

Project Proposal - RooHub

Team 8:

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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 create 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 create 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:

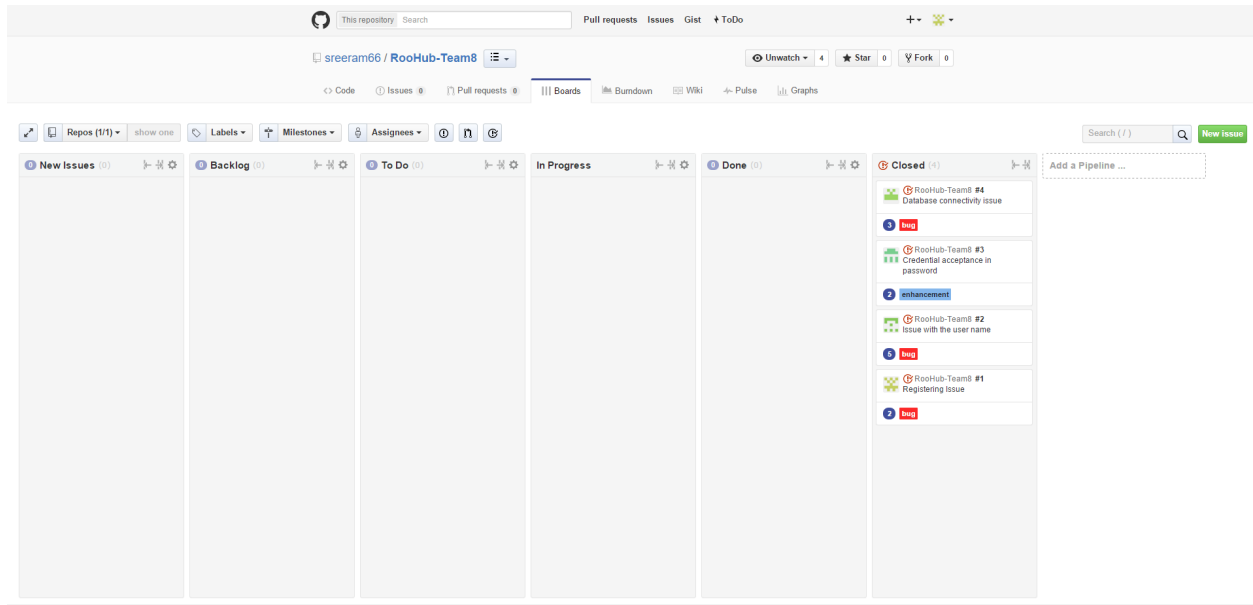
Since opening mails and checking for the updates is not that easy when compared to opening an app and checking the updates, this app creation solves that problem. And additionally, there is a boardroom concept also which is included.

III. Project Plan:

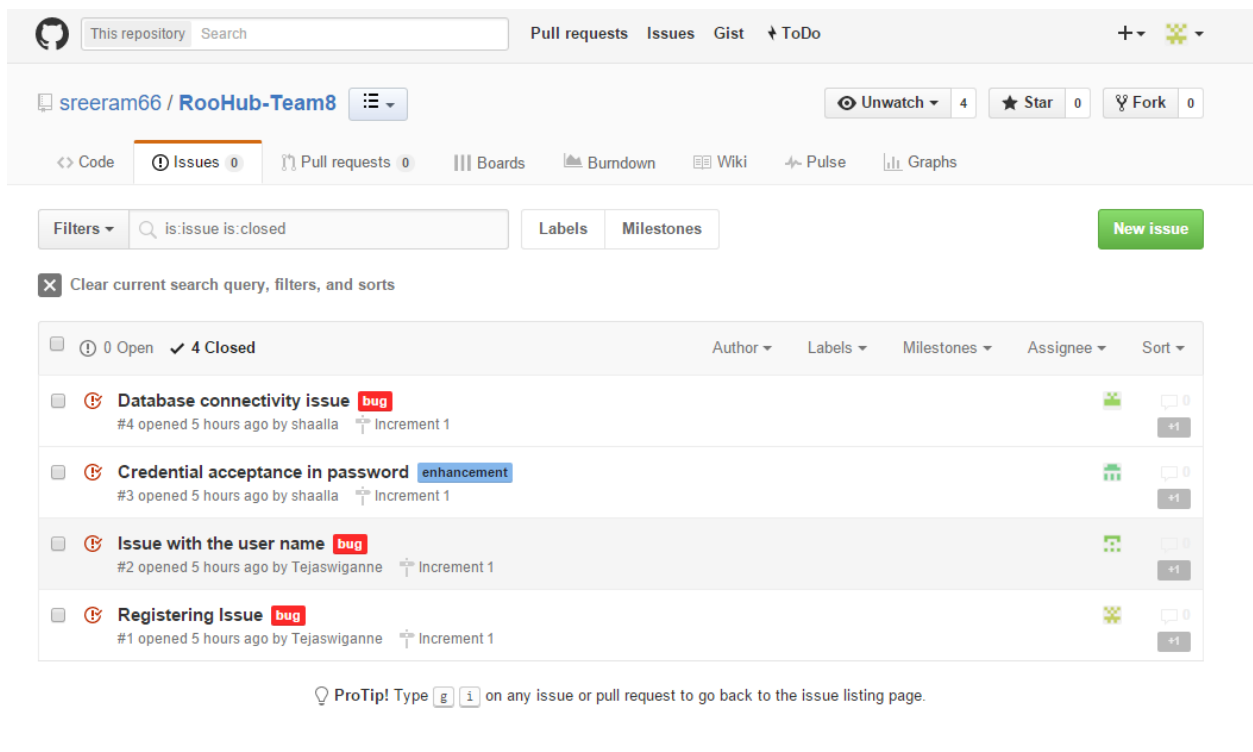
- 1) Schedule for the whole project is created and Issues for the first increment are written in the Issues dashboard in the Zenhub. The screenshot of the same is shown below.

The screenshot displays the Zenhub interface for the repository 'sreeram66 / RooHub-Team8'. The top navigation bar includes links for Pull requests, Issues, Gist, and ToDo. The repository name is shown as 'sreeram66 / RooHub-Team8'. The main section is titled 'Issues' and shows a list of milestones. The first milestone, 'Project Increment 1', is 100% complete and has 4 closed issues. The other three milestones are 0% complete and have 0 open and 0 closed issues. Each milestone has a progress bar and links to edit, close, or delete.

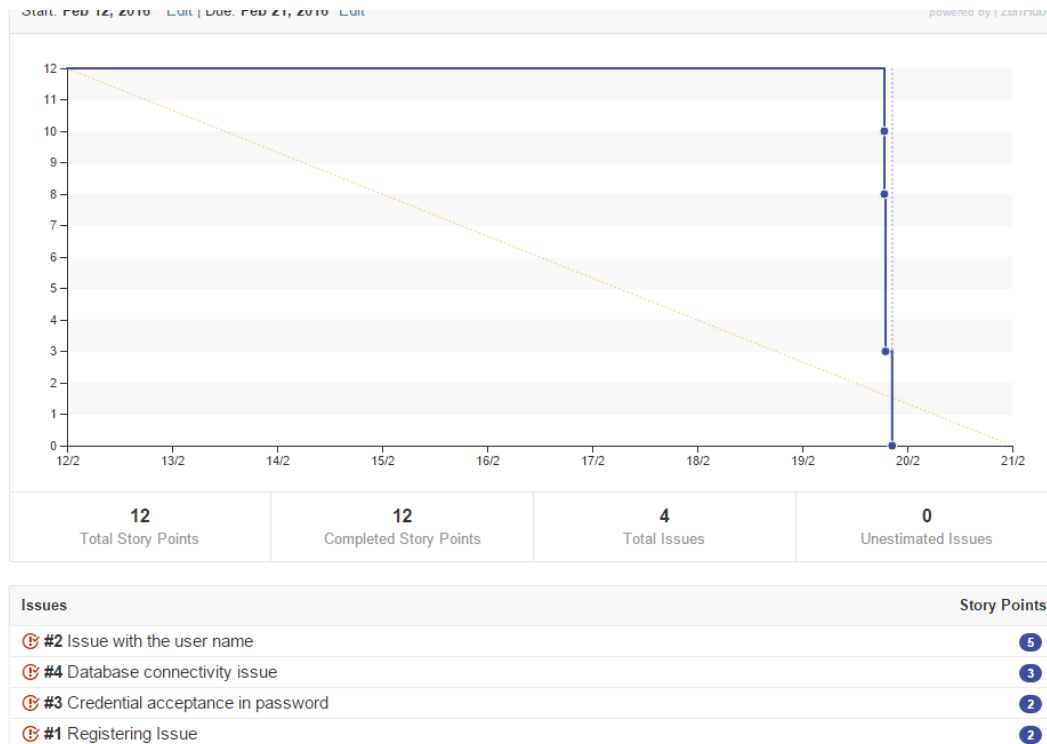
Milestone	Due by	Last updated	Progress	Open	Closed
Project Increment 1	February 19, 2016	1 minute ago	100% complete	0	4
Project Increment 2	March 11, 2016	1 minute ago	0% complete	0	0
Project Increment 3	April 6, 2016	less than a minute ago	0% complete	0	0
Project Increment 4	April 29, 2016	less than a minute ago	0% complete	0	0



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.

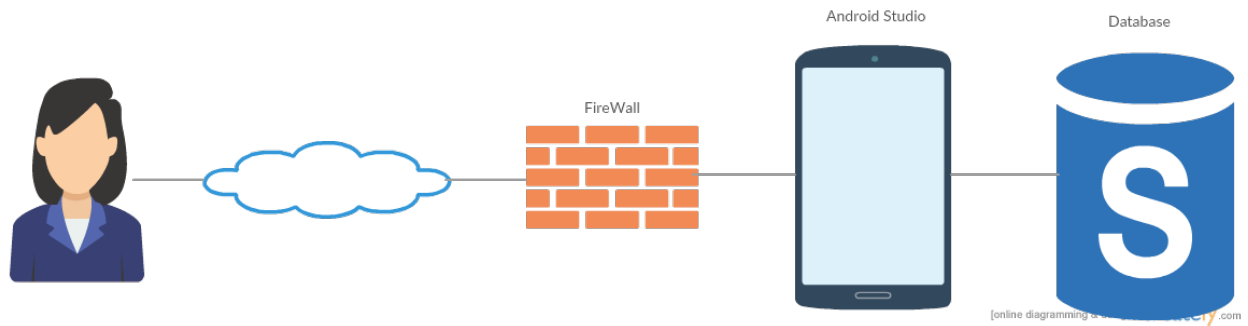
3) Chat with peers:

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.

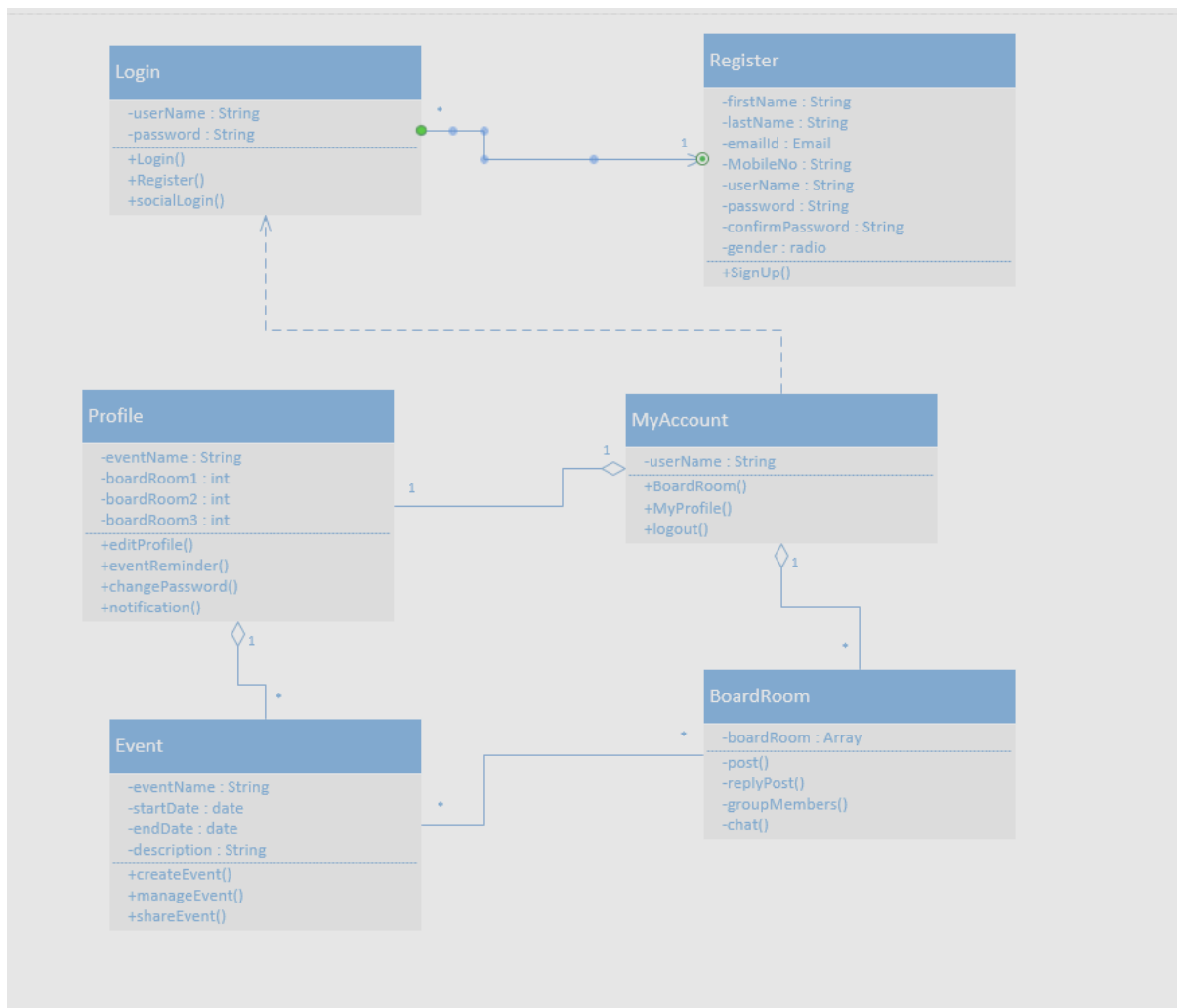
Architecture Diagram:

The Architecture diagram for our application is shown below.

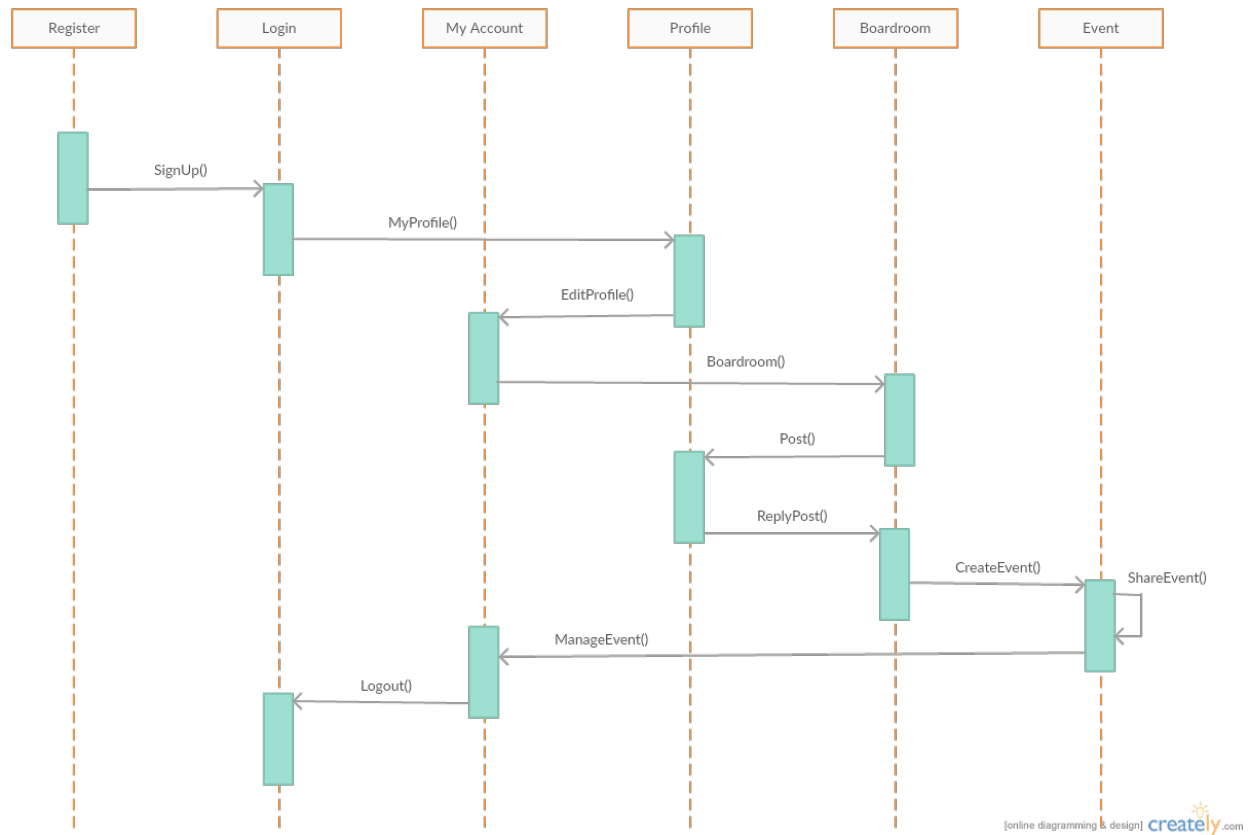


Class Diagram:

The class diagram is shown below:



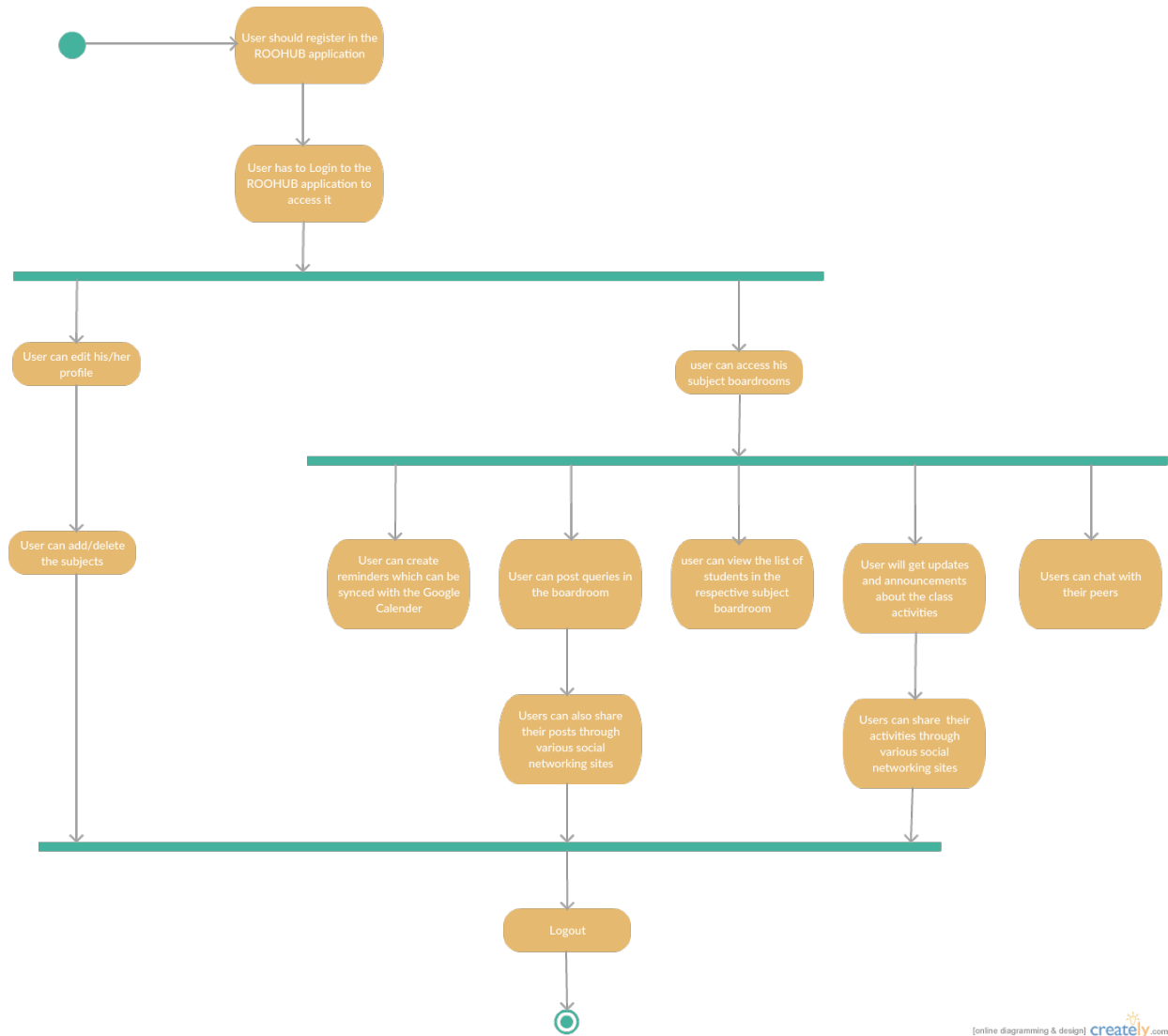
Sequence Diagram:



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.



A wireframe diagram of a login page. It features a central rectangular box with a double border. Inside this box, the word "Login" is displayed at the top left. Below it, there are two input fields: the first is labeled "User Name:" and the second is labeled "Password:". Under the password field, there are two buttons: "Login" and "SignUp here". The entire wireframe is set against a light gray background.

Sign Up:

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



A screenshot of a 'Sign Up' form. The form is titled 'Sign Up' in a large, bold font at the top. Below the title, there are five input fields arranged vertically, each preceded by a label: 'Name:', 'Email Address:', 'User Name:', 'Password:', and 'Confirm Password:'. At the bottom of the form, there is a 'Sign Up' button.

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.



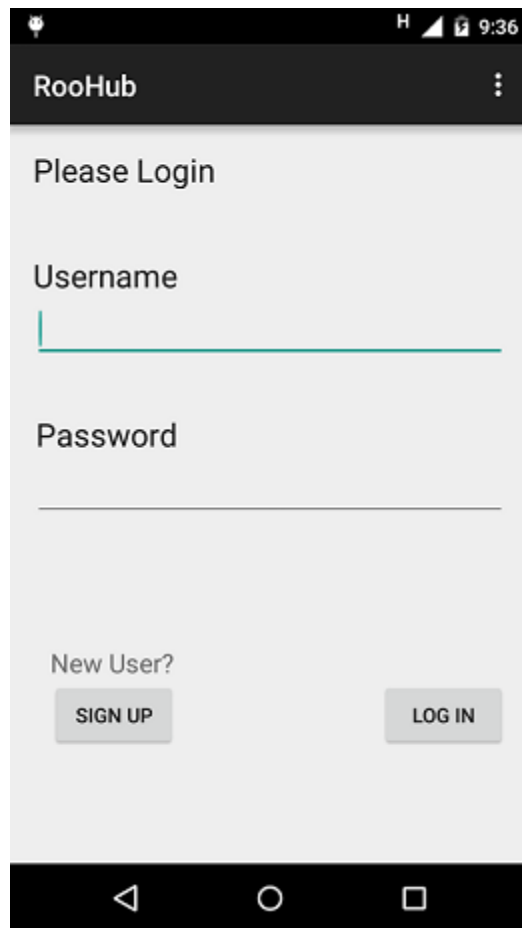
A screenshot of a 'Home' page. The page is titled 'Home' in a large, bold font at the top. Below the title, there is a large rectangular area containing the text 'Welcome, User'.

Mock Ups:

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

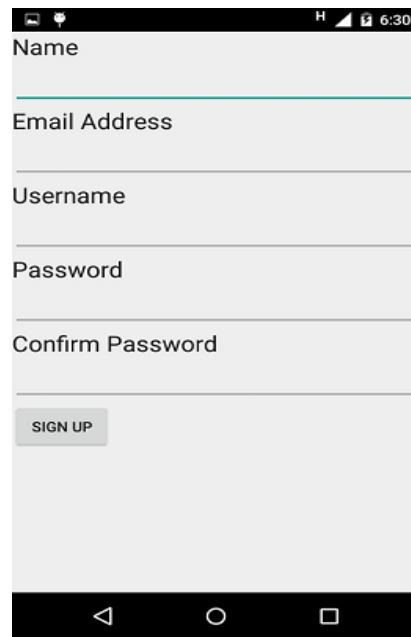
Login Page:

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

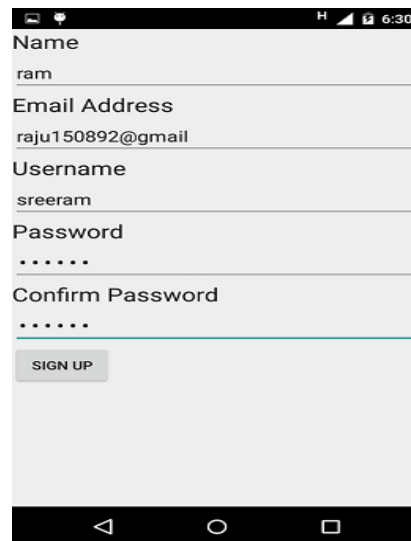


The screenshot shows a mobile application interface for 'RooHub'. At the top, there is a dark header bar with the app name 'RooHub' on the left and a three-dot menu icon on the right. Below the header, the text 'Please Login' is displayed. Underneath, there are two input fields: 'Username' and 'Password'. The 'Username' field has a blue underline, and the 'Password' field has a grey underline. At the bottom of the form area, there is a link 'New User?' followed by two buttons: 'SIGN UP' and 'LOG IN'. The entire form is set against a light grey background. At the very bottom of the screen, there is a black navigation bar with three white icons: a back arrow, a circle, and a square.

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

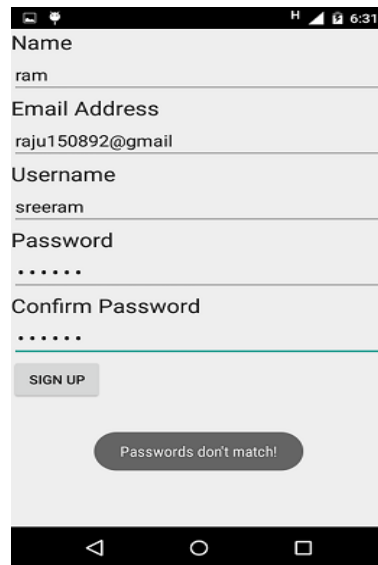


A screenshot of a mobile application's sign-up screen. The screen features a white background with a black status bar at the top showing the time as 6:30. Below the status bar, there are five input fields with labels: "Name", "Email Address", "Username", "Password", and "Confirm Password". Each field is represented by a light gray rectangular box with a thin blue border. At the bottom of the form, there is a gray button with the text "SIGN UP" in white capital letters. The bottom of the screen shows a black navigation bar with three white icons: a back arrow, a circle, and a square.



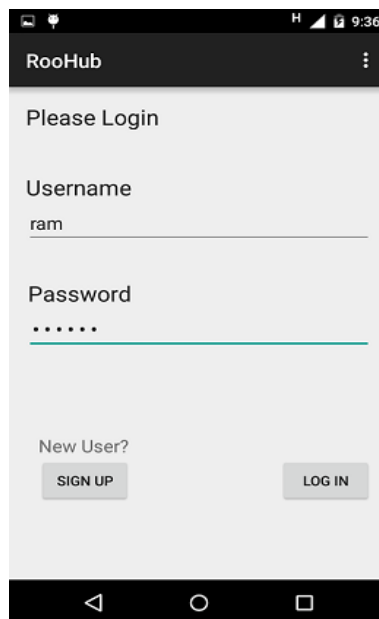
A screenshot of the same mobile application's sign-up screen, but with the input fields filled. The "Name" field contains the text "ram". The "Email Address" field contains the text "raju150892@gmail". The "Username" field contains the text "sreeram". The "Password" and "Confirm Password" fields contain six dots each, indicating masked text. The "SIGN UP" button remains at the bottom, and the status bar and navigation bar are consistent with the previous screenshot.

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.



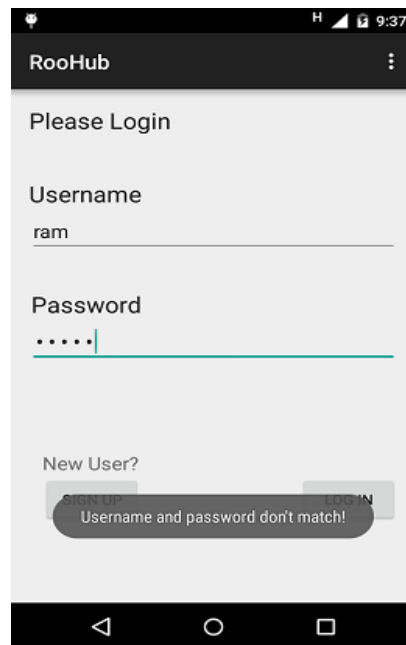
A screenshot of a mobile application's sign-up page. The page has a light gray background. At the top, there's a status bar with icons for signal, battery, and time (6:31). Below the status bar, the page is titled "Name" and has a text input field containing "ram". Below that is "Email Address" with "raju150892@gmail". Then "Username" with "sreeram". Below that is "Password" with ".....". Then "Confirm Password" with ".....". Below these fields is a "SIGN UP" button. Below the button is a dark gray rounded rectangle with the text "Passwords don't match!". At the bottom, there's a black navigation bar with three white icons: a triangle, a circle, and a square.

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

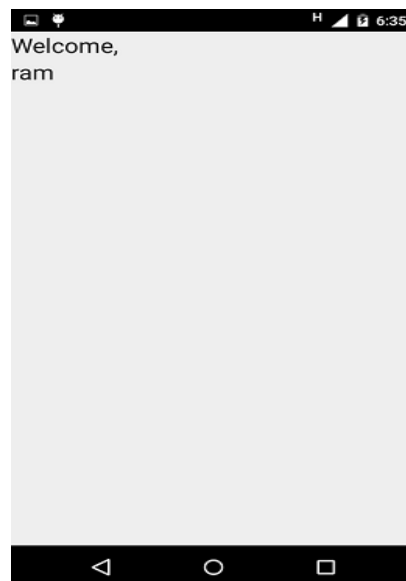


A screenshot of a mobile application's login page. The page has a light gray background. At the top, there's a status bar with icons for signal, battery, and time (9:36). Below the status bar, there's a dark gray header bar with the text "RooHub" and a three-dot menu icon. Below the header bar, the page is titled "Please Login". Below that is "Username" with a text input field containing "ram". Below that is "Password" with ".....". Below these fields is a "New User?" section with two buttons: "SIGN UP" and "LOG IN". At the bottom, there's a black navigation bar with three white icons: a triangle, a circle, and a square.

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>