CI 103 - Team Profile

Complete the information below for your project. This will inform the instructor about how teams are organized and/or changed. Note that team membership changes are subject to final approval by the instructor.

**Team**

## Lab section: \_\_\_\_064\_\_\_

## Team Number \_\_47\_\_\_ (Use the same team number from CI102)

## Team Members and Roles

List the full name and user ID of every member of your team. Assign initial roles that team members will play. Team members without specific roles should be assigned as “Developer”.

|  |  |  |
| --- | --- | --- |
| **Name** | **User ID** | **Role** |
| Carter Knight | cbk52 | Project Manager |
| Tri Le | tnl34 | Application Developer/Support Manager |
| Alia Yeszhanova | ay387 | Application Developer/Technical Designer |
| Victoria Knight | vly25 | Technical Designer / Application Developer |
| Sahiti Pisupati | sp3429 | Technical Designer / Application Developer |

**Describe your project below (150 – 300 words):**

Our project is a mobile application called DragonFriends. It reinvents how students find and meet peers in their new classes. As freshman, our team members have often gone through a phase in the beginning of the term when we scoured for our friends in the same courses. Rather than individually texting contacts or posting your schedule via social media, our application simplifies the entire process and helps prepare students for the term ahead.

In DragonFriends, students can create a profile by providing their Drexel credentials. After, they will be prompted to input their classes which is then matched with other users’ classes in the database. The student will then receive a roster of people who are also enrolled for each course. Outside the application, users will be able to contact other students using provided contact information. This entire process eliminates the anxiety of starting a new term and allows people to network with one another upfront and throughout the year.

There are several main components of DragonFriends that our project includes: the user database, the Term Master Schedule database, and the screens: the registration/user authentication, search engine, and the class roster screens. We will also have a settings screen in which users can edit their privacy settings, notifications, and account information.

In terms of authentication, the system will allow only Drexel students to sign up for an account. This will be done through email verification. For searching and adding classes, the system will allow Drexel students to add the classes they currently have using a search engine from a database of all classes in that quarter(TMS). To view other students in the same class, users can view a roster for each class on the schedule. Students can also see other users’ contact information if they choose to make it public.

**Describe the results of your CI102 prototype below: (Answer questions such as: did your prototype work as expected? Did your prototype influence how you will build your final product? Will you re-use your prototype or will you discard it? 150-300 words)**

From our CI102 prototype we accomplished three of our goals as the result. We built the database, designed the user interface for the login screen, and built the user login and registration/authentication portions. Our prototype did work as expected because we were able to demonstrate the project using a screencast video. In our demonstration, we showed a user logging into the system with their Drexel email and password, both components found in the database (for multiple users). Our prototype did influence how we will build our final prototype because we will continue working on it by re-using it. We also know that we need to work on the search engine and class roster screens. The biggest feature that we had to focus on for our prototype was integrating the Term Master Schedule into the database as well as utilizing firebase for the users’ information. The prototype provided a solid foundation for the rest of the application.

**Identify the open issues and/or technology gaps related to your project: (150-300 words)**

Overall, we were able to solve most issues and problems we had with our prototype. We had a few issues during development with Android Studio. Most of our team members had limited experience working with the environment so we had to watch many tutorials and do more research. The biggest challenge was adjusting to the new environment and coding in Java for user interface in particular. We were able to design the login screen that allowed users to enter their email and password though with the time we had left. On the other hand, the search engine, and class roster, and settings screens still needed more work on. The most challenging issue was mainly adjusting to Android Studio and finding the right widgets to use such as “SearchView” to design the search engine. We also learned that we need to accommodate more time for the learning curve associated with new technologies to keep on track during development.

**Let us know which of the following CI102 documents have been changed and submitted to bitbucket.**

1. **Requirements document (Y/N) \_\_\_\_N\_\_\_\_\_**
2. **Architectural design documents (Y/N) \_\_\_\_N\_\_\_\_\_**
3. **Detailed design document (Y/N) \_\_\_\_N\_\_\_\_\_**