

Location Sharing System App

Group - 7



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Work Distribution

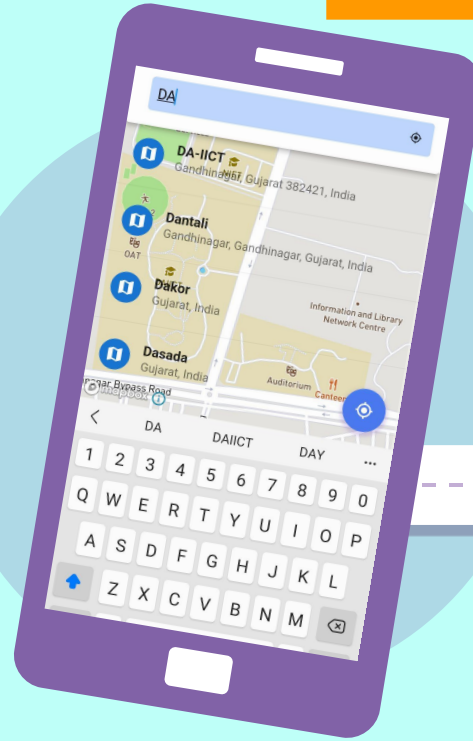
Name	Student - ID	Work Done
Hem Bhalodiya	202001063	Frontend pages(Navigation feature and implementation ,Search bar on the home screen), Unit Testing for frontend Debugging and error solving
Japan Bhatt	202001066	Frontend Pages (Emergency SOS and its features.)
Dhrupal Kukadia	202001068	Frontend(Login final frontend) , documentation (SRS , Minutes of the meetings , Sequence diagram)
Shashank Didwania	202001078	Frontend Pages (Complete frontend and features of 'Contacts')
Ronit Jain	202001081	Frontend (Navigation feature UI and development,Slider for user information,Overall UI design of the entire application,Signup page final frontend) , documentation (Presentation)
Vedant Patel	202001083	Backend (Backend for Login/signup) , Frontend (Connecting frontend with the backend) , Unit testing for Backend and non functional testing using Jmeter
Dhruv Parmar	202001093	Documentation (Class Diagram , SRS , Features not implemented) , GUI testing
Hardi Sanghani	202001106	Frontend (Splash screen of the app , App icon) , Documentation(Readme file of the apps , Video for the project)
Aditya Kothari	202001115	Frontend (Share Location complete frontend and features) , Testing (Blackbox testing)

Objectives

The objective of our project is to develop a location sharing system that allows users to share their location with their friends and family in case of emergency and navigate to the place they want to go. The system will have the following features:

- User can navigate to place they want
- They can enable SOS share for sharing their location in case of emergency
- They will be able to share their current location with any contacts in their phone.
- They can chat with their friends and family over our app.
- Nearby me feature will help them to spot nearby places like, restaurants, hotels, police station etc.

HomePage!



MileStones

Step 1

Deciding Functional and Non – Functional Requirement, Use Case Diagram and Process Model

Step 3

Deciding Tools and Technologies, Calculating Efforts of Project

Step 5

Dividing Work, starting of backend, designing and building initial pages

Step 2

Drawing Use case diagram, Use case description and Stories

Step 4

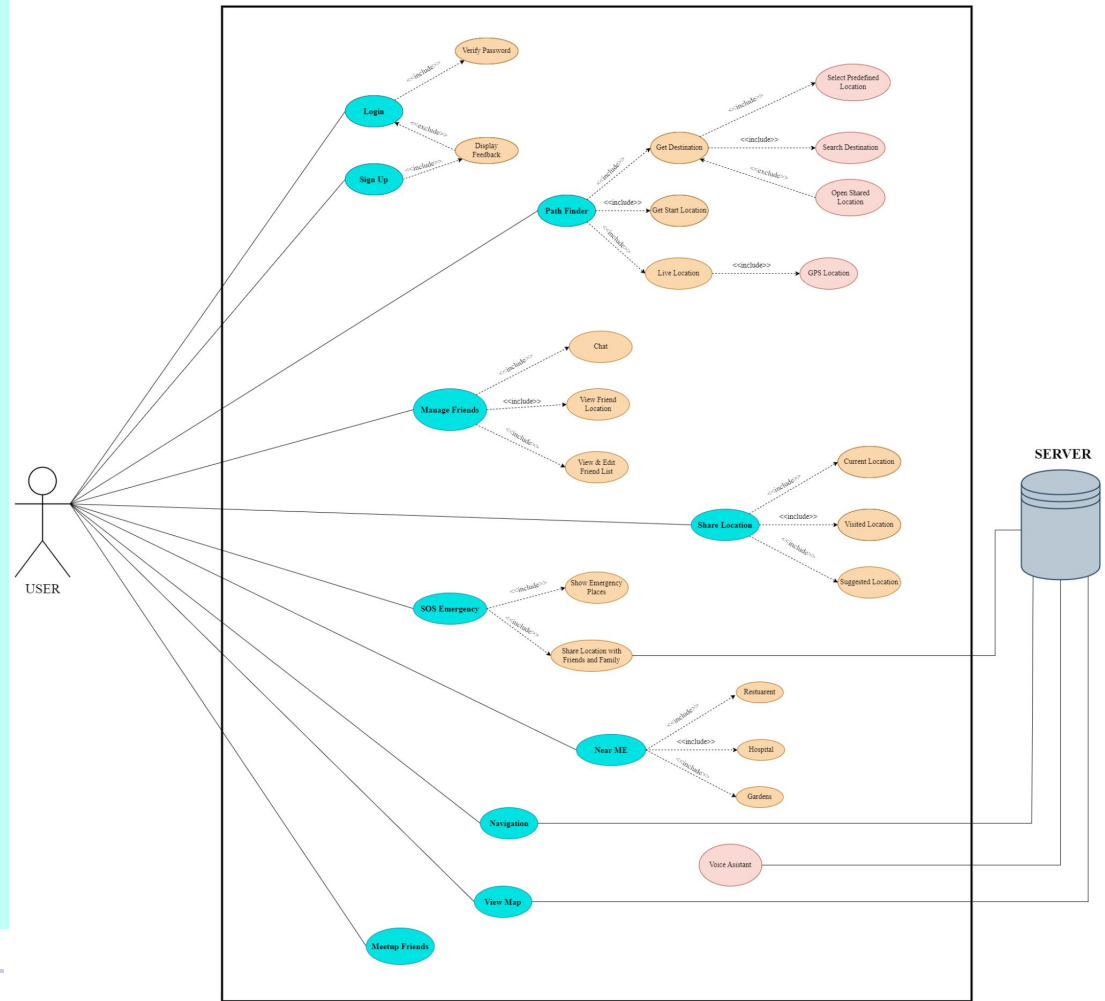
Domain Analysis Model, finding objects, drawing sequence and class diagram and setting up a high level system design

Step 6

Completing development and Doing Testing



Use Case Diagram

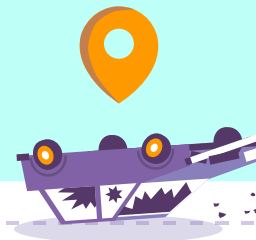


Lessons Learnt

- We firstly learned how github is used in projects.
- Got to know how to decide a process model for running down a project deciding how to start of with the project using the learnings from the software engineering theory classes.
- We learned App Development according to our project in flutter.
- Planning and requirements gathering are crucial for the success of the project.
- We learned how to resolve errors.
- Clear communication and collaboration among team members is essential.
- Testing and deployment should be given adequate time and attention

Achievements

- We developed our first working app.
- Search Feature in Map
- Displaying Navigation Path
- Contacting in case of emergency.
- Importance of Team Work.



Mistakes

- We were not able to implement all the user stories which we decided initially due to lack of proper planning in executing the project.
- We decided on developing a project where there were too many risks and very less resources.
- Before implementing, we should define a control flow and pseudo code.
- Whenever you want to add a functionality, first try to portray it using paper and pen.
- We had iterative model, so while implementing a functionality we should have tested at that time only.

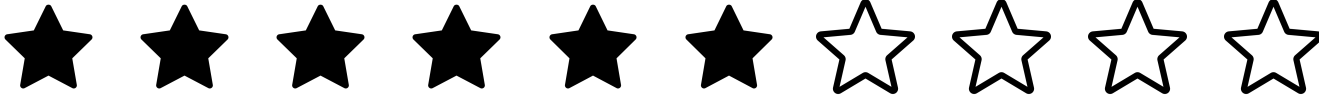
Software Artefacts Rating



3/5

- Source code is kept readable in-spite of being long.
- We have simple diagrams that convey how the entire system works..
- The documentation is well structured , organized and has ample information regarding each aspect of the project.

Overall Rating



6/10

- We have a some functional and feature-rich app, meeting basic and some additional use cases for such software.
- The source code is clean and readable, and so is the documentation.
- We have also carried out various types of testing of our project.
- We have considered the usability and user-friendliness aspects and crafted the system accordingly.
- Our team has worked together with regular communication to pull off this project.

THANKS!

