JOIN ME

Shahar Machluf, Chen Shtynmetz, Tavor Levine
Instructor: Saed Asaly
Group 43

PROJECT GOAL

To discover individuals seeking social engagement and collaborative participation in shared activities, facilitated by matching their location and availability.

METHODS AND ALGORITHMS:

- Employ geolocation-based activity suggestions.
- Utilize advanced machine learning techniques for activity recommendations.
- Implement group chat functionality once the minimum participant threshold is met.

SELECTED APPROACH

- Acquire the user's location and leverage the Google Maps API to identify suitable activity locations.
- Employ the Apriori algorithm to generate personalized activity recommendations.
- Establish WhatsApp groups using the WhatsApp Web API to facilitate seamless communication.

INTRODUCTION

Welcome to Join Me, your ultimate destination for finding partners for multi-participant activities in your area.
Have you ever faced the challenge of wanting to play football, but your friends weren't available?
With Join Me, you can effortlessly connect with like-minded individuals who share your enthusiasm for the sport, ensuring you never miss out on a game again.
Additionally, if you've ever had the desire to make a difference through volunteering but felt unsure about where to start, Join Me is here to guide you.
At Join Me, our mission is to bring people together, fostering connections and creating a sense of community through shared activities and impactful endeavors.

SOLUTION DESCRIPTION

- The client-side implementation is developed using Android Studio, following the Model-View-ViewModel (MVVM) architectural pattern.
- The server-side implementation is built on Node.js, adhering to the Model-View-Controller (MVC) architectural pattern.
- The server incorporates robust integration with the Firestore database and executes sophisticated logical functions to enhance system functionality.