Library App

Final Presentation

Recap

- Problem identified
- Solution
- Strategy

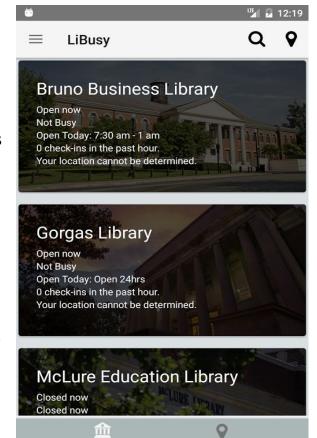
Problems Faced

- Time
- Other classes
- Alignment of schedules
- Narrowing Scope

Implemented Features

- Check-In
 - Report Busyness Level
- Heat Map
 - Displays population density
- GUI
 - Map View
 - List View
- Library Information
 - Address / Location
 - Hours
 - Open/Close
 - Recent Check-Ins (Last Hour)

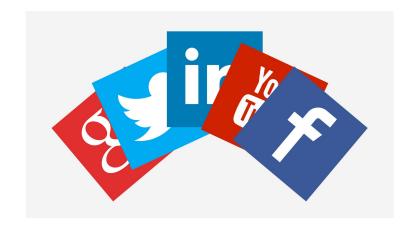
- Search Bar
 - Search by Busyness
 - Search by Name
- Side Bar
 - Helpful Links
 - Open Computers
 - Library Software
 - Heat Map Toggle
- Detailed View
 - Total check ins
 - Different level votes



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Future Features

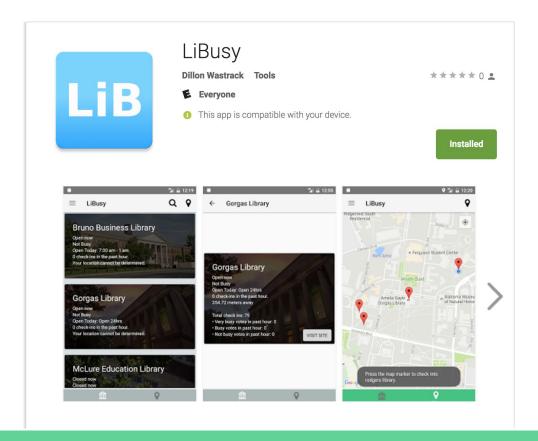
- Connect social media/ contacts
 - a. Facebook Friend interaction / See who is there and connect
- 2. Advanced library search
 - a. customizable advanced search to find the perfect library
 - Search Filters:
 - 1. Library with most mutual friends inside
 - 2. Search by library with people studying to the same thing
- 3. Rewards system (Incentives)
 - a. for those who use the app
- 4. Library Partnership
 - a. Library Resources
 - i. Group Study Room Reservation
 - ii. Library thermal camera and OpenCv tools
 - b. Verified Superuser- validate information
 - i. Library staff
- 5. Expand to Other Study Areas



What we learned

- Android learning curve
- More efficient use of version control
- Inner workings of UA facilities, especially libraries
 - Command hierarchy, stringent policies
- Management of a software team (not in a full-time job role!)

Download in Google Play Store



Demonstration