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)

The design of the application tried to follow some very basic, but overlooked ideas of user interface design. When designing the user interface, we wanted to follow several fundamentals that would be strictly enforced throughout the entire product. Those fundamentals are: know the audience, consistency, keep it simple, and empower the user. Knowing the audience involved us sitting down and analyzing our target audience, which turned out to be very large. This meant that we didn’t have the luxury of catering the design to one specific type of user. Rather, we had to make an interface that wouldn’t be “too dumbed down” and “too simple,” while at the same time it could not be too complicated that non-technical users would be able to use it without having to spend much time learning. Consistency was a no-brainer for us. We wanted to make sure the user was familiar with all aspects of Globus and no one area of the system was extremely different than another. Keeping it simple goes back to knowing the audience. We decided to go with a simple color scheme of blue and gray. This would allow us to have a nice contrast while still keeping the user engaged on what’s important – the content. Finally, empowering the user was very important. We wanted the user to feel as if they were running a group system, not a group system running them. Therefore, we focus the interface of Globus to be very non-protruding to the group’s productivity. We are also keeping a very open mind and are going to get feedback from users when we are in the beta testing phase.

1. Login group pages and database interaction (JESSE)
2. Group selection pages and database interaction (KELSEY)
3. Main application portions that are completed (JESSE)
4. Database problems (DAVID and TAYLOR)

Once the database code was written, the next step was to use the code with the android application. This proved to be a very significant issue. At first, the entire android application would crashing, returning many errors, both android-based and SQL-based. After many hours of debugging, a trip to Jim Ward was necessary. He pointed us in the right direction by pointing out that our database adapter was compiled for regular Java rather than Android Java. Once a proper adapter was found on Oracle, only one error was given. That error was a connection issue that was given by our own database code. This turned out to be an issue with Android security not allowing the connection over the port. Because of the issue, we are developing server-side code to run all the functions that will feed to the mobile applications.

1. Additional problems (TAYLOR, KELSEY, and JESSE)

The navigation of the primary fragment of the application turned out to be a little less than trivial. This buttons ended up causing a memory leak within the app. It turned out that this was because the images were sized too large. Resizing them makes the memory leak cease, but the images are not as crisp as we would like. Further research into this will take place later on.

1. Work for winter break (TAYLOR)

While initial development of the Android app comes to a close, winter break is going to be the time when primary development of the iOS app is going to take place. The difficult part of the mobile applications was designing the initial application and deciding where everything would go and how we wanted the user interface to be designed. This means that writing the iOS app will not be as planning-intensive because the design aspects of the application have already been decided. The primary goal of the iOS app is to match the Android app as closely as possible. This is to keep a consistent interface to for users within a group, no matter what operating system is used on their mobile device.

1. Time line (KELSEY)
2. Mobile project vs Senior Design I (TAYLOR, JESSE, and KELSEY)
   1. Database  
      Implementing the database for Mobile programming ended up not being a part of the equation. While attempting to work on database implementation, as we mentioned earlier in the paper, we ran into some issues. This in turn ended up being completely removed from the scope of our Mobile project. Rather we used hard-coded credentials, etc, for example purposes. While using this skeleton, we plan to implement our server-based database that would allow for the group management system to be available everywhere.
3. Use Cases (EVERYONE should have at least 1)
4. Plan for Senior Design II
   1. iOS App

As mentioned previously, the iOS application will be written. Globus is going to be a cross platform system, and that will allow users to use Android, iOS or a web interface. These will all focus on a really focused user interface that will allow the users to focus on their productivity and content, rather than the technology behind it.

1. Conclusion
2. Images
3. Works Cited