Advance Software Engineering
Project Proposal

1. Group Information

Project Title:
Team #: 7
Team Members:
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2. Project Goals and Objective

2.1 Motivation

- Have your ever felt images are mightier than words? Learning through images is more efficient and easy way to learn when compared to others. It's very interesting to learn using images which is like playing a game. Moreover the learning curve with images is exponential and wide. Therefore we have chosen to develop and application to increase one's learning ability with images.

2.2 Significance/Uniqueness

- There are many other applications for learning with images but our application will be different. Currently we have applications which are designed only for single purpose like recognizing words with images/identifying the logos/famous personality's image identification. But in our application we are going to integrate all these features into a single application. In addition to these features, we will implement several other features such as, identifying the name of the image which will be uploaded by the user, emotion analysis and crowd analytics.

2.3 Objectives

- The objective is to develop a hybrid application where in the user can login and enhance his learning experience using the features built in. Since we are dealing with images it makes apparent that we should develop an appealing UI which grabs user attention. The application contains initially user login activities which should be secured and we are also going to rank the application users by the number of attempts/levels completed. Image identification, emotion and crowd analytics require an established API.

2.4 System Features

- Ability to login the application securely with user information.
- Ability to play the game in different levels.
- Selecting the type of game to play like word building, image recognition, logo identification etc.
- Maintaining rankings for number of attempts /levels completed by the player.

- Share the information with friends and compare the rankings.
- Identifying the person in the image and performing emotion and crowd analytics using API's.

3. Related Work

- **Google Goggles** is an image recognition mobile application developed by **Google**. It is used to query based on pictures taken by handheld devices. For example, capturing image of a famous landmark searches for facts about it, or taking a picture of an items barcode searches for information on the product.

- With **CamFind** knowing the world around you is easier. When we take a picture of any object then CamFind uses mobile visual search technology to identify. The CamFind app provides fast, accurate results.

- **4 Pics 1 Word** is a phenomenon that has taken mobile gamers by storm. These puzzles will test your logical thinking in all various ways. Each among the four pictures has something in common, which is what you must find.

4. Backup Project

- **Project 1:** The backup idea is implementing a **Q-Bank**. The motivation of this idea is to introduce an application which is used to make all transactions using QR code. The QR code gets generated for each and every transaction. The main functionalities include creating secured account, maintaining balance, generating QR code for requested amount, deducting the amount once the purchase is success, also transferring amount to friends/family.

- **Project 2:** The backup idea is implementing a **MemStone** application. The motive of this idea is to capture and share memories at particular geo-locations. Like hangout spots, historical places, at any events etc. The user can post a message/picture/video to the template like Stone at that location. The application also includes eventful API for notifying events happening /suggesting interesting travel places in and around a location.

5. Bibliography

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