Steve Berthiaume

CART 351 – Final Project Documentation

(For Documentation of storyboard, proposal, prototype, etc; see other files on this page)

Technological Analysis

Leaflet – Leaflet is used to have a map containing various locations for both proxies and friends accessible to a user, allowing them to visualize their locations and click on the respective markers to access either a proxy request or meetup creation page. This is relevant thanks to its streamlining of the virtual space of the project and more tangible locations, creating the necessary bridging of worlds intended in my project.

PHP – Used to post and fetch user data. Used in conjunction with SQL for the validation of login and registration credentials. Vital to the realization of the project's vision as a functional platform.

SQL – At present, SQL is used to validate a user's login and registration credentials. This is important to at least create the feel of a real platform at this stage.

JQuery – Used heavily in the scripts of the project for all click and value changing interactions. Its simplicity allows for many of the more detailed visual aspects of the project, conveying information in a clear and concise way to the user.

Feature Implementation

Implemented:

SQL Login Validation – SQL confirms that login credentials are correct, blocking incorrect credentials and sending valid users directly to the main app page.

SQL Registration Validation – SQL confirms that a user under the same username does not already exist, and adds a valid created user to a table which can then be read by the login page.

Friend and Proxy Loading – The main app fetches placeholder arrays and can use said arrays to generate HTML elements containing the names and profile pictures of friends and proxies. Implementation of the SQL component to make said values real is missing.

Message Loading and Sending – Similar to friend and proxy loading, messages get loaded in using placeholder arrays. The app keeps track of who sent which message using a separate array, and a user can send messages which then get appended to the arrays. SQL implementation is lacking at this stage, so sent messages are not saved and interactivity is limited.

Community Room – A separate room designed so that anyone with the app can access it and begin talking to strangers. Contains all placeholder proxies and friends, though users are not individually listed to preserve a sense of anonymity, beneficial to a sense of belonging amongst the crowd. Lacking SQL implementation to contain real data.

Map for Friends and Proxies – A leaflet map containing markers for all proxies as well as friends whose location information has been revealed to the user. Proxy markers contain a button linking to the request proxy page, while friends have a similar one linking to the create meetup page. All markers also have a placeholder line for where a profile would go, given SQL implementation to make the users real figures in the database.

Proxy/Friend Division – Friends and proxies are treated separately on the app, with friends having the option of reveals – a subfeature to disclose information at their own pace. Given the lack of full realization with SQL, the reveals feature, as well as the encompassing interactivity with other users, are not present at this time.

Somewhat Implemented:

Meetup Creation – A meetup creation page is present with inputs for a user's name, a date and a time. The User name search bar is currently broken, not working as intended. As such, I've not completed the scope of the page and proxies are left out entirely at this point in time.

Settings – A settings menu exists containing many tabs for various options to customize the app and manage data. Because of the nonexistant SQL application to the main app at this time, most subsections are left empty, and those with inputs do nothing at this stage.

Proxy Request* - A placeholder page for the options of finding new proxies and arranging meetings with proxies or other users through them. Exists primarily so that the links which would link to it are not blank.

Not Implemented / To be Included in a Potential Fully Realized Scope:

User Profiles – Would show information revealed to the user about the other person. In the event where neither a username or given name are shared, an anonymous, random name would be used. (Likely sourced from a JSON file)

SQL Link to Message/Friend/Proxy Loads – Implementation of SQL in the main app to make users, messages, and related functionalities work as intended for a real application.

SQL Link to Settings – Implementation of SQL into the settings section to make real changes to the user's data and layouts.

Settings Feature Completion – Full options for the application's layout (including accessibility options, connection options, etc;)

SQL Link to Meetup Creation – Connection to allow for the creation of meetups within a table, which can then be read back to the user in the main app's meetups tab.

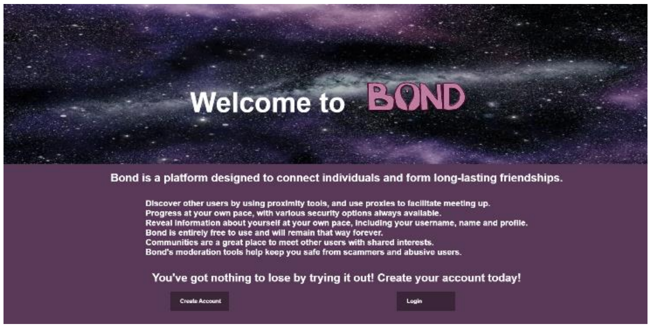
Proxy Requests – Real implementation of the page as to allow for the searching of, adding, and meetup requesting of proxies.

Project Realization Report

Looking back to my prototype, I believe my final is an impressive display of what it could look like as a platform. I do find that my lack of confidence in and serious understanding of php and SQL have been greatly detrimental to implementing the full scope of features and functionality as I intended in my proposal and prototype, but the project is nonetheless sizeable and conveys a good sense as to what I'm trying to create with Bond. The reveals subfeature is something entirely unique to this project which directly aids the goal of providing users the power to slowly craft more real, connected links with others. Similarly, the default anonymity of the community tab communicates the desire to empower users specifically by creating as free an environment for them to communicate as possible. The presence of both the map and meetups sections directly on the main page provides clear tools to translate the interactions on the app into real life, with proxies being available in a variety of ways to facilitate a transition (The proxy chat, the request proxy button on most tabs of the main page, etc;). The way the tabs progress from left to right also helps engrain the idea of meeting up with friends.

Of course, the general lack of fully realized SQL is also a major limiting factor that prevents the project from allowing for fully real components. While somewhat acceptable for a student website I by no means have the resources or ability to provide full encryption or moderation services for, it nonetheless detracts a bit from the experience by using only temporary values for the overwhelming bulk of the project.

Project Screenshots



Welcome to BOND

Bond is a platform designed to connect individuals and form long-lasting friendships.

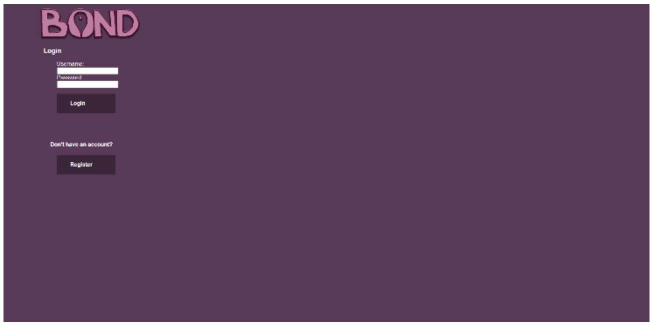
Discover other users by using proximity tools, and use proxies to facilitate meeting up.
Progress at your own pace, with various security options always available.
Reveal information about yourself at your own pace, including your username, name and profile.
Bond is entirely free to use and will remain that way forever.
Communities are a great place to meet other users with shared interests.
Bond's moderation tools help keep you safe from scammers and abusive users.

You've got nothing to lose by trying it out! Create your account today!

Location: Landing.html

Sublocation: N/A

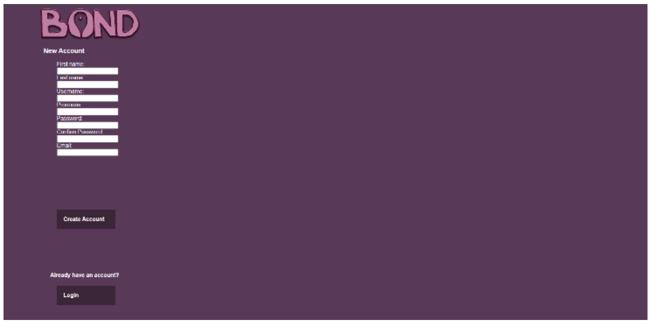
The starting page for the project. Allows access to **login.php** and **newuser.php.**



Location: Login.php

Sublocation: N/A

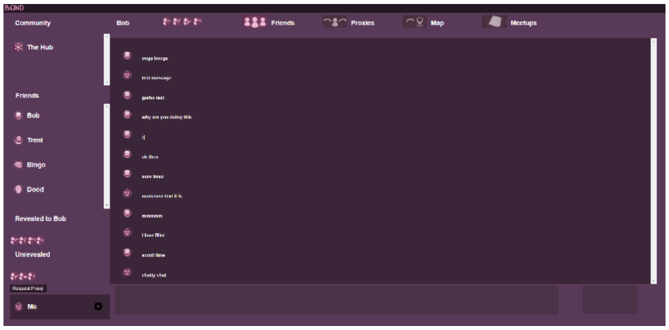
The login page. Uses SQL to verify if inputted data matches database, allowing existing accounts through to **bond.php**. Also contains a button to **newuser.php**. Clicking the logo returns to **landing.html**.



Location: Newuser.php

Sublocation: N/A

Allows the input of various user data fields, and validates their logic with a basic if check. If the data does not conflict with an existing user's (the username), then they are sent to **bond.php**. Buttons to **login.php** and **landing.html** also exist.



ooga booga

test message

garbo text

why are you doing this.

:|

ok then

sure bruo

nonsense text it is.

mmmmm

I love filler

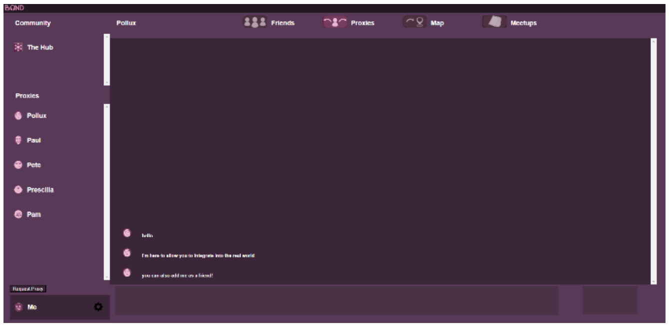
scroll time

chatty chat

Location: Bond.php

Sublocation: Friends Tab

The main view of the project. Clicking on friend names on the sidebar loads different message logs. Clicking the buttons on the topbar switches the tab. Contains links to **hub.php**, **settings.html** and **reqproxy.html**.



hello

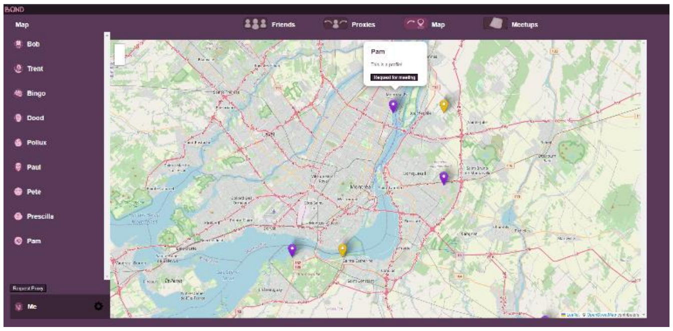
I'm here to allow you to integrate into the real world

you can also add me as a friend!

Location: Bond.php

Sublocation: Proxies Tab

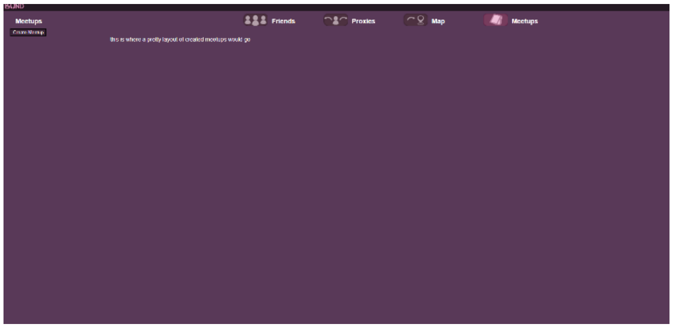
Similar to the friends tab. Does not contain the reveals feature.



Location: Bond.php

Sublocation: Map Tab

Replaces the sidebar with a list of all known users. Users whose location data is known are shown as markers on the map. Proxies have a button linking to **reqproxy.html**, while friends have one linking to **createMeetup.php**.

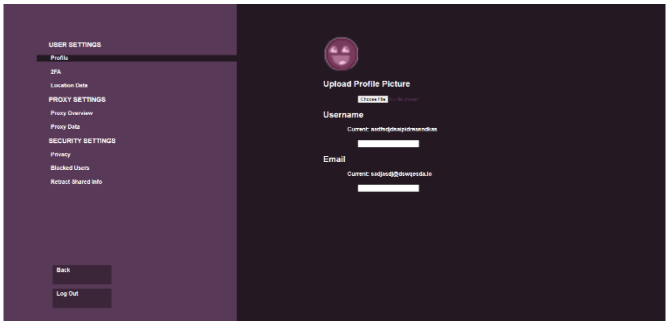


this is where a pretty layout of created meetups would go

Location: Bond.php

Sublocation: Meetups Tab

Left blank in the current build due to the complexity of creating and loading in data from a new SQL table. The leftmost button links to **createMeetup.php**.



Username

Current: sadfsdjdsaipidmasndkas

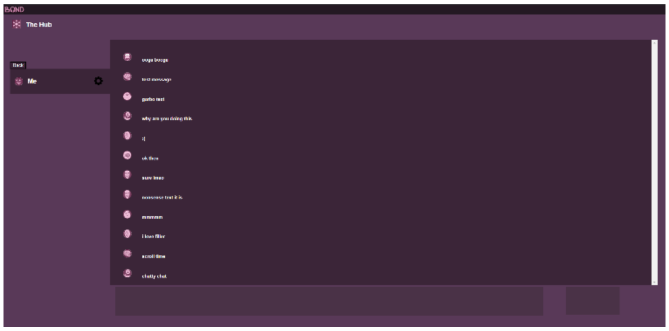
Email

Current: sadjasdj@dswqesda.io

Location: Settings.html

Sublocation: N/A

Contains many subtabs intended to contain various options. Due to the non-implemented live accounts, none of these features are functional, so many tabs are left completely empty of content. Contains a logout back to **login.html**.



ooga booga

test message

garbo text

why are you doing this.

:|

ok then

sure lmao

nonsense text it is.

mmmmm

i love filler

scroll time

chatty chat.

Location: Hub.php

Sublocation: N/A

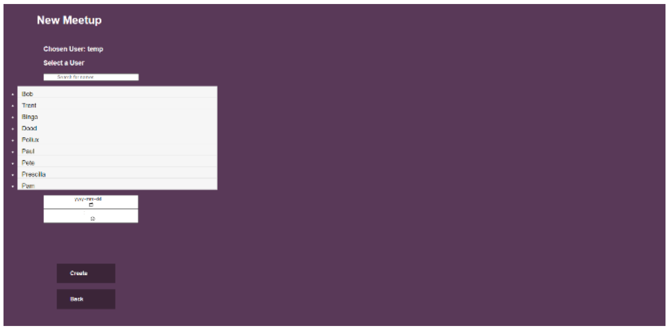
A community room where any number of users can converse together. Due to the lack of live implementation, it's effectively the same as the standard chat. The back button returns to **bond.php**.

This page is blank right now because it's a lot to write for a side feature
Click the button below to return to the app.

Location: Reqproxy.html

Sublocation: N/A

A placeholder page intended to, at a later date, be used to find a nearby proxy in relation to a given friend the user seeks to meet with, or simply browse nearby proxies. Back returns to **bond.php**.



New Meetup

Chosen User: temp

Select a User

- Bob
- Trent
- Bingo
- Dood
- Pollux
- Paul
- Pete
- Prescilla
- Pam

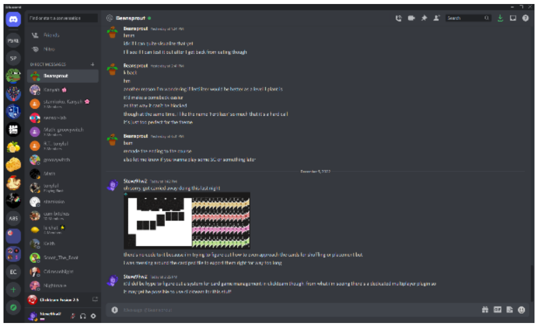
Location: CreateMeetup.php

Sublocation: N/A

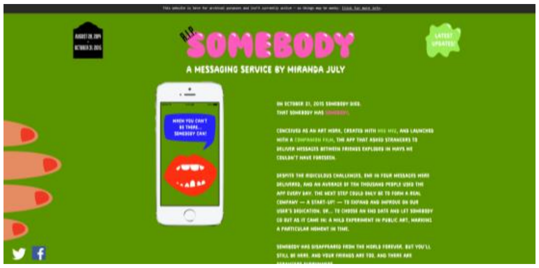
A page meant to serve as a tool to meet up live with another user. Given the fact the search function isn't functional in this build, associating proxies has been left out. Back returns to **bond.php**.

Inspirations

Discord



Somebody



AUGUST 28, 2014 - OCTOBER 31, 2015
R.I.P.
SOMEBODY
A MESSAGING SERVICE BY MIRANDA JULY
LATEST UPDATES!
WHEN YOU CAN'T BE THERE... SOMEBODY CAN!

ON OCTOBER 31, 2015 SOMEBODY DIED.
THAT SOMEBODY WAS [illegible].

CONCEIVED AS AN ART WORK, CREATED WITH [illegible], AND LAUNCHED WITH A COMPANION FILM, THE APP THAT ASKED STRANGERS TO DELIVER MESSAGES BETWEEN FRIENDS EXPLODED IN WAYS WE COULDN'T HAVE FORESEEN.

DESPITE THE RIDICULOUS CHALLENGES, ONE IN FOUR MESSAGES WERE DELIVERED, AND AN AVERAGE OF TEN THOUSAND PEOPLE USED THE APP EVERY DAY. THE NEXT STEP COULD ONLY BE TO FORM A REAL COMPANY — A START-UP! — TO EXPAND AND IMPROVE ON OUR USER'S DEDICATION. OR... TO CHOOSE AN END DATE AND LET SOMEBODY GO OUT AS IT CAME IN: A WILD EXPERIMENT IN PUBLIC ART, MARKING A PARTICULAR MOMENT IN TIME.

SOMEBODY HAS DISAPPEARED FROM THE WORLD FOREVER. BUT YOU'LL STILL BE HERE. AND YOUR FRIENDS ARE TOO. AND THERE ARE