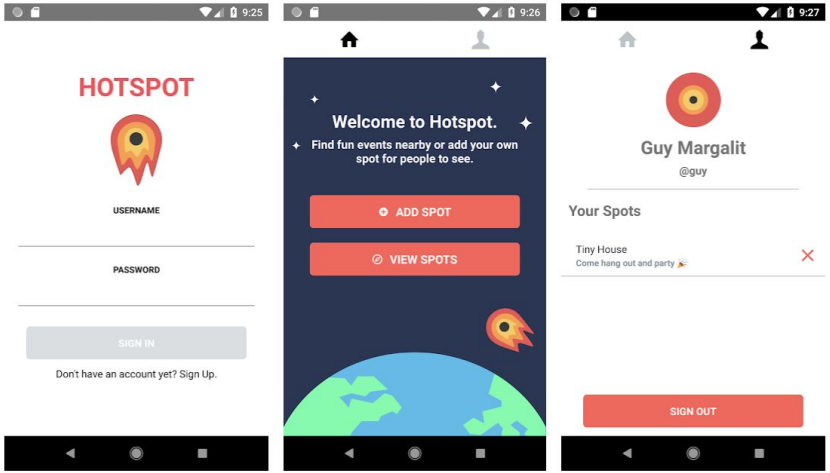
30 days

Bandwidth public



Deployment Environment





Deployment Environment

iOS Builds

The following builds are available to test. Learn more about build status and metrics.

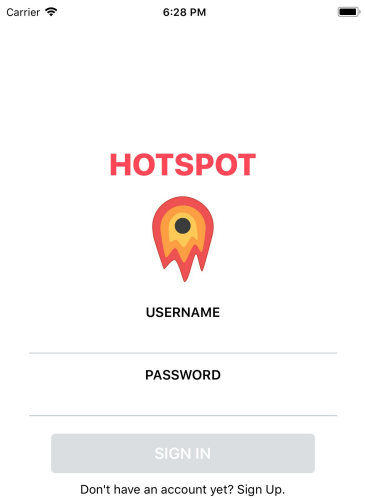
Version 1.01

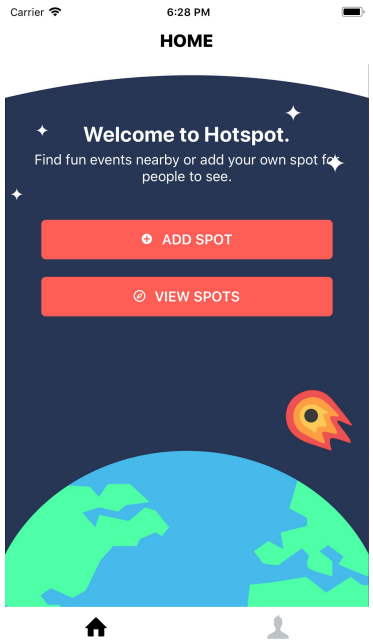
Build	iTunes Connect Users	External Testers	Invitations	Installations	Last 7 Days	Crashes
3	Testing Expires in 86 days	Testing Expires in 86 days	20	8	7	

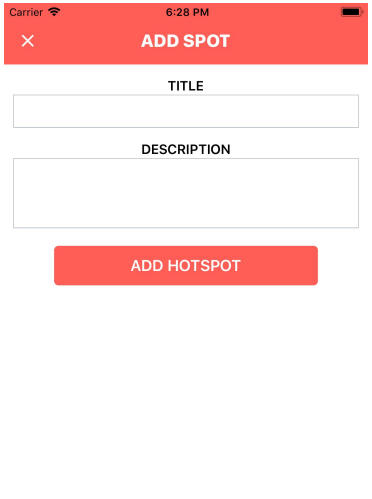
Challenges Encountered

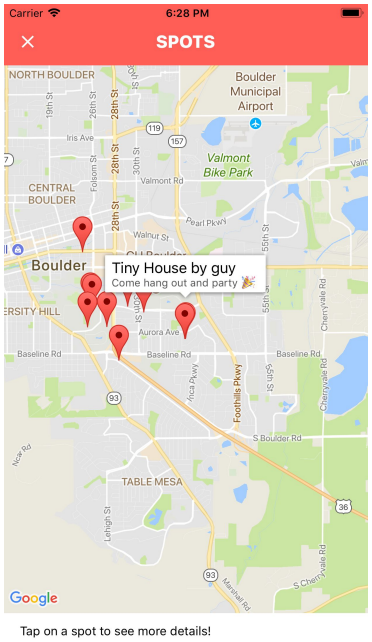
- Some features were challenging to add
  - Adding front-end features required back-end integration
  - Limited our original plans for Hotspot
- Time constraint
- Hard to test Hotspot’s UI functionality with unit-test software (like PyUnit)
  - Were able to test back-end functionality with software
  - Tested front-end manually by stepping through different UI sequences through App

Demo









Tap on a spot to see more details!