FreeTime Finder

Meeting Coordination Simplified

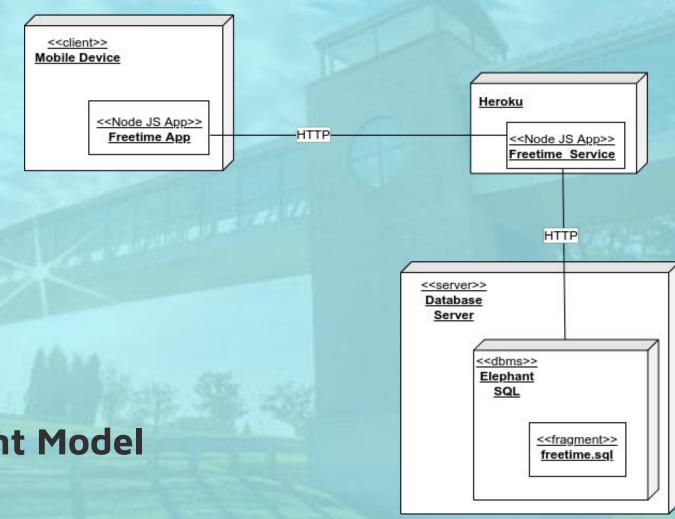
Developers: Ryan Vreeke, David Sen, Caleb Vredevoogd, Caleb Hurshman, Michael Sisko, and Michelle Ferdinands

A Final Dilbert Comic...

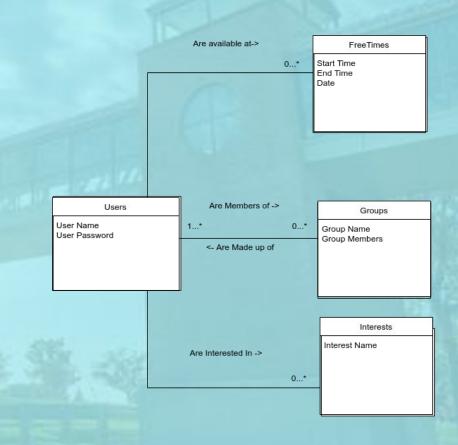


BUT I DON'T HAVE
THE FIFTEEN MINUTES
IT WILL TAKE ME TO
GET BACK INTO THE
CODING "ZONE" AFTER
YOUR INTERRUPTION.

WHAT I ONLY PLANET NEED ONE ARE YOU MINUTE. FROM?!!!



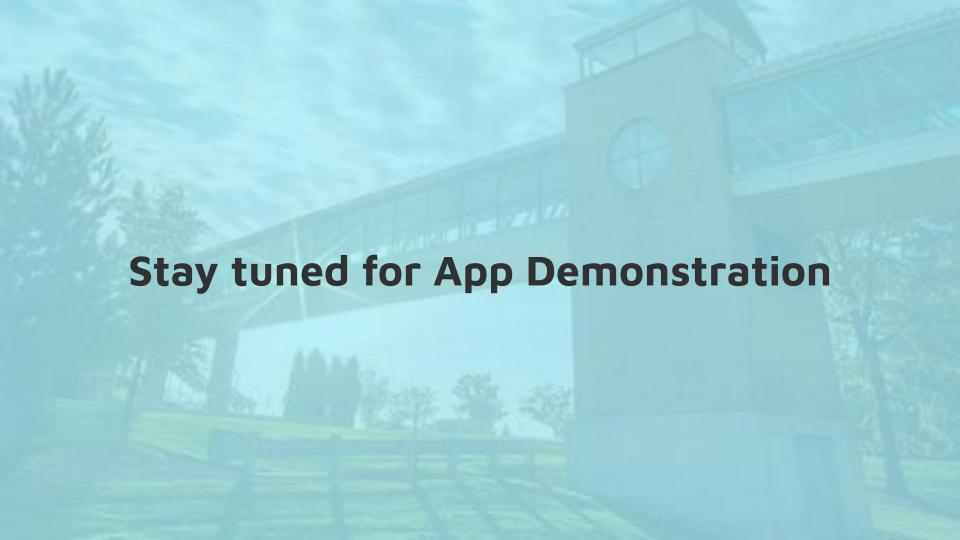
Deployment Model



Domain Model

We listened... (Usability Test Findings)

- User Interface Changes:
 - Increased "Submit" button size on the login page.
 - Simplified the appearance of Day and Group Cards.
- User is able to input freetimes is now faster than before.
- User is informed that their freetimes are saved.
- Added clarifying information in confusing areas.



Our Strengths

- + Strong concept and a marketable idea
- + Well developed User Interface
- + Most user stories have been implemented
- + Database functionality is up and running

Our Weaknesses

- App is too complex to be built in a single semester
- Some key components like user interests and friend lists yet to be implemented
- Our system relies heavily on the database, little offline functionality

What needs to happen

- Give groups the ability to create events
- Features like in-app messaging and dedicated events page
- Complete integration of database and client application
- Polish User Interface

Socioethical Implications

- Further separation of who's 'in' and 'out'
- Overuse enables unhealthy time allocation
- Breach of privacy with public freetimes



