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Slackr Android Application Description

Introduction: We will create a social networking application allowing students to connect with other students to be study partners, tutors, peer mentors, or form a study group. The goal of this application is to build a sense of community of people in college and overcoming the barriers of social distancing. The main feature of this application is its matchmaking feature like the stack of cards used in popular matchmaking apps. This feature is used to ease the choice anxiety of users when faced with a list of people to contact. Not only that, helping the user focus on just one card on the stack can help the person understand the person they what to get to know better. From there, the user can weed out certain people they are not interested in with this organized fashion. How users get to know each other is by making profiles. Users are required to make an account and have the necessary valid information such as name, age, the college they go to, and their field study. They will also have an option to write their description of themselves. The last main feature of this application includes direct messaging for the people who recently matched with each other. This is so students can communicate with each other.

Methods: There are three main features to include, the stack of cards that connect people, making the profiles, and the messaging system. Understanding the mechanics of stacks of cards is relatively new to us, therefore, we must go research different aspects of it. For instance, we need to understand the animation of the cards when it transitions from one profile to another. Swiping left would weed out the people the user doesn't want, and swiping right would connect the people that the user wants. Another aspect of the cards, understanding how to display people's profiles on cards which contain concepts like connecting to some sort of online database of people. Regarding people's profiles, this might include concepts with firebase since accounts require Username and Password. Additionally, we would need a database of all the matches people have so that have the correct permission for certain connections. For instance, when a person swipe left (disconnecting), we wouldn't want to show that person again on the stack because it would defeat the purpose of weeding out the people you don't want to connect to. Lastly, for the messaging system, we would have to understand how two people would send and receive messages from each other and how to display that message on their screen.

Future Works: Additional features we are interested including geolocation so users know how far a certain person is. It would also cool to have a video call, group chats, and other features where students just look at a list of people, the choice who they want to match with as an alternative to the stack of cards.

People involved:

Fiona: User interface, Design, Front-end

Gabrielle: Leader Manager, GitHub, connections via emails and keeping assignments on track

Pauline: What features to implement, Back-end

Walkthrough of how the user uses Slacker