Project Proposal

Project Requestor

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Statement of the Problem or Need

Dropp is a unique and real-time way to communicate and spread information locally. Have you ever entered a new area and wondered what happened there before you arrived? With Dropp, you will be more informed about the current events around you before they reach the news. Current information comes from other people that post online through services like Twitter or Snapchat. but those apps aren't location based. With Dropp, users can leave messages in the app that will be tied to the location where the note was posted. Other users can look up notes that have been posted around them to be more informed about that area. These notes can be text, photos, or videos that can serve as entertainment or information. You can also get notifications while travelling through an area about frequently visited notes, serving as trends to clearly indicate the important information.

Project Deliverables and Beneficiaries

The finished product will be a mobile app that can place messages, pictures, and videos in locations based on GPS coordinates. This app can be used anonymously with an abstract screen name or the user's real name. The only other data tracked will be the "note's" location. The data will be handled by a server storing the message, location data, and the user's account identifier. The messages will have a decay system implemented so that after a certain passage of time, they will expire and be deleted from the app.

The beneficiaries of this project will be people interested in social media and/or interested in a new social experience. Other people who could take an interest in this project are those who feel a need to leave a comment of sorts in a location. Similarly, other people who wonder what people might think of a location or an event at that location will also be beneficiaries.

Strategic Context

The project achieves the need of communicating and spreading information locally via an app on phones. Using the phone's GPS, we can determine whether people are close enough to view messages left by other people.

Project Proposal

Time Factors
The deadline we have to meet is the end of the Spring 2017 semester. Christmas and Spring break will be time considerations because it will be time off for our group. If possible, we would want the prototype to be finished before the Spring semester starts to test out the features and launch public beta testing. We can also get feedback and improvement suggestions from beta users.

Special Provisions
There are a few special provisions that we need to be aware of during the planning and development stages of this project. The service will allow users to upload media, including images, videos, and text-based messages. These types of media could contain explicit material, and we have to make sure that we prompt the users for age verification, or filter out that content if there is no age limit for our service.

Secondly, users may be motivated to navigate to certain geographical areas to obtain information from the service that another user has posted. However, the user may have made a post in a geographically restricted area, so we need to make users aware of and agree to that it is not okay to trespass or break any laws while using our service.

Lastly, users are allowed to see the geographic location where other users have uploaded posts to the service. However, we cannot allow users to see the current location of other users before they make posts, because this would be a violation of privacy that we don't want any users worrying about.

Project Assumptions and Constraints
Assumptions:
- We will be able to collaborate our work using GitHub

Constraints:
- The server must be operating at all times
- Money must be available to pay for the server

Project Risks
Technical issues may prevent us from making reasonable progress, like the lack of proper APIs and other implementations. The server might be down or unusable after launching the app. There will be bugs after releasing the app to users, even after thorough testing. We will have to quickly iterate and fix the bugs as soon as possible to keep the users satisfied. We also have to think about privacy of users. We have to make sure that a user's information is protected, including location, name, and other data.

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Project Expenses

- Server costs to maintain the database of messages and location data
- Possible costs for tools required for development
- Testing Expense
- Apple iOS app store expenses

Project Champion

Steven McCracken

Primary Contact

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Major Stakeholders

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