**Bulletin Board**

Yosiris Andujar yosiris.andujar@upr.edu

Christian J. Lorenzo christian.lorenzo1@upr.edu

Armando Ortiz armando.ortiz1@upr.edu

# **1. Introduction**

In this section, describe the idea of project. Your narrative must answer the following questions:

College campus have a lot of life going on and many opportunities to take. People and organizations want to announce their events, used books, tutoring, housing and many other things. They mostly use physical bulletin boards to reach the campus community. This require much effort such as manual labor, printing papers, time, limited space and accessibility.

The target clients are students, professors, and faculty members in the campus of UPRM.

This application will be both a mobile and web-app because it will reach a broader clientele without difficulty.

The technologies that will be used are HTML5, CSS3, Javascript, AngularJs, Ionic, PostgreSQL, and Java-Play. This will result in a consistent development with both mobile and desktop applications.

# **2. Client App Description**

1. Home page: The app will show all announcements regardless of not having a user account.
2. Searching: Any user can search any post by keyword and category.
3. Sign-up: Users will register giving their email and personal information.
4. Creating an announcement: A registered user will be able to post his announcement. The user must choose a category of the announcement by books, tutoring, events, housing, or others. The description of the announcement will be in a textbox with the option of an attachment, like pictures, pdf etc.

Note: Registered users can only have one announcement in the home page. Premium users can have unlimited announcements in the home page.

1. Messaging: Registered user can privately message with the owner of the announcement.
2. Payment: Registered user can pay the owner of the announcement according to their own arrangements.
3. Settings: The registered user can edit their attributes.
4. Profile: The registered user can see their history of payments, messages, and posts.

Technologies. HTML5, CSS3, Javascript, AngularJs, and Ionic

# **3. Server Side Description**

Describe the capabilities of the server side application, in support of the capabilities that the client app will have. How will the app support payment, signup?

Server Capabilities

* The system shall allow the user to sign in into an existing account or create a new account.
* The signup process will send validation email after registering an account using SendGrid.
* The administrator will have access to all user data.
* The administrator will be able to delete any user account that does not abide by the site’s terms and regulations.
* User registration is not necessary for browsing the main page.
* The system will prevent spamming of announcements.
* Payment will be supported by citrus.js library
* A notification should be displayed when there is no internet connection .
* A notification should be displayed when announcements have been correctly submitted.
* A notification should be displayed when there is an error while submitting the announcement.

The server side tier is going to be developed using Java-Play, SendGrid and PostgreSQL.

Tables:

1. Registered Users (**UserID**, Username, Password, Email, Profile Picture, Type of Account, Active Posts)
2. Administrator's (**UserID**, Security Key, First Name, Last Name, Phone Number)
3. Announcements (**POST ID, User ID,** Category, Title, Description, Attachment, Date/Time)
4. Books (**POST ID**, User ID, Name, Edition, Year, Author, Price)
5. Tutoring (**POST ID**, User ID, Tutoring Fee, Subject)
6. Events (**POST ID**, User ID, Location, Date/Time of Event, Entrance Fee)
7. Housing (**POST ID**, User ID, Address, Monthly Price)
8. Others (**POST ID**, User ID, Item Name)
9. Admod (**POST ID**, User ID, Type of modification, Type of users)
10. Messages (**User ID of sender, User ID of receiver, Date/Time**, Message Text)
11. Payments (**User ID of seller, User ID of buyer, Date/Time**, Amount, Type of payment)

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**4. Division of Labor**

Describe the tasks that each team member will have.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Yosiris | Christian | Armando |
| Client-Tier | X | X | X |
| Application-Tier | X | X | X |
| Server-Tier | X | X | X |
| Home page |  |  | X |
| Searching |  | X |  |
| Sign-up |  | X | X |
| Creating an Announcement |  | X | X |
| Messaging |  | X |  |
| Payment | X |  | X |
| Settings | X |  |  |
| Profile | X |  |  |