

CO-EATER

TEAM 3

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CONTENTS

A. REFINED PROJECT

1. Target Users
2. Project Scope

B. DEVELOPMENT PROCESS

1. Use Cases
2. System Architecture
3. Technical Challenges

C. FUTURE PLAN

1. Final Deliverable
2. Roles & Timeline
3. Potential Threats



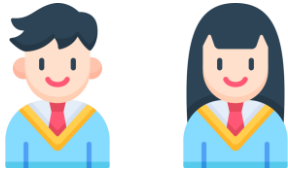
REFINED PROJECT

| Target Users

| Project Scope

Target Users

Prev. : Freshmen & Sophomores



- Deprived of the opportunity to make friends
- Want to learn common senses in university (lecture, career, club activities, etc.)

Eager to get along with new people

New Target User : **Couples** & Friends



- Deprived of the opportunity to meet up (especially **long distance** couple due to self-quarantine)
- Want to have **interesting experience online**

Continue the close relationships

Target Users

Prev. : Freshmen & Sophomores

New Target User : **Couples** & Friends

Service that delivers fun dining experience so that
people can **keep close relationship** and build good memories

activities, etc.)

Eager to get along with new people

self-quarantine)

- Want to have interesting experience online

Continue the close relationships

Project Scope



One on One

- ✓ Send invitation to a friend
- ✓ Add friend with user code
- ✓ Enjoy your meal with gamification features!



Group

- ✓ Select date, time and match based on university and major
- ✓ Create/join Group

ONLINE Less burdensome than meeting offline

GAMIFICATION Emoji&Filter Simple games

The background of the slide is a solid orange color. Overlaid on this is a faint, light-colored image of a technical drawing or blueprint. A pen is visible in the upper right corner, and a ruler is visible in the lower left corner, both also in a light color, blending into the background.

DEVELOPMENT PROCESS

| Use Cases

| System Architecture

| Technical Challenges

Use Cases

Downloading the app

1 Direct download



<https://github.com/coeater/coeater-android>

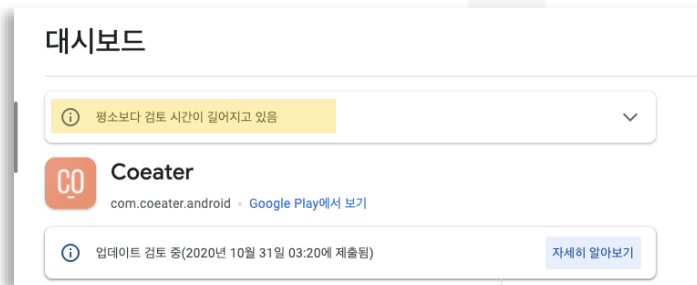


(Link will be offered)

2



Google Play



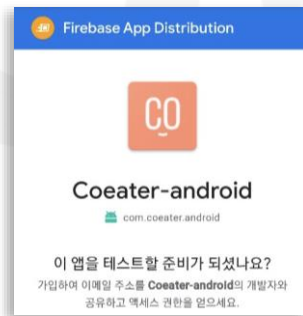
3

Send request to




App Distribution

<https://appdistribution.firebase.dev/i/e1f3f73ac1596247>




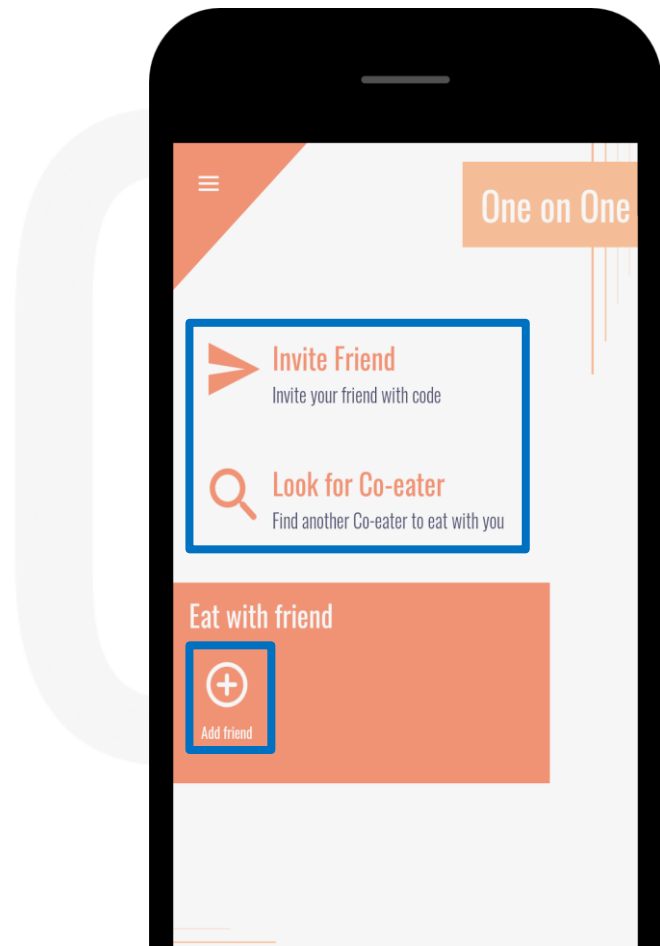
Use Cases 0. Overview

1 Add friend with user code

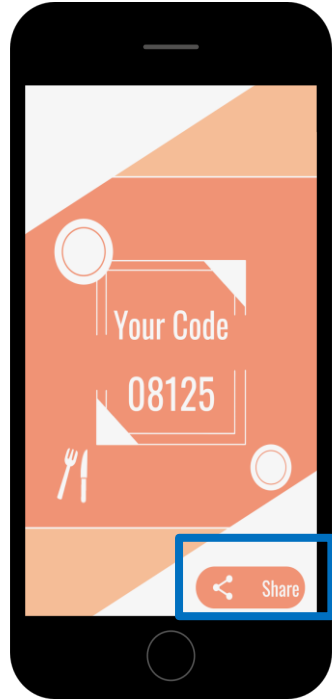
- ✓ Share link to 
- ✓ Eat directly with friend

2 Send or accept invitation and eat together

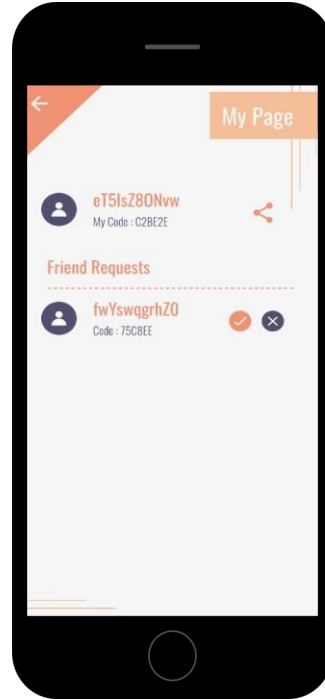
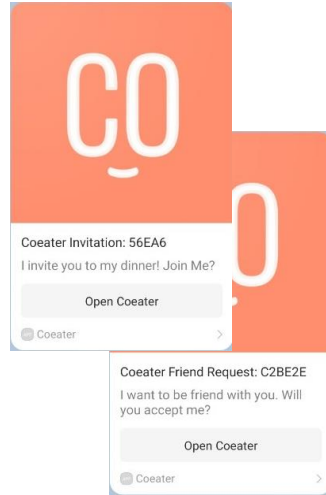
- ✓ Share link to 
- ✓ Able to **accept or decline** the offer before entering co-eating room



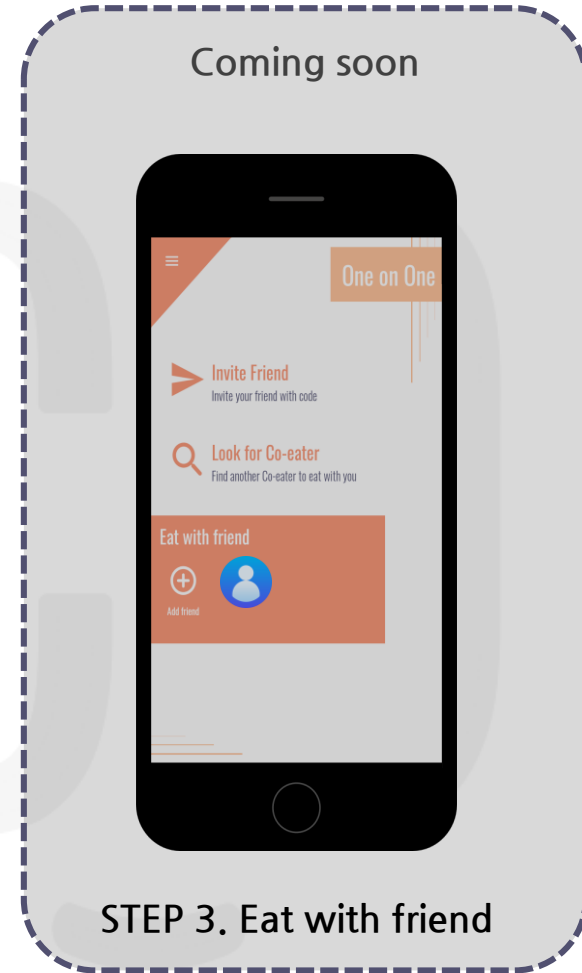
Use Cases 1. Add friend



STEP 1. Share code



STEP 2. Accept request



STEP 3. Eat with friend

Use Cases

2. Co-eating

STEP 1

Make a room & share

STEP 2

Enter room code

STEP 3

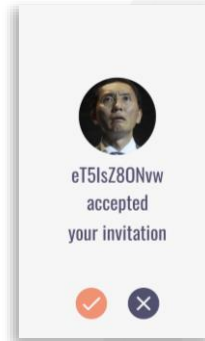
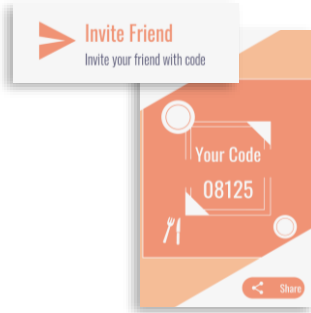
Final accept or decline

STEP 4

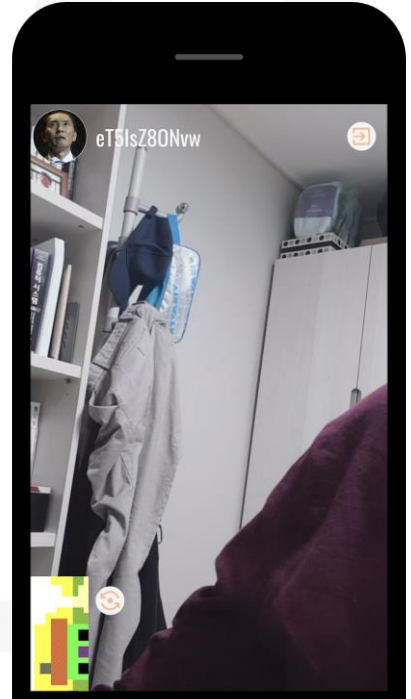
Enter co-eating room

* Toggle camera & screen

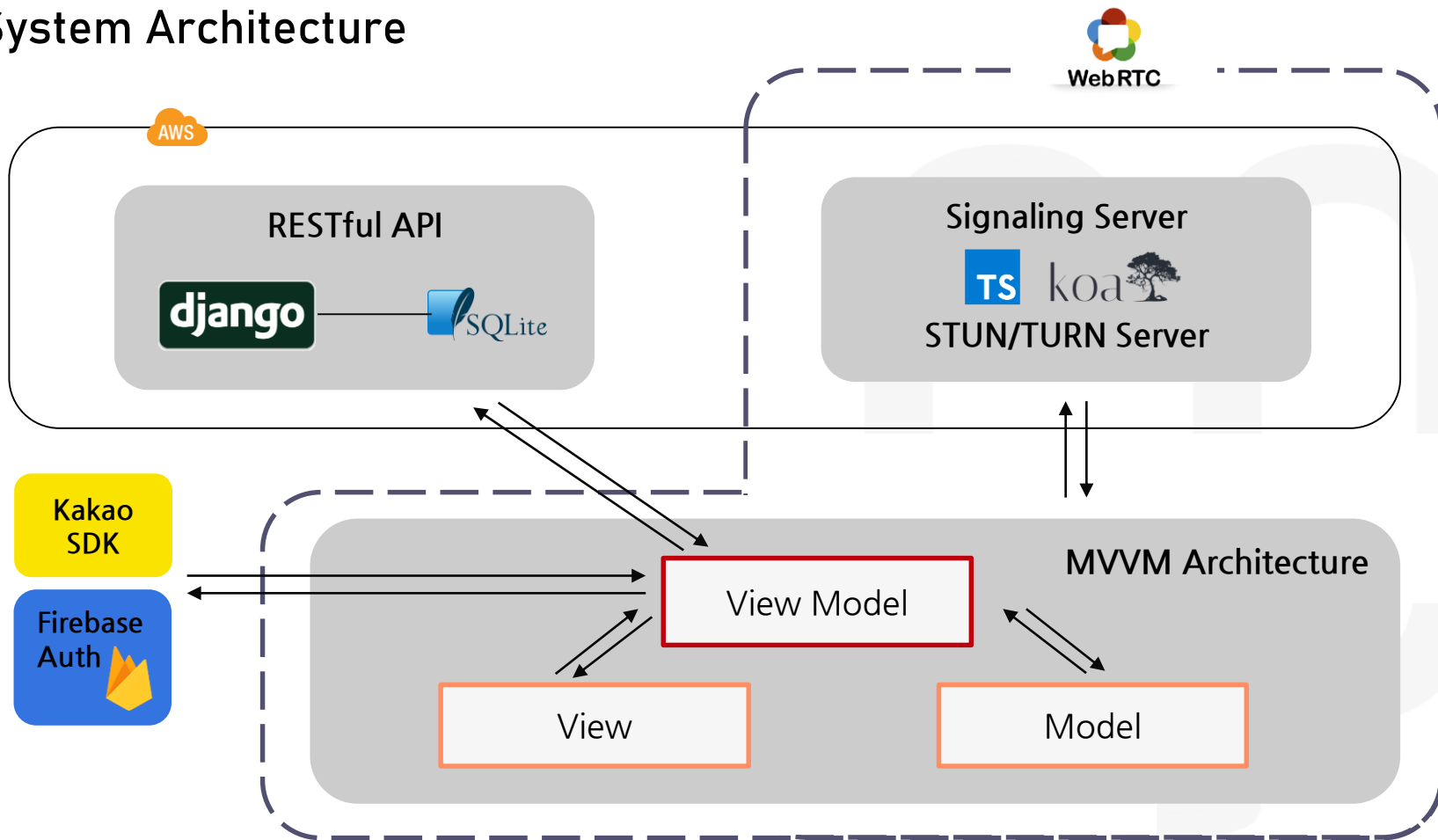
Inviter



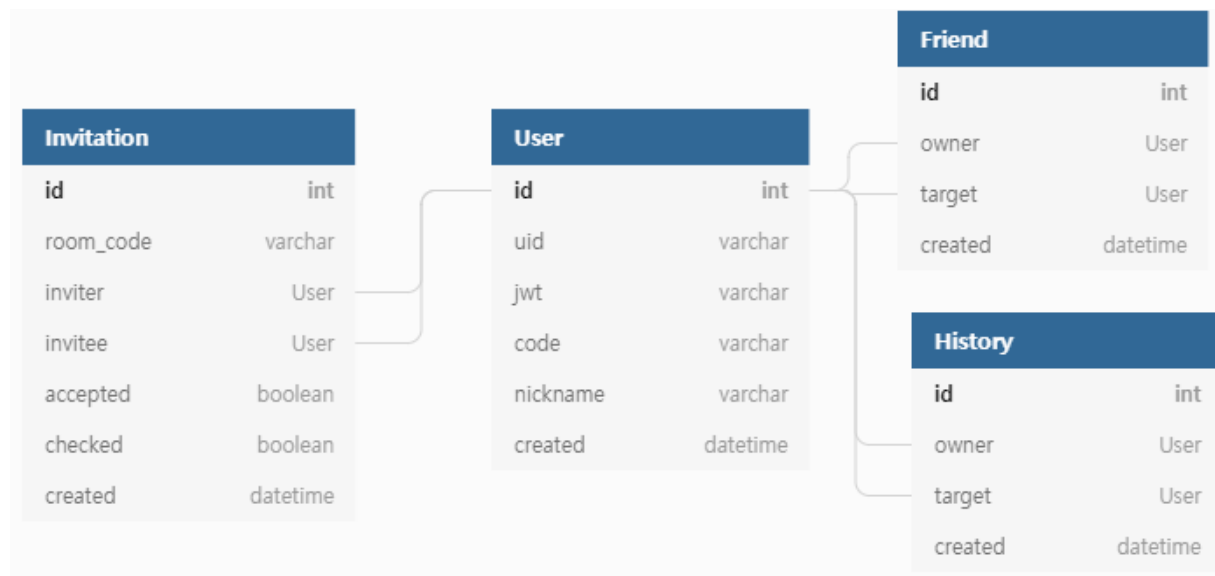
Invitee



System Architecture



System Architecture ERD



Token-based
authentication

Two-way acceptance
(friend & room)

■ Technical Challenges Solved : Server side

1 Database & APIs

- ✓ Developed with **django**
- ✓ Real time modification and upload RESTful API on server wiki

2 Deploy on EC2 instance



2 WebRTC

- ✓ STUN/TURN server to cope with network address translators (NATs) and firewalls
- ✓ Signaling server to coordinate communication before call



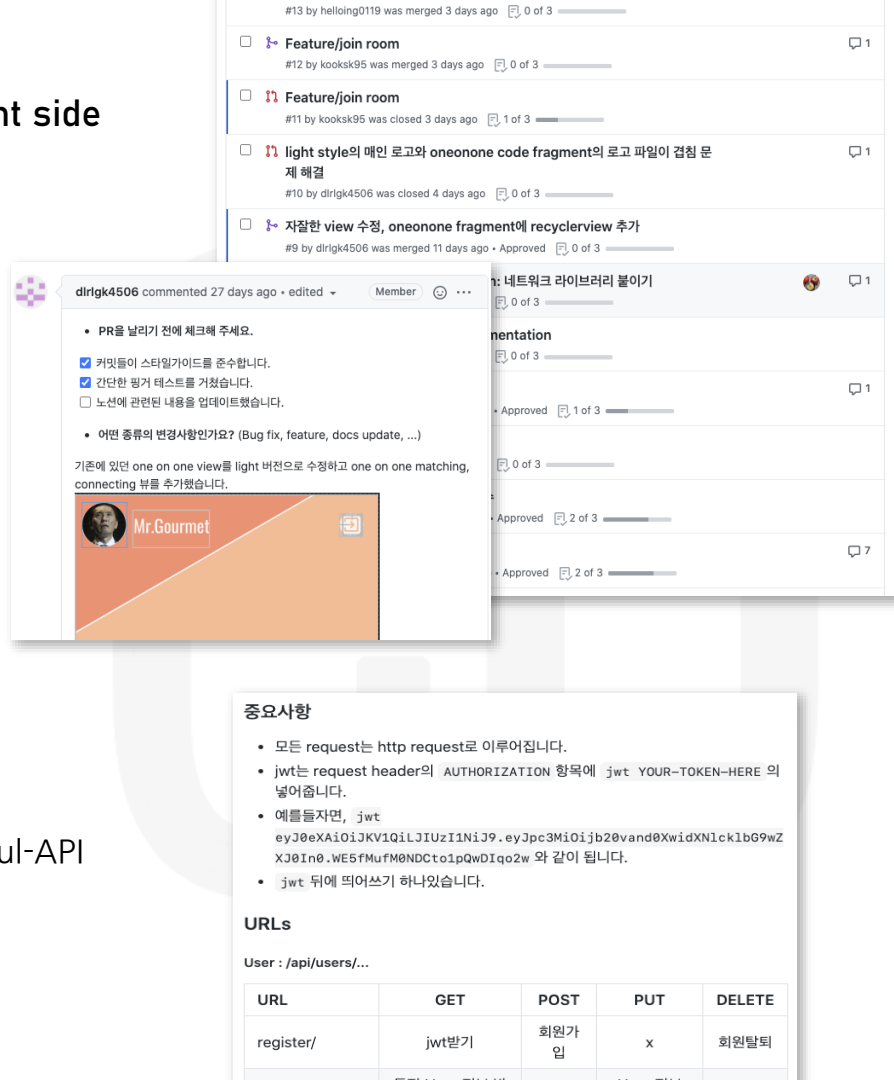
Technical Challenges Solved : Android client side

As developed concurrently...

1 In order to avoid conflict, create a branch for a new feature and open a PULL Request to merge

2 Refer to RESTful API on server wiki

<https://github.com/coeater/coeater-rest/wiki/RESTful-API>



Technical Challenges

Initial evaluation

Success Criteria

1. Development Completion

For pleasant user interaction, latency should be significantly low

→ **Latency < 1s** (while network environment considered)

2. User Satisfaction

Offer smooth co-eating functionally and carefully design UI/UX to deliver a fun dining experience

How to measure

Show synchronized clocks on the screen & measure time difference

Same Wifi

Avg. 0.5 sec

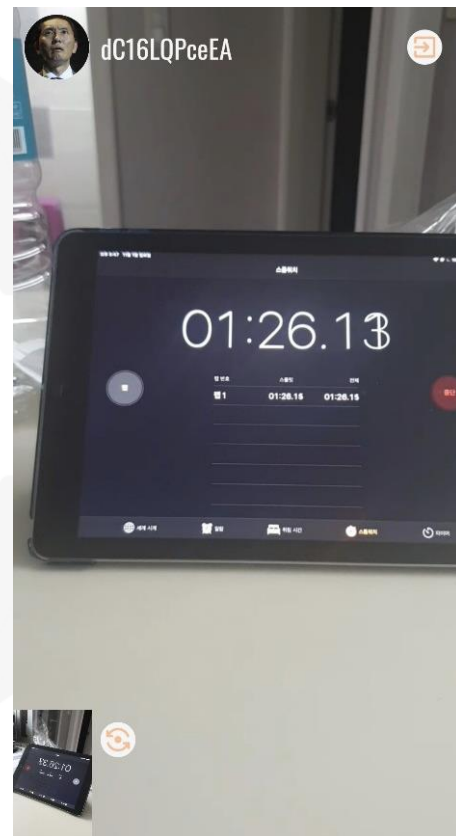
Wifi + LTE (nearby location)

Avg. 0.7 sec

Wifi in distance

Avg. 1 sec

Low latency on same network



Technical Challenges To be solved

Gamification



Simple real-time game features



Face recognition + Animoji



Uncertainty
HIGH

Inducing Simultaneous Access

Current solution

- Service approach: 'Share with Kakao' automatically enters the code by pressing the access button
- Technical approach: Periodically check the other party's connection and lead to the call immediately.

TODO

- Developing a search function, etc. so that calls can be made without sending invitation link externally



FUTURE PLAN

- | Final Deliverable
- | Roles & Timeline
- | Potential Threats

Final Deliverable and success criteria

What We Deliver

A **videotelephony** android application with **gamification** features, enhancing continuous relationship with fun dining experience

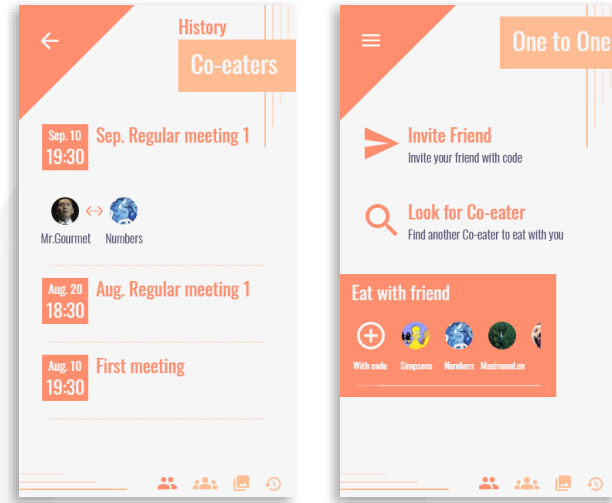
Success Criteria

1. Induce in-app participation

Offer convenient functionalities that naturally lead to co-eating inside the app other than sharing the link

2. User Experience

Add interesting games and improve details of UI/UX to deliver a better dining experience



Roles & Timeline Up to now...



Cho Sesang



Lee Giha



Kim Kiwoong



Kook Seokyoung

Client

Connect WebRTC
Main activity
Share link with Kakao

Main activity
My page
Add friend

UI/UX design
Invitation activity
Match activity

Join Activity

Server

COTURN

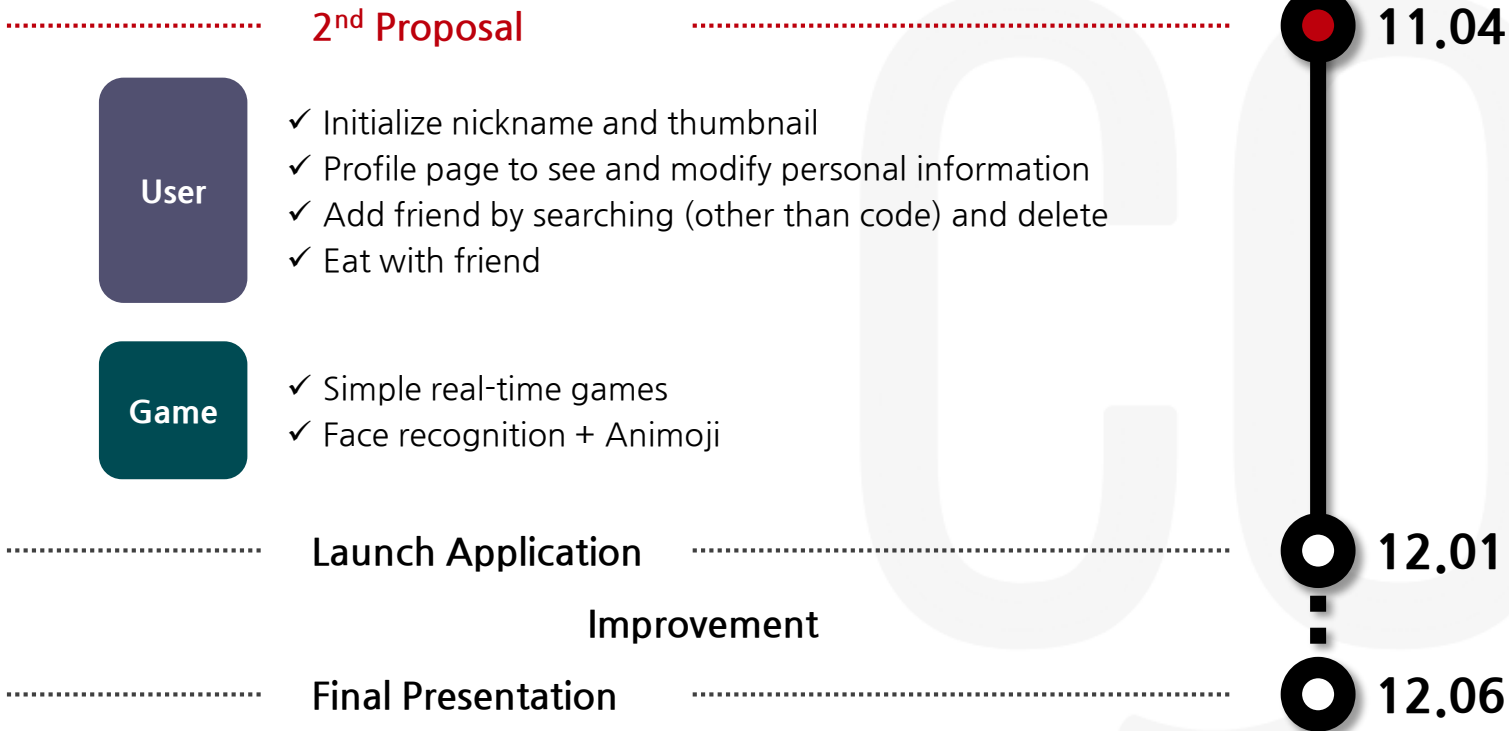
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RESTful API

Signaling

Roles & Timeline

From now on...

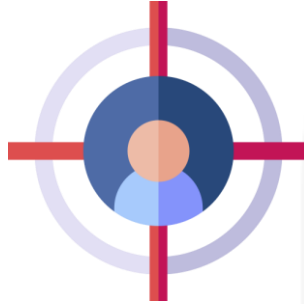


■ Potential Threats



Technical Uncertainty

- ✓ Further research is needed for technical uncertainty of WebRTC



Concentration

- ✓ Focus on dining features for couples



Marketing

- ✓ Need a marketing strategy to promote people to install the app



THANK YOU

Questions?