

End studies project (PFE)

Project proposal

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Project definition

Principal idea: bringing people together in real life with the advantage of social network (an application)

The disadvantage of social network as Facebook, Instagram or Snapchat is, that people stick to digital interactions instead of getting together in their real life.

The goal is to create a social network, where the main objective is, to reconnect human in person. The challenge is to encourage user to meet in real life. How we can encourage users to want to meet each other? Which benefits do exist for the users?

Users have to find a personal interest, for me the user has to find a human interest or a financial interest.

◇ Financial

- Example : 10% discount on partner places.

◇ Human

- Example : Meeting, popularity...

4W's & H

How people can be encouraged to use the application?

- ◊ users have to find a personal interest
- ◊ conversation limitation inside the application

Who is the target group of the application?

- ◊ 16 ~ 35 years old
- ◊ Traveler (Erasmus, expatriate...)
- ◊ Entrepreneur – Start Up
- ◊ Sportsman

Remarque : Non-exhaustive list

4W's & H

When users can create an event ?

- ◊ When they want, they are totally free
- ◊ Users have to be proactive

Where users can meet?

- ◊ Users have to be proactive, they are the only masters of events.
- ◊ Some events can be offer by professionals :
 - Bar, restaurant, sports complex, artist...

4W's & H

Why people should use the application?

- ◆ The goal is to leave the user free, they have to have/ develop their own reason to use this application. The application can just help the users with examples, commercial offers etc...

Remarque :

The main idea is, to give an usage in the beginning to let them afterwards find their personal use. The application has to be easy to use and interactive.

Functionalities

Principal functionalities :

- ◊ Authentication.
- ◊ User account and profile (Private/public).
- ◊ Interactive event interface in Map. (Integrate google map?).
- ◊ Creation/modification and update of event.
- ◊ Possibilities to create surveys before and after the event.
- ◊ Public chat on the event page.

Other functionalities:

- ◊ Notification push.
- ◊ Reminder.
- ◊ Events export on calendar.
- ◊ Private chat.
- ◊ Research event by type.

Technique requirements

Authentication :

- ◊ authentication with mail address.
- ◊ Facebook/Google/Instagram authentication

Data base:

- ◊ Users
- ◊ Events

Integration of an interactive map

Chat :

- Private chat
- Public chat on event page
- Survey

Tools

Technical tools :

- ◇ Android Studio
- ◇ Firebase / Docker
- ◇ Java

Various Tools:

- ◇ Suite Office
- ◇ Office Time Line
- ◇ Brainstorming
- ◇ Business Canvas
- ◇ Online lesson - Android : www.udemy.com

Competences

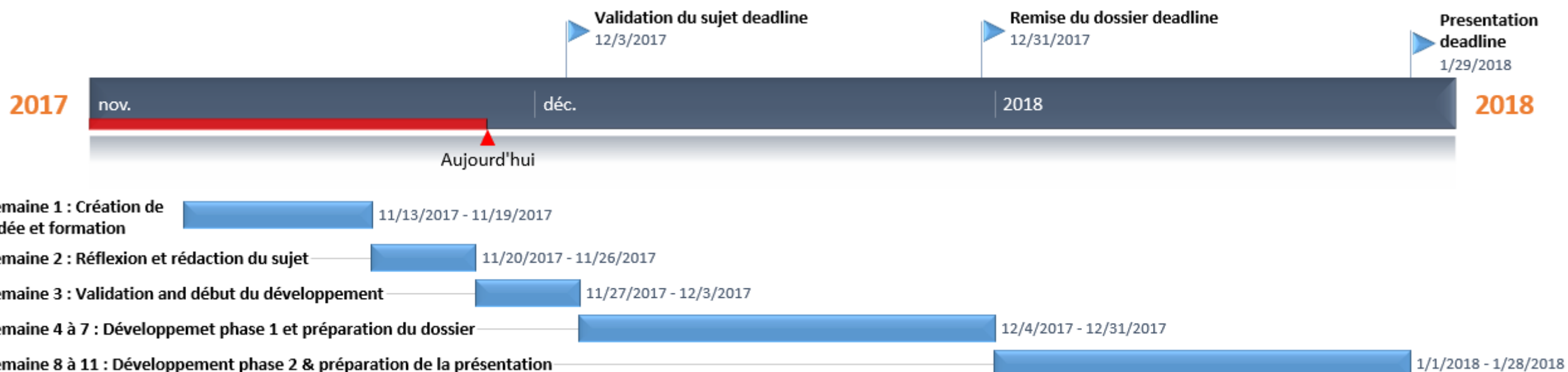
Android development :

- ◊ Authentication system by email address
- ◊ Facebook API - authentication
- ◊ Instagram API - authentication
- ◊ Google Maps
- ◊ Database Management

Server infrastructure :

- ◊ authentication server
- ◊ Database
- ◊ Push notification server

Planning :



Phase 1 week 4 to 7

- ◊ Authentication
- ◊ User account and profile (Private/public).
- ◊ Interactive event interface in Map.
- ◊ Creation/modification and update of event.

Phase 2 week 8 to 11

- ◊ Possibilities to create survey before and after the event.
- ◊ Public and private chat
- ◊ Push notification
- ◊ Reminder
- ◊ Event export in calendar