Project Proposal - RooHub

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I. Introduction:

The Project RooHub is about creating an application for University students who enrolls in different subjects in a particular course and find it difficult to communicate with their peers efficiently. So, we came up to crate this application called RooHub to decrease the hassles of the students by creating boardrooms for each subject they enroll in their course curriculum.

II. Project Goal and Objectives:

Overall goal:

The overall goal of this project is to crate respective boardrooms for different subjects which students enroll and let them chat, post any updates or ask questions to their peers about any new developments. Doing so increasing the communication between the students of the same class. They can login from anywhere and anytime and post the updates.

Specific objectives:

The specific objectives of this project include, enabling the chat option for the students who login to the app and give their information about the subjects they have enrolled.

Specific Features:

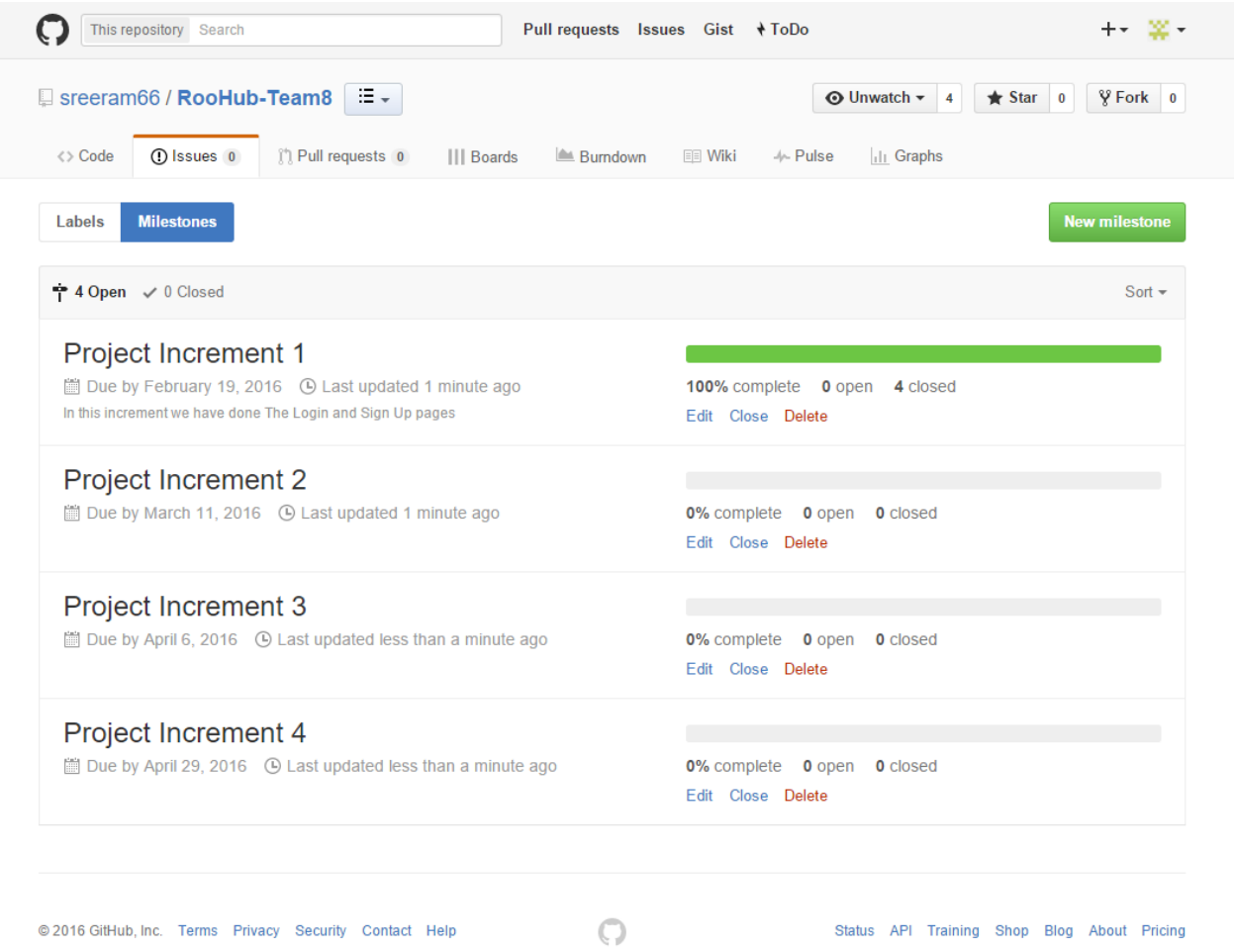
The main feature of this project is the chat option that is available to the students which avails them to chat with anyone who is present in the group.

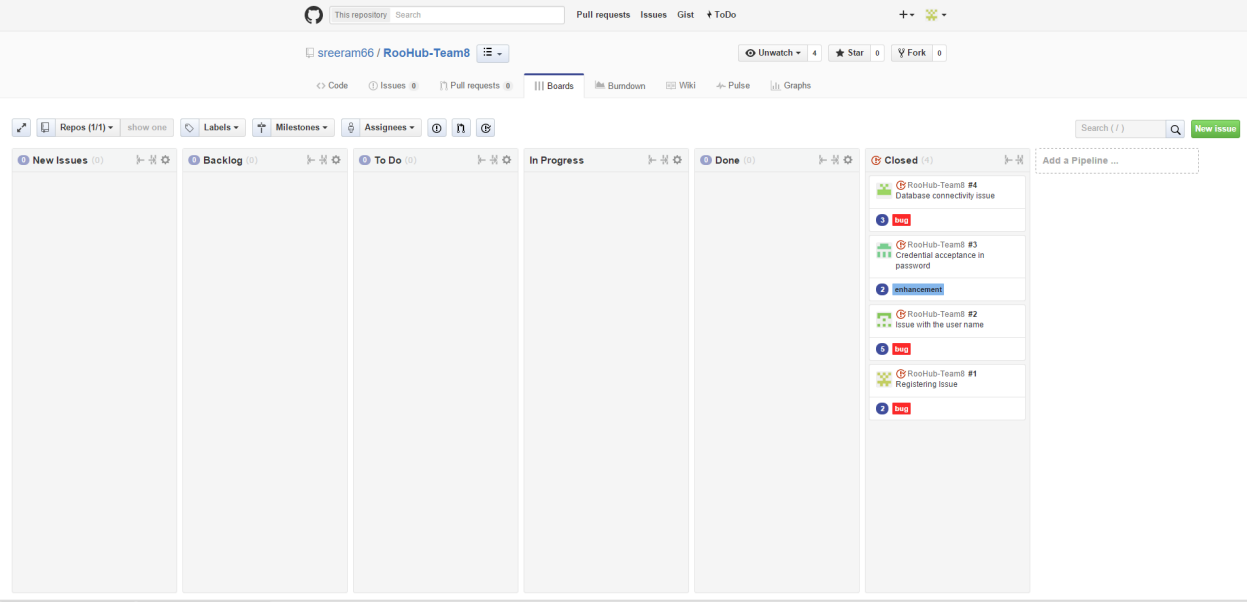
Significance:

Since opening mails and checking for the updates is not that easy when compared to opening an app and checking the updates, this app creation solves that problem. And additionally, there is a boardroom concept also which is included.

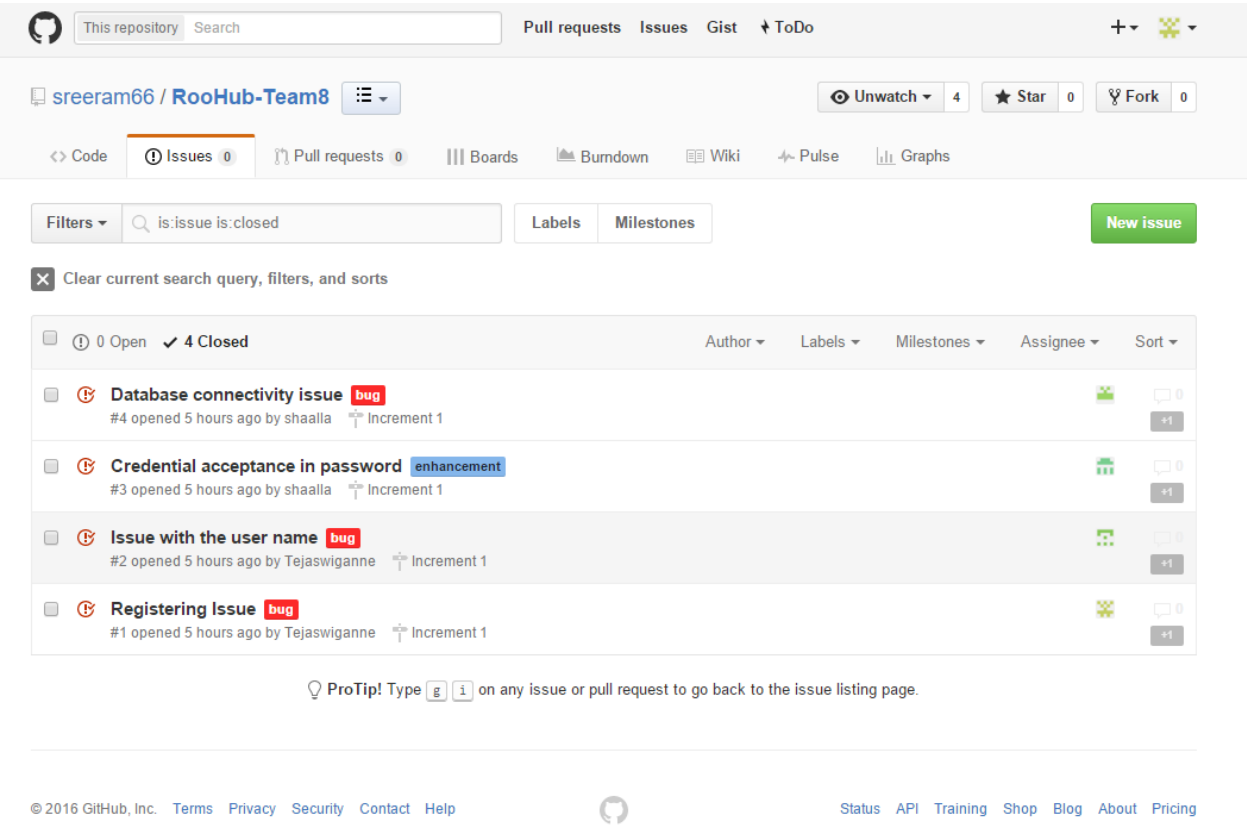
III. Project Plan:

1) Schedule for the whole project is created and Issues for the first increment are written in the Issues dashboard in the Zenhub. The screenshot of the same is shown below.

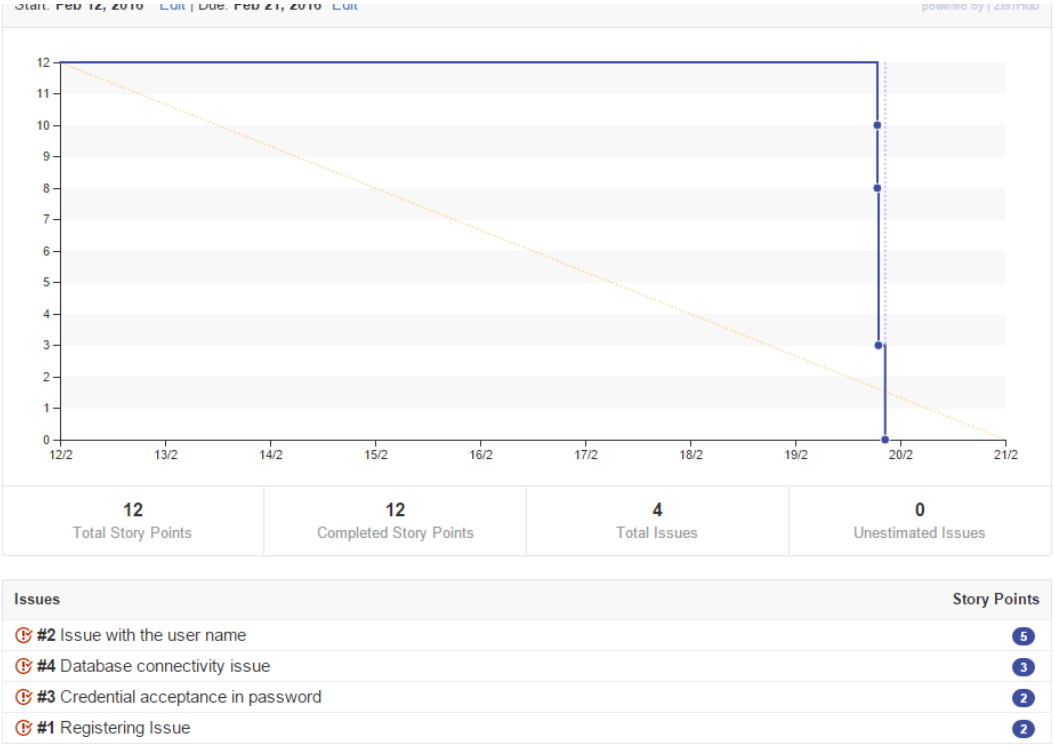




2) Project Timelines and Task responsibilities:



3)Burndown Chart:



User Stories:

1) **Enroll for subjects:**

As a student, I want to enroll for the subjects in the application.

For this, we have given an option for the users to select the subjects that they have taken while registering.

2) **Posting Updates:**

As a member in the boardroom, I want to post updates in the boardroom.

For this, we have enabled an option of posting the updates in the boardrooms.

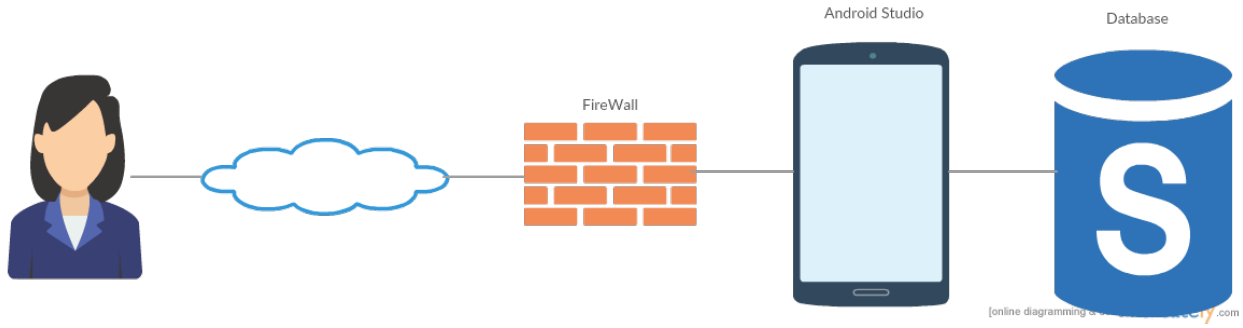
3) **Chat with peers:**

As a user in the boardroom, I want to chat with the individuals of the boardroom.

For this, we have given an option to chat with the individuals who are present in the boardrooms.

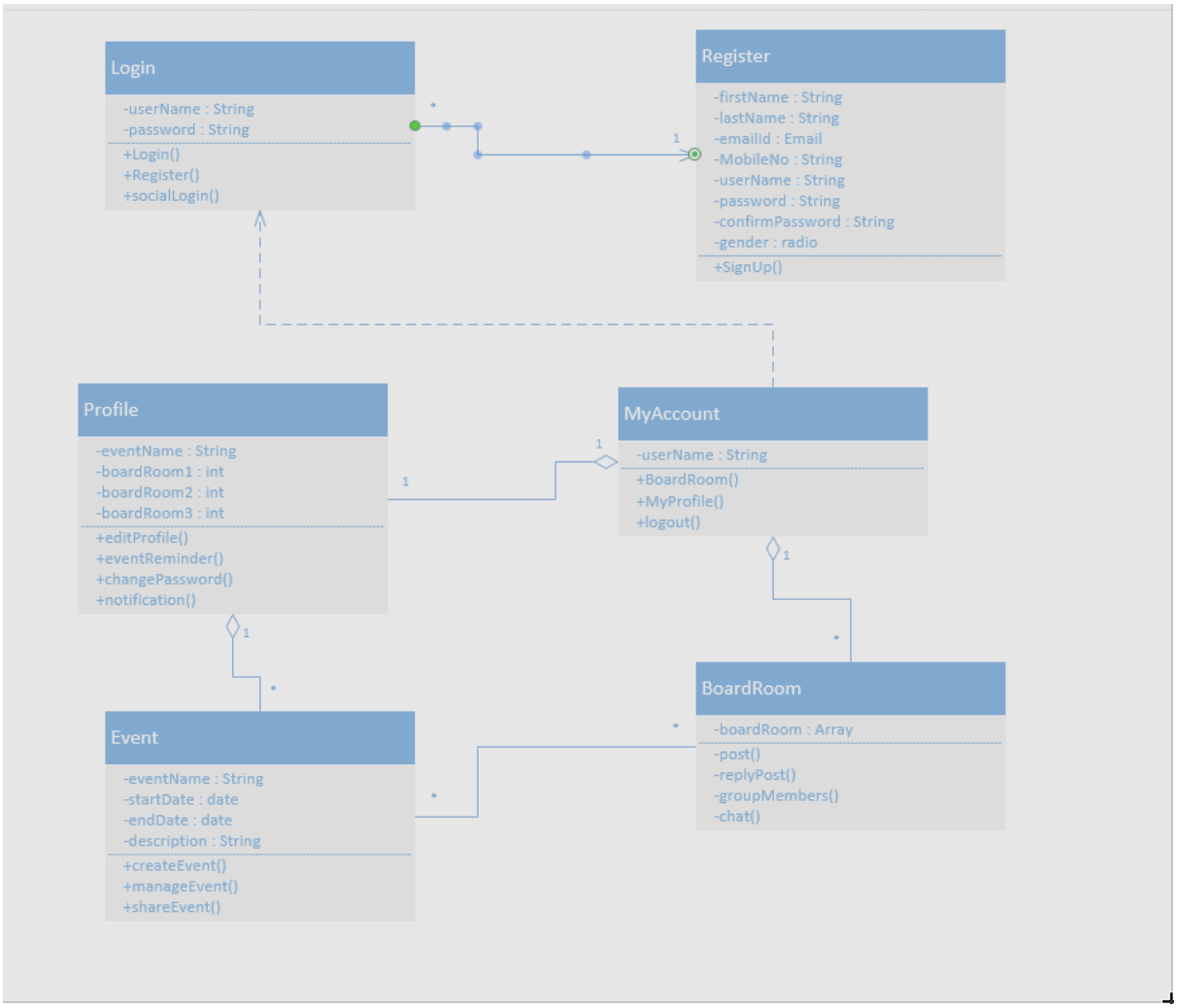
Architecture Diagram:

The Architecture diagram for our application is shown below.

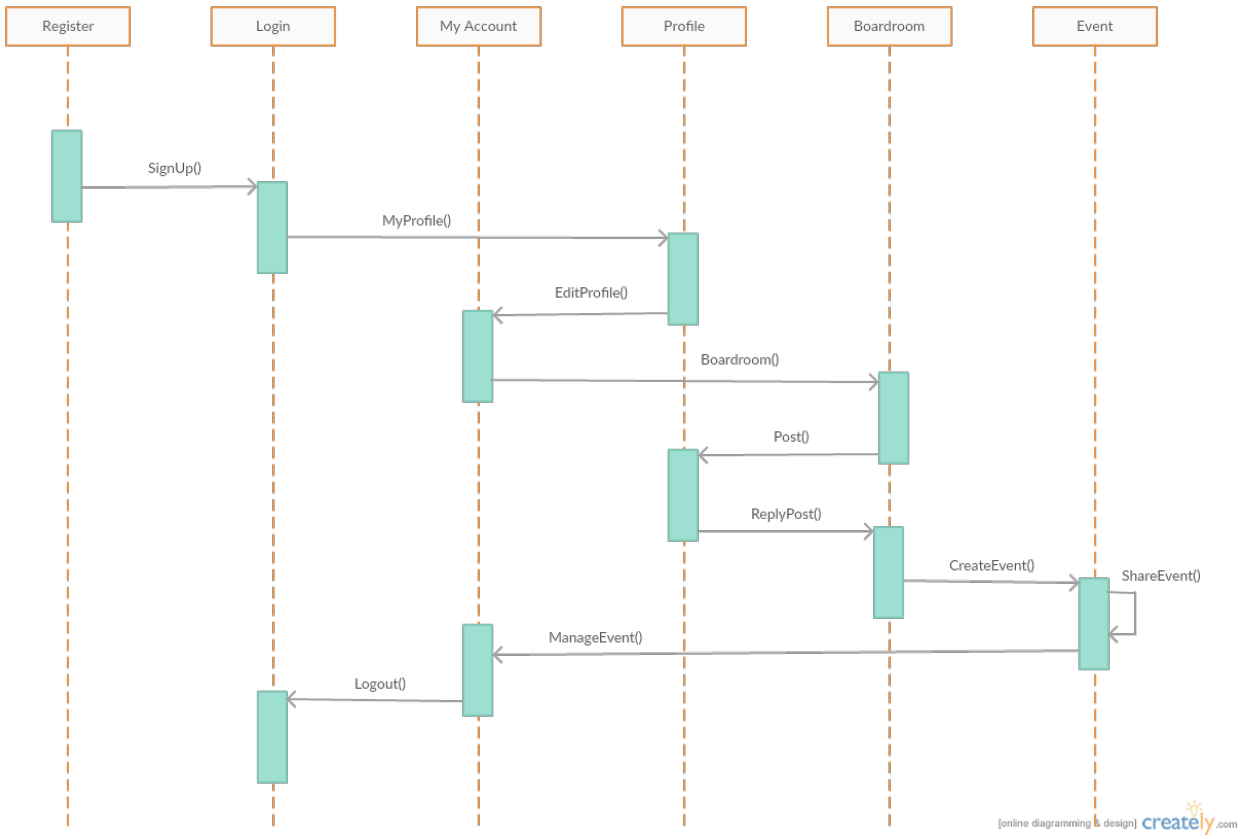


Class Diagram:

The class diagram is shown below:

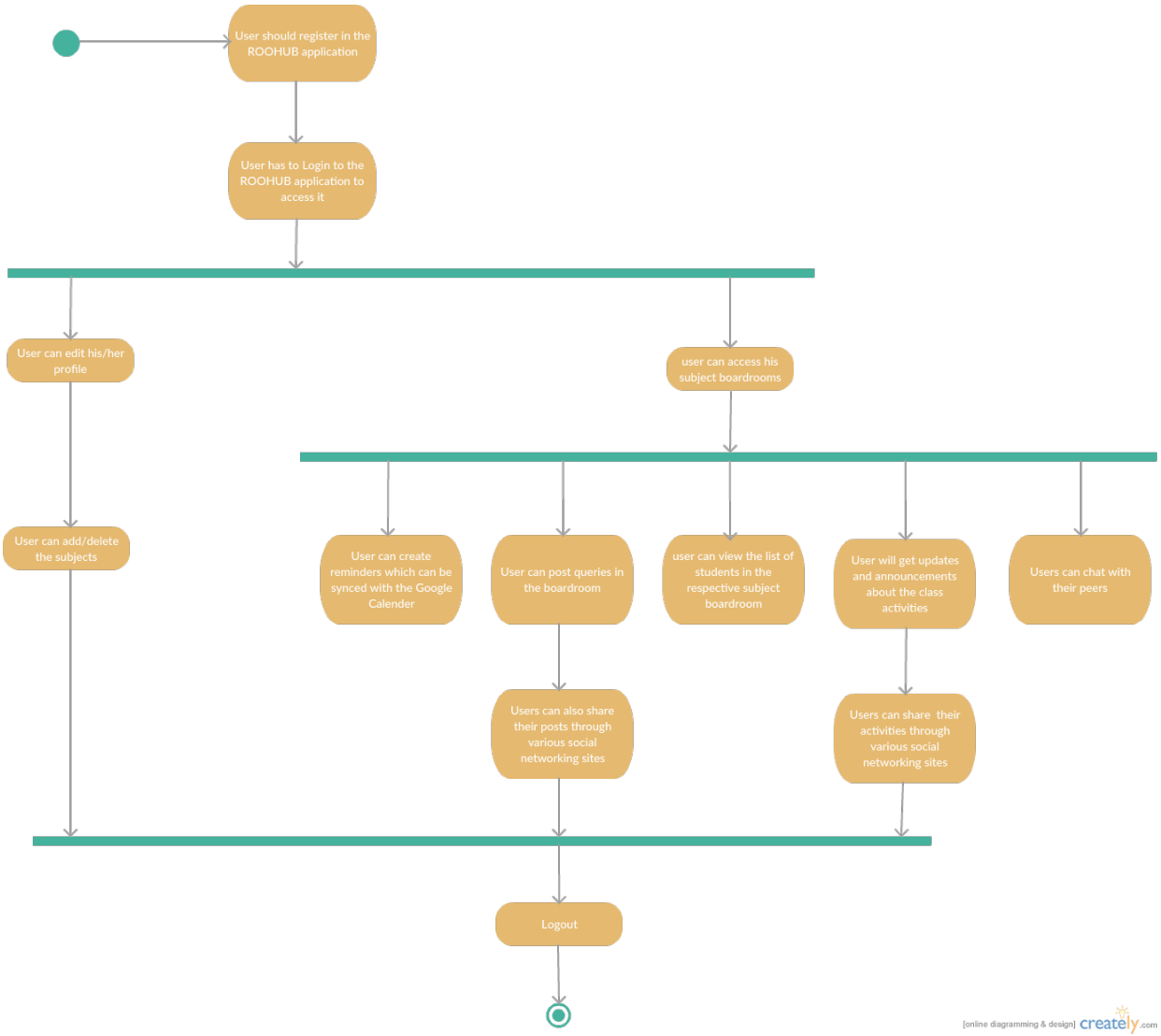


Sequence Diagram:



Use Case Diagram:

Activity Diagram:



IV. First Increment Report:

For this phase of the project, we have created Login and Register pages. And we have created UML class diagrams, Wireframes, UML sequence diagrams, UML state diagram.

Existing APIs:

For this increment we haven't used any of the APIs.

Detailed design of Features:

Wireframes:

The Wireframes for the first phase of the project are shown below.

Login:

User can Login into the application by entering the valid User Name and password.

Sign Up:

User have to register in the sign up page if the user is new to the Application.

Home page:

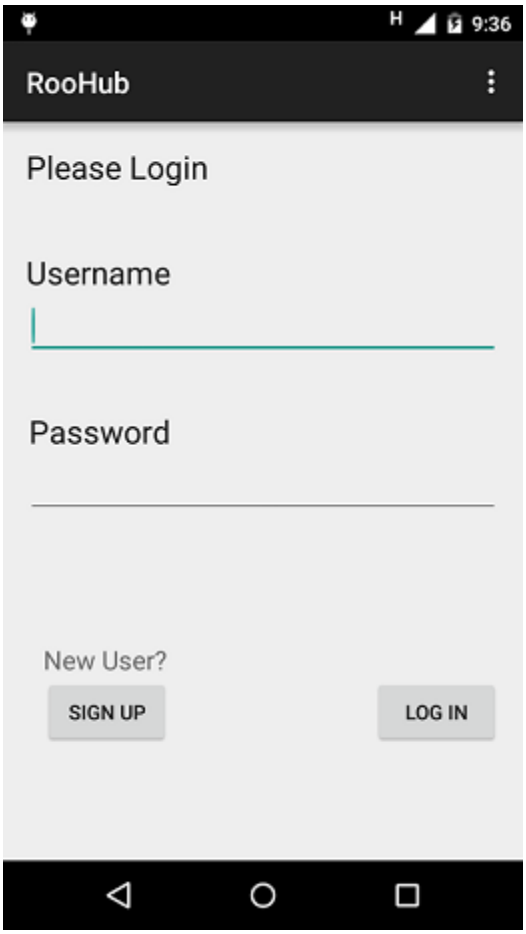
Once the User enters correct username and the valid password, he/she is redirected into the homepage of the application i.e the Boardroom.

Mock Ups:

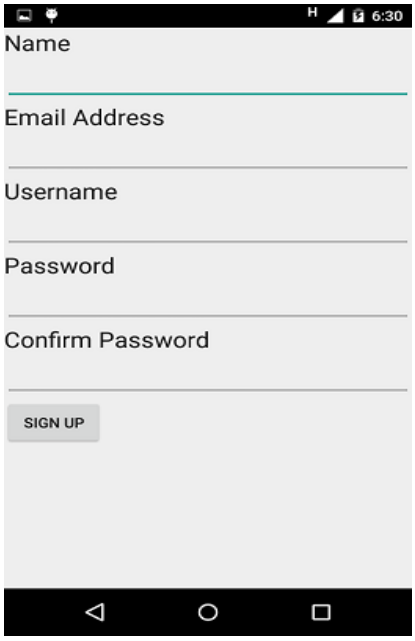
The Screenshots of the Application when ran on the mobile are captured and are shown below.

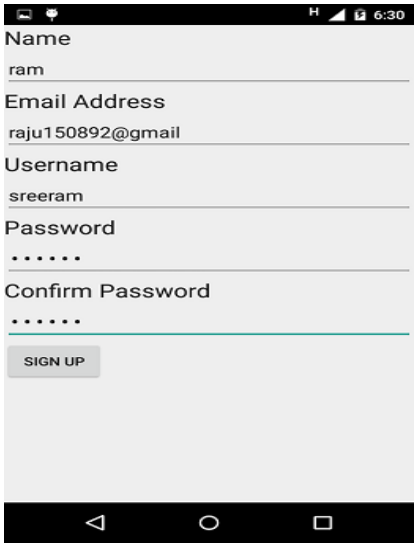
Login Page:

When the user enters into the application, He/she will be asked for his/her credentials to Login

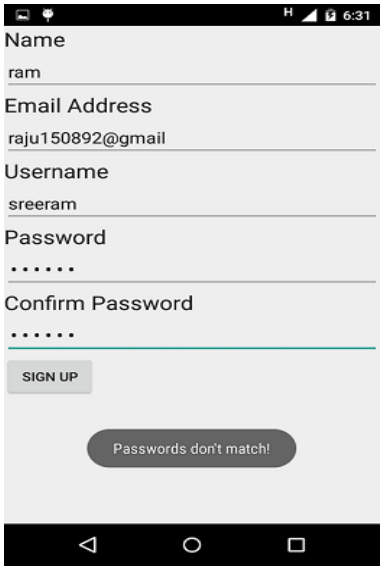


If the user is doesn’t have the credentials. Then he/she can select the Sign Up button to create a new Account.

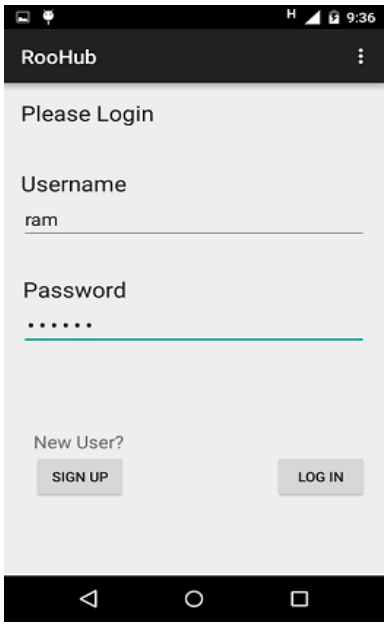




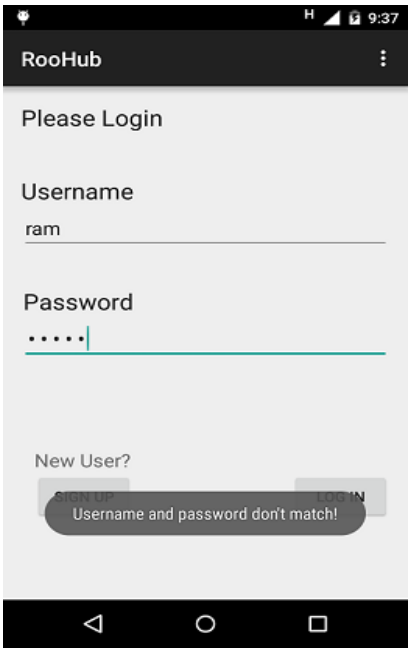
If the any of the field in the sign up page is empty or if the password and confirm password doesn't match then the application will throw an error.



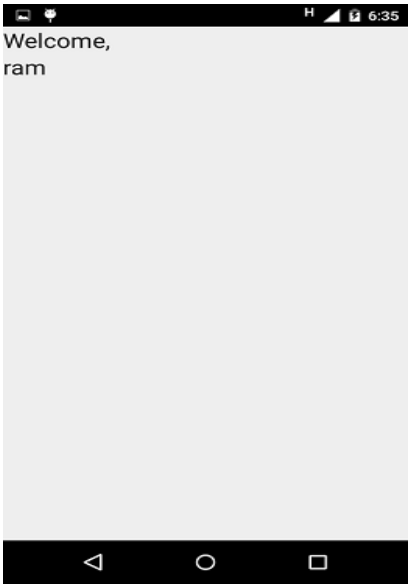
After successful sign up, the user can now use the new account credentials to login into the application.



If the Username and password doesn't match,



After successful login, the login page redirects to the home page.



Implementation:

We have created this application using Android Studio.

Deployment:

We have deployed the application in mobile and captured the screenshots. We have explained them in detail in Mock up section above.

GitHub URL for the project documentation and source code

https://github.com/sreeram66/RooHub-Team8/tree/master/Documentation

Project Management:

Work completed:

Description: The Login and Register pages have been created. The Register page is connected to Database.

Responsibility:

In this phase of developing the project, each and every person of us have contributed equally towards the project while sharing the tasks between the individuals.

Time taken:

We took nearly 10 hours totally to do the project in phase 1.

Contributions: As discussed above each and every member of the group have contributed equally towards the project.

Work to be created:

Description:

After this phase of the project, tasks remaining are creating the board rooms for each subject the students enroll and to enable the chat option, posting updates in the board rooms.

Responsibility:

As planned, we would share different features of the application with different members of the group, then combine by bringing the code together and using specific intents we make it into a single application.

Time to be taken:

The total estimated hours for completing the tasks is 200 hours collectively.

Bibliography.

http://www.techotopia.com/index.php/An_Android_Studio_SQLite_Database_Tutorial

http://developer.android.com/tools/help/sqlite3.html

http://stackoverflow.com/questions/29138442/browse-sqlite-database-from-android-studio