Project Globus

Senior Design I

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**ABSTRACT**

Project Globus is a group management system designed to work for a variety of groups, both casual and professional. Whether it’s a group of friends planning a weekly board gaming session, student’s working on a school project or a business team working on a company’s next biggest product, project Globus will provide an innovative, simplistic and versatile experience to keep the group organized via document sharing, group notifications, group calendars and group messaging.

1. **Introduction**

Project Globus is our senior design project that is a group management system. We decided to implement an Android application for senior design I and then make the application cross platform for senior design II on IOS and as a web page. We have implemented the Android platform for senior design I. Throughout this paper, we discuss how the project started and how we planned the project through the waterfall approach with a dedicated timeline, as well as the design of the user interface and how the primary application features were developed. Finally, we conclude with issues and problems that we encountered while we were working on this project in senior design I as well as our use cases for the application that we have developed. Project Globus is a group management system designed to work for a variety of groups, both casual and professional.

1. **Origins, Preplanning and Planning**

This project idea started in early September of 2014 with the needs of one of our group member’s business fraternities, Alpha Kappa Psi, needs for a better group collaboration application. As a group, we decided to stem the project from Android to IOS and web page and that we would tackle the Android application during senior design I and the IOS application and web page in senior design II. We decided on the name “Project Globus” because it incorporates both group and globe into one word, Globus, which is how far our application can span.

As a team, we sat down and discussed how to strategically plan what aspects we were looking for in the project. We decided that we wanted a versatile application that could be aimed at both professional and causal applications (see use case’s citation or something here). From this broad target audience, we then discussed the individual features that we wanted the application to be capable of having. We broke the project up into multiple sections in order to adhere to a waterfall approach of the project. The planning process was the first step that we took as a group in the project.

The first planning meeting that we had, discussed the advantages and disadvantages of different aspects of the application. We decided that we wanted a central calendar that the application would revolve around. The application would start off with a typical login page that most other applications have, leading into a group selection page, and from there, a centralized master group calendar, google drive link, attendance check, blanket messages, message feed that we deemed ‘The Whiteboard’, and a permissions section would be included in the application. We then decided that the central database would be the backbone of the project and started discussing how we would structure the database. This first communication about the database was to develop table structures and relationships. Once the database development was underway, we started writing the Android application in eclipse. We developed the Android application almost until completion and will link the application with the database over winter break and complete the app. The Android application will be completely done by January 1st, 2015.

1. Database flow chart and description (DAVID)
2. Application design (TAYLOR) and flow chart (KELSEY)
3. Login group pages and database interaction (JESSE)
4. Group selection pages and database interaction (KELSEY)
5. Main application portions that are completed (JESSE)
6. Database problems (TAYLOR possibly David?)
7. Additional problems (TAYLOR, KELSEY, and JESSE)
8. Work for winter break (TAYLOR)
9. Time line (KELSEY)
10. Mobile project vs Senior Design I (TAYLOR, JESSE, and KELSEY)
11. Use Cases (EVERYONE should have at least 1)
12. Plan for Senior Design II
13. Conclusion
14. Images
15. Works Cited