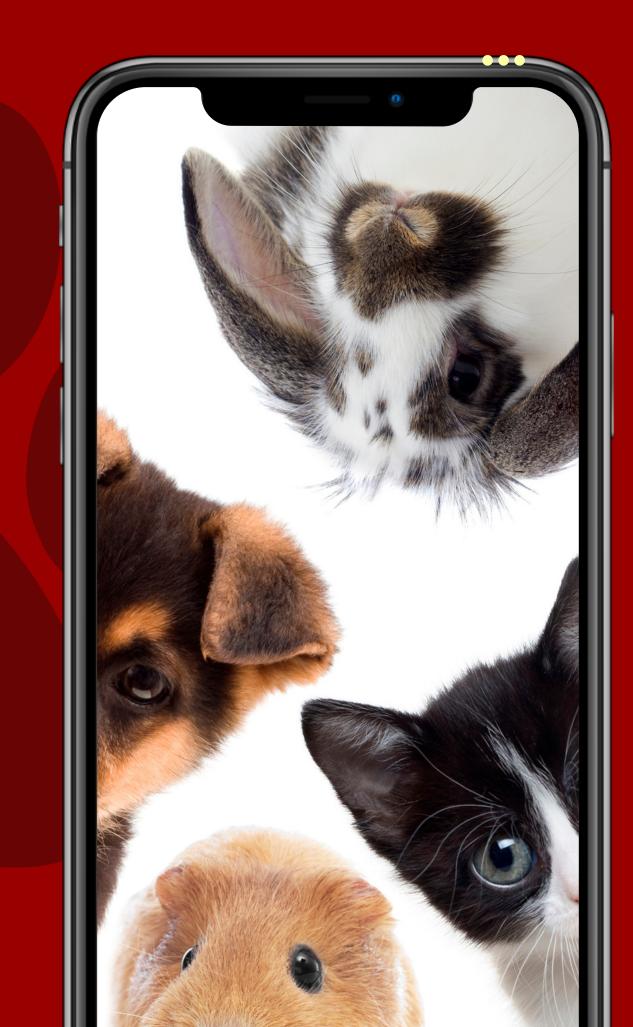# Midterm Project

Matthew Fante
INFO-C451: System Implementation

🐾 Sheltr App Demo

Problem Statement

Adopting a pet should be a joyful journey, not a communication maze. Animal shelter employees struggle with overwhelmed inboxes and limited hours, while potential pet parents face dead ends and delayed connections.

Sheltr transforms the experience. Our user-friendly app brings shelters and adopters face-to-digital-face, enabling instant communication, streamlined scheduling, and effortless meet-and-greets.

With Sheltr, finding your furry forever friend is just a tap away, leaving frustration behind and paving the way for happy pets and pet parents.

Sheltr App Demo

Sheltr App Features

EASY-TO-BROWSE PET PROFILES

Rich pet profiles allow Shelter Staff to publish photos and details about adoptable pets with prospective pet parents

MEET & GREET REQUESTS

Users can quickly request a Meet & Greet with potential matches, which helping Shelter staff easily manage in-person appointments

SHELTER PROFILES

Shelter staff can easily manage information about Shelter hours, adoption policies, and location right in the app

USER PROFILES

Users can share contact information, pet preferences, and special requirements on their profile, making it easy to match pets and parents

Progress Update

INTERACTIVE UI DEMO DEVELOPED

A prototype of core app functionality has been implemented to plan context and widget routing

UI SCAFFOLDING

Necessary routes, views, and page navigation has been implemented for most of the required contexts

AUTHENTICATION SERVICES FULLY IMPLEMENTED

User Authentication services have been fully implemented and read/write of user session tokens is successful. All other cloud services have been provisioned.

Sheltr App Demo

Development Roadmap

WEEK 9

Design widgets for pet profiles, parent profiles, implement "add new pet" and "edit pet" functionality, validate image storage is functioning as expected

WEEK 10

Implement search and filter functionality for adoptable pets grid

WEEKS 11 - 12

Design widgets for and implement "meet and greet request", "upcoming appointments", and "meet and greet approval" screens

WEEK 13

Implement user experience segmentation. Restrict functionalities available to the user based on their role as guest, shelter, adopter, or system administrator.

WEEK 14

Leave this time open to allow for any delays, potentially implement additional optional features

WEEK 15

Perform final testing, capture validation screenshots, assemble final report