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Project Description

Our project, "BeenThereDoneThat" is an innovative mobile journaling app made for individuals seeking a blend of traditional journaling with a modern touch. This app allows users to craft journal entries, enhance them with photos, and explore a variety of recommended journal prompts. This app is particularly appealing to college students and young adults who value a personal space for reflection and memory keeping.

There is a resemblance to Apple's latest "Journal" app, yet distinguishes itself with a stronger focus on creating a personal, social media-like experience. Users can upload images to their personal feed, complete with captions and dates, offering a unique diary-like feel. It's an ideal platform for anyone who enjoys journaling or those who want an app like Instagram whose original focus was individuals who like to capture life memories through pictures. Similar to Instagram, this app creates a feed of the uploaded pictures, so the user can view all of their picture entries in one space. However, there is no social media aspect to this app- no direct messaging, no explore page. This allows users to fully immerse themselves in reflecting on their own life and documenting everything they find meaningful without any judgment or criticism. There is also a tab just for users to write journal entries,

with a provided subtab for recommended journal prompts to inspire the user who may experience a writer's block.

As for the tech stack, the development of "BeenThereDoneThat" requires the use of Xcode, Swift, as well as Google Firebase for secure user authentication and data storage of journal entries.

Justification

The development of "BeenThereDoneThat" would meet all the course requirements as it uses foundational Computer Science principles with the design and planning of an efficient software project. "BeenThereDoneThat" will be built using Xcode and Swift programming language for the mobile application foundation, Google Firebase for securing validating user profiles, and the user interface will be designed using Figma. The project demands the practical application of mobile application proficiency, a nuanced comprehension of user interface design, and the strategic implementation of agile methodologies for project scope planning. This deliberate extension of our academic knowledge positions "BeenThereDoneThat" as a valuable opportunity for skill enhancement and practical application.

The adoption of agile methodologies for the project timeline aligns with the vision for the development of the application within the semester time frame. The agile approach allows for iterative development of application features, ensuring that we can adapt and refine our project as needed throughout the development process that will best meet our user's needs. This strategic planning further supports the notion that "BeenThereDoneThat" is a feasible and well-considered project for the duration of the semester.

The project's goal of simplifying the journaling process through a mobile app format resonates with both practicality and novelty. It is not only interesting to us as developers but also holds potential appeal for our classmates and the instructor. This alignment of project goals with the overarching purpose of the course elevates the significance of "BeenThereDoneThat" as a compelling and relevant choice.