

CMSC 436 Project Proposal: Uni-ty

Project Team 9:

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App Description

General description of the app

This app will be a social/fitness/game app where users can collect in-game currency calculated by steps/distance traveled and missions accomplished while on campus and provide health information based on data collected.

Minimal Goals

these are things your app *must* do

The app will always show a certain radius centered around the user's current location and will move accordingly to the user's updated location. We take advantage of the phone's GPS to implement this feature as its portability allows users to carry it around easily. Steps/distance traveled by user will be the in-game currency and can be used to calculate health metrics such as calories burned. In-game currency can potentially be spent on customization of avatar/UI or other rewards in the future. The data collected here can be used for our stretch goals which will be explained in more detail below. We will implement a notification setting that can be tailored to how involved the user wants to be with the app. This will come in the form of notifications every day, every other day, or once a week to go out and take some steps/fill a step quota. In addition, a widget to show steps taken in a day is also a goal of our application.

Stretch Goals

these are additional functionality that might earn extra points

Using the collected data, we can easily identify the major hotspots situated all around campus. It can be beneficial for future development projects to enhance locations which are often densely populated, or to figure out causes to sparsely populated locations.

Furthermore, we wish to also have a social media feature embedded into the application, such that users (perhaps anonymously) may create updates on events that are happening in certain areas of campus, allowing everyone to become more connected and aware of their surroundings.

Project Timeline

including development milestones

Milestone 0

- Identify functionalities that the app should inherit.
- Work on the overall design of the app, including app navigation and submenus.
- Establish deadlines and duties that each team member is expected to accomplish.

Milestone 1

- Create a working connection between the application and an external database.
- Develop a UI skeleton with non-working components to help visualize the model of our app.
- Design characters/avatars to be included in our application.
- Design the UI of the notifications and widget.

Milestone 2

- Develop a model for the application, containing the subroutines that our application will use. Each subroutine is assigned to a specific team member who is expected to complete it by a certain deadline.
- Get the notification system up and running.

Milestone 3

- Integrate model into UI, while performing tests to ensure everything works accordingly.
- Refine certain components to work well with our model if it has not already.