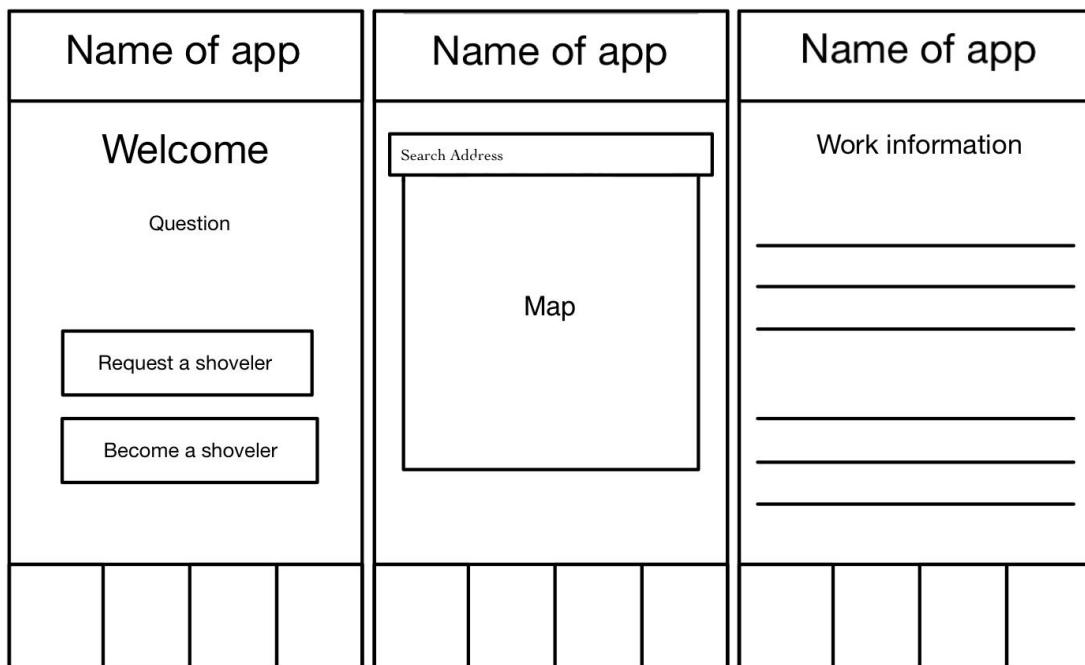


Ashley Erazo and Jessica Carvalho

CS443 Project Report

We wanted to develop an app, Snow Plow, so that people were easily able to find local people in their neighborhood who are interested in shoveling during the snowy times. It is an easy to use app that allows any home-owner to log in and request someone who is a shovel near them. The shovel would then be contacted and the appointment would be set. It would be a positive way to help those in our community by providing a seasonal job for those in need, whether they are teens or adults. The few requirements for the app would be to be 18+, unless you have your parents permission, and to have a background check in order to hire a shovel. There were a couple of similar applications on the Android Market, but they lack many qualities that we wish we would've added to our own.



A small example of what it was supposed to look like

While trying to keep a theme going for the app, we took into consideration our knowledge and how far we can take the theme of the app go. For our app, Snow Plow, we

wanted to keep the winter theme throughout the app as much as possible. We implemented a background that gave a winter look and feel and incorporated font sizes and colors that we thought best suited the theme and brought the app together to make it look whole. Another incredibly important feature to the app that contributes the most to the design and functionality is the navigation bar. The navigation bar is the foundation to the app because not only does it look nice but it ties together each fragment of the app into one bar. While you're requesting your next shovel, you may click on your account or even create one by touching the login tab of the navigation bar. It's simple and pleasing to look at with the icons that match the tab and when you touch the navigation bar, the name of the tab displays.

During the time that the app was working, we would test the app on Android Studio. For the functions that we had, everything was running smoothly until the implementation of something that caused an error leading our code to stop working. So the app did not always work correctly and there were many problems which we were unable to solve due to lack of knowledge and some time.

We had several good ideas, but lacked the knowledge for how to execute them. Firstly, our project had many issues leading it to stop working through the development stages. There were several functions that would have been great if they were added. One idea that would've made this particular app stand out amongst the other similar ones, was the payment function. Where we would have been able to have the requesters pay through the app and the shovelers would only receive the payment once the requesters confirm that the work had been finished. This idea is currently implemented in a social marketplace called Poshmark that has people buying and selling second hand items. This would have been perfect for this app, because of how the shovelers could not show up or they could have done just half the work. For example, if the

shoveler did not follow the right directions that were instructed by the requester, then the requester would be able to take a photo and contact CS in order to get some sort of refund. I believe that there is always room for progress. I think that having some “harder” homeworks and allowing the students to work in pairs could be helpful for them to learn communication skills when it comes to working with another for a project. This would not only benefit them in the class, but also other classes and the work-force for when they are put into teams.