

Instructions: <https://cuboulder-csci-3308.herokuapp.com/ProjectMilestones/ProjectMilestone2/index.html>

Team: 203-1

Team Name: 3LG

Team Members: Max Graef, Jackson Rini, Jake Nichols, Helen Kim, Kyle Baird, Zach Lefin

Project Features List:

- Show QR code
 - The user should be able to reveal their QR code tied to their device so that another user can scan the code. This will add both users to each other's poke list. In the future, it would be preferable if the app also compares users locations at that instant, to make sure the users are actually scanning off the other's phone.
- Scan QR code
 - The user should be able to scan another user's QR code. This will open the devices camera, and will save the image for decoding. This will also add both users to each other's poke list.
- Poke List
 - The poke list shows a list of users that you have exchanged codes with. You then can choose a poke to send to them. It would be cool if a friendship expired after a certain amount of time, and you'd have to scan their code again.
- Send Poke
 - You can send a Poke notification after choosing a friend to send to. This will send a notification to their device. There will be a cooldown between notifications, so that a user has to wait before sending another poke.
- Open Poke
 - If you receive a notification, then you should be able to open it and reveal a possibly larger version of the poke within the app.
- Create Profile
 - Allows a user of the app to create a profile account specific to who they are, required for other functionalities of the app

Project Plan:

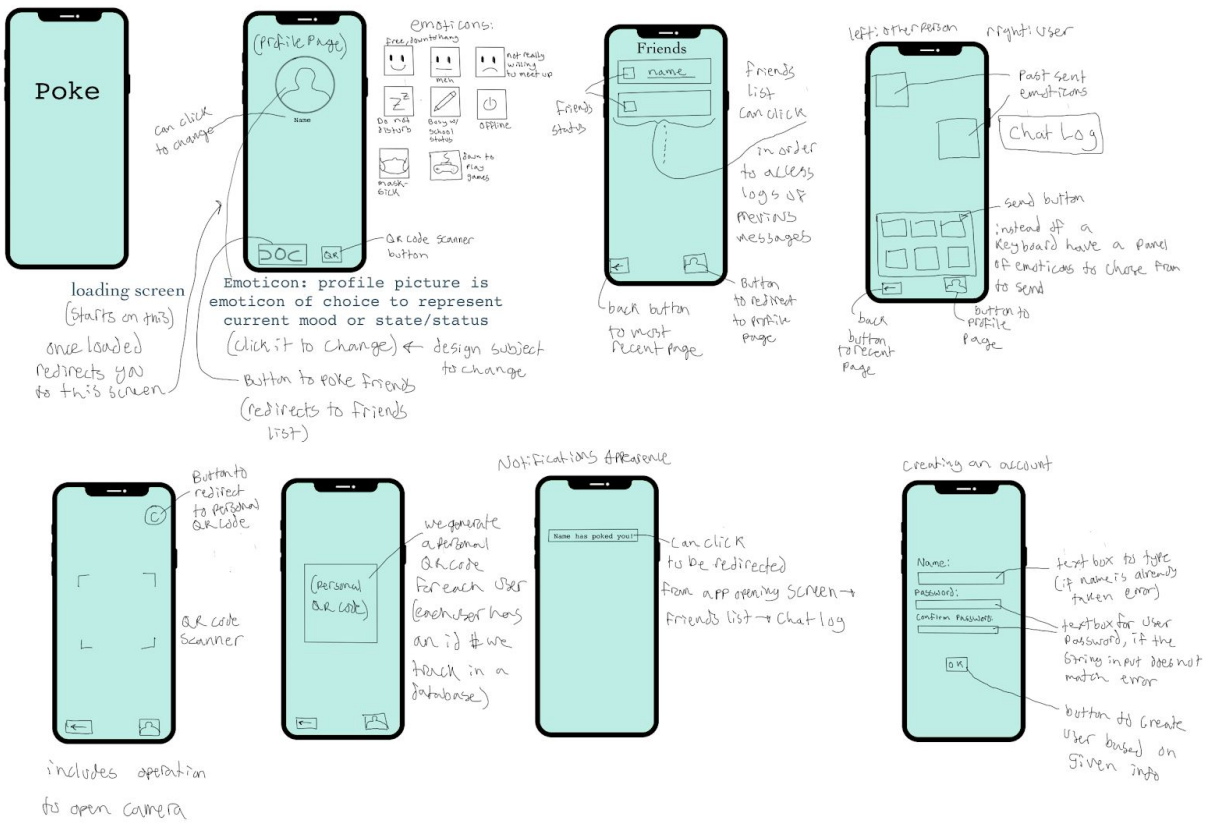
Task Name	9-28	10-5	10-12	10-19	10-26	11-2	11-9	11-16
client register	Jake	Jake	...					
server handle register	Zach	Zach	...					
server db register entry	Kyle	Kyle	...					
client send poke	Helen	Helen	...					
server handle poke inbound	Max	Max	...					
client recv poke		Jake	...					
client poll sync pokes		Kyle	...					
server handle poll sync pokes		Zach	...					
client generate personeal QR			...					
client scan and parse QR			...					
client add friend			...					
server handle add friend inbound			...					
client remove friend								
server handle remove friend inbound								
client poll sync friends								
server handle poll sync friends								
client set name								
server handle get profile name								
server handle set profile name								
client set image								
client get other user image								
server handle get profile image								
server handle set profile name								

<https://csci-3308-fa20-203-1.atlassian.net/secure/RapidBoard.jspa?rapidView=1&projectKey=GI203&view=planning&selectedIssue=GI203-10&epics=visible&issueLimit=100&selectedEpic=GI203-3>

Additional User Stories:

- **As a new user, I want to create an account for a personal profile that others can recognize me as. - Sprint 1**
 - Upon starting the app, the user will be prompted to either log in or create an account with a password. This will allow other users to be able to identify who the user is based on their username.
- **As a new user, I want to generate a QR code so that my friends can identify my device on the app. - Sprint 1**
 - When the user creates an account for the first time, a QR code should be generated and always be accessible to the user, and is linked to the user profile. The user should be able to display the QR image tied to their device at any time.
- **As a returning user, I want to pull up my existing QR code so that someone else can scan it. - Sprint 1**
 - There should either be a button that displays an image of the QR code, or the user swipes the app to the left or right to reveal the code.
- **As a returning user, I want to scan my friend's QR code so that I can add them to my friend's list. - Sprint 2**
 - The user should be able to either press a button, or swipe a certain direction to pull up their camera. They take a picture of someone else's code and it should decode and add that user to a friends list.
- **As a returning user, I want to see a list of my added friends so that I can send them a Poke. - Sprint 2**
 - There should be a page on the app that shows a user's list of added friends. They can then choose someone from this list to send a Poke to.
- **As a returning user, I want to send a Poke to someone on my friends list. - Sprint 3**
 - After choosing a user from the friends list, there should be a list of poke notifications to choose from. When the user taps on one of them, it should send a notification to the device of the user selected. After it is sent, there should be an icon that shows a cooldown that must expire before sending another notification

Wireframes:



Individual Contributions:

Helen: Worked on the wireframes for the project, including general overview on the app functionalities. Made a layout of what the app would look like and how the user would generally go about navigating it. Included explanations for what each piece represented and what it would do.

Jake: HTTP Requests, Push Notifications (in Android client application), Created test buttons

Zach: Django server setup, Database setup (postgres), Initial set of http endpoints (server side), Some simple network testing tools, Server side UUID generation and user management, Client side flow control documentation idea

Max: Working on QR code generation using Java. I want to create a png or jpg image file that contains a custom QR code with our logo in the center. The surrounding dots will each represent a bit in either a 16 or 32 bit unsigned integer value. If the dot is solid, it will represent a 1, while if there isn't a dot, it will represent a 0. For the scanner, it would take a png or jpg file and check the color values at the specified points. I've created a new activity in android studio which will house the qr code generation on first time opening the application and will display the qr code at any time.

I also had an idea for the logo of the app. I thought it would be cool to have a Mickey Mouse style glove/hand pointing at an angle like it's poking something.

Kyle: Helped test Android client application.