e.Go Hackathon Team Moose

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Our Task

Increase utilisation of e.Base.

Use vehicles as efficient as possible.

Reduce CO2 emission.

Tighten community.

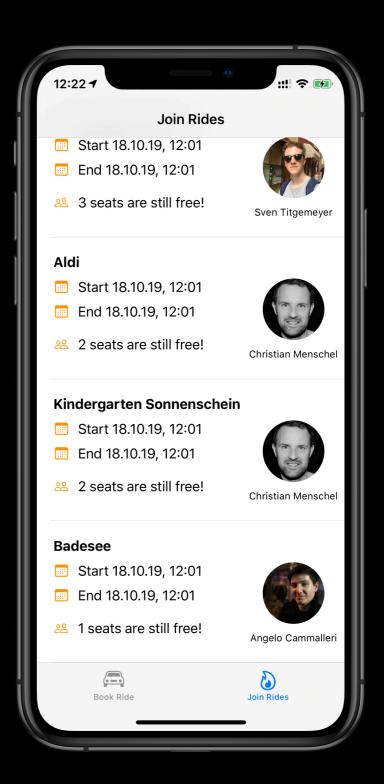


Context

Our solution is adding a new booking type:

Community Bookings

Its information is public.

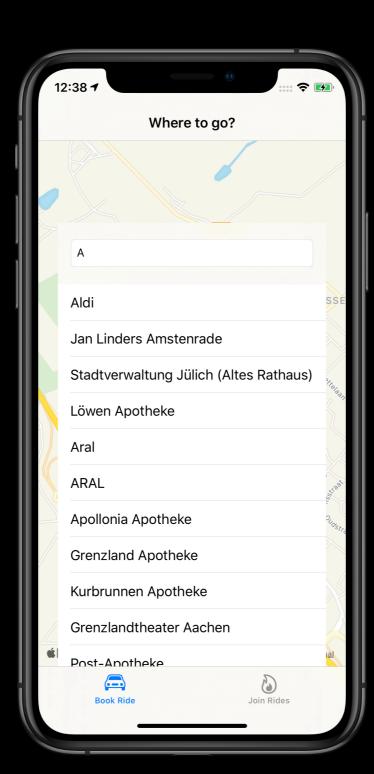


User Stories

- 1. Lydia lives in an apartment where e.Base is available. She wants to go to Aldi to buy some groceries, like every week.
- 2. Peter wants to see the newest super hero movie in the cinema.
- 3. Claudia is new in town and wants to see activities in her community. She also has no driver license.



Demo

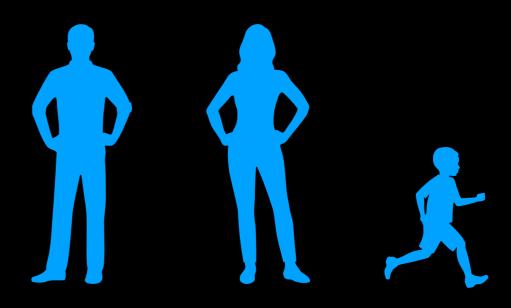


Benefits

Preventing empty seats reduces carbon emission as well.

Reducing costs for everyone involved.

Sharing workload can give a sense of connectedness.



Where to go from here?

Adding recurring events for school and kindergarten shuttle service etc.

Rewarding users who participate regularly in community car sharing.



Development Process

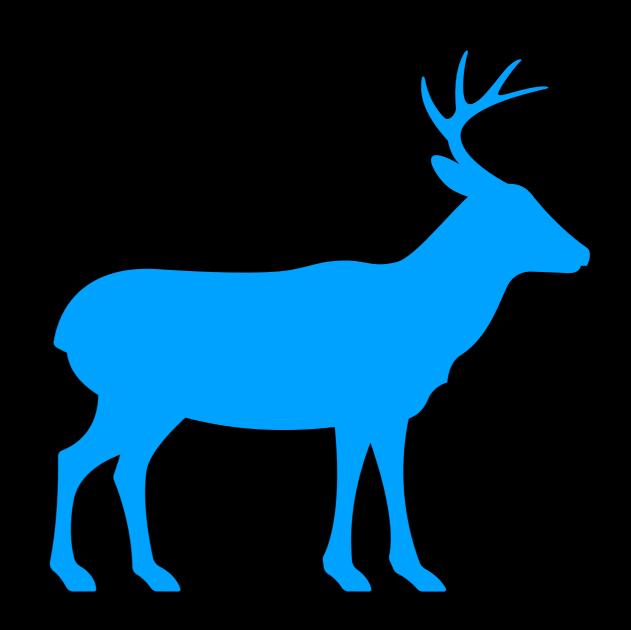
Roles

Christian Menschel customised the e.Base API and integrated it into the client.

Sven Titgemeyer was tasked with full time iOS development.

Angelo Cammalleri took care of project management, documentation, drawing and client development.

Iterations of UI/UX in the team.

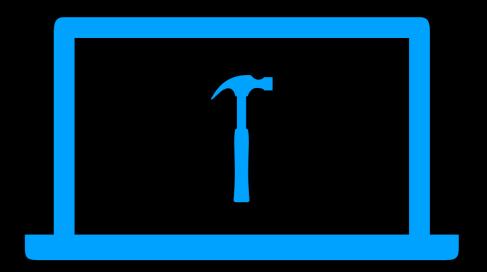


Frontend

Our client is a native iOS app written in Swift.

It's fast, we can use system features easily e.g. notifications.

Team Moose members are active iOS developers which helped with this decision.

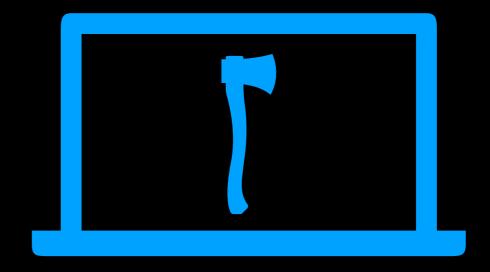


Backend

We decided to build upon the existing e.Base API and deploy a custom version of it.

This was done to integrate us into an actual product.

Runs on our own cloud.



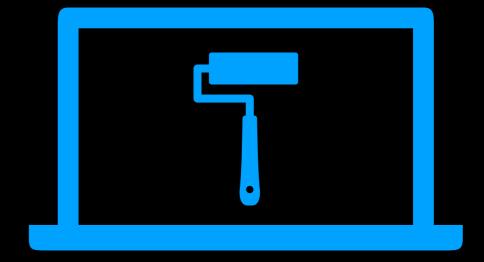
UI/UX

Brainstorming of ideas.

Sketching user flows.

Presenting our concepts to others for feedback.

We used custom drawn graphics throughout our project.

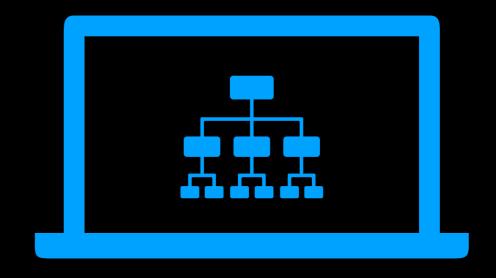


Management

To track what needs to be done we decided to use Trello.

Here we could collect TODOs and track what is in progress and what is done.

Also Trello is free to use.



Thank You!

To all members of the e.Go Digital team and everyone who helped us in the process.

Find our code and documentation at: https://github.com/MooseGroup/eGo Hackathon October 19