

Project description

Description of chosen project

The project we have chosen is an app containing a map over Chalmers. Further will the map include the users position via the phones GPS-signal and possible destinations for the user. The primary destinations to choose between are the different lecture-halls at Chalmers.

Features in the app will be the possibility for the user to see its own position in relation to the chosen destination with a suggested closest direction in the form of a line drawn on the map.

Our hope is to use the google-maps map in the app and also add the name of the lecture-halls on top of the buildings. This way the user will not only have to choose destination from a list but also have the opportunity to choose destination by clicking on a building.

Another function we are hoping to implement is to add the different student-pubs to the map. Except the possibility to find out the suggested closest direction to a pub we also hope to add the possibility to rate the pubs, see how many people who has the intention of going there and how many people are located at the pub at the moment.

Motivation of license

The license we have chosen is "The MIT License" <http://opensource.org/licenses/mit-license.php>. The reason that we chose this license is that we are planning to use the Google Maps API which demands that our service is freely and publicly accessible to end users. This is something that the MIT License lives up to.

List of features

- GPS-directions from your position to the building containing a chosen lecture-hall
- Possibility to see the name of the lecture-hall printed on the map (on top of the corresponding building)
- Map-view of the interior of the building entered by the user
 - Including ability to see which floor the user entered
 - Possible feature:
 - The ability to determine which floor you are going to if going up- or downstairs. This will be recognised by the phones accelerometer.

The roles of the group

We have decided to use the Agile method Scrum. The roles we have chosen are the following:

Scrum-master is changed weekly

Project-leader: Anton Palmqvist

Product-owner: Henrik Andersson

Developer: Marcus Tyren

Developer: Tomas Selldén