

# Software Engineering Project Presentation (1)

First Presentation

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# An App to share your favourite places !



This app will allow you to keep track of your favorite places and your upcoming events while sharing all of that with your friends !

# System Definition

- Mark a place down as one of your favourites in the world.
- Plan your upcoming events.
- Share your maps with your friends or make it available publicly.
- Manage multiple maps, and combine them.
- Add your own photos of the events and places you go to.
- Find the shortest way to go where you want to go !

# Users

There is only one type of user in this app : The regular one.

He is able to **create**, **edit**, **manage** and **share maps**.

On them, he can organise events, place points of interest and check what others have decided to share.

He has the possibility to **publish photos** and **messages**, and to **befriend** others.

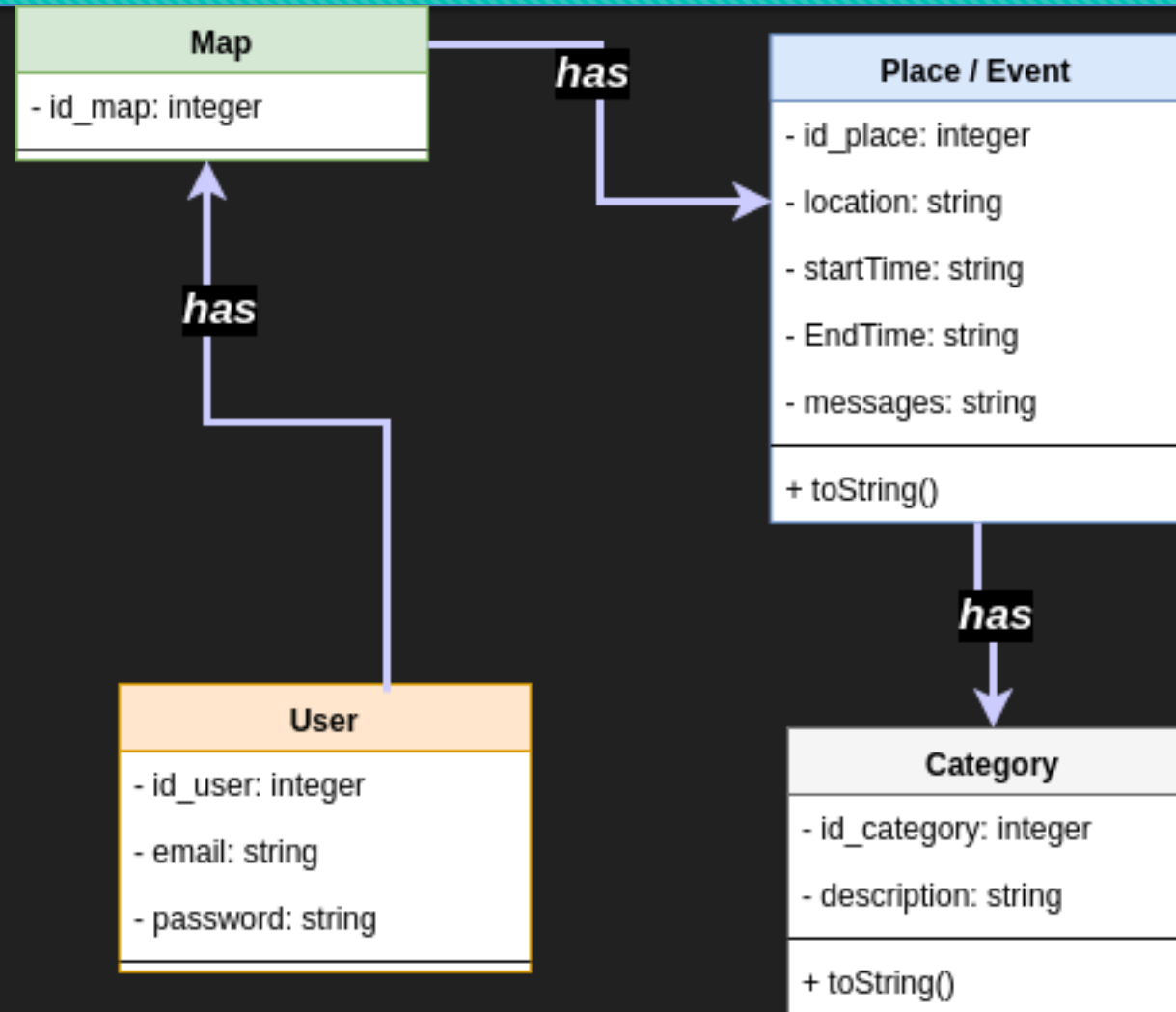


# Business Objects : recap

The business objects would be :

- The Users themselves.
- The Places of interest a user can pinpoint.
- The Events the users can schedule.
- The Maps a user will create and manage.
- The messages and pictures a user can send.

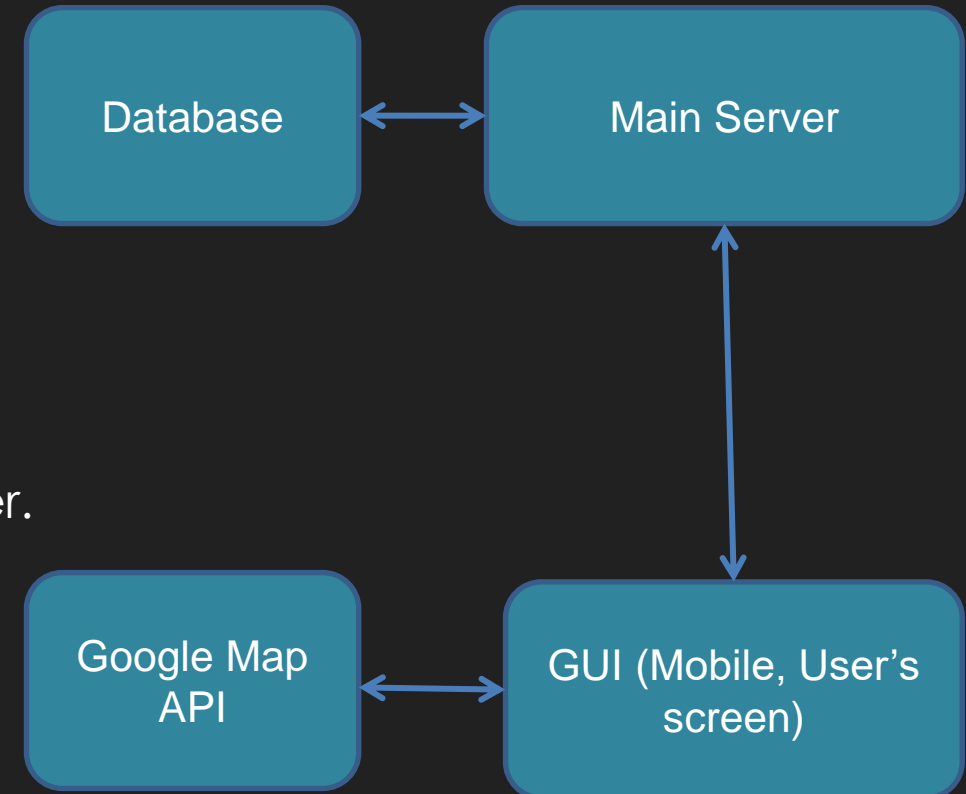
# Business Objects : Diagram



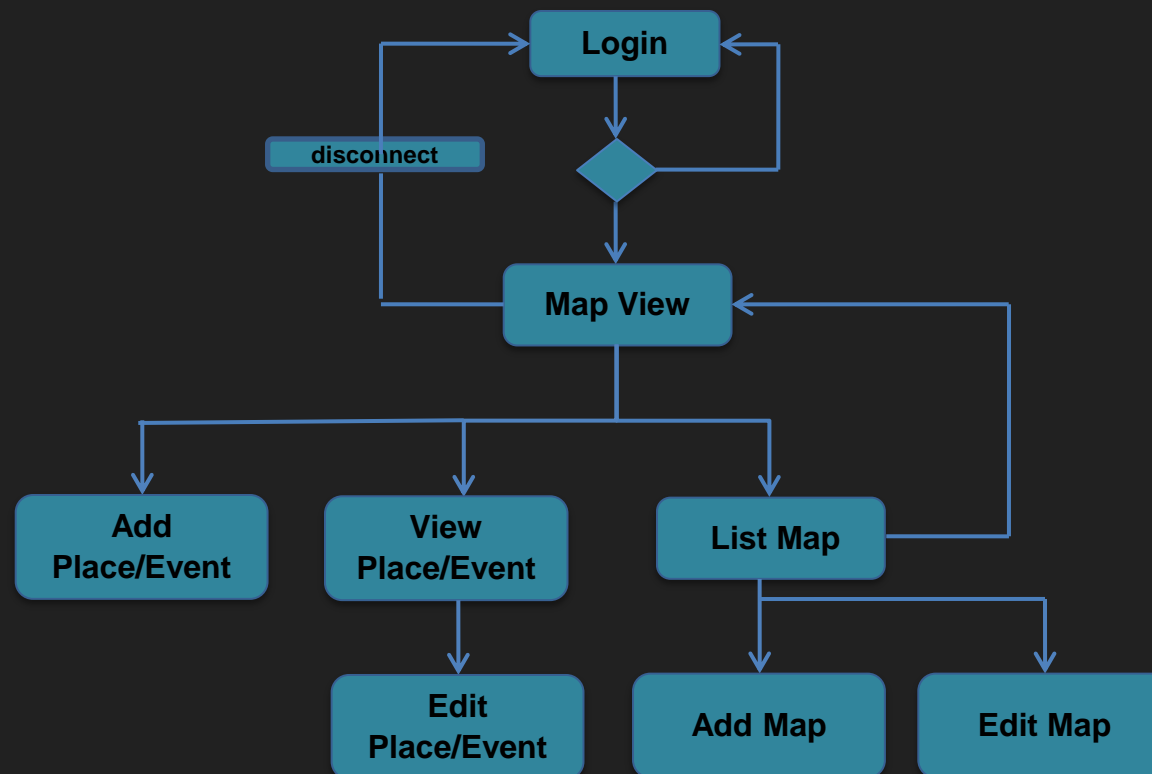
# Technical Proposition

We have four main subsystems coexisting in our app :

- Database stocking data of users and places/events.
- The main server running the code
- The Google Map API, called to display the map to the user.
- The user's own screen, on which we will render the map.

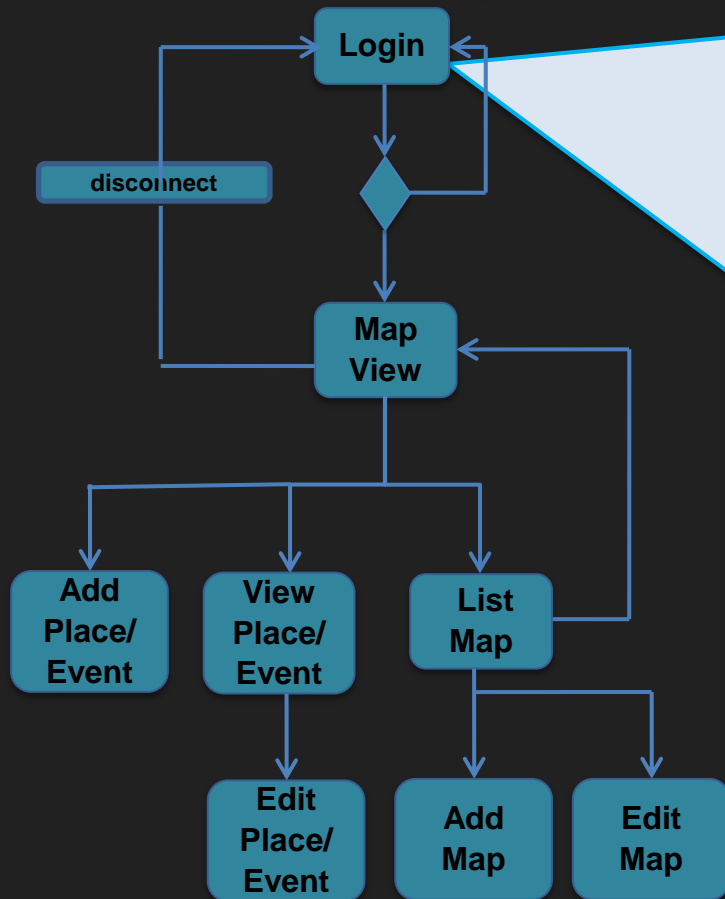


# Navigation Diagram

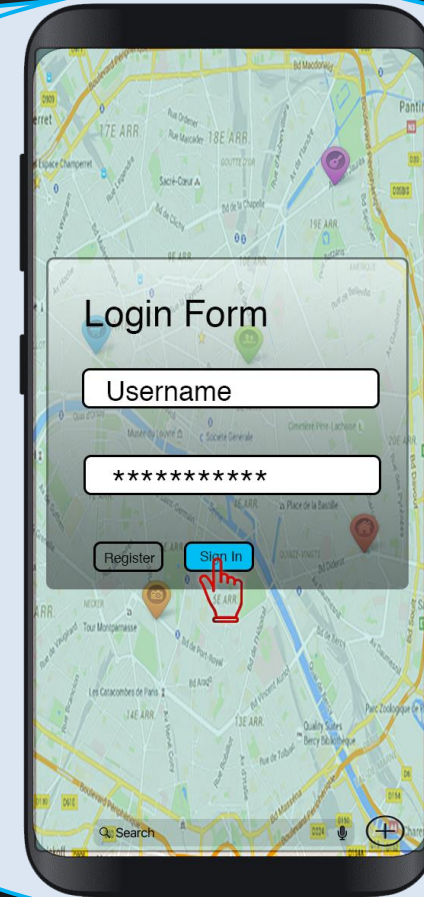




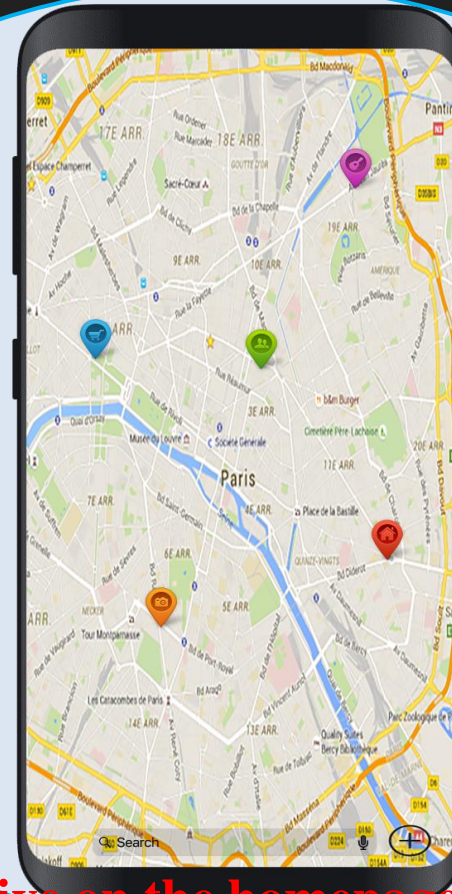
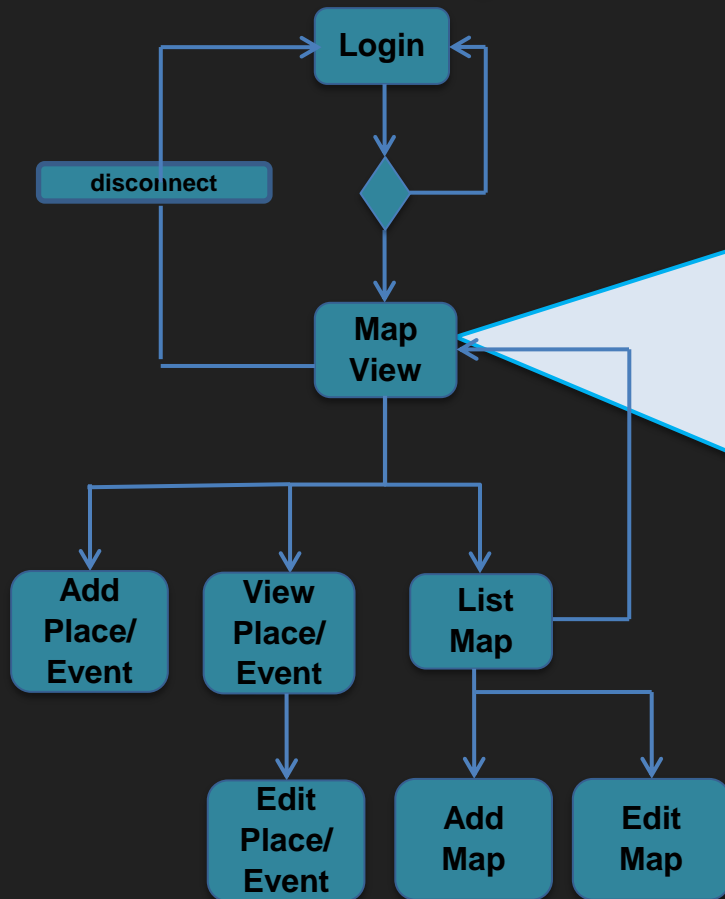
# Navigation Diagram



**This would be your home page.**

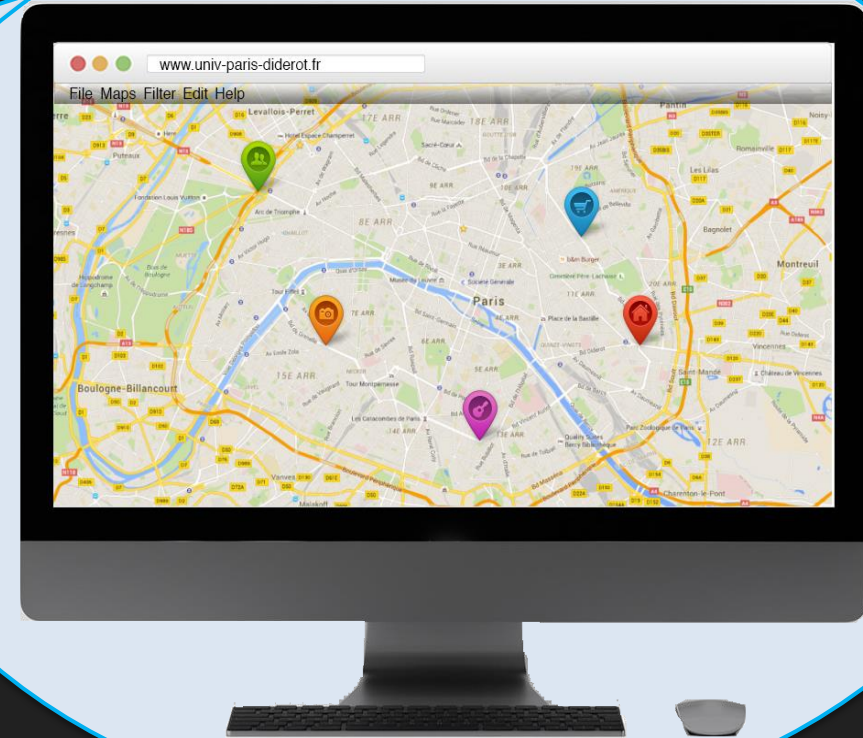
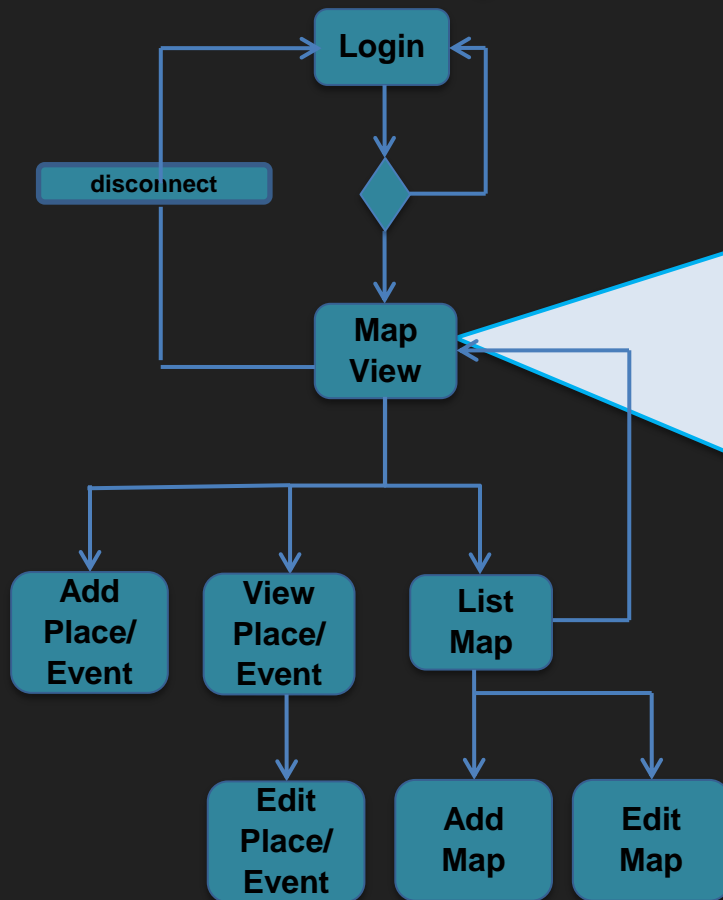


# Navigation Diagram



**The idea is that as soon as you arrive on the homepage, you can see the relevant information you might need.**

# Navigation Diagram



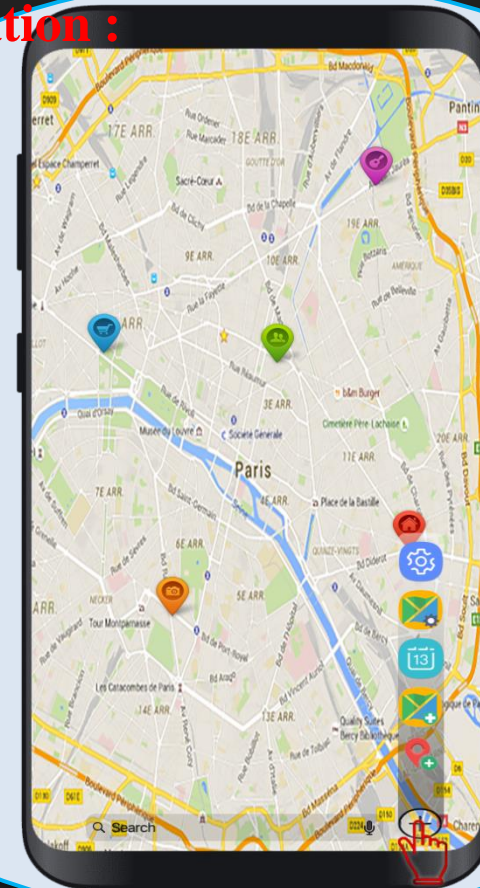
**In this case, it would be streets around you and thus the potential interest points you or other people may have, could be marked down**

# Navigation Diagram

**This would be the main way of using our application :**



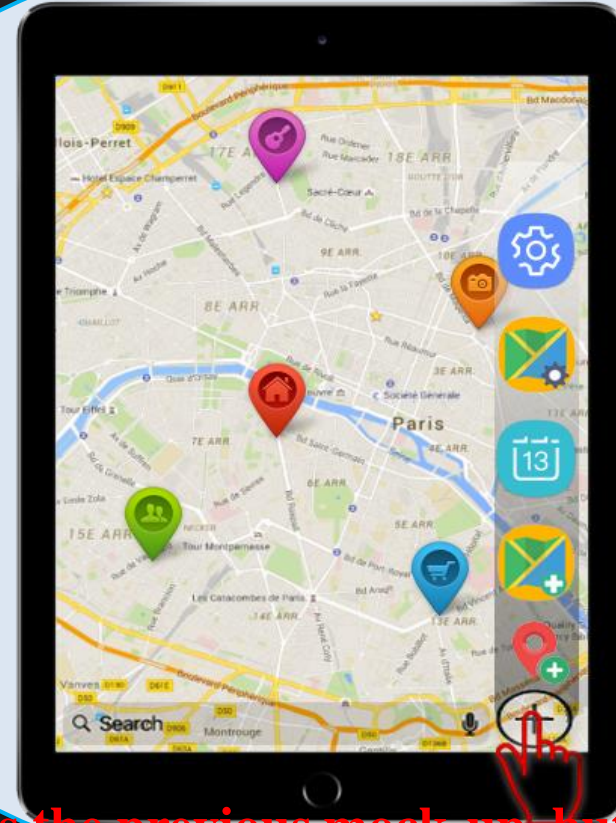
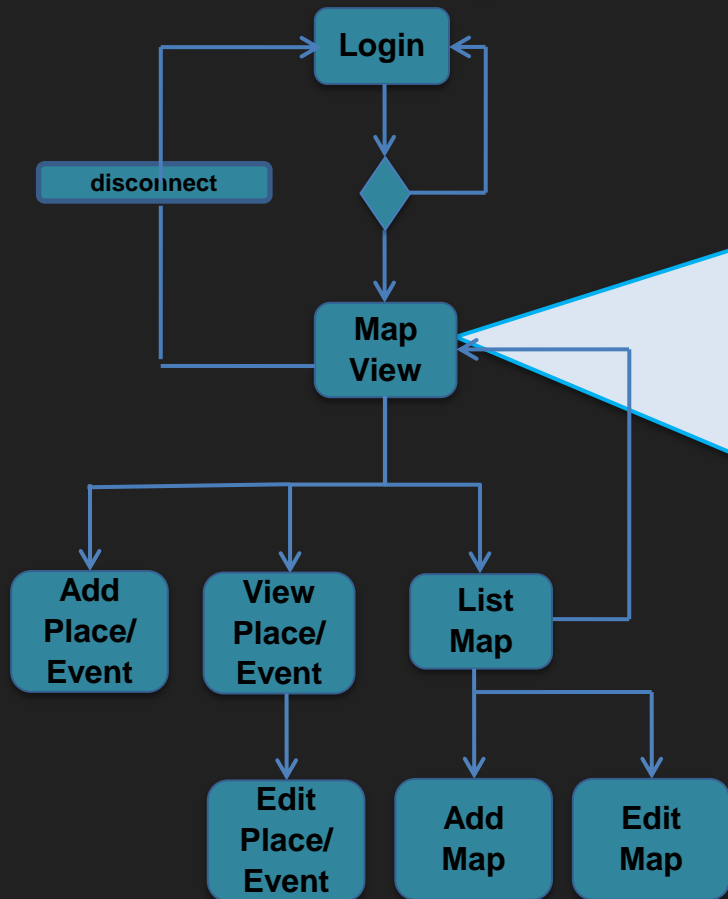
**Clicking on the cross sign would open a pop-up menu that would allow the user to select what he wants to do with the app.**



**This seems to us to be the best way to provide maximum efficiency for the user.**

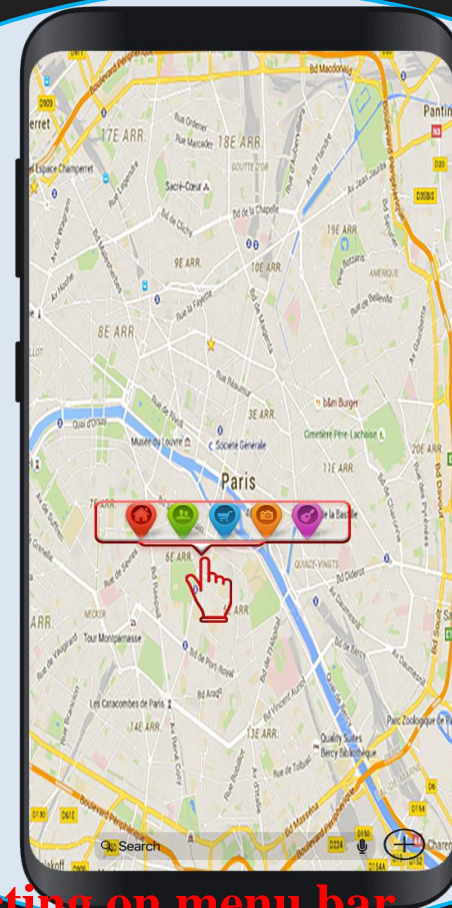
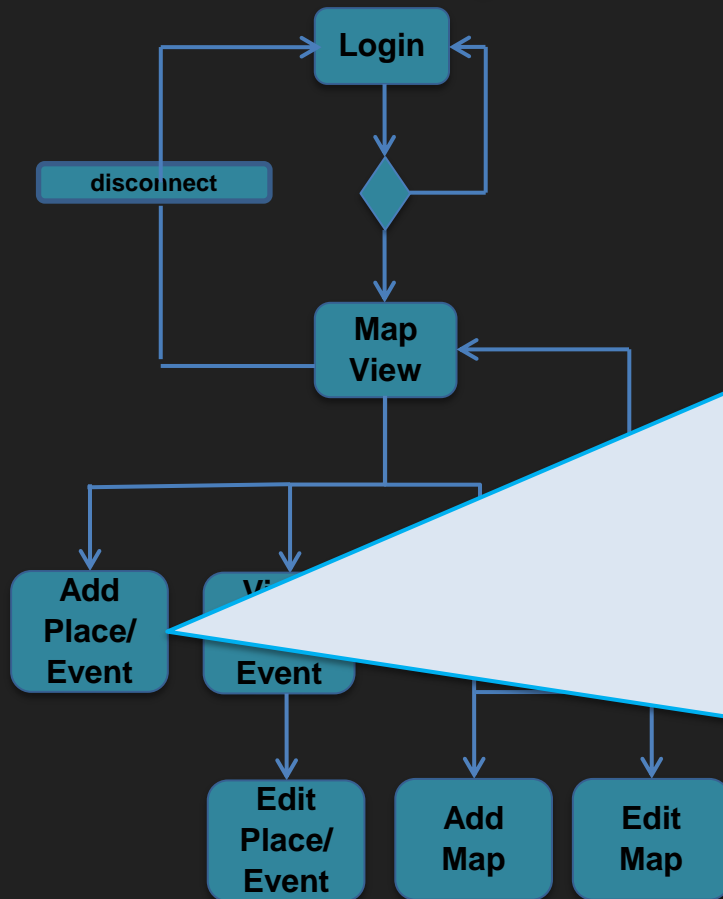


# Navigation Diagram



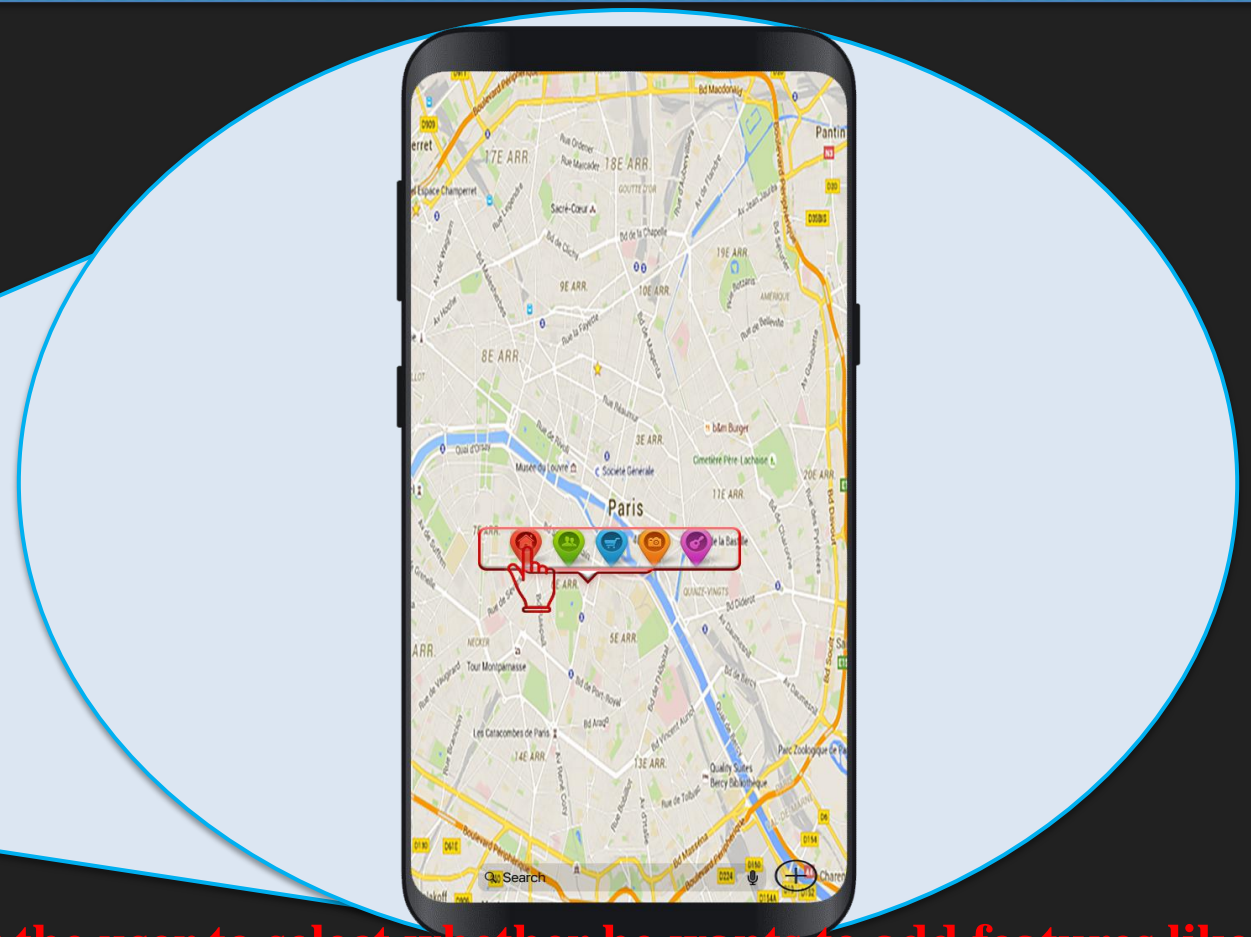
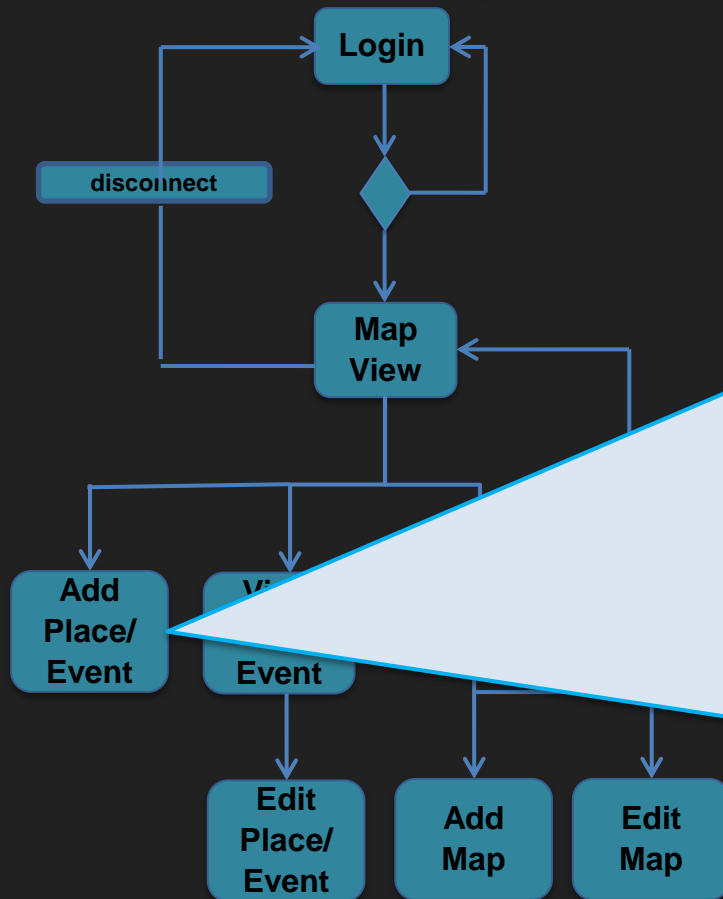
**This is mainly the same idea as the previous mock-up, but the interface would have to be revamped to better fit a tablet.**

# Navigation Diagram



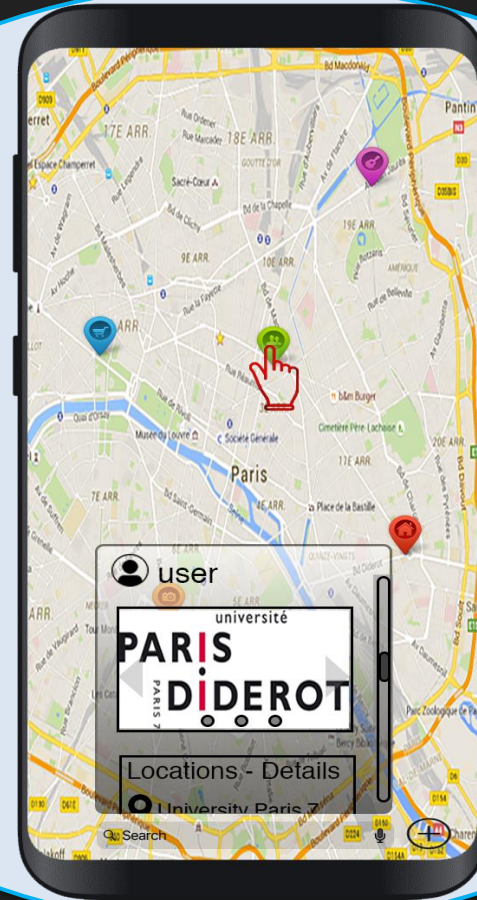
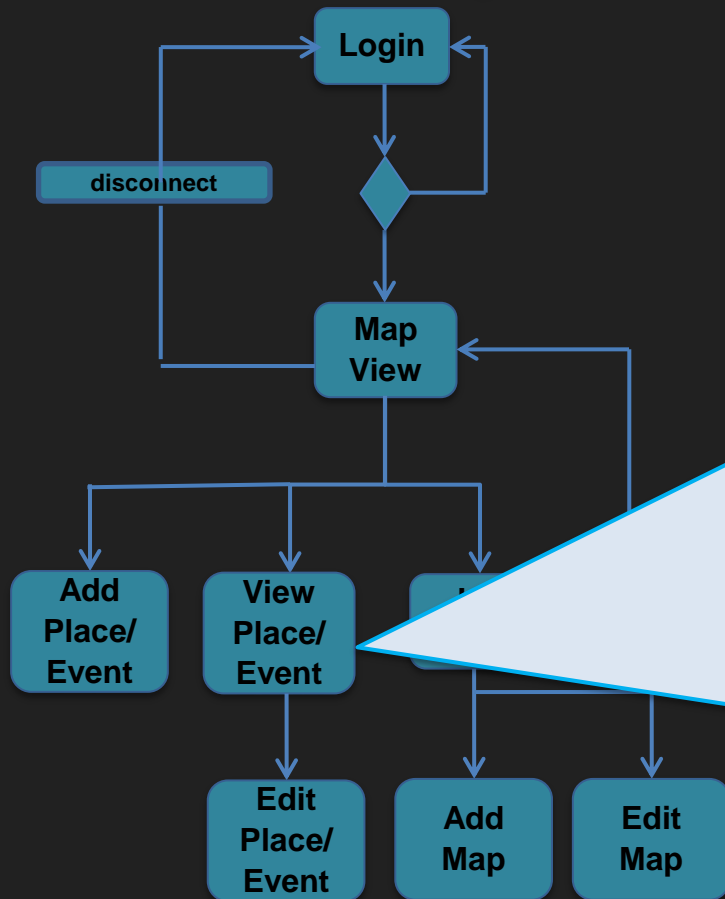
**User can add places/event by selecting on menu bar.  
Or by pressing on a specific place, a pop-up can be opened...**

# Navigation Diagram



that would allow the user to select whether he wants to add features like places, events...

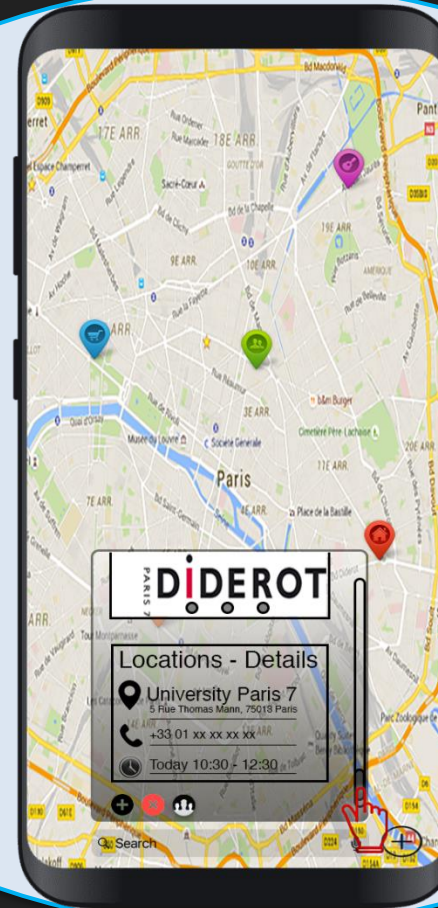
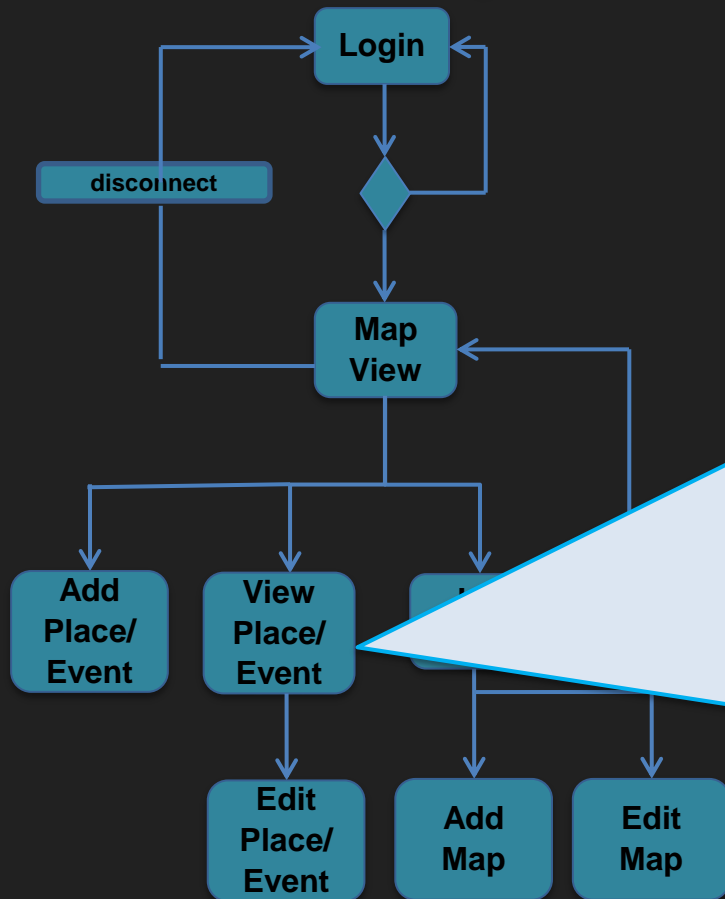
# Navigation Diagram



By touching icon on map, we can get access to more information about...

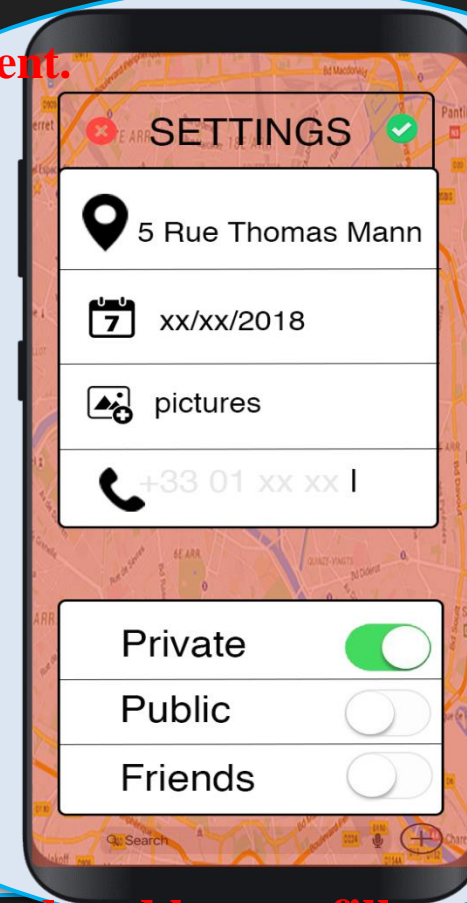
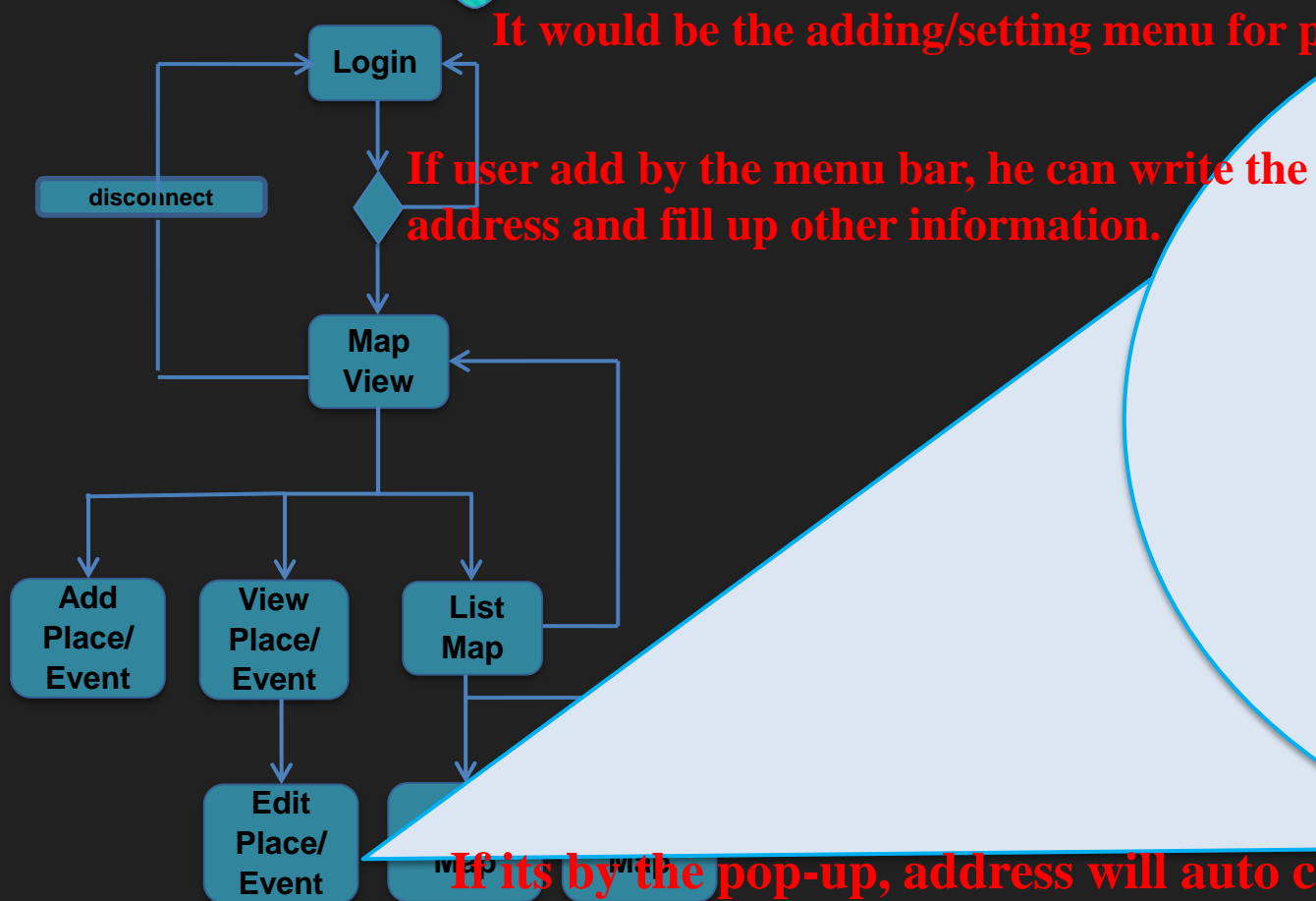


# Navigation Diagram



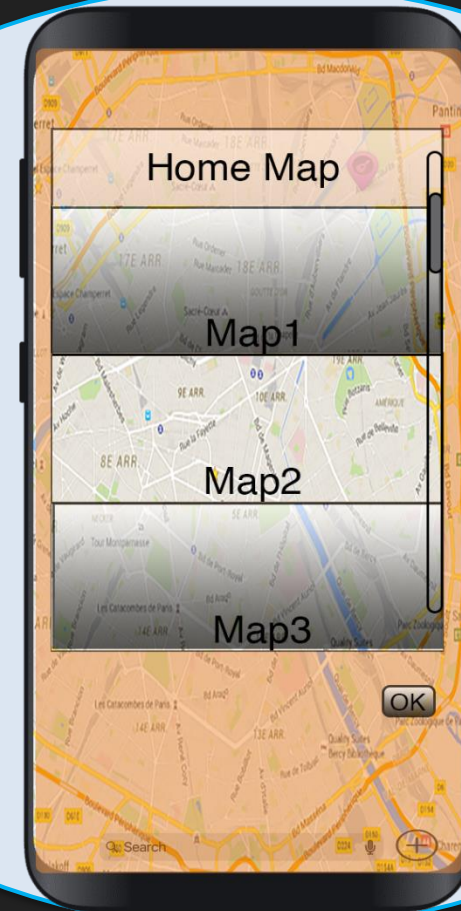
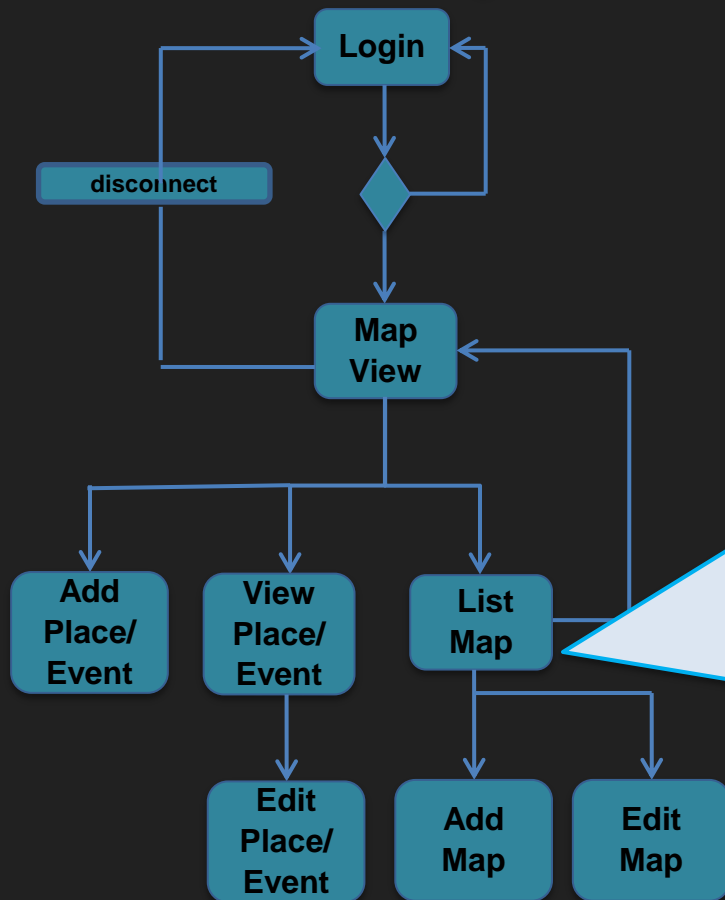
photos shared, information about events, description of place/event,...

# Navigation Diagram



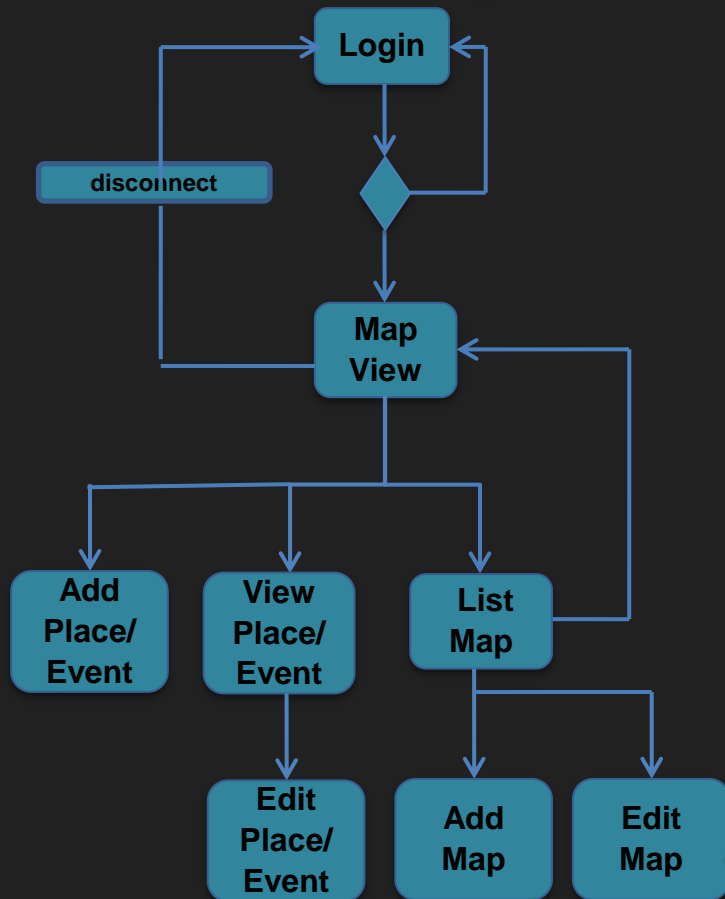
If its by the pop-up, address will auto completed and he can fill up the rest of information. He can also decide to share it.

# Navigation Diagram



**List of maps the user created.  
He can select the maps he want to activate on the general plan, add or delete.**

# Navigation Diagram



**A quick-access to the filters of the current map.**

# Backlog

To do	Priority	Difficulty
Manage place, events : Add, delete or edit them.	5	3
Manage multiple maps : Add, delete, edit, share them.	4	4-5
Filter by category : You can select a category to display on your map.	4	5
Login/Logout protocol.	3	2
Friendlist :Add a friend, delete a friend, share with them.	3	1
Pictures : Add, delete, comment, share.	3	3
Messages/Comments : Add, delete, edit, share.	3	3
Pathfinding : Find the shortest path between two points.	2	2
Search for a map (from friend or a public one)	2	2
Search for a place (by name or by coordinates)	2	2



# Web Services

Type	URL	Behavior
GET	/map/list	Returns a list of maps
GET	/map/{id_place}	Returns detail of a place / event for the corresponding «id»
GET	/map/list/{id_map}	Returns detail of a map for the corresponding «id»
POST	/map/{id_place}	Modify a place / event for the corresponding «id»
POST	/map/list/{id_map}	Modify a map for the corresponding «id»
PUT	/map/list	Add a new map
PUT	/map	Add a new place / event
DELETE	/map/list/{id_map}	Delete a map
DELETE	/map/{id_place}	Delete a place / event