

SafetyPal

Team Name: Safety-Pals

Team Members: Evan Blank

Ali Hooman

Rami Alrwais

Susana Esparza

Date: July 25, 2018

Introduction into problem/application domain

- ❑ What does SafetyPal do?
 - ❑ Determine geo-coordinates of user
 - ❑ Provide a quick and easy platform to send a distress message to chosen contacts
 - ❑ Contacts receive user's location and are able to help

Introduction into problem/application domain

- ❑ What motivated our choice to create SafetyPal?
 - ❑ To solve this problem:
 - ❑ Mobile communication mediums today require too much time, user interaction, or don't sufficiently alert receivers. These issues make current methods of communication inefficient for use in dangerous environments.
 - ❑ Our solution:
 - ❑ By creating SafetyPal we allow individuals to have a quick and reliable call for help. Quick, emergency messages with location based services and an alarm based notification on the receiver side could help people stay safer.

Goals

- ❑ Goals we set out to achieve:
 - ❑ Create a fast and reactive communications platform for use in emergencies only.
 - ❑ Application should send a text alert with a message and coordinates.
 - ❑ Application should activate the alarm.
 - ❑ Application should delete/add contacts.

Goals

- ❑ Goals we have achieved:
 - ❑ Created a user friendly platform.
 - ❑ Enabled users to save and communicate with contacts.
 - ❑ Allow users to send and view locations.
 - ❑ Alarm activation is semi-functional.

Biggest challenges/accomplishments

❑ Regarding our final product

❑ Challenges:

- ❑ Sending SMS.
- ❑ Finding/updating the current location coordinates.
- ❑ Saving and reading user's personal information and contacts.

❑ Accomplishments:

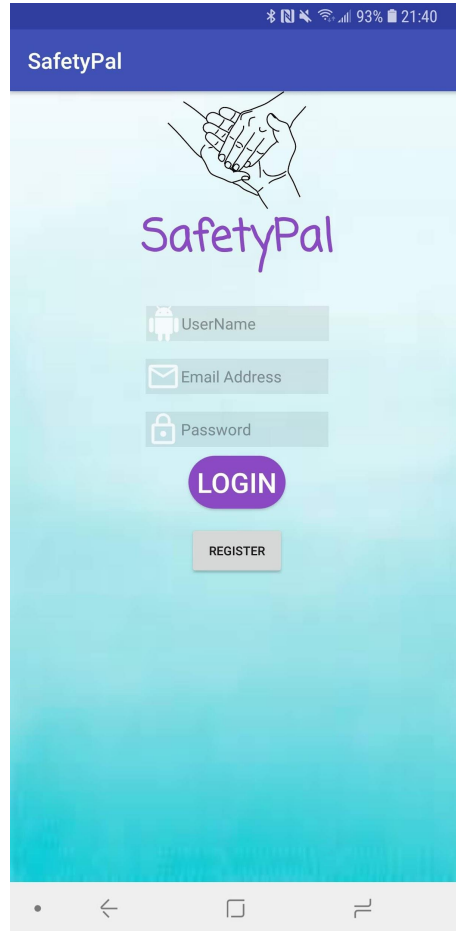
- ❑ Creating application that can send a message and current coordinates of the person in distress.
- ❑ Developing the backend framework for all other desired functions.

Biggest challenges/accomplishments

- ❑ Regarding our development process
 - ❑ Challenges:
 - ❑ Meeting up.
 - ❑ Our availability did not match, at all.
 - ❑ Accomplishments:
 - ❑ No commit phobia.

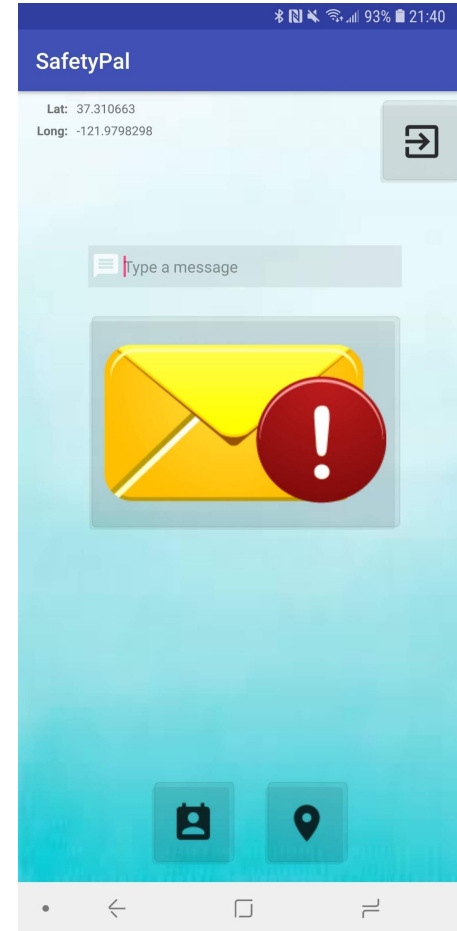
SafetyPal

Login



The login screen features a blue header with the 'SafetyPal' title. Below the header is a logo of two hands holding a heart, followed by the 'SafetyPal' text in purple. The form includes three input fields: 'UserName' with an Android icon, 'Email Address' with an envelope icon, and 'Password' with a lock icon. Below these fields are two buttons: a purple 'LOGIN' button and a grey 'REGISTER' button. The status bar at the top shows 93% battery and 21:40. The bottom navigation bar contains standard Android icons.

Main Activity



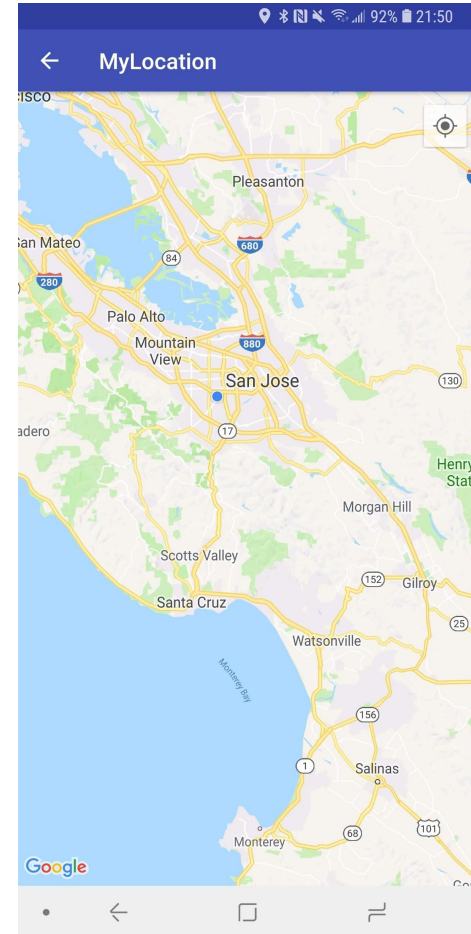
The main activity screen has a blue header with 'SafetyPal'. It displays location data: 'Lat: 37.310663' and 'Long: -121.9798298'. A grey button with a square icon is in the top right. Below is a text input field with the placeholder 'Type a message'. A large graphic of a yellow envelope with a red circle and exclamation mark is centered. At the bottom, there are two icons: a person and a location pin. The status bar and bottom navigation bar are consistent with the login screen.

SafetyPal

Contacts

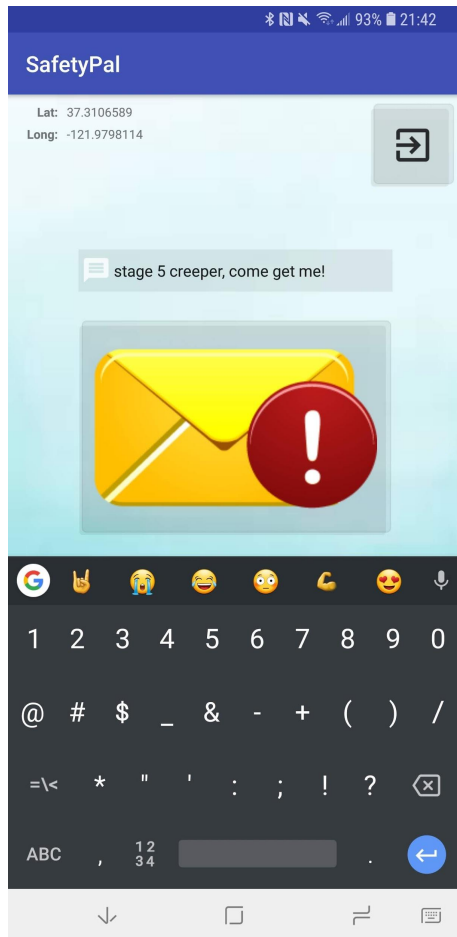
The screenshot shows the 'ManageContacts' app interface. At the top, there is a blue header with a back arrow and the title 'ManageContacts'. Below the header, there are three input fields: 'Enter Name', 'Enter Email', and 'Enter Phone Number'. To the right of these fields is a grey square button with a white plus sign. Below the input fields is a list of contacts, each in a white box with a blue border. The contacts listed are: Bill S. Preston Esq., Ted Theodore Logan, Donald Trump, Vlad Putin, William Gibson, and Zero Cool. The bottom of the screen shows a grey navigation bar with three icons: a circle, a left arrow, and a right arrow.

Location

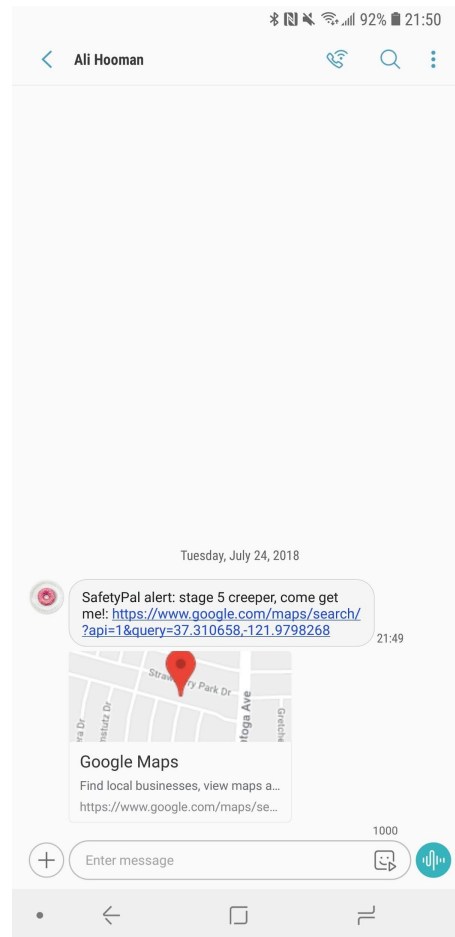


SafetyPal

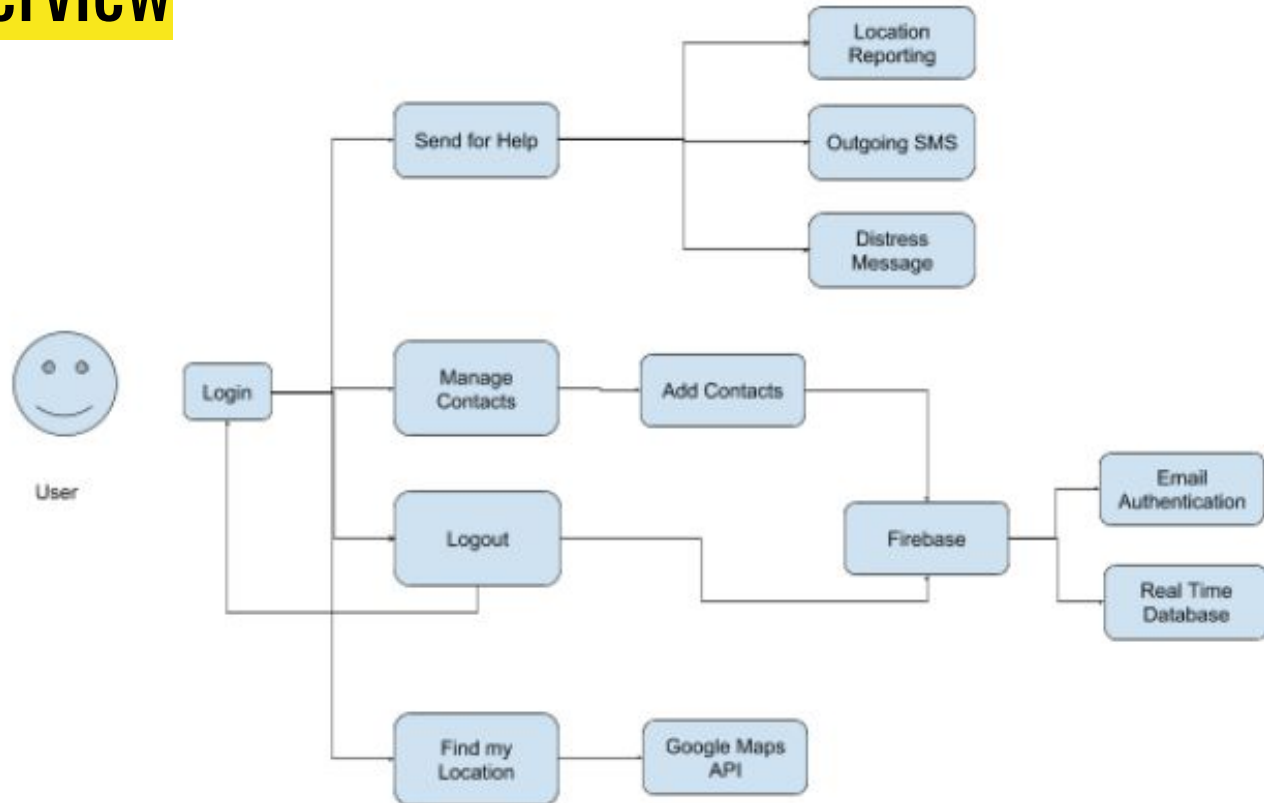
Distress
Alert



Incoming Alert



System Overview



Technologies

- ❑ Safety-Pals used
 - ❑ Programming language
 - ❑ Java
 - ❑ Android Development:
 - ❑ Android Studio
 - ❑ Firebase
 - ❑ Google Fused API
 - ❑ Team repository:
 - ❑ Github - saved program files
 - ❑ Google Team Drive - saved document files
 - ❑ Trello
 - ❑ Team communication:
 - ❑ Slack

Debrief of the project process

- ❑ Project management techniques we used:
 - ❑ Followed Scrum practices
 - ❑ Scrum meetings
 - ❑ Scrum boards
 - ❑ Sprint reviews and plans
 - ❑ Communicated often through Slack
 - ❑ Constant feedback and interaction.
 - ❑ Set schedules for certain tasks.
 - ❑ Sent online links related to development.

Debrief of the project process

- ❑ Things we enjoyed:
 - ❑ Created a useful application.
 - ❑ Learned how to create an Android application.
 - ❑ Having helpful/knowledgeable team members.
- ❑ Things we didn't enjoy:
 - ❑ Having time conflicts.
 - ❑ Short quarter length.
 - ❑ Unnecessary complexity of various technologies.

Debrief of the project process

❑ Lessons learned:

- ❑ What worked/what we will keep doing:
 - ❑ Communicating through slack.
 - ❑ Challenging ourselves to independently learn new technologies.
 - ❑ Allowing team members to pick tasks that match their skill level.
- ❑ What did not work/what we will stop doing:
 - ❑ We need to stop underestimating tasks.
 - ❑ We need to stop communicating last minute.
- ❑ Things we wished we had done:
 - ❑ More pair programming.
 - ❑ Cleaner code and better code style.