

What is Proximity?

- Proximity is a social media site built with location and face to face interactions in mind.
- The idea is to get people meeting up in person again!
- Do this through keeping track of proximate events/friends and encouraging the user to go to them.
- Proximity is meant to work, even when the user does not have internet access.

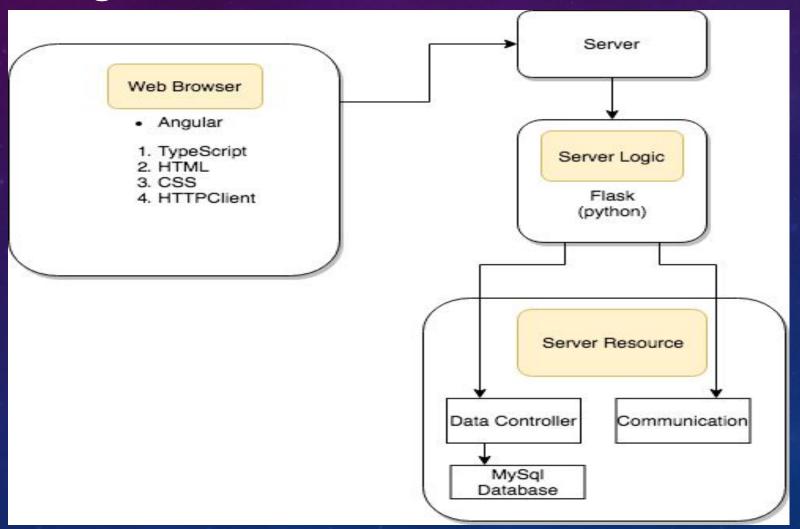
Modules

- AccountModule: CreateAccount(), VerifyLogin()
- MapModule: GetEvents(), CreateEvents(), DeleteEvent()
- FeedModule: GetFeed(),CreatePost(),DeletePost()
- MessagingModule: GetMessages(), CreateMessage(), DeleteMessage()
- SearchModule: Search()
- GroupModule: GetGroups(),CreateGroupPost(),CreateGroupInvite(),DeleteGroup(),DeleteGroupPost()

System Requirements

Screen Display
An internet connection
A modern web browser (Not internet Explorer)

System Diagram



Plan of Work

For the rest of the semester, we going to continue working on and improve the web app:

- Implement direct/group messaging
- Add friends
- Finish map function-enable user to create and view events on the map
- Improve the design and content layout of our webapp to look more professional