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Project Description:

Our project will be a localized searchable organizational GUI tool. It will function much like a localized private/offline wiki or Facebook. Businesses, clubs, alumni networks, and other groups can use it by having each member create an maintain their own page much like a facebook page except it will have relevant information that can be entered and categorized by the users. It will also have a very flexible directory system so that each person may list and link to others as with a defined relationship between the two such as person x is my “Manager”, “Mentor”, “Student”, “Club President”, “Employee”, etc. In this way, the organizational structure is identified through the program and each person is like a node within the structure. It shall then be a flexible way that a diverse way of organizations can organize themselves through, keep track of each person, and allow easy finding of persons with particular assets to offer through searching.

Description:

The program will be GUI with two main interfaces and underneath it will have a structure of linked nodes. However, unlike a conventional list, where each node points to the next, it will have to be such that any number of nodes can point to one and any one node can point to multiple other nodes. To interface with the nodes, the first interface will be data input. Each person will be able to create/edit their page from this interface. It will be modular such that they can enter a category, fill in relevant information, and link each to other’s pages when desired. They will also be able to upload a photo for viewing on their page. The other interface it the viewing interface. Users should be able to view their own and other’s pages to read for information. They should also be able to navigate to linked members pages within the organization and lastly, they should be able to search the organization for members or descriptors that other members have input.

Though ideally, the program would be server based and any member of the organization could access it when wanted, this will be implemented on a local single computer basis as networks were not a focus of this class and I (Bahram) have not even the slightest clue how to go about doing such a thing.

Challenges:

Making the structure efficiently searchable will be challenging because we will have to iterate through all users pages. We should attempt to find a way that will not get considerably slowed down with large organizations. Having the nodes be able to dynamically accept and extend multiple connections in an efficient manner could also prove to be a challenge in large scale. We will need to learn how to create simple passwords such that people may only login to their own page. Finally, having a system such that any number of pages and be linked to from the first and having it such that this can be updated by the user will prove to be a challenge.

Deadlines:

Linkability Between Nodes: Nov. 30th

Qt design of interfaces: Nov 30th – Bahram

Data Structure within Nodes: Nov. 30th

Background functionality of interfaces (Connection of slots and signals for buttons etc): Dec. 7th

Connection of interfaces to Node structure: Dec 12th

Searchability of nodes: Dec 7th

Linkability of nodes through GUI interface: Dec 12th

Data input through GUI interface: Dec 12th