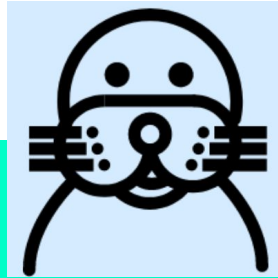


SAVE OUR SPECIES(SOS)



HELPING MARINE ORGANIZATIONS BE MORE PREPARED FOR ANIMAL STRANDINGS

WHO ARE WE - IMAGE OF US AT THE BEACH

Maya Apotheker

Azizkhuja Asomiddinov

Harrison Fox

Ashley Pauley

Pavel Yakovlev

Natalie Wilson

PROBLEM

Currently, the system is reporting strandings through hotlines

Issues with this are:

- Inaccurate location being relayed
- Phone line being busy
- Human misinterpretation of information

PROJECT GOAL

iOS app that streamlines the process

DEMO - WHAT WE WERE ABLE TO DO

Screenshots of app/gifs of app

Figma designs

Slack

COMPLICATIONS AND CHALLENGES



- No experience working with Swift or iOS development
- Many unknown bugs and errors that took days to figure out
- We could only work in DSC at certain hours
- Apple Developer account and Firebase database Cost

ACHIEVEMENTS

- Creating a multi-component app
- Productive time management
- Clear communication and collaboration
- Learned new material and new language

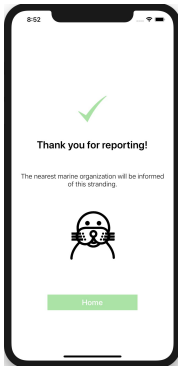
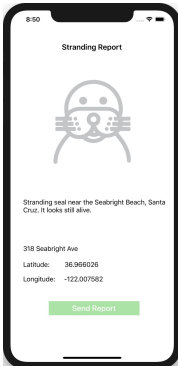
SCRUM PROCESS AND TEAMWORK

1 hour meetings 3 times a week (usually met 2-4 times a week to pair program)

Emphasize communication: Slack had 551 messages, averaging 10 messages a day (texting had another 300+)

The image displays a sequence of eight mobile application screens, illustrating the user journey for reporting a stranded animal. The screens are arranged in two rows of four.

- Screen 1 (Top Left):** The 'S.O.S. Save Our Species' login screen. It features a stylized robot head logo and a 'Login' button.
- Screen 2 (Top Second from Left):** A screen with three green buttons: 'Report Stranding', 'View Reports', and 'Log out'.
- Screen 3 (Top Third from Left):** A 'Reports' list screen. It shows a list of reports with details such as date, time, location, and a brief description. Each report entry includes a small thumbnail image.
- Screen 4 (Top Fourth from Left):** A screen for adding a photo to a report. It shows a large image of a seal and a 'Set Location' button.
- Screen 5 (Bottom Left):** A 'Stranding Report' screen. It shows a robot head logo and a 'Send Report' button.
- Screen 6 (Bottom Second from Left):** A 'Thank you for reporting!' screen. It features a green checkmark icon and a 'Home' button.
- Screen 7 (Bottom Third from Left):** A screen for adding a description to a report. It shows a text input field and an 'Add Description to Report' button.
- Screen 8 (Bottom Fourth from Left):** A screen for adding a photo to a report. It shows a text input field and an 'Add Photo to Report' button.

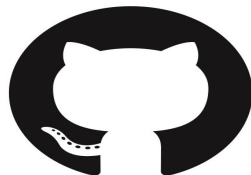


TECHNOLOGIES - HE DOESNT WANT TECH SOUP LIKE THIS

Jira: Project management



Firebase: Database

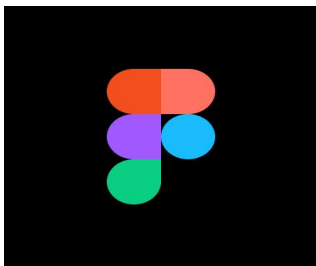


Github: Collaborative version control

Slack: Communication

Figma: Wireframe Design

Xcode: IDE



MOVING FORWARD

Notifications: Live notifications for organizations when stranding report comes in

Data visualization: Able to see all stranding reports on map

Camera: Able to add photo to report

Stranding status: Organization able to notify if they are on the way

THINGS WE ENJOYED

- Working with friends on something very cool
- Coding jams

THINGS WE DIDN'T ENJOY

- Underestimating our tasks and ending up staying late
- Thanksgiving break (should have not happened)
-

THANK YOU

