

# MukGo

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Team 6

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# Motivation

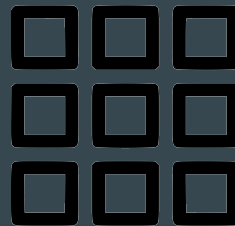
1. Weak **rewarding** system.



2. Hard to screen out **advertising** reviews and **malicious** reviews.

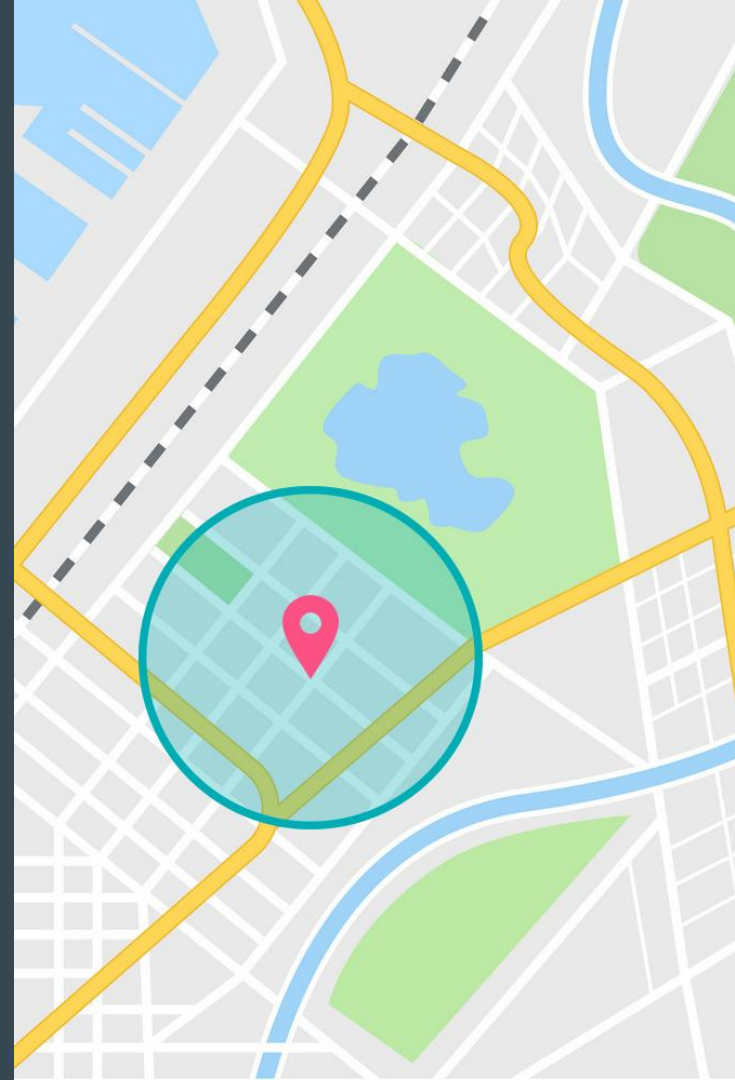


3. Hard for users to get a grasp of the **information they are interested in.**

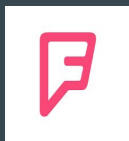


# Proposed Idea

- **Gamification & Level** based Service
  - different sight range
  - different avatar
  - Badge
  - Ranking
- **Review**
  - ordering & filtering
  - menu
  - number of people, waiting



# Novelty



	FourSquare (+ Swarm)	Google Maps	Mango Plate/ Dining Code	MukGo
Concept of level	O	X	O	O
Different services according to level	O	X	X	O
Is the review written right after the user ate?	X	X	X	O
Focused on Restaurant reviews?	X	X	O	O
Ranking service (among users)	O	X	X	O

# Changes in our project scope



Like

- motivate users to write informative reviews
- indicate the review's quality

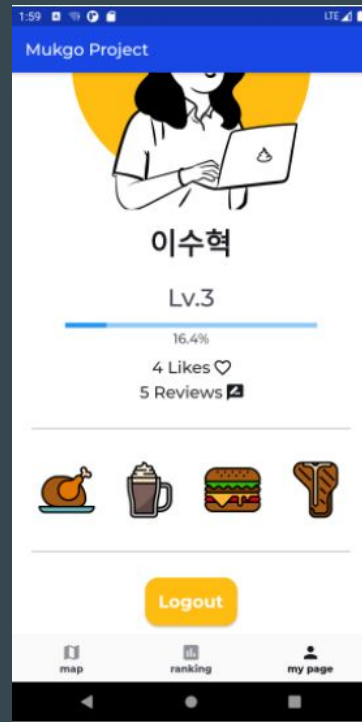
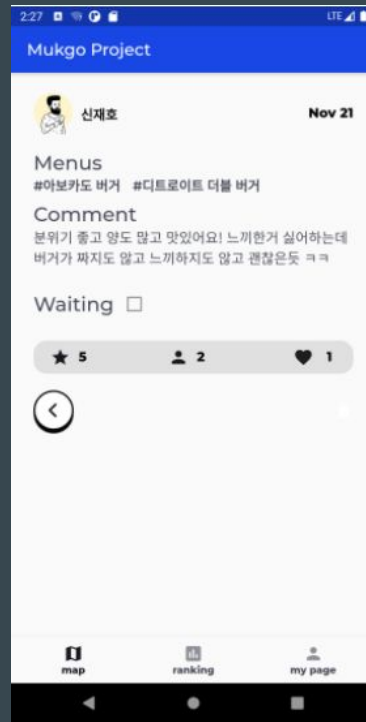


Badge

- add more game characteristic & reward for users
- indicate the user's preference

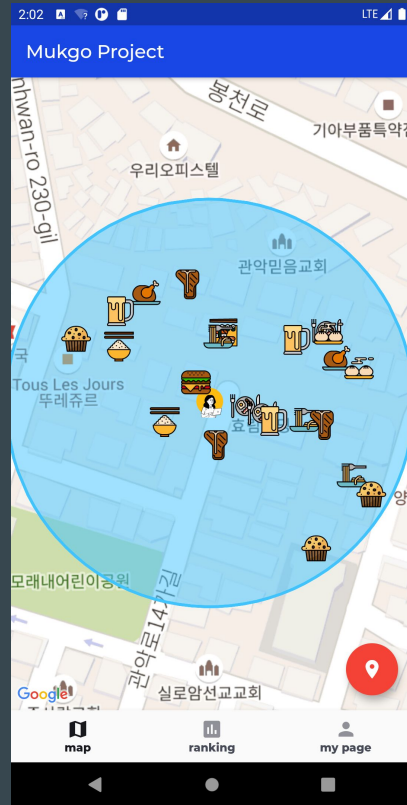
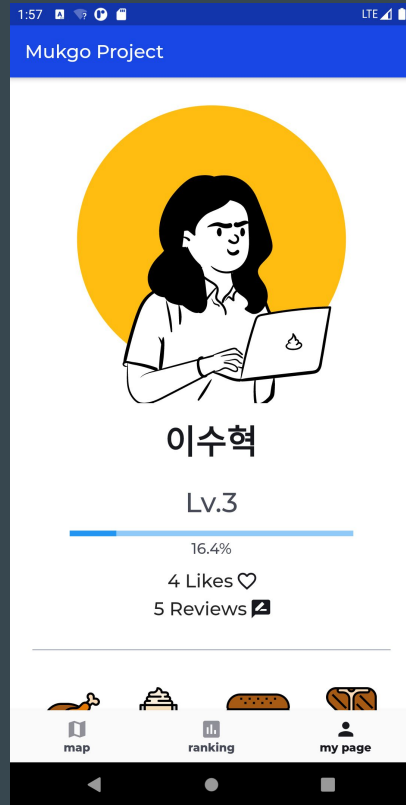
## ● Performance

- **power** optimization:  
Can we turn on the GPS only on certain situations?
- **network latency** optimization:  
Do we have to send all of these data?



# Query Optimization

- User page
  - **Detail information** about the mukgoer
  - Level, Exp points, Likes, Reviews, ...
  - Need **3 table joins** on database
- Map page
  - **Avatar and sight** changes by **level**
  - Level, Sight range
  - Need **no join** on database



# Query Optimization

● Record network traffic

■ Stop

○ Clear

Method	Uri	Status	Type	Duration	Timestamp
GET	http://redshore.asuscomm.com:7777/restaurant?...	200	json	340 ms	11:33:35.159 PM
GET	http://redshore.asuscomm.com:7777/reviews?...	200	json	479 ms	11:33:35.159 PM
GET	http://redshore.asuscomm.com:7777/user?heavy=true	200	json	805 ms	11:34:28.890 PM
GET	IPAddress('118.36.177.136', IPv4)	101	ws	129 ms	11:34:29.567 PM
GET	http://redshore.asuscomm.com:7777/user?heavy=true	200	json	164 ms	11:34:30.065 PM
GET	IPAddress('118.36.177.136', IPv4)	101	ws	133 ms	11:34:30.099 PM
GET	http://redshore.asuscomm.com:7777/user?heavy=true	200	json	432 ms	11:34:33.046 PM
GET	IPAddress('118.36.177.136', IPv4)	101	ws	131 ms	11:34:33.348 PM
GET	http://redshore.asuscomm.com:7777/user?heavy=true	200	json	211 ms	11:34:49.103 PM
GET	IPAddress('118.36.177.136', IPv4)	101	ws	Pending	11:34:49.128 PM

Search

☰

Overview

Headers

Request uri:

http://redshore.asuscomm.com:7777/user?heavy=true

Method:

GET

Status:

200

Port:

38274

Content type:

[application/json; charset=utf-8]

Timing:

Duration: 432.7 ms

Connection established:

[0.0 ms - 301.8 ms] # 301.8 ms total

Request initiated:

[301.8 ms - 301.9 ms] # 0.0 ms total

Response received:

[301.9 ms - 432.6 ms] # 130.7 ms total

Start time:

11:34:33.046 PM

End time:

11:34:33.479 PM

http://{mukgo}/user?heavy=true 432.7ms

# Query Optimization

Record network traffic

Stop

Clear

Search

Method	Uri	Status	Type	Duration	Timestamp
GET	InternetAddress('118.36.177.136', IPv4)	101	ws	195 ms	11:36:09.091 PM
GET	http://redshore.asuscomm.com:7777/user?heavy=true	200	json	173 ms	11:36:11.707 PM
GET	InternetAddress('118.36.177.136', IPv4)	101	ws	127 ms	11:36:11.753 PM
GET	http://redshore.asuscomm.com:7777/user?heavy=true	200	json	286 ms	11:36:14.838 PM
GET	InternetAddress('118.36.177.136', IPv4)	101	ws	238 ms	11:36:14.886 PM
GET	http://redshore.asuscomm.com:7777/user	200	json	254 ms	11:36:23.368 PM
GET	InternetAddress('118.36.177.136', IPv4)	101	ws	246 ms	11:36:23.380 PM
GET	http://redshore.asuscomm.com:7777/restaurants?...	200	json	152 ms	11:36:23.624 PM
GET	InternetAddress('118.36.177.136', IPv4)	101	ws	135 ms	11:36:23.649 PM
GET	http://redshore.asuscomm.com:7777/user	200	json	394 ms	11:36:30.427 PM
GET	InternetAddress('118.36.177.136', IPv4)	101	ws	129 ms	11:36:30.697 PM
GET	http://redshore.asuscomm.com:7777/restaurants?...	200	json	475 ms	11:36:30.824 PM
GET	InternetAddress('118.36.177.136', IPv4)	101	ws	195 ms	11:36:31.105 PM
GET	http://redshore.asuscomm.com:7777/user	200	json	240 ms	11:36:39.665 PM
GET	InternetAddress('118.36.177.136', IPv4)	101	ws	221 ms	11:36:39.689 PM
GET	http://redshore.asuscomm.com:7777/restaurants?...	200	json	147 ms	11:36:39.907 PM
GET	InternetAddress('118.36.177.136', IPv4)	101	ws	129 ms	11:36:50.887 PM

Overview

Headers

Request uri:

http://redshore.asuscomm.com:7777/user

Method:

GET

Status:

200

Port:

38348

Content type:

[application/json; charset=utf-8]

Timing:

Duration: 184.7 ms

Connection established:

[0.0 ms - 22.8 ms] 22.8 ms total

Request initiated:

[22.8 ms - 22.8 ms] 0.0 ms total

Response received:

[22.8 ms - 184.5 ms] 161.7 ms total

Start time:

11:36:50.676 PM

End time:

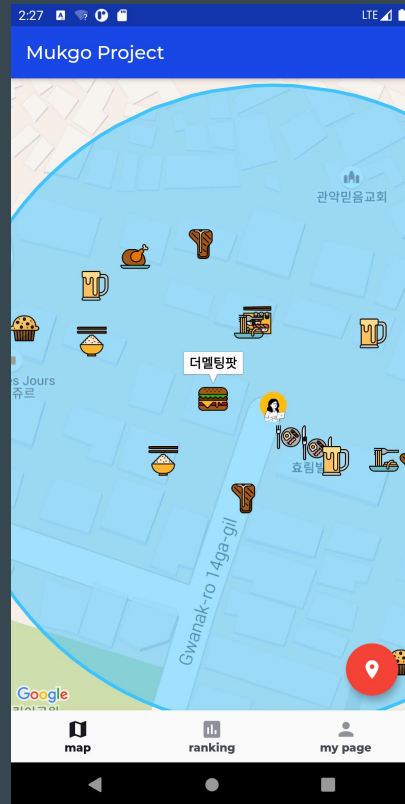
11:36:50.860 PM

http://{mukgo}/user?heavy=false 184.7ms



# GPS Distance Filter

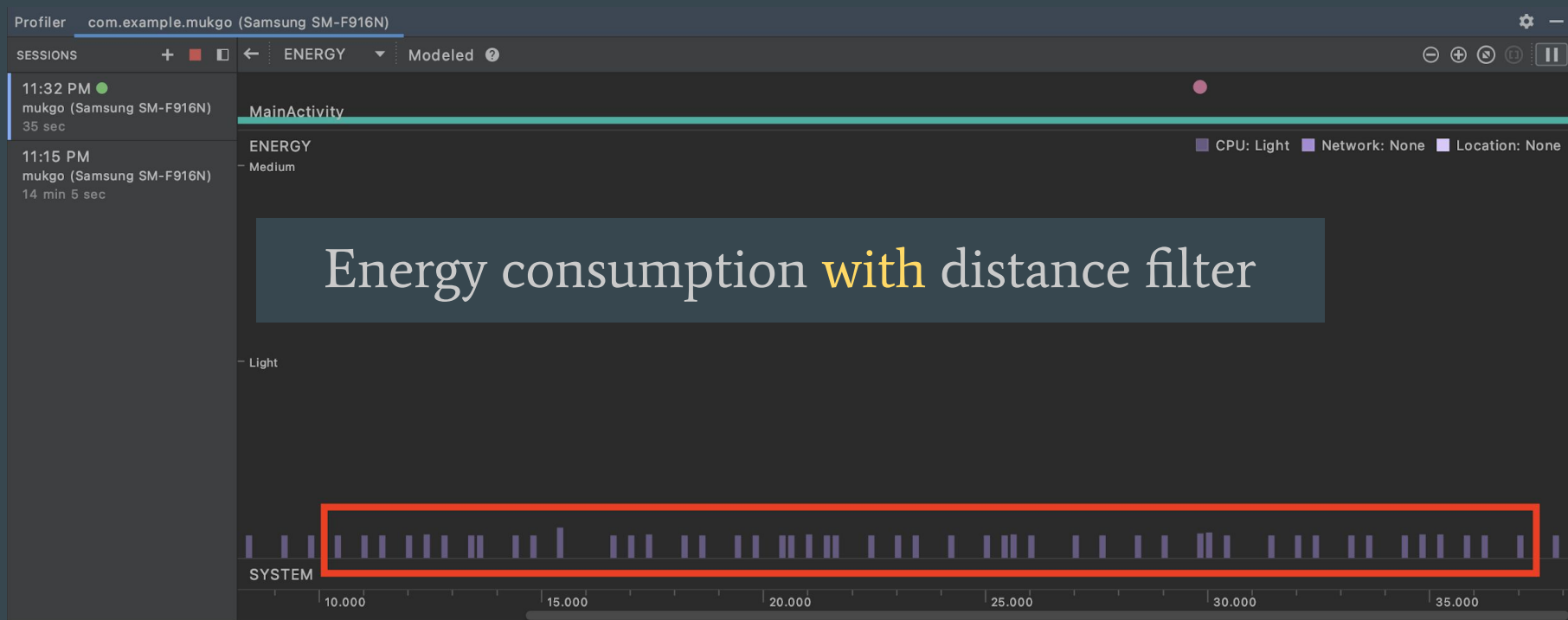
- Problem
  - Fetch restaurants, user data on every **position change**
  - GPS request, Rest API are **power consuming** operations
- Solution
  - **Filter** GPS request by distance
  - GPS request is triggered only if the position is changed **at least a meter**.



# GPS Distance Filter

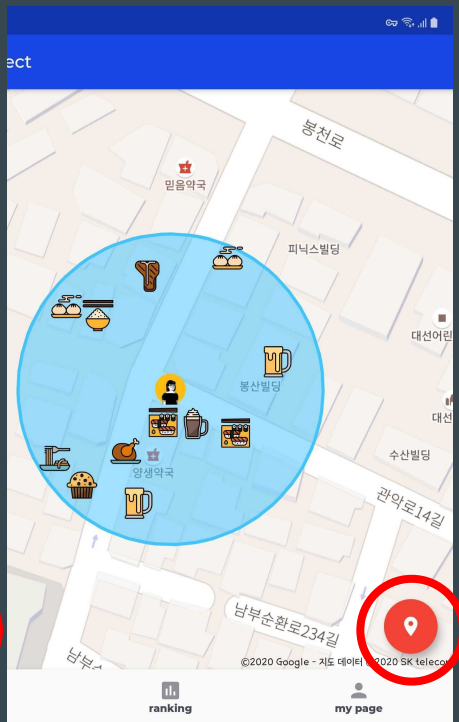
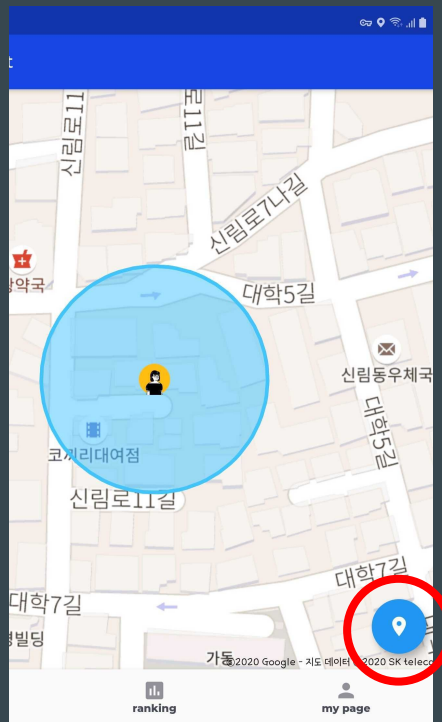


# GPS Distance Filter



# TECHNICAL CHALLENGES (Location)

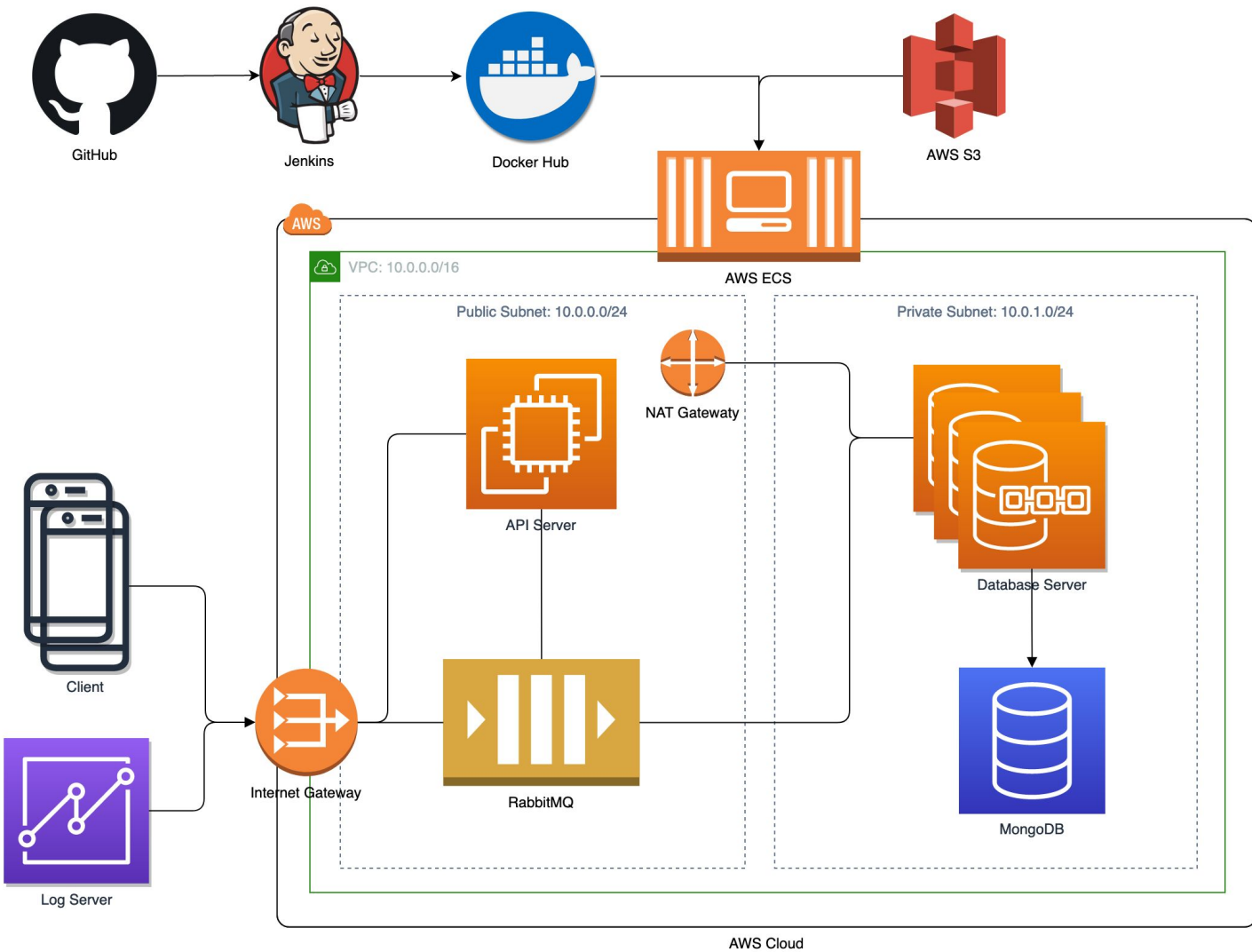
- Because it is a **game service**, you can't move or expand the map with touch gestures.
- In "**Test Mode**", you can move or expand the map. You can drag your position on the map.
- You can toggle the mode by pressing **the button**.
- You can test this app even if you are **not in service area**(Sharosu-gil).



# TECHNICAL CHALLENGES (Collecting Data)

- Use **Naver** local search open API
- Write simple **script** to search and save the result restaurants
- Focus on **specific area** (샤로수길)

```
<?xml version="1.0" encoding="UTF-8"?>
<rss version="2.0">
  <channel>
    <title>Naver Open API - local ::'갈비집'</title>
    <link>http://search.naver.com</link>
    <description>Naver Search Result</description>
    <lastBuildDate>Tue, 04 Oct 2016 13:10:58 +0900</lastBuildDate>
    <total>407</total>
    <start>1</start>
    <display>10</display>
    <item>
      <title>조선옥</title>
      <link />
      <category>한식&gt;육류,고기요리</category>
      <description>연탄불 한우갈비 전문점.</description>
      <telephone></telephone>
      <address>서울특별시 중구 을지로3가 229-1 </address>
      <roadAddress>서울특별시 중구 을지로15길 6-5 </roadAddress>
      <mapx>311277</mapx>
      <mapy>552097</mapy>
    </item>
    ...
  </channel>
</rss>
```



[illegible]

Sep 13, 2020 – Dec 2, 2020

Contributions: Commits ▾

Contributions to master, excluding merge commits



**isutare412**

109 commits 12,600 ++ 4,356 --

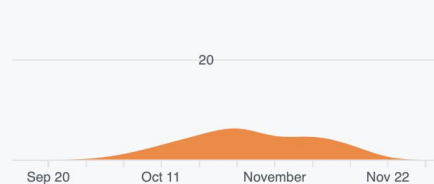
#1



**sjho**

28 commits 1,303 ++ 583 --

#2



**niceandneat**

24 commits 38,261 ++ 17,142 --

#3



**gina7484**

24 commits 2,551 ++ 2,078 --

#4





# FINAL DELIVERABLE

- MukGo android application.
- Provide and store a restaurant and game database with stable service.
- Location-based service operation.



# SUCCESS CRITERIA

- **Game Characteristics** : level, ranking, badges
- **Location Service** : tracking current position, data based on location
- **User Friendly UI/UX** : easy forms, filtering, ordering
- **Optimizing Resource Consumption** : power, network

# LESSONS AND REFLECTIONS

- Using **frameworks** like Flutter makes developing easier
- Saving and using **location-based data**
- **Coordinating opinions** is more time consuming than expectation
- Current rewards like level and badges has limitation, need **physical rewards** like coupons