UNIBZ ROOMFINDER

Seminars in Software & IT Engineering

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Roadmap

1. Problem to be solved
2. Software Requirements
3. Development process
4. Software architecture
5. Software design
6. Software tools
7. Demo

Problem to be solved

1. Students need to know places where they can study when the library is full

2. The most critical period is the exam session

3. Our application helps the students to know where are the available rooms in a specific time

Software Requirements

Main goal

    Show available rooms at a given point in time

Additional:

1. Show the period of time a room is free and where the room is
2. Show rooms that are available during a specified time range
3. Show availability of a specific room on a specific day
4. Filter rooms by building
5. The application should run on multiple platforms (mobile and desktop)
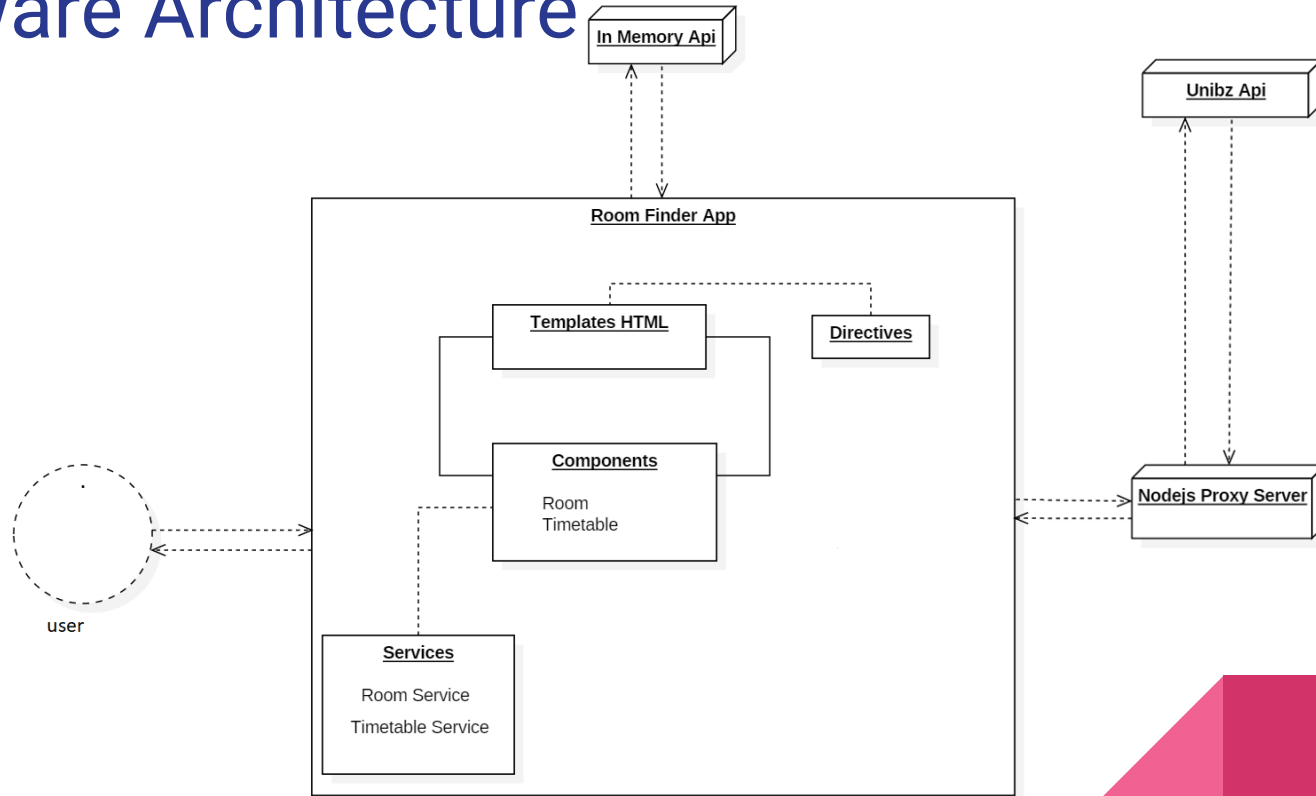
Development process
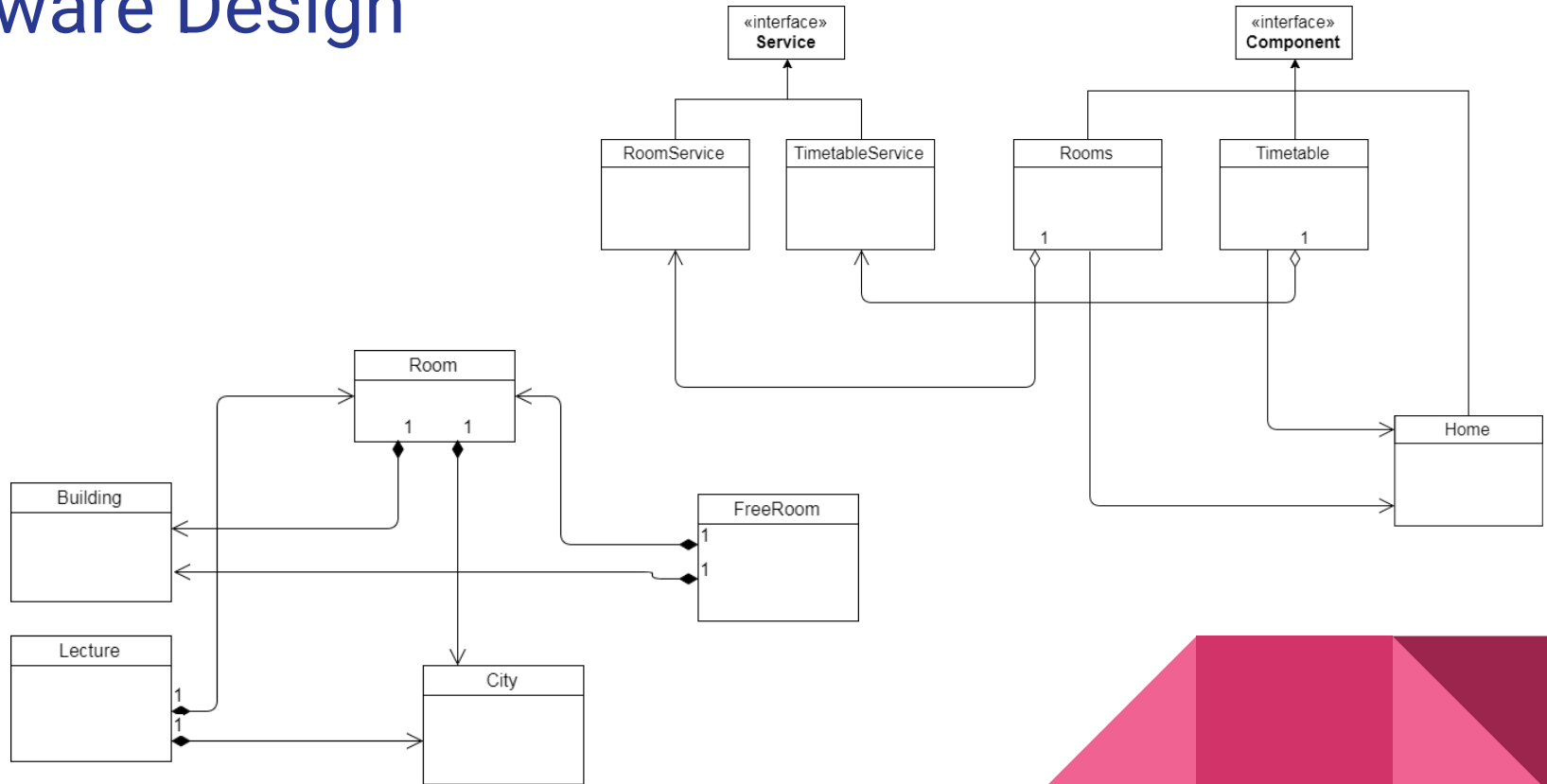
Agile

Group sessions

Pair programming

Scrum → Weekly meetings (Agile Iterations)

Software Architecture

Software Design

Software Tools

Now we show a short DEMO