# Computer Science Program

3rd Semester 2015

**Semester Project**

**Implementation of Mobile App “Think Tank”**

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| **The report has been prepared by :** | **Supervisor:** |
| Alexandru Draghi |  |
| Ionut Danci Bumbea | Gianna Bellé |
| Leonard Hirja | Date of submission: |
| Richard Retezi | 14-12-2015 |
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1. Introduction

Selecting a project that fits the requirements is not hard. There are tons of examples and samples on the internet for any kind of task. Selecting a project that is somewhat original, fresh, interesting and challenging is another story. Group 3 decided to go for the latter.

The main requirements for this semester were to code in C#, to have a client/server connection, high complexity, concurrency, and to use some kind of security measures. Regarding to the system development and design, group 3 had to come up with an idea that can satisfy the above mentioned criteria, create user stories and story cards, design the architecture and interface of the software, plan the whole project, decide on the methodology, the group work and on the schedule.

In the following part the birth of the core idea – inception- is being detailed, as well as how Group 3 managed to develop a project from that single idea.

2. Idea Generation

At the start an idea for the project was needed. The members of Group 3 started to write down ideas on different sheets of papers. After everyone had written down at least 4-5 ideas individually, these ideas were evaluated.

There was one single rule: There are no rules. Group 3 let its imagination fly.

Some ideas were very distant from each other, while others were relatively similar. The ideas were grouped together according to similar thematic and/or platform. After the grouping, each idea was anonymously evaluated. Some of them were discarded instantly, some were kept for future possible consideration or for reserve, while some made the best candidates for the project. A short list was created and in the end, one idea was selected for the project as a common agreement.

In the next section, a short description of the selected idea is presented.

2.1 Think Tank Mobile Application

The idea was simple: There are lots of young professionals, scattered in the world, who are really interested and/or good in a given area of study and there is a matter they would like to discuss with people with the similar interests. Using modern technology, it would be really nice if they had an app that can find people who share the same passion and provide a field for them to be able to contact and communicate to each other. Using a mobile application they could search through different predefined “passions” and find people of the same interest within their area of living or even anywhere else around the world. When a user finds a person with the same interest he/she can send a request for contact and that person can accept the request. Then, a match is being established and they can start discussing the topics they’d like via chat. In case of multiple people want to discuss a matter, a group chat is possible. This idea can help lots of people who need a platform to share their thoughts and ideas with others who could be interested in the topic.

In the following section an example of a User Stories is shown as example.

2.2 User story

Persona:

Name: Martin Cartridge

Age: 25

Location: Bristol, UK

Occupation: Entrepreneur

Motto: “You cannot know if it’s a failure until you’ve tried”

Story card:

AS A young professional I WANT TO find others with the same area of interests SO I CAN discuss establishing a start-up company with them.

User Story:

Martin has recently graduated from University and started working in a multinational company. He’s not satisfied with his current position. He’s thinking about launching a start-up company. He has heard about this new app – POCA – from a friend of his. On his way back on the train, he decides to give it a try. He quickly registers by filling some personal information (name, age, location, etc.). He selects 3 of the predefined passions: Entrepreneurship, Economics and IT.