

Link  **Leap**
Linking the Gap

Link-Leap Presents:

WanderPaw

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1. Title of the Project

- The proposed name for this application would be **WanderPaw**, an application that mainly focuses on the adoption of pets. This would help shelters with difficulty finding pet lovers to adopt their pets, struggling pet owners willing to place their pets up for adoption, and individuals who would love to have a new pet by adopting one.

2. Short description of the project answering the following:

a. *What is the project about (target problem to solve and target audience)?*

Hundreds of dogs on death row made major headlines in 2020. The country's stray cat and dog population is rapidly increasing as a result of street breeding and unintended pregnancies. Perez stated in an Enriquez (2022) report that the Philippines currently has roughly 13 million strays. Given this, there are pounds and shelters where they can be rescued and kept off the streets. Yet, those programs and facilities have some shortcomings. To keep dogs off the streets, they must maintain operational costs, staff salaries, financing for the feeding program, veterinary care, and adequate space. When all these are taken into account—as per Ong Ki's (2022) report—it is lawful for city pounds to euthanize unclaimed dogs. Although Perez claims that some dogs are shot, some die of starvation and others have their bodies deteriorate due to unclean living conditions (para. 6).

As a result, a program to persuade and link individuals to shelters and pounds is instrumental. A mobile application featuring listings of animals for adoption, their certain characteristics, and a few criteria for adopters will be efficient in reaching the public and finding suitable owners.

b. *How will the audience use it?*

Using the application is categorized into two, which are:

For struggling owners, pounds, and/or shelters:

1. Creation of account via email (and providing password and username)
2. Log-in
3. Create a posting for adoption (with the animal photo, information about the animal, location, reason, requirements for the adopter, etc.)
4. Respond to prospective adopter inquiries and communicate.

For adopter:

1. Creation of account via email (and providing password and username)
2. Log-in



3. Check the categories of pets available or the nearby listings in regards to location, or browse on the landing page freely.
4. Send a message to the account of the current pet caretaker and negotiate or set up appointment visits.

c. How will the audience benefit from it?

This will allow more animals to be re-homed, including those from shelters, pounds, and even struggling citizens. In reality, most commercial pet businesses get their puppies from puppy mills. Female dogs are frequently kept in cruel conditions in pet stores, where they have litter after litter of puppies. Puppies in pet stores are separated from their moms at a young age and shipped to dealers. Shelters and rescue groups, on the other hand, go to great lengths to ensure that their animals are well cared for. A specialist will deal with any problems a shelter animal may have transitioning to a new home, such as an aversion to cats or an inability to get along with other dogs, way before the dog departs the shelter. Most shelter animals are already housetrained and can understand simple orders and decorum. This project will provide a venue for highlighting the benefits of adopting to prospective adopters.

d. How will the community benefit from it?

When stray animals do not receive veterinary care, they are more likely to carry a variety of hazardous parasites and illnesses such as rabies, which can have far-reaching consequences for an entire community. More than one animal is saved by making animal adoption more systematic. When more animals are adopted, there is more room for other animals to be rescued. Hence, this project genuinely supports the 'Adopt, don't shop' campaign.

e. How will other applications benefit from it?

Other pet-related apps, such as pet stores, pet grooming services, and veterinary clinics, can be included in the project. This integration can give a unified system for pet owners who want to access a variety of pet-related services.

3. Target UN SDG Principle (select appropriately)

For Life on Land. This project will try to prevent overpopulation by providing a public linking platform. More adoptions, more strays rescued. Strays will no longer have to scavenge garbage for food, and the environment will be tidier, with no major public health concern or source of likely zoonotic diseases such as viruses, salmonella, and parasites.



For Good Health and Well-being and Sustainable Cities and Communities. As a primary defense mechanism, some strays may express or behave aggressively, biting people and other animals. This program will enable more rescues and prevent the propagation of rabies through animal bites, as well as fewer road accidents caused by animals.

For Partnership for the Goals. The programmers will reach out to pounds and/or shelters for collaboration to implement the cycle of systematic adoption and opportunity for future rescues.

4. Proposed Timeline of Development (Gantt Chart and calendar)

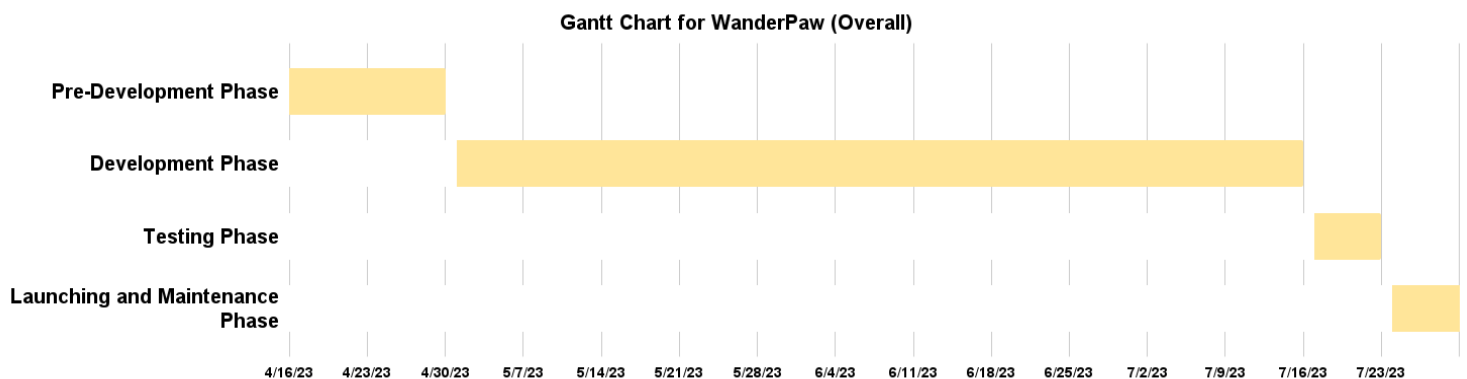


Figure 1. Gantt Chart for Mobile App Development (Overall Version)

Figure 1 above illustrates the overall view of the Gantt Chart, specifically for this project. The app development will start on April 16, 2023, and is expected to be launched on July 24, 2023, with the app going under regular maintenance after its launch. The development of this project is mainly categorized into four: the Pre-Development Phase, the Development Phase, the Testing Phase, and the Launching and Maintenance Phase.

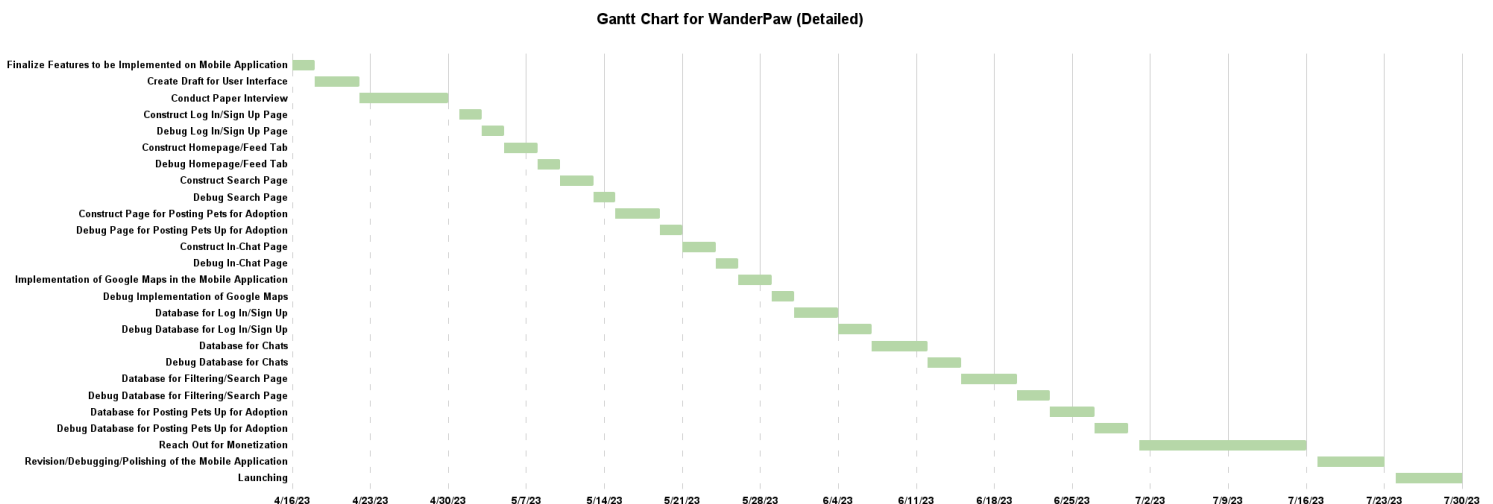


Figure 2. Gantt Chart for Mobile App Development (Detailed Version)

Figure 2 above illustrates the detailed view of the Gantt Chart, specifically for this project. The app development will start on April 16, 2023, and is expected to be launched on July 24, 2023, with the app going under regular maintenance after its launch. The development of this project is divided into several tasks, with each of them having its own expected duration of days that the developers will work on a specific task.

Task	Start Date	End Date	Duration (Days)
Pre-Development Phase	April 16, 2023	April 30, 2023	14 days
Development Phase	May 1, 2023	July 16, 2023	76 days
Testing Phase	July 7, 2023	July 23, 2023	6 days
Launching and Maintenance Phase	July 24, 2023	July 31, 2023	7 days

Figure 3. Overall View of the Project Timeline

Figure 3 shows the overall view of the timeline for this app development which was categorized into four parts: The Pre-Development Phase, the Development Phase, the Testing Phase, and the Launching and Maintenance Phase. The figure also shows the starting date, end date, and duration (in terms of days) for each part.

Task	Start Date	End Date	Duration (Days)
Finalize Features to be Implemented on Mobile Application	April 16, 2023	April 18, 2023	2
Create Draft for User Interface	April 18, 2023	April 22, 2023	4
Conduct Paper Interview	April 22, 2023	April 30, 2023	8
Construct Log In/Sign Up Page	May 1, 2023	May 3, 2023	2
Debug Log In/Sign Up Page	May 3, 2023	May 5, 2023	2
Construct Homepage/Feed Tab	May 5, 2023	May 8, 2023	3
Debug Homepage/Feed Tab	May 8, 2023	May 10, 2023	2
Construct Search Page	May 10, 2023	May 13, 2023	3
Debug Search Page	May 13, 2023	May 15, 2023	2
Construct Page for Posting Pets for Adoption	May 15, 2023	May 19, 2023	4
Debug Page for Posting Pets Up for	May 19, 2023	May 21, 2023	2

Adoption			
Construct In-Chat Page	May 21, 2023	May 24, 2023	3
Debug In-Chat Page	May 24, 2023	May 26, 2023	2
Implementation of Google Maps in the Mobile Application	May 26, 2023	May 29, 2023	3
Debug Implementation of Google Maps	May 29, 2023	May 31, 2023	2
Database for Log In/Sign Up	May 31, 2023	June 4, 2023	4
Debug Database for Log In/Sign Up	June 4, 2023	June 7, 2023	3
Database for Chats	June 7, 2023	June 12, 2023	5
Debug Database for Chats	June 12, 2023	June 15, 2023	3
Database for Filtering/Search Page	June 15, 2023	June 20, 2023	5
Debug Database for Filtering/Search Page	June 20, 2023	June 23, 2023	3
Database for Posting Pets Up for Adoption	June 23, 2023	June 27, 2023	4
Debug Database for Posting Pets Up for Adoption	June 27, 2023	June 30, 2023	3
Reach Out for Monetization	July 1, 2023	July 16, 2023	15
Revision/Debugging/Polishing of the Mobile Application	July 17, 2023	July 23, 2023	6
Launching	July 24, 2023	July 31, 2023	7

Figure 4. In-Detail View of the Project Timeline

Figure 4 above shows the in-detail view of the timeline for this app development which was divided into several parts and shows the number of days needed for a specific task to be done by the developers. The figure also shows the starting date, end date, and duration (in terms of days) for each part.

The compilation of the overall and in-detailed timeline of the project, along with a clearer view of both of the Gantt charts can be accessed with this link: <https://tinyurl.com/WanderPawTimeline>

5. Budget (source of budget)

Since the programmers will collaborate with shelters and pounds for the same advocacy, no expenses are expected. As per technological tools, the programmers have not identified any that need fund allocation.

However, if funds are needed while developing the app, the source of the budget will be coming from personal savings.

6. Basic program flow chart (user side)

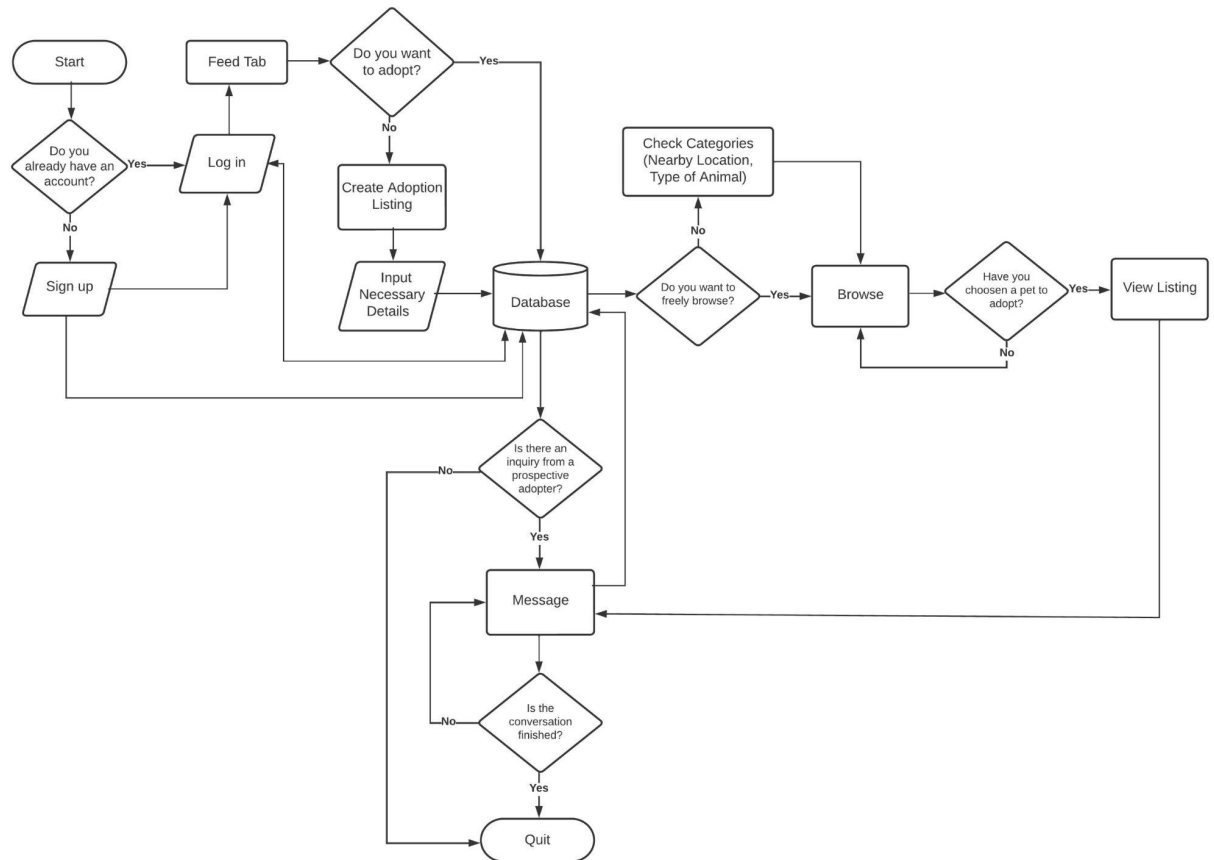


Figure 3. Application's Flowchart (User's Side)

To view the flowchart in better quality and to see each component, the reader can access it with this link: <https://tinyurl.com/WanderPaw-FlowChart>

7. Plan for monetization (search how apps are monetized)

The programmers would utilize advertisements specifically cost per mille and cost per click to earn with this mobile application. The launching will also include some social media channels and certain Facebook Groups/Communities that support the project's advocacy.



8. References and other important information

Enriquez, M. (2022, November 3). Partners, not pounds: There is more to animal welfare than rounding up strays. *Philstar.Com*.

<https://www.philstar.com/headlines/2022/11/03/2221272/partners-not-pounds-there-more-animal-welfare-rounding-strays>

Ong Ki, C. N. (2020, May 28). *Don't send dogs to death row, rescue group urges*.

Manila Bulletin. Retrieved April 11, 2023, from

<https://mb.com.ph/2020/05/28/dont-send-dogs-to-death-row-rescue-group-urges/>