

Footpon

Deliverables and Milestones

Version 1.0

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Features

1. Account Service

- a. Users can set up an account to use the application.
- b. Users can retrieve their account information after they sign in.
- c. A user agreement must be displayed and accepted to use the application.
- d. Provide some form of security for sensitive information that is transferred between device and server.

2. Pedometer

- a. The device must act similar to a real pedometer.
- b. The user must be able to gain points for the steps that they walk.
- c. Show the amount of calories burned based on the amount of steps taken.

3. Map

- a. While the user is gaining points, show a map of the area with marked locations of participating stores.
- b. The user can switch from map view to list view so that they can view the current coupons in the area.
- c. Record GPS information when the user uses the application.
- d. Record step information when the user uses the application.
- e. Only coupons for the nearby store will be displayed.
- f. Integrate a QR code reader into the application so that coupons can be viewed even without GPS.

4. Coupon Service

- a. The server can store coupon information.

- b. The server can be used to transfer coupon information to the device.
- c. The user can use their points to redeem and use the coupon.
- d. The coupon can be displayed on the device.
- e. A barcode can be displayed on the device so that stores with certain types of barcode readers can easily scan them.

List of Tasks

1. Research

- a. Research on Android SDK
- b. Research on Java Eclipse Helios
- c. Research on sample pedometer program
- d. Research on server side implementation
- e. Research on data transfer between device and server
- f. Research on how to use the Google Map API on Android
- g. Research on how to handle the display of the barcode of the coupon on the device

2. Acquire Resources

- a. Acquire server resources
- b. Acquire database resources
- c. Install Android SDK and Java Eclipse Helios
- d. Acquire testers/Android device
- e. Acquire ZXing library
- f. Acquire version control resource

3. Implementation

- a. Create database
- b. Create website
- c. Implement pedometer
- d. Implement Google Map
- e. Implement coupon display
- f. Implement account service

4. Testing

- a. Unit test
- b. Integration test
- c. Device test
- d. Acceptance test

PERT

