1. Team Name

    Blue Barracudas

2. An overview of the problem your project solves / scope of your project.

    Not having a good way of defining the size of a persons sphere of influence

3. Major Technologies / Platforms / Programming techniques used.

    Used the GTMOB whereami api and Bluetooth in Android to log and run statistics on how many devices a person comes in contact with.

4. An architecture diagram

    N/A (its all on the device and follows standard application life cycle)

5. A brief overview of what existing products your project compares with / is better than / improves
upon (all applicable)

    Not having things in this space is what caused us to be excited about trying to solve this problem

6. Major challenges / difficulties faced in the course of the project and how you overcame them.

    Timing, We overestimated the amount of work two hardworking people could get done.

    Bluetooth usage, It turns out that most devices turn bluetooth off when not using it to save on battery and others don't reply to scans unless it is in paring mode making the bluetooth scanning impractical for the real world.

    Whereami API, This was a "challenge" because it only works on Georgia Tech's campus

7. Given the platform used, identify constraints and possible solutions.

    Battery life, Continually scanning for bluetooth devices or making web requests causes the battery to drain significantly. This can be solved by scanning on some interval or a more extreme case is having the user actively take some action to scan.