

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.

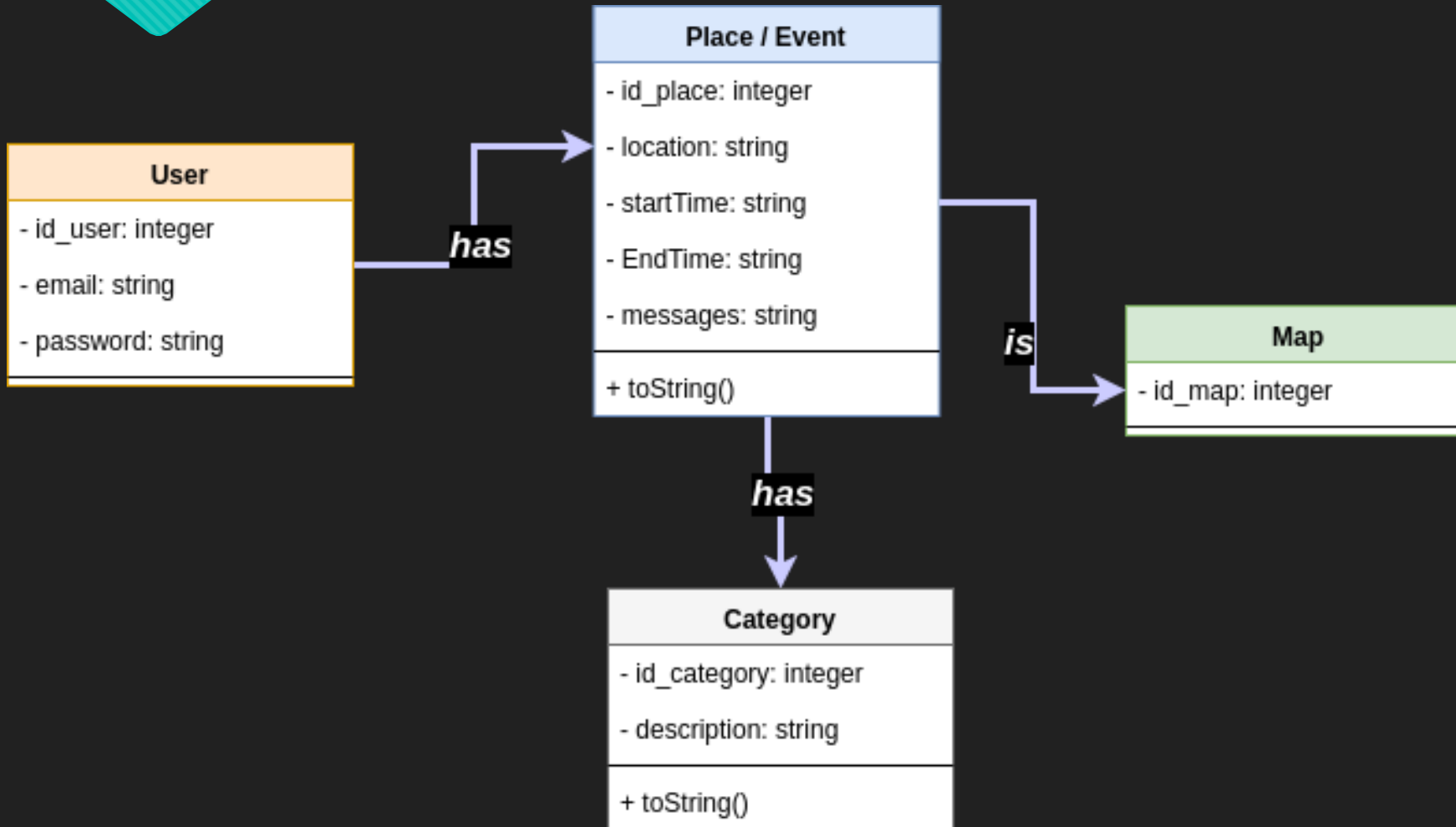


Business Objects : recap

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.

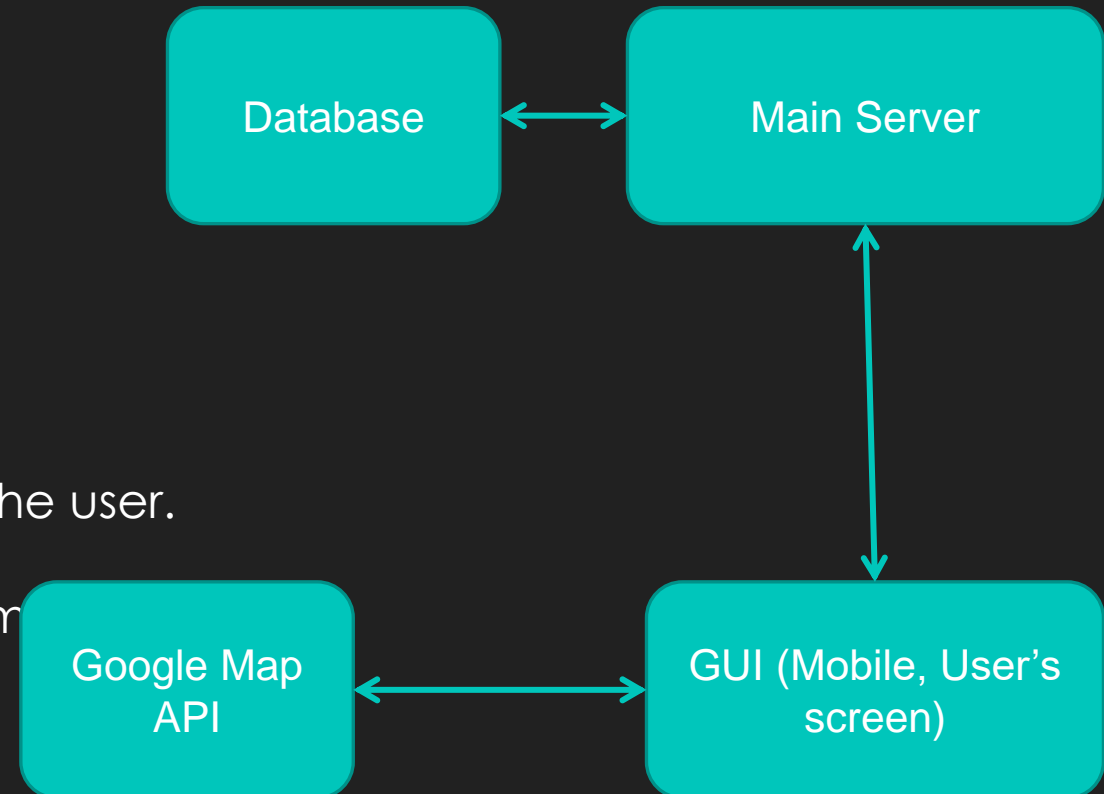
Business Objects : Diagram



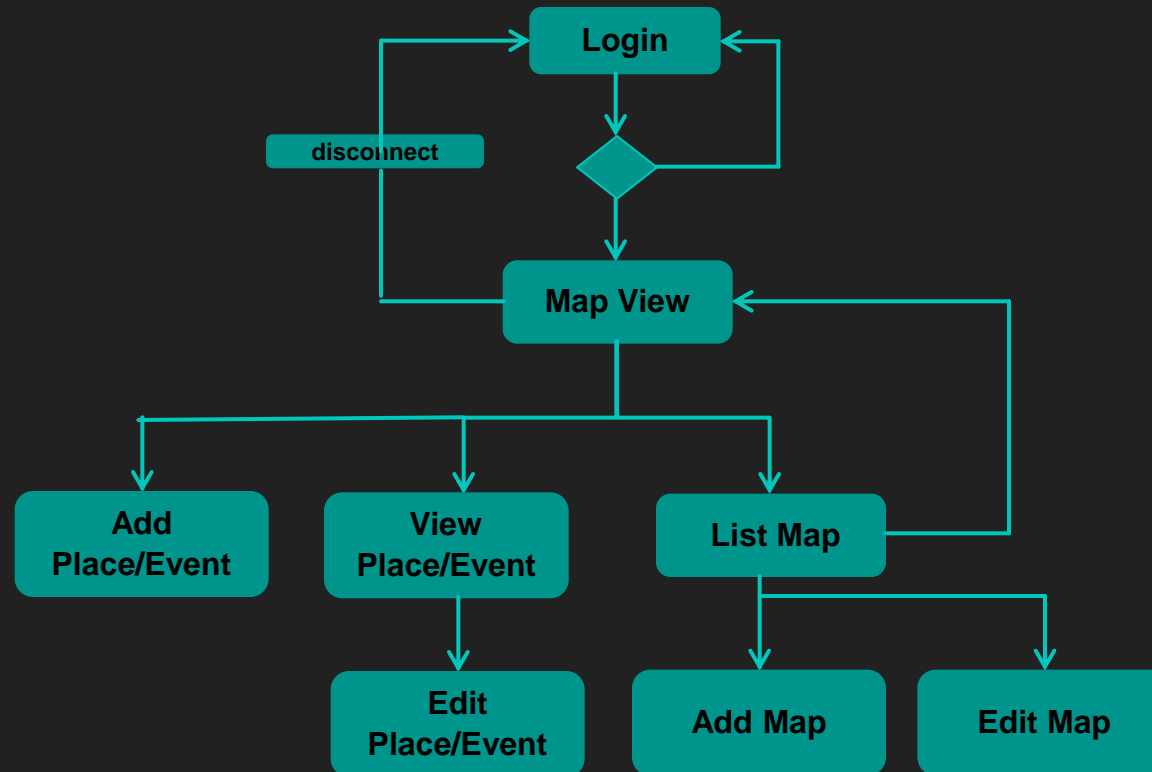
Technical Proposition

We have four main subsystems coexisting in our app :

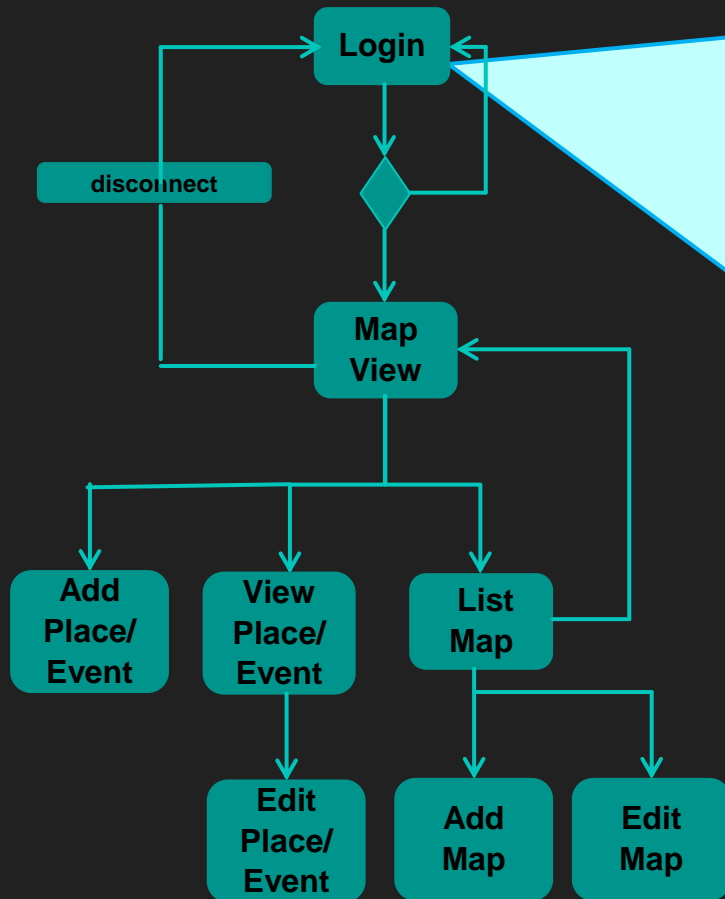
- Database which
- The main server running the code
- The Google Map API, called to display the map to the user.
- The user's own screen, on which we will render the map



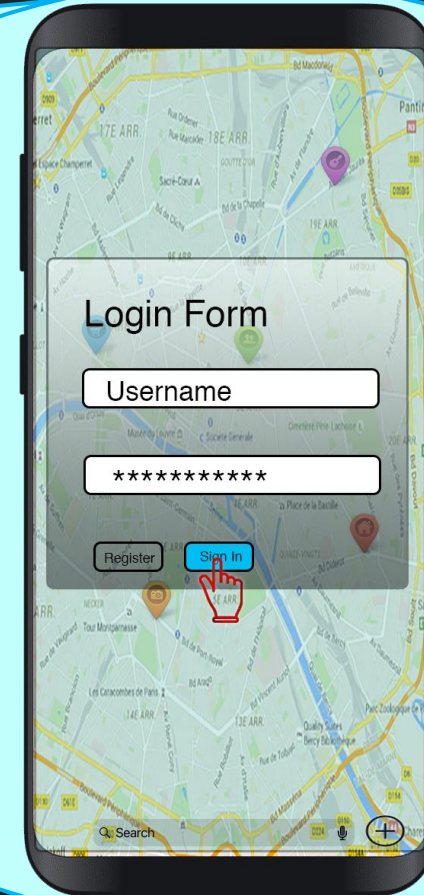
Navigation Diagram



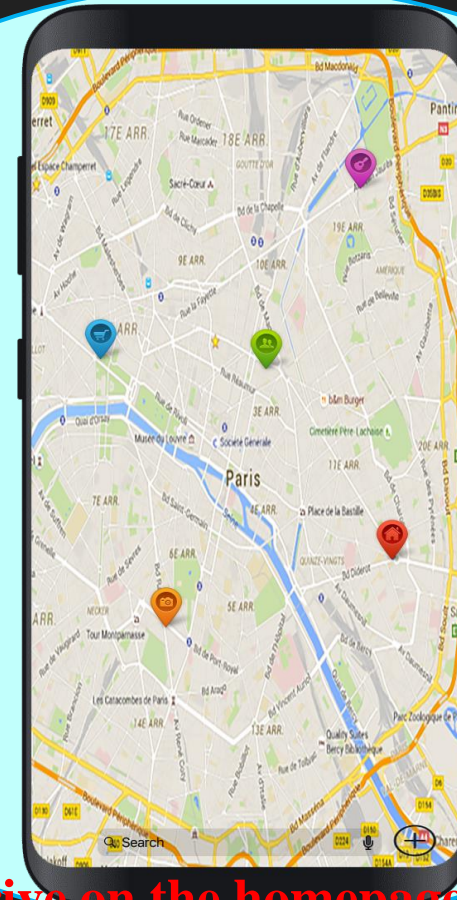
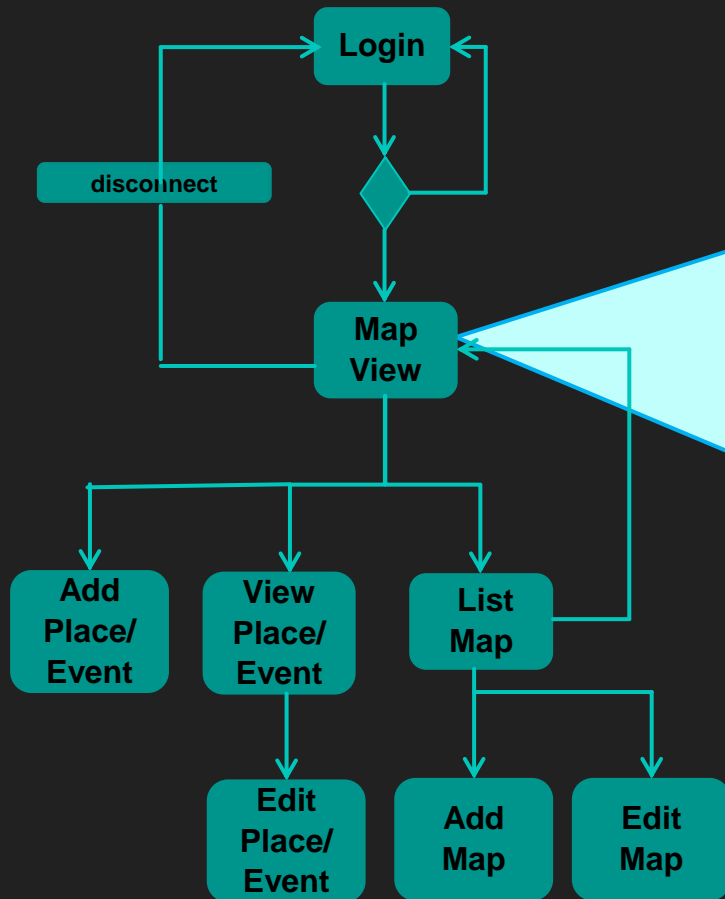
Navigation Diagram



This would be your home page.

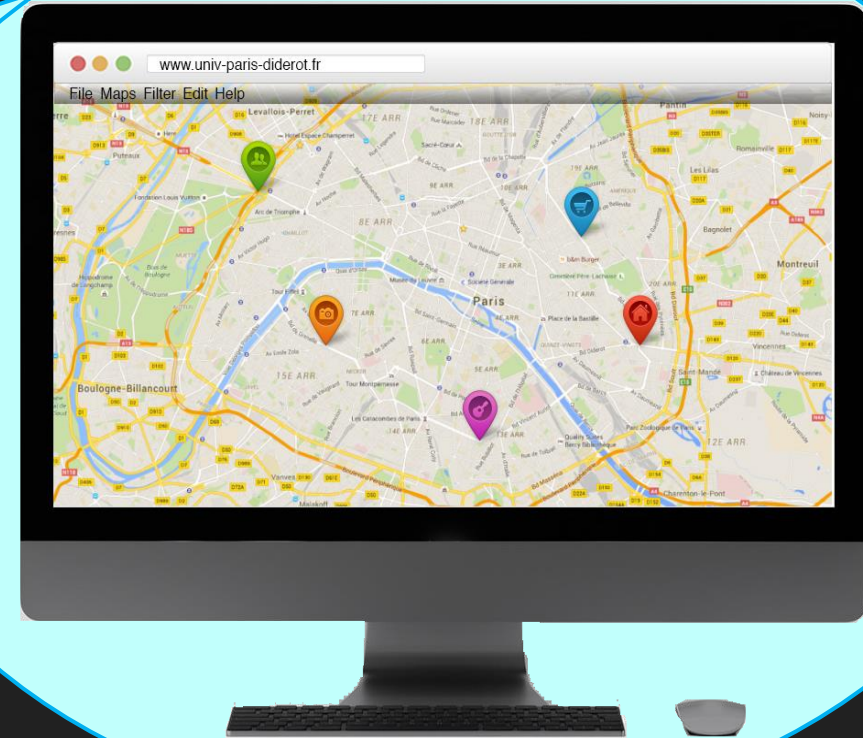
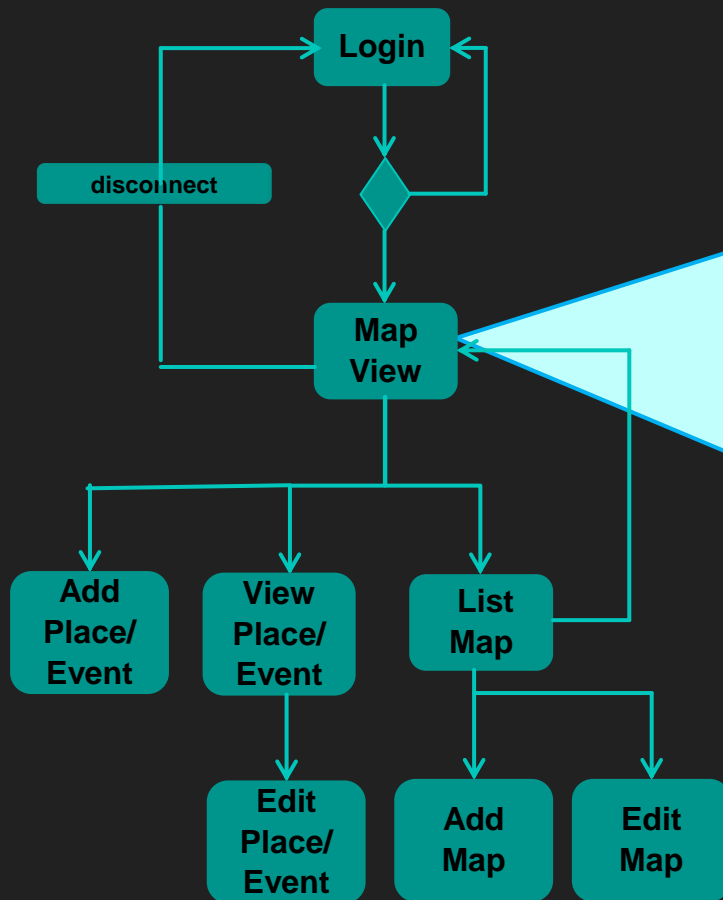


Navigation Diagram



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

Navigation Diagram



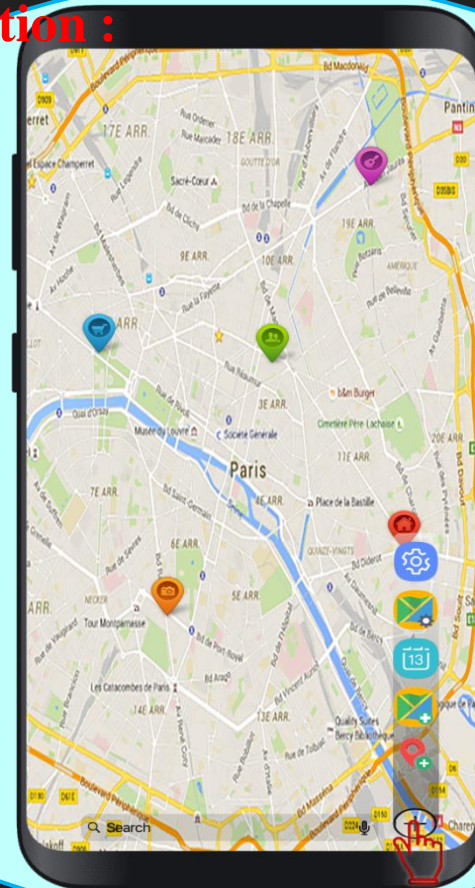
In this case, it would be streets around you and thus the potential interest points you or other people may have, could be marked down

Navigation Diagram

This would be the main way of using our application :

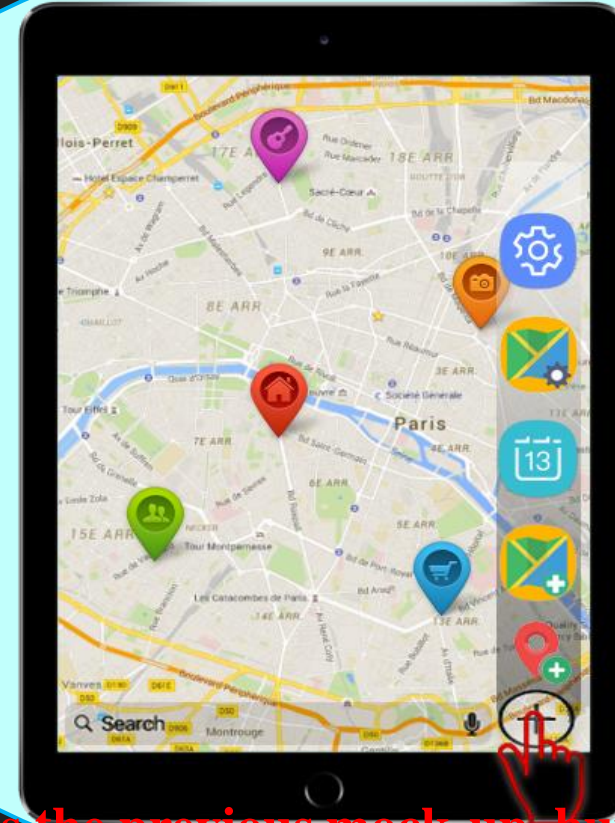
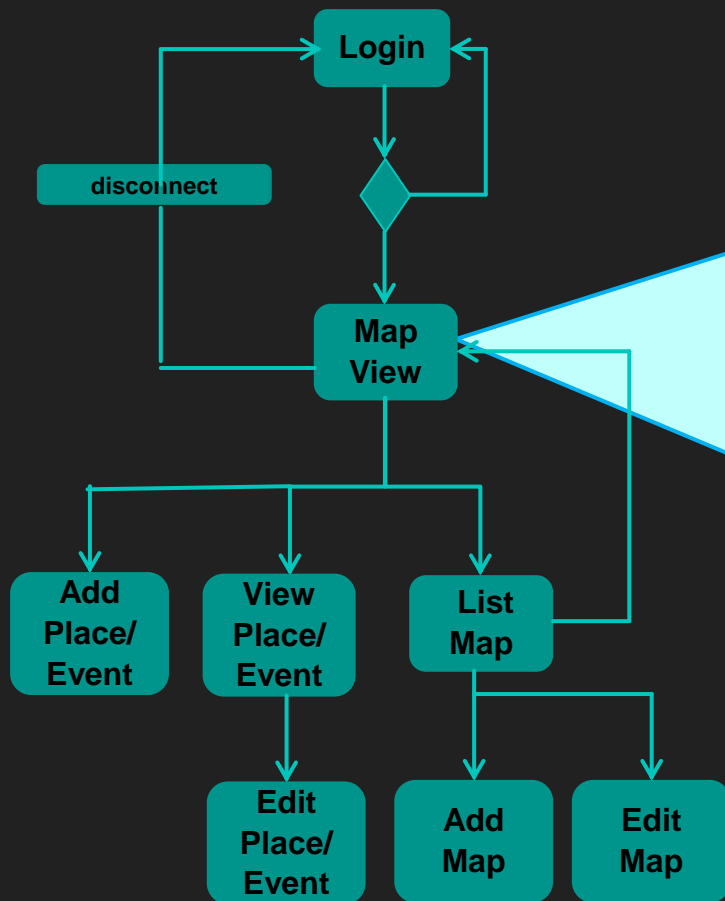


Clicking on the cross sign would open a pop-up menu that would allow the user to select what he wants to do with the app.



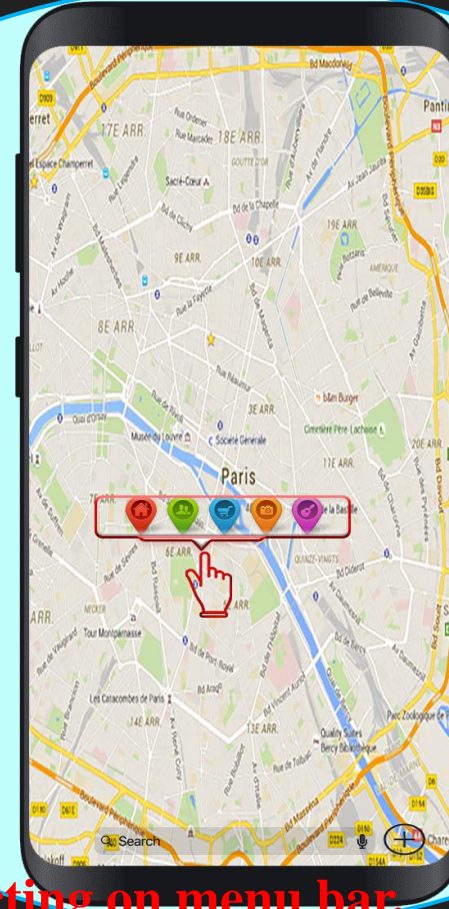
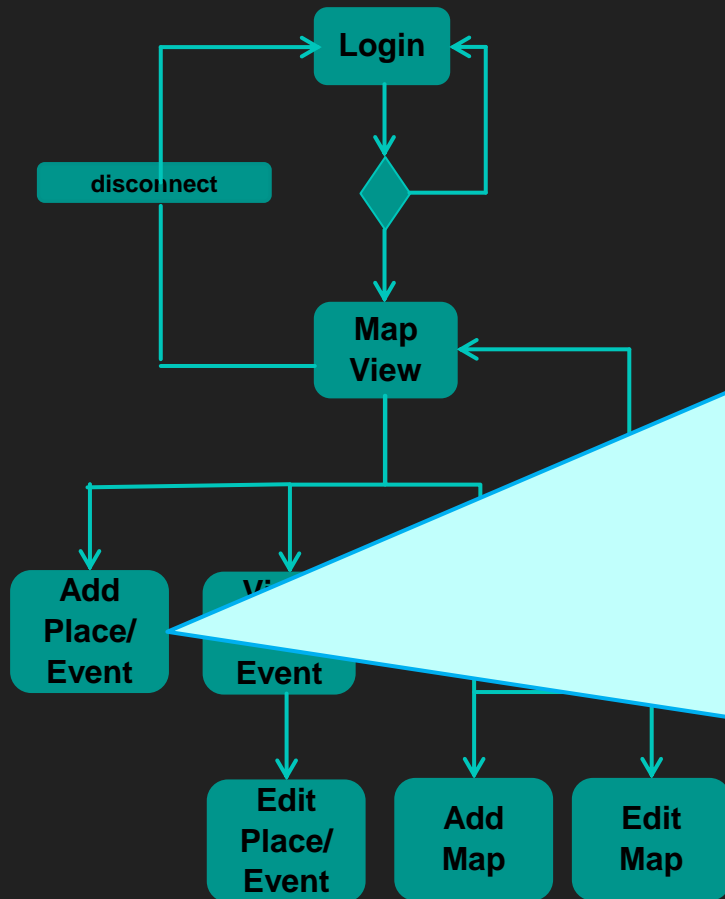
This seems to us to be the best way to provide maximum efficiency for the user.

Navigation Diagram



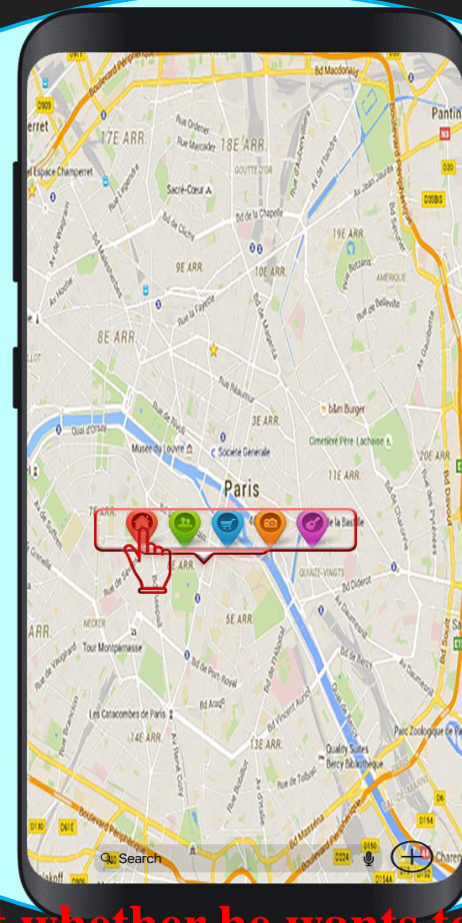
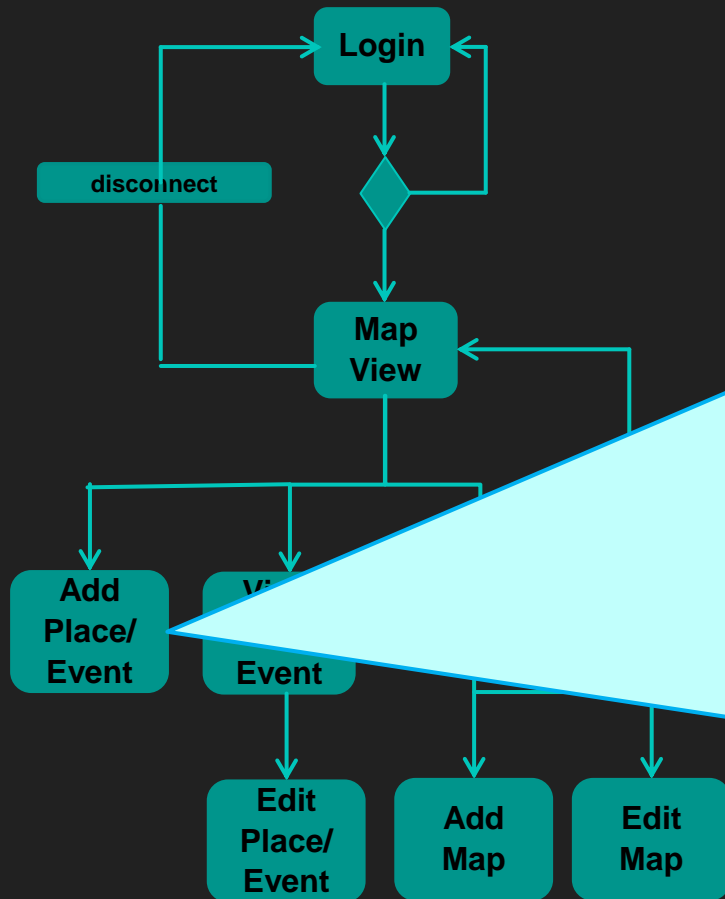
This is mainly the same idea as the previous mock-up, but the interface would have to be revamped to better fit a tablet.

Navigation Diagram



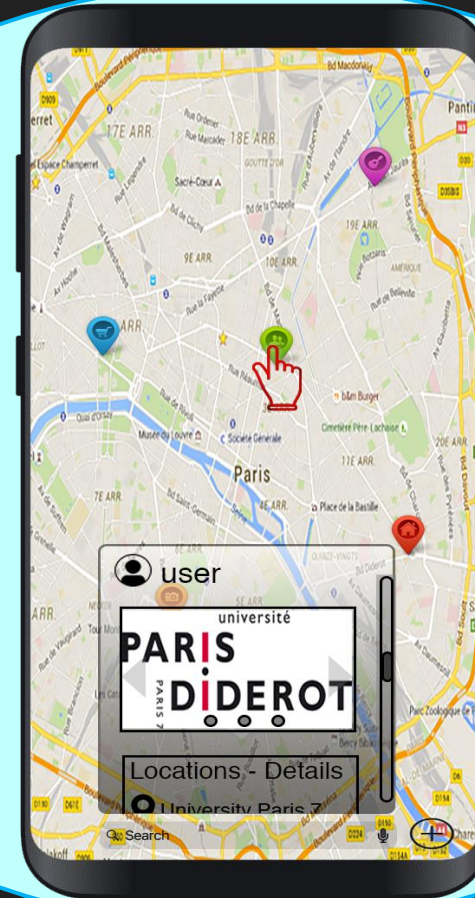
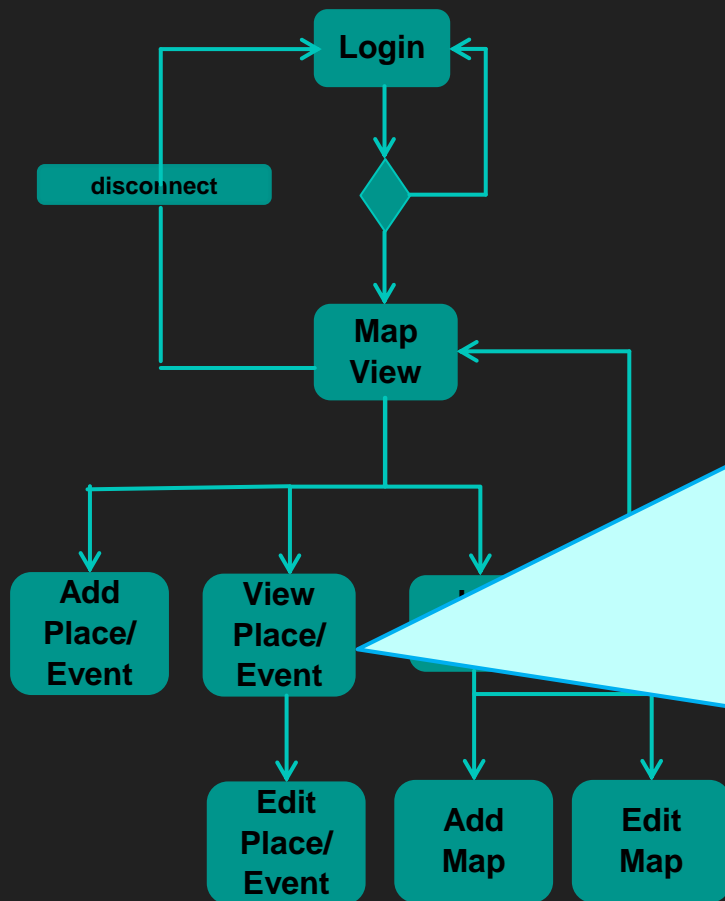
**User can add places/event by selecting on menu bar.
Or by pressing on a specific place, a pop-up can be opened...**

Navigation Diagram



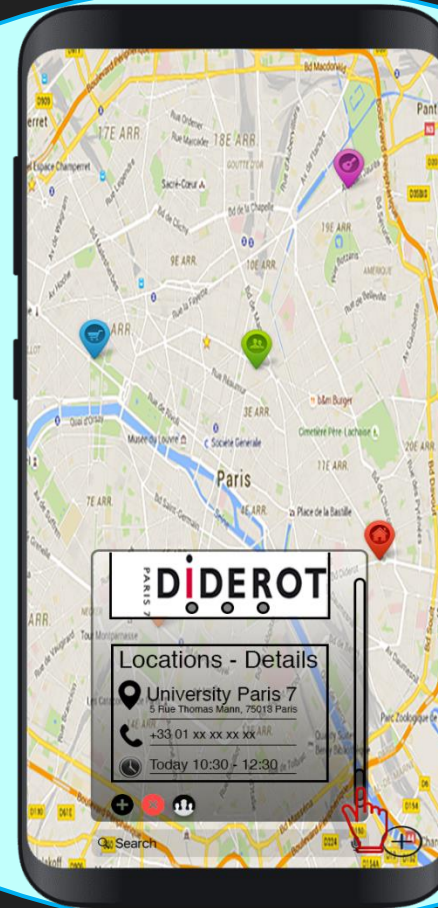
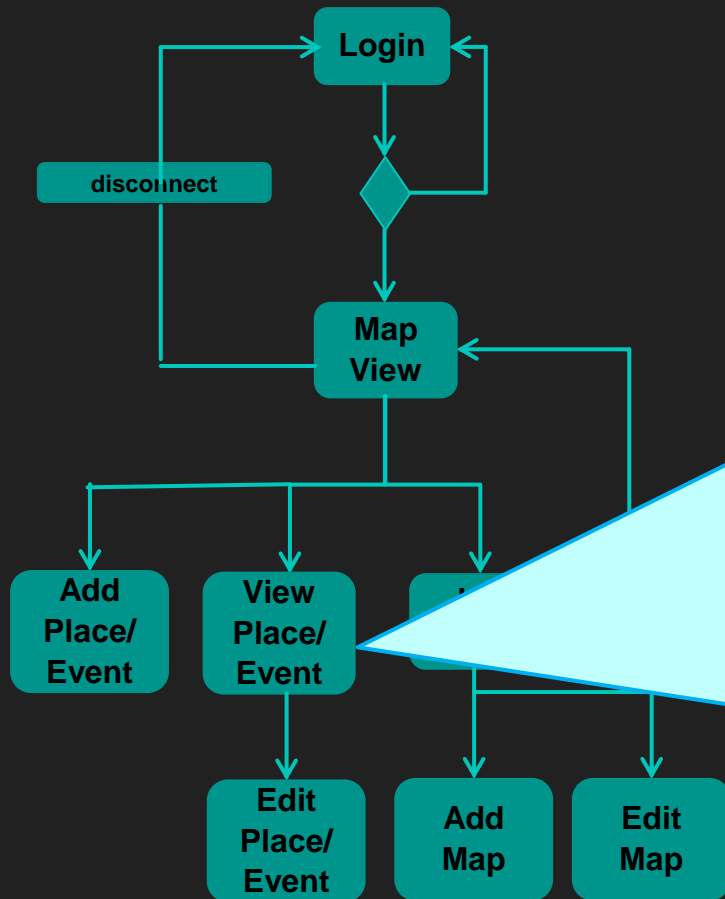
that would allow the user to select whether he wants to add features like places, events...

Navigation Diagram



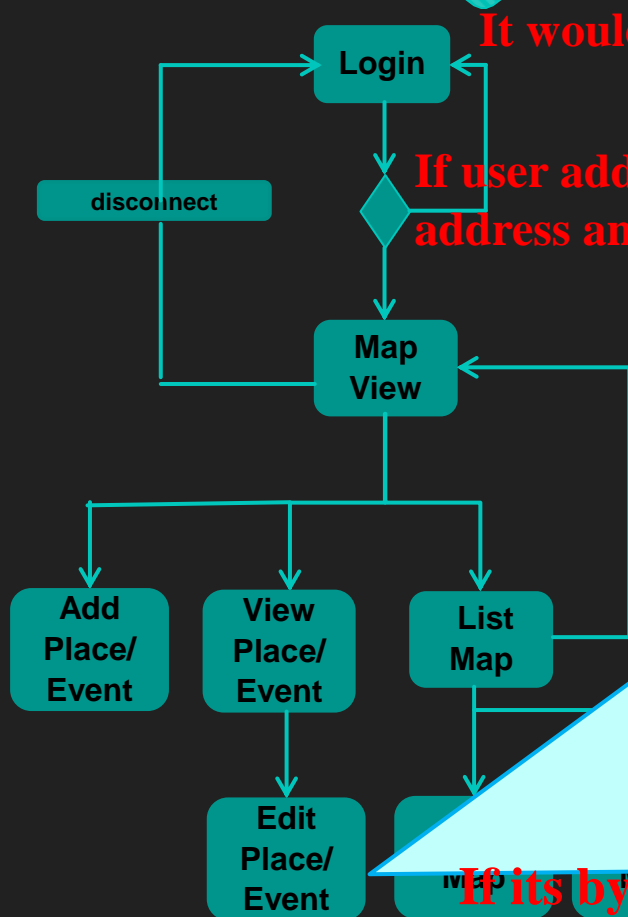
By touching icon on map, we can get access to more information about...

Navigation Diagram



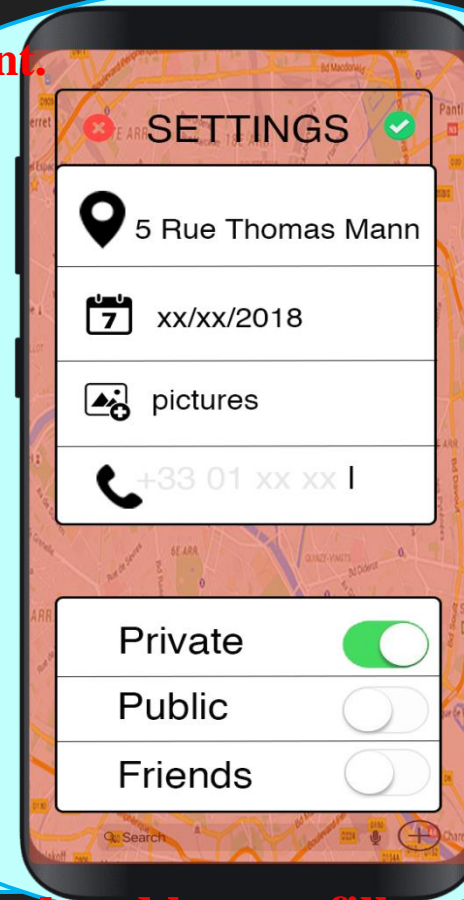
photos shared, information about events, description of place/event,...

Navigation Diagram



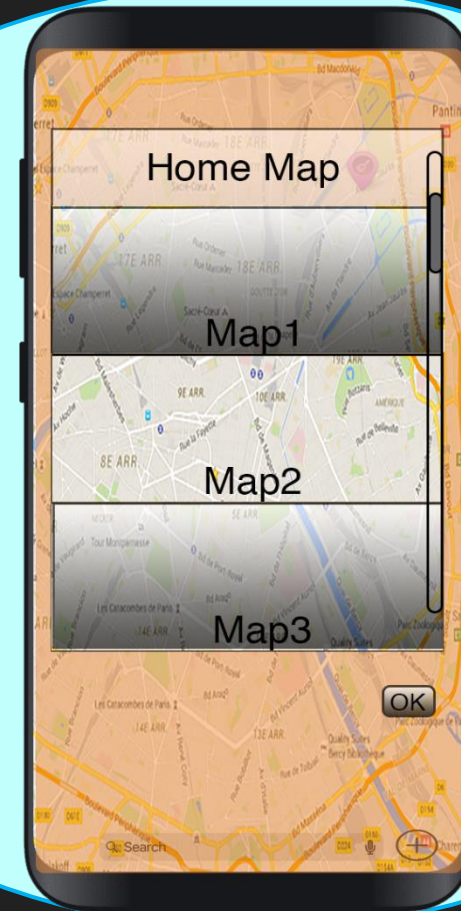
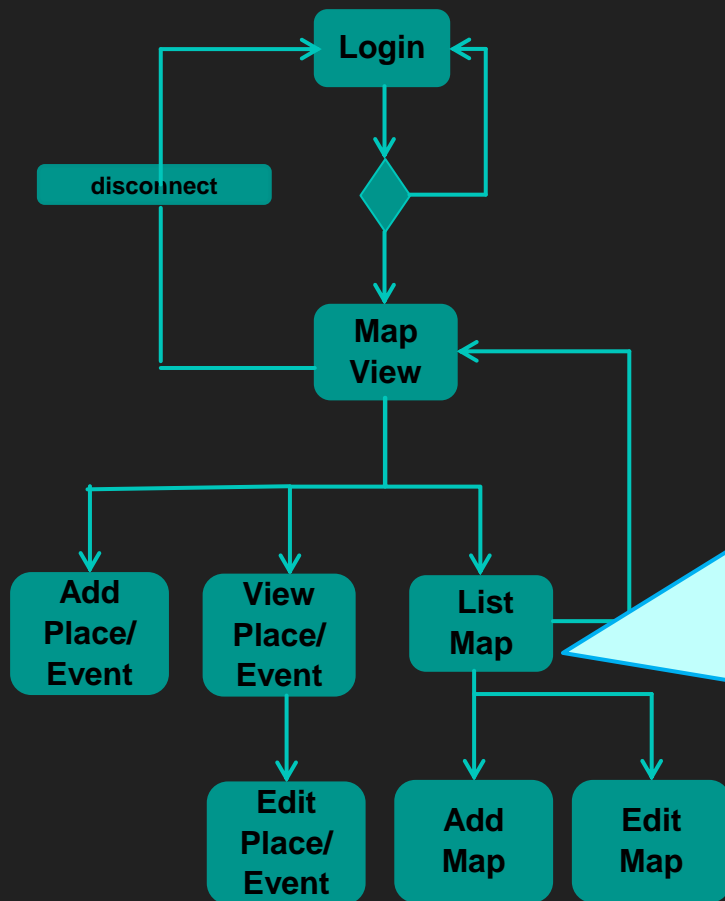
It would be the adding/setting menu for place/event.

If user add by the menu bar, he can write the address and fill up other information.



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.

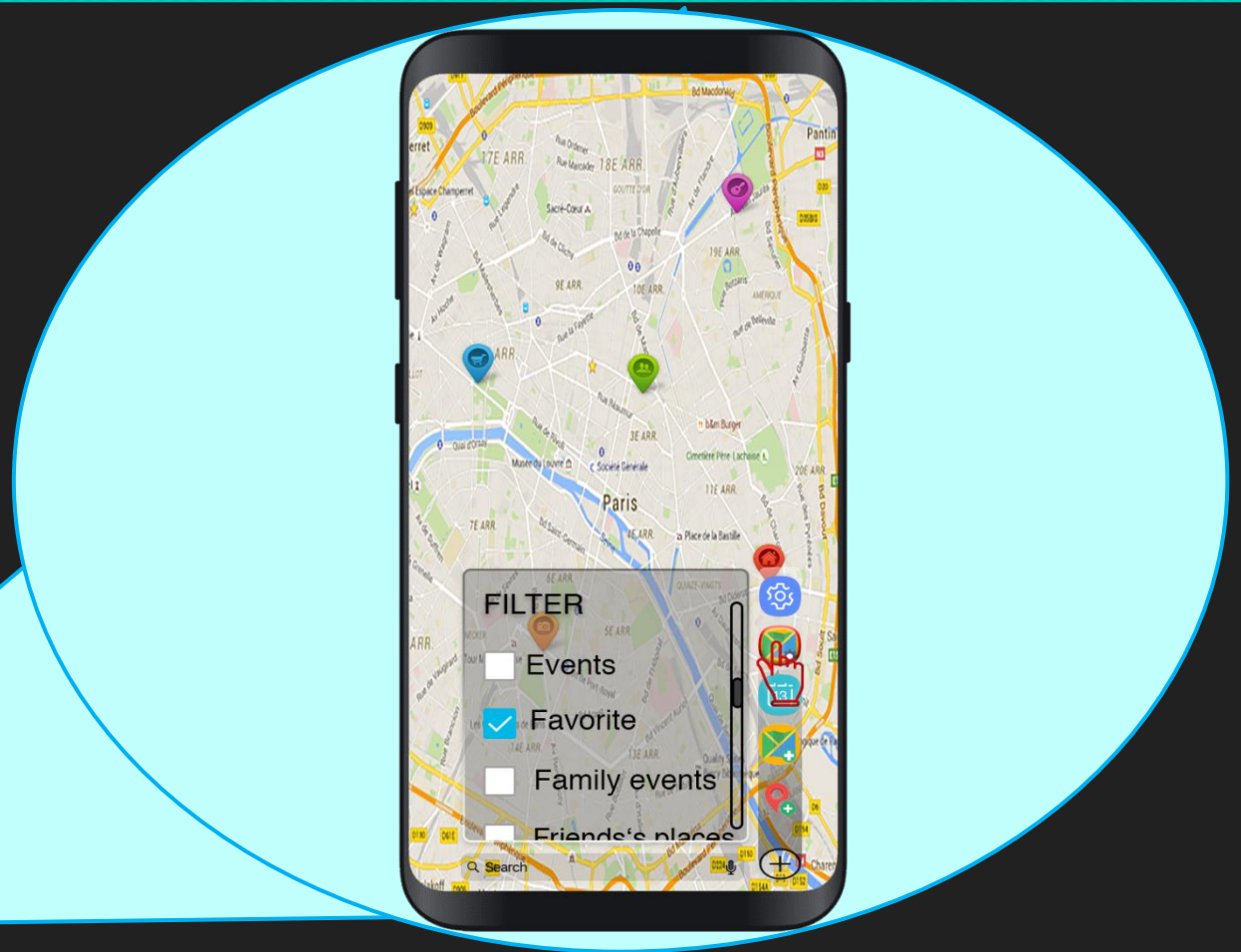
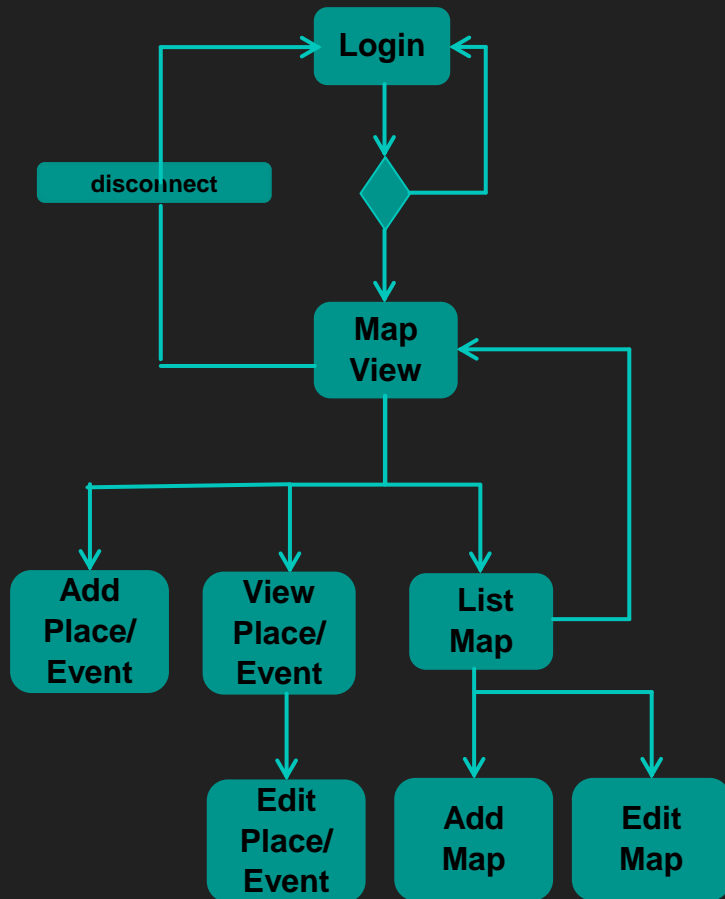
Navigation Diagram



List of maps we created.

You can select the maps you want to activate on the general plan, add or delete.

Navigation Diagram



A quick-access to filter 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	/List_Map	Returns a list of maps
GET	/List_Map/{id_map}	Returns all the properties of a map
PUT	/List_Map/add	Add a new map
POST	/list_map/map_view/edit/{id_place}	Modify a place or an event
PUT	/list_map/map_view/add	Add a new place or event
DELETE	/list_map/delete/{id_map}	Delete a map
DELETE	/list_map/map_view/delete/{id_place}	Delete a place or an event
GET	/List_Map/map_view/{id_place}	Return all the properties of a place or an event