

PROJECT TITLE

“Shareup”

TEAM NUMBER: 6

TEAM MEMBERS

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PROJECT GOAL AND OBJECTIVES

MOTIVATION

In today’s world most people, especially students end up sharing apartment/house with friends. They are likely to face problems in managing household expenses, resource sharing, bill payments, etc due to lack of communication. In order to overcome these problems, we planned to create Shareup.

SIGNIFICANCE

Shareup will definitely change the way people manage their expenses and resources. There exist many applications which offer a subset of similar features, but shareup provides a simplified way of performing these tasks in a single user interactive application by making things easier.

OBJECTIVES

- To track shared expenses and resources.
- Provide online user interface to edit and manage expenses with ease.
- Generate a check list containing items to be purchased.
- Provide interactive chat feature.
- To test the application for uncovering bugs.

SYSTEM FEATURES

1. Expense Manager - to manage bills and shared expenses among roommates. It keeps track of total amount to be paid or received within stipulated amount of time.
2. Bill(s) reminder - to notify all the members in the group about bill dues associated with internet, electricity, water, etc.
3. Resource Scheduler - to schedule utilization of resources effectively like Television, laundry, cooking, etc.
4. Shopping list - which contains things that need to be purchased in the near future. Any member of the group can edit this list.
5. Chat - A simple option where all the group members can communicate with each other.

RELATED WORK

- Splitwise[1] (web plus android application)
- Wesplit[2] (web application)
- Bills reminder[3] (android application)
- Smart shopping list[4] (android application)

BACK UP PROJECT

“180 degrees”

A 2 player board game based on the degree of freedom. A board is designed according to difficulty level set by the user. Each player is given 3 identical looking miniature objects. Each player can place in any of 9 points in an alternate manner. Each move can take place if there is a vacancy in the position which takes a road from the current position. The 1st player to make all 3 objects in a straight line (any position) wins a game. It is like tic-tac-toe but much more improved and lasts longer than that. It can be played like a stand alone application (2 players in a single device) or through internet when the 2 players are in different location. It can be played one at a time or like tournaments also.

BIBLIOGRAPHY

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3. [Online] Bills Reminder. [Cited: 01 09 2016].
<https://play.google.com/store/apps/details?id=com.amazier.apps.billsreminder&hl=en/>.
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