



# Rideshare App

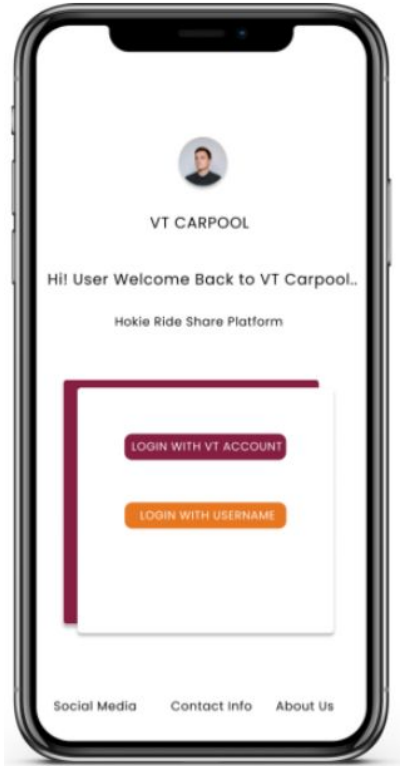
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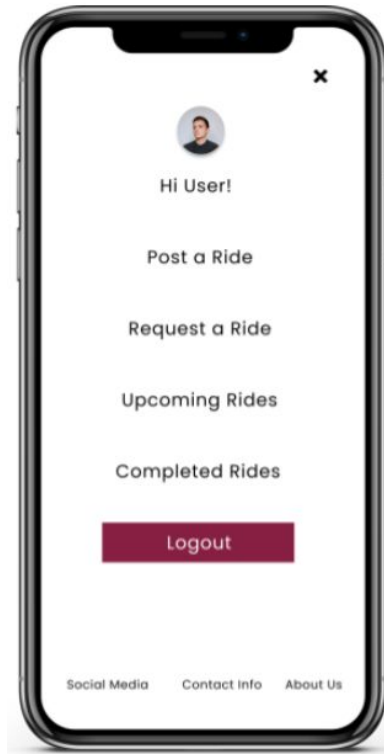
# About the software

- Exclusively for Virginia Tech
  - This app is only for VT students to request rides from their VT peers.
- Community Inclusion
  - The app's purpose is to connect students in this community to be able to help one another in a safe and efficient manner.
- Point Currency System
  - Currency in the app will be in points, which can be earned by giving rides or these points may be purchased with real money (for users who do not have access to a vehicle).
  - The goal of this app is eliminate the use of payment for rides as consistent drivers will never need to pay for rides but instead utilize accumulated points

# User-Interface



Login Screen



Welcome Page



Trip Management

# Features

## Drivers

- Accept/decline ride requests
  - View rider info such as rating & destination
- Cash out method
- Earn points towards free rides with each successful trip
- Expenses center
  - Gas, car cleanup, other issues

## Riders

- Request a ride + cost estimate
  - Cancel request as needed
  - Schedule future rides
- Split fare with friends or other passengers
- Leave rating for driver
- Leave tip for driver
- Payment processing method

# Features

- Verify all users are VT students
  - Riders & drivers
- Support Center
  - Payment issues, app usage issues, bug reporting
- Trip issue center
  - Car issues (e.g. breakdowns)
  - Other issues (rider needs to cancel)
- Safety center
  - Protection for both riders and drivers



# Challenges

1. Eliminating monetary transactions
  - a. Prioritizing point currency system over monetary funds such as the USD.
2. Generating trip cost estimates
  - a. Calculating trip cost without trip history and app data.
3. Meeting in person with all members of the group

# Solutions

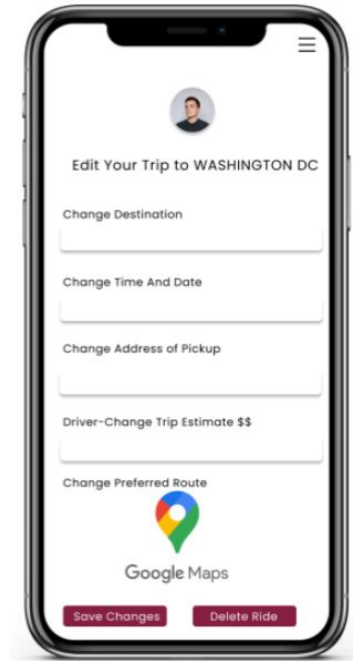
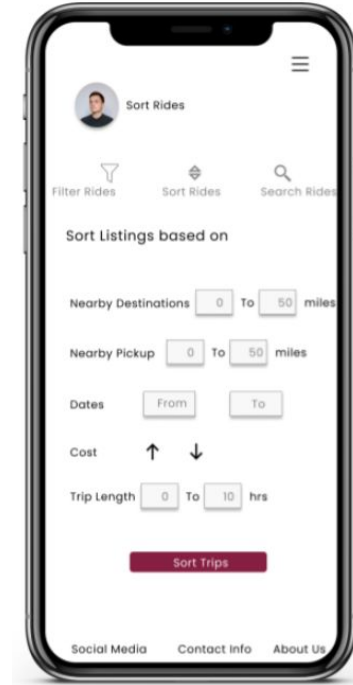
1. Offering discounted ride prices when a point payment currency is used as opposed to monetary funds.
2. Extrapolating estimates from traditional map services and applying points per mile algorithm.
3. Zoom meetings at least once a week.

# Lessons Learned

- Organizing and brainstorming functional requirements
  - Team building skills
  - Developing practical functional requirements
- Data modeling and performing Requirement Analysis
  - Use Case Diagrams and Class Diagrams
  - Entity Relationship Diagrams
- Designing and Wireframing
  - Prototype Design techniques to Develop UI
  - Using Front-End Design Tools
- Integrating point system of payment
  - Managing multiple methods of payment

# Summary

- Virginia Tech Students
- Point Currency System
- Community Inclusion





Questions?