

FindMe Project Plan

Date: April-28-2014

Version: 4.0

Authors: Chiranthan Mirle - 1001011399

Abhishek Agarwal - 1000987331

Ranjith M A - 1000969864

Ather Mohammed - 1000993284

Bhavana Nandyala - 1000859140

**Document History**

* **Version History**

|  |  |  |
| --- | --- | --- |
| **Version Number** | **Version Date** | **Summary of Changes** |
| 1.0 | 2-24-2014 | Draft |
| 2.0 | 3-24-2014 | Review & Minor changes |
| 3.0 | 4-14-2014 | Review & Addition of Contents |
| 4.0 | 4-28-2014 | Review , Minor changes & Content addition |

**TABLE OF CONTENTS**

1. EXECUTIVE SUMMARY 4

2. FEATURES & IMPLEMENTATION SCHEDULE 4

3. FINDME COMPETITORS………………………………………..…....5

4. RISK MANAGEMENT 5

**1. QUICK EXECUTIVE SUMMARY**

FindMe App is an interactive, user friendly, new generation search assistant which helps us to find people and places through a single touch (Most accurate for outdoors as GPS is not reliable indoors). Its Key features include finding a building or a friend, in the University of Texas at Arlington, with the help of Accelerometer, Compass & GPS sensors which are embedded in an android phone. These sensors calculate the direction and distance of the destination and display it on the screen to guide the user from his/her current location. This app uses the database on the omega server to authenticate the user. Our app will be helpful for new students and also for visitors to explore the University of Texas at Arlington campus. Finally, scope of this project is that this app can be created for different universities and can go global.

**2. FEATURES AND IMPLEMENTATION SCHEDULE**

|  |  |  |
| --- | --- | --- |
| **SL No.** | **Features** | **Iteration** |
| 1 | Facebook authentication | 1 |
| 2 | Designing Homepage and other App pages | 1 |
| 3 | Retrieving data from the sensors | 1 |
| 4 | Using the retrieved data from the sensors ( Compass & GPS) | 1 |
| 5 | Find Building – Phase 1 | 1 |
| 6 | Omega server | 1 |
| 7 | Database Connectivity | 2 |
| 8 | Implementing augmentation using accelerometer  sensor reading | 2 |
| 9 | Login without facebook/normal login through Email ID | 2 |
| 10 | Geocoder | 2 |
| 11 | Broadcast Location | 3 |
| 12 | Find Friend Location by entering User’s Email ID | 3 |
| 13 | Forgot Password? For login with Email ID option | Delivery Phase |
| 14 | Find Friend’s location by just entering username (In contrast to entering your Email ID in Iteration 3) | Delivery Phase |
| 15 | Warning symbol is displayed when the GPS accuracy is worse than 5m | Delivery Phase |

**3. FINDME COMPETITORS**

* **Overview:**

Layar, iLoci2 and AcrossAir are the most closely related apps to FindMe app.

* **Layar** app creates an addition layer over the camera view serving Geo located point of interest in the vicinity of the user.
* **ILoci** works only on IOS and provides only the Geo coded coordinates of the destination.
* **AcrossAir** is similar to Layar. It navigates the user to the nearest location of his choice using augmented reality.
* **How FindMe differs from these Competitors:**
* **Layar**: - In addition to Geo located point of interest, our app helps the user to find his/her friends.
* **ILoci**: - Our app is an android app and implements augmented reality technology by embedding the arrows and symbols right on to the building/person in a camera view.
* **AcrossAir**: - Our app helps the user to find another person and is not restricted to the buildings.

**4. RISK MANAGEMENT**

**Risks:**

List of five biggest risks in terms of likelihood times the impact is as follows:-

* If the user doesn’t have a Facebook account.
* There can be more than one person using the same username or an imposter.
* Application doesn’t provide accurate readings inside the building.
* Security.
* It is highly dependable on Global Positioning system (GPS).

**Risks Mitigation:**

* New feature Login through Email Id is implemented to deal with the biggest risk when the user wants to use our app.
* In order to address the multiple names issue, the device will prompt the friend, who is to be found, to switch ON the Broadcast location only when his friend is looking for him.
* In advanced devices, sensors are more accurate; so the app will exactly point to the right person when they are looking for a building/friend.
* Create a login page, where a student or a visitor has to enter his/her credentials to use our app.
* When GPS accuracy is low, user is notified through warning symbol on the right top corner of the device so that a user can take corrective measures in those situations.